NumPy Reference

Release 1.8.0

Written by the NumPy community

November 10, 2013

CONTENTS

1 Array objects **3**
- 1.1 The N-dimensional array (ndarray) . . . 3
- 1.2 Scalars . . . 71
- 1.3 Data type objects (dtype) . . . 87
- 1.4 Indexing . . . 102
- 1.5 Iterating Over Arrays . . . 107
- 1.6 Standard array subclasses . . . 118
- 1.7 Masked arrays . . . 233
- 1.8 The Array Interface . . . 418
- 1.9 Datetimes and Timedeltas . . . 423

2 Universal functions (ufunc) **431**
- 2.1 Broadcasting . . . 431
- 2.2 Output type determination . . . 432
- 2.3 Use of internal buffers . . . 432
- 2.4 Error handling . . . 432
- 2.5 Casting Rules . . . 435
- 2.6 ufunc . . . 437
- 2.7 Available ufuncs . . . 446

3 Routines **451**
- 3.1 Array creation routines . . . 451
- 3.2 Array manipulation routines . . . 484
- 3.3 Binary operations . . . 524
- 3.4 String operations . . . 531
- 3.5 C-Types Foreign Function Interface (numpy.ctypeslib) . . . 576
- 3.6 Datetime Support Functions . . . 577
- 3.7 Data type routines . . . 582
- 3.8 Optionally Scipy-accelerated routines (numpy.dual) . . . 600
- 3.9 Mathematical functions with automatic domain (numpy.emath) . . . 601
- 3.10 Floating point error handling . . . 601
- 3.11 Discrete Fourier Transform (numpy.fft) . . . 608
- 3.12 Financial functions . . . 630
- 3.13 Functional programming . . . 639
- 3.14 Numpy-specific help functions . . . 645
- 3.15 Indexing routines . . . 647
- 3.16 Input and output . . . 680
- 3.17 Linear algebra (numpy.linalg) . . . 703
- 3.18 Logic functions . . . 736

3.19 Masked array operations . . . 754
3.20 Mathematical functions . . . 875
3.21 Matrix library (numpy.matlib) . . . 936
3.22 Numarray compatibility (numpy.numarray) . . . 942
3.23 Old Numeric compatibility (numpy.oldnumeric) . . . 942
3.24 Miscellaneous routines . . . 942
3.25 Padding Arrays . . . 944
3.26 Polynomials . . . 947
3.27 Random sampling (numpy.random) . . . 1128
3.28 Set routines . . . 1231
3.29 Sorting, searching, and counting . . . 1236
3.30 Statistics . . . 1252
3.31 Test Support (numpy.testing) . . . 1280
3.32 Asserts . . . 1280
3.33 Window functions . . . 1293

4 Packaging (numpy.distutils) 1301
4.1 Modules in numpy.distutils . . . 1301
4.2 Building Installable C libraries . . . 1312
4.3 Conversion of .src files . . . 1313

5 Numpy C-API 1315
5.1 Python Types and C-Structures . . . 1315
5.2 System configuration . . . 1329
5.3 Data Type API . . . 1331
5.4 Array API . . . 1336
5.5 Array Iterator API . . . 1375
5.6 UFunc API . . . 1391
5.7 Generalized Universal Function API . . . 1397
5.8 Numpy core libraries . . . 1400
5.9 C API Deprecations . . . 1404

6 Numpy internals 1407
6.1 Numpy C Code Explanations . . . 1407
6.2 Internal organization of numpy arrays . . . 1414
6.3 Multidimensional Array Indexing Order Issues . . . 1415

7 Numpy and SWIG 1417
7.1 Numpy.i: a SWIG Interface File for NumPy . . . 1417
7.2 Testing the numpy.i Typemaps . . . 1432

8 Acknowledgements 1435

Bibliography 1437

Index 1445

Release
1.8

Date
November 10, 2013

This reference manual details functions, modules, and objects included in Numpy, describing what they are and what they do. For learning how to use NumPy, see also *user*.

CHAPTER

ONE

ARRAY OBJECTS

NumPy provides an N-dimensional array type, the *ndarray*, which describes a collection of "items" of the same type. The items can be *indexed* using for example N integers.

All ndarrays are *homogenous*: every item takes up the same size block of memory, and all blocks are interpreted in exactly the same way. How each item in the array is to be interpreted is specified by a separate *data-type object*, one of which is associated with every array. In addition to basic types (integers, floats, *etc.*), the data type objects can also represent data structures.

An item extracted from an array, *e.g.*, by indexing, is represented by a Python object whose type is one of the *array scalar types* built in Numpy. The array scalars allow easy manipulation of also more complicated arrangements of data.

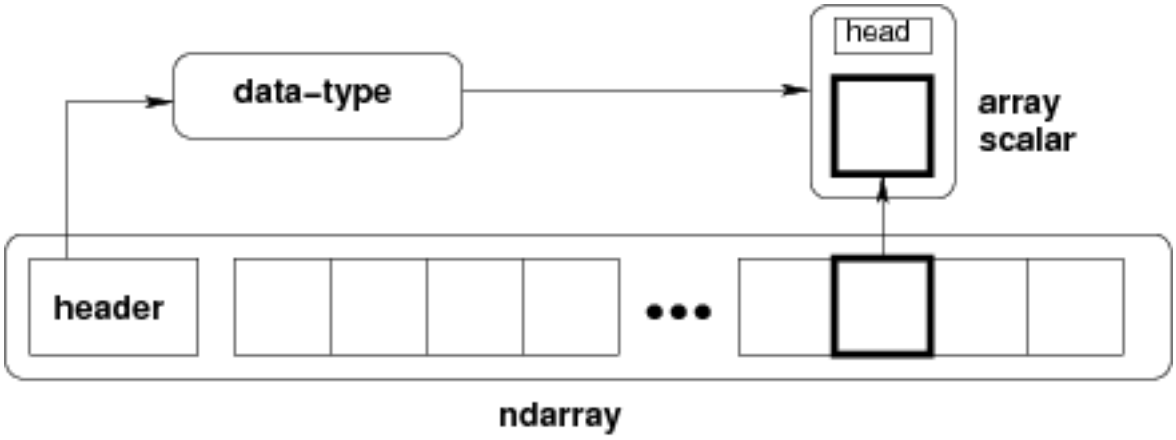


Figure 1.1: **Figure** Conceptual diagram showing the relationship between the three fundamental objects used to describe the data in an array: 1) the ndarray itself, 2) the data-type object that describes the layout of a single fixed-size element of the array, 3) the array-scalar Python object that is returned when a single element of the array is accessed.

1.1 The N-dimensional array (`ndarray`)

An `ndarray` is a (usually fixed-size) multidimensional container of items of the same type and size. The number of dimensions and items in an array is defined by its `shape`, which is a `tuple` of *N* positive integers that specify the sizes of each dimension. The type of items in the array is specified by a separate *data-type object (dtype)*, one of which is associated with each ndarray.

As with other container objects in Python, the contents of an `ndarray` can be accessed and modified by *indexing or slicing* the array (using, for example, *N* integers), and via the methods and attributes of the `ndarray`.

Different ndarrays can share the same data, so that changes made in one ndarray may be visible in another. That is, an ndarray can be a *"view"* to another ndarray, and the data it is referring to is taken care of by the *"base"* ndarray. ndarrays can also be views to memory owned by Python strings or objects implementing the buffer or *array* interfaces.

Example

A 2-dimensional array of size 2 x 3, composed of 4-byte integer elements:

```
>>> x = np.array([[1, 2, 3], [4, 5, 6]], np.int32)
>>> type(x)
<type 'numpy.ndarray'>
>>> x.shape
(2, 3)
>>> x.dtype
dtype('int32')
```

The array can be indexed using Python container-like syntax:

```
>>> x[1,2] # i.e., the element of x in the *second* row, *third*
column, namely, 6.
```

For example *slicing* can produce views of the array:

```
>>> y = x[:,1]
>>> y
array([2, 5])
>>> y[0] = 9 # this also changes the corresponding element in x
>>> y
array([9, 5])
>>> x
array([[1, 9, 3],
       [4, 5, 6]])
```

1.1.1 Constructing arrays

New arrays can be constructed using the routines detailed in *Array creation routines*, and also by using the low-level ndarray constructor:

ndarray	An array object represents a multidimensional, homogeneous array of fixed-size items.

class numpy.**ndarray**

An array object represents a multidimensional, homogeneous array of fixed-size items. An associated data-type object describes the format of each element in the array (its byte-order, how many bytes it occupies in memory, whether it is an integer, a floating point number, or something else, etc.)

Arrays should be constructed using array, zeros or empty (refer to the See Also section below). The parameters given here refer to a low-level method (*ndarray(...)*) for instantiating an array.

For more information, refer to the numpy module and examine the the methods and attributes of an array.

Parameters

(for the __new__ method; see Notes below)

shape : tuple of ints

Shape of created array.

dtype : data-type, optional

Any object that can be interpreted as a numpy data type.

buffer : object exposing buffer interface, optional

Used to fill the array with data.

offset : int, optional

Offset of array data in buffer.

strides : tuple of ints, optional

Strides of data in memory.

order : {'C', 'F'}, optional

Row-major or column-major order.

See Also:

array
Construct an array.

zeros
Create an array, each element of which is zero.

empty
Create an array, but leave its allocated memory unchanged (i.e., it contains "garbage").

dtype
Create a data-type.

Notes

There are two modes of creating an array using __new__:

1. If *buffer* is None, then only `shape`, `dtype`, and *order* are used.
2. If *buffer* is an object exposing the buffer interface, then all keywords are interpreted.

No __init__ method is needed because the array is fully initialized after the __new__ method.

Examples

These examples illustrate the low-level `ndarray` constructor. Refer to the *See Also* section above for easier ways of constructing an ndarray.

First mode, *buffer* is None:

```
>>> np.ndarray(shape=(2,2), dtype=float, order='F')
array([[ -1.13698227e+002,   4.25087011e-303],
       [  2.88528414e-306,   3.27025015e-309]])         #random
```

Second mode:

```
>>> np.ndarray((2,), buffer=np.array([1,2,3]),
...            offset=np.int_().itemsize,
...            dtype=int) # offset = 1*itemsize, i.e. skip first element
array([2, 3])
```

Attributes

T	Same as self.transpose(), except that self is returned if self.ndim < 2.
data	Python buffer object pointing to the start of the array's data.
dtype	Data-type of the array's elements.
flags	Information about the memory layout of the array.
flat	A 1-D iterator over the array.
imag	The imaginary part of the array.
real	The real part of the array.
size	Number of elements in the array.
itemsize	Length of one array element in bytes.
nbytes	Total bytes consumed by the elements of the array.
ndim	Number of array dimensions.
shape	Tuple of array dimensions.
strides	Tuple of bytes to step in each dimension when traversing an array.
ctypes	An object to simplify the interaction of the array with the ctypes module.
base	Base object if memory is from some other object.

ndarray.**T**

Same as self.transpose(), except that self is returned if self.ndim < 2.

Examples

```
>>> x = np.array([[1.,2.],[3.,4.]])
>>> x
array([[ 1.,  2.],
       [ 3.,  4.]])
>>> x.T
array([[ 1.,  3.],
       [ 2.,  4.]])
>>> x = np.array([1.,2.,3.,4.])
>>> x
array([ 1.,  2.,  3.,  4.])
>>> x.T
array([ 1.,  2.,  3.,  4.])
```

ndarray.**data**

Python buffer object pointing to the start of the array's data.

ndarray.**dtype**

Data-type of the array's elements.

Parameters
None

Returns
d : numpy dtype object

See Also:

numpy.dtype

Examples

```
>>> x
array([[0, 1],
       [2, 3]])
>>> x.dtype
dtype('int32')
```

```
>>> type(x.dtype)
<type 'numpy.dtype'>
```

ndarray.**flags**

Information about the memory layout of the array.

Notes

The `flags` object can be accessed dictionary-like (as in `a.flags['WRITEABLE']`), or by using lowercased attribute names (as in `a.flags.writeable`). Short flag names are only supported in dictionary access.

Only the UPDATEIFCOPY, WRITEABLE, and ALIGNED flags can be changed by the user, via direct assignment to the attribute or dictionary entry, or by calling `ndarray.setflags`.

The array flags cannot be set arbitrarily:

- UPDATEIFCOPY can only be set `False`.
- ALIGNED can only be set `True` if the data is truly aligned.
- WRITEABLE can only be set `True` if the array owns its own memory or the ultimate owner of the memory exposes a writeable buffer interface or is a string.

Arrays can be both C-style and Fortran-style contiguous simultaneously. This is clear for 1-dimensional arrays, but can also be true for higher dimensional arrays.

Even for contiguous arrays a stride for a given dimension `arr.strides[dim]` may be *arbitrary* if `arr.shape[dim] == 1` or the array has no elements. It does *not* generally hold that `self.strides[-1] == self.itemsize` for C-style contiguous arrays or `self.strides[0] == self.itemsize` for Fortran-style contiguous arrays is true.

Attributes

C_CONTIGUOUS (C)	The data is in a single, C-style contiguous segment.
F_CONTIGUOUS (F)	The data is in a single, Fortran-style contiguous segment.
OWNDATA (O)	The array owns the memory it uses or borrows it from another object.
WRITEABLE (W)	The data area can be written to. Setting this to False locks the data, making it read-only. A view (slice, etc.) inherits WRITEABLE from its base array at creation time, but a view of a writeable array may be subsequently locked while the base array remains writeable. (The opposite is not true, in that a view of a locked array may not be made writeable. However, currently, locking a base object does not lock any views that already reference it, so under that circumstance it is possible to alter the contents of a locked array via a previously created writeable view onto it.) Attempting to change a non-writeable array raises a RuntimeError exception.
ALIGNED (A)	The data and all elements are aligned appropriately for the hardware.
UPDATEIFCOPY (U)	This array is a copy of some other array. When this array is deallocated, the base array will be updated with the contents of this array.
FNC	F_CONTIGUOUS and not C_CONTIGUOUS.
FORC	F_CONTIGUOUS or C_CONTIGUOUS (one-segment test).
BEHAVED (B)	ALIGNED and WRITEABLE.
CARRAY (CA)	BEHAVED and C_CONTIGUOUS.
FARRAY (FA)	BEHAVED and F_CONTIGUOUS and not C_CONTIGUOUS.

ndarray.**flat**

A 1-D iterator over the array.

This is a `numpy.flatiter` instance, which acts similarly to, but is not a subclass of, Python's built-in iterator object.

See Also:

flatten

Return a copy of the array collapsed into one dimension.

`flatiter`

Examples

```
>>> x = np.arange(1, 7).reshape(2, 3)
>>> x
array([[1, 2, 3],
       [4, 5, 6]])
>>> x.flat[3]
4
>>> x.T
array([[1, 4],
       [2, 5],
       [3, 6]])
```

```
>>> x.T.flat[3]
5
>>> type(x.flat)
<type 'numpy.flatiter'>
```

An assignment example:

```
>>> x.flat = 3; x
array([[3, 3, 3],
       [3, 3, 3]])
>>> x.flat[[1,4]] = 1; x
array([[3, 1, 3],
       [3, 1, 3]])
```

ndarray.**imag**
The imaginary part of the array.

Examples

```
>>> x = np.sqrt([1+0j, 0+1j])
>>> x.imag
array([ 0.        ,  0.70710678])
>>> x.imag.dtype
dtype('float64')
```

ndarray.**real**
The real part of the array.

See Also:

numpy.real
equivalent function

Examples

```
>>> x = np.sqrt([1+0j, 0+1j])
>>> x.real
array([ 1.        ,  0.70710678])
>>> x.real.dtype
dtype('float64')
```

ndarray.**size**
Number of elements in the array.

Equivalent to `np.prod(a.shape)`, i.e., the product of the array's dimensions.

Examples

```
>>> x = np.zeros((3, 5, 2), dtype=np.complex128)
>>> x.size
30
>>> np.prod(x.shape)
30
```

ndarray.**itemsize**
Length of one array element in bytes.

Examples

```
>>> x = np.array([1,2,3], dtype=np.float64)
>>> x.itemsize
8
>>> x = np.array([1,2,3], dtype=np.complex128)
>>> x.itemsize
16
```

ndarray.**nbytes**
Total bytes consumed by the elements of the array.

Notes

Does not include memory consumed by non-element attributes of the array object.

Examples

```
>>> x = np.zeros((3,5,2), dtype=np.complex128)
>>> x.nbytes
480
>>> np.prod(x.shape) * x.itemsize
480
```

ndarray.**ndim**
Number of array dimensions.

Examples

```
>>> x = np.array([1, 2, 3])
>>> x.ndim
1
>>> y = np.zeros((2, 3, 4))
>>> y.ndim
3
```

ndarray.**shape**
Tuple of array dimensions.

Notes

May be used to "reshape" the array, as long as this would not require a change in the total number of elements

Examples

```
>>> x = np.array([1, 2, 3, 4])
>>> x.shape
(4,)
>>> y = np.zeros((2, 3, 4))
>>> y.shape
(2, 3, 4)
>>> y.shape = (3, 8)
>>> y
array([[ 0.,  0.,  0.,  0.,  0.,  0.,  0.,  0.],
       [ 0.,  0.,  0.,  0.,  0.,  0.,  0.,  0.],
       [ 0.,  0.,  0.,  0.,  0.,  0.,  0.,  0.]])
>>> y.shape = (3, 6)
Traceback (most recent call last):
```

```
  File "<stdin>", line 1, in <module>
ValueError: total size of new array must be unchanged
```

ndarray.**strides**

Tuple of bytes to step in each dimension when traversing an array.

The byte offset of element `(i[0], i[1], ..., i[n])` in an array *a* is:

```
offset = sum(np.array(i) * a.strides)
```

A more detailed explanation of strides can be found in the "ndarray.rst" file in the NumPy reference guide.

See Also:

`numpy.lib.stride_tricks.as_strided`

Notes

Imagine an array of 32-bit integers (each 4 bytes):

```
x = np.array([[0, 1, 2, 3, 4],
              [5, 6, 7, 8, 9]], dtype=np.int32)
```

This array is stored in memory as 40 bytes, one after the other (known as a contiguous block of memory). The strides of an array tell us how many bytes we have to skip in memory to move to the next position along a certain axis. For example, we have to skip 4 bytes (1 value) to move to the next column, but 20 bytes (5 values) to get to the same position in the next row. As such, the strides for the array *x* will be `(20, 4)`.

Examples

```
>>> y = np.reshape(np.arange(2*3*4), (2,3,4))
>>> y
array([[[ 0,  1,  2,  3],
        [ 4,  5,  6,  7],
        [ 8,  9, 10, 11]],
       [[12, 13, 14, 15],
        [16, 17, 18, 19],
        [20, 21, 22, 23]]])
>>> y.strides
(48, 16, 4)
>>> y[1,1,1]
17
>>> offset=sum(y.strides * np.array((1,1,1)))
>>> offset/y.itemsize
17

>>> x = np.reshape(np.arange(5*6*7*8), (5,6,7,8)).transpose(2,3,1,0)
>>> x.strides
(32, 4, 224, 1344)
>>> i = np.array([3,5,2,2])
>>> offset = sum(i * x.strides)
>>> x[3,5,2,2]
813
>>> offset / x.itemsize
813
```

ndarray.**ctypes**

An object to simplify the interaction of the array with the ctypes module.

This attribute creates an object that makes it easier to use arrays when calling shared libraries with the ctypes module. The returned object has, among others, data, shape, and strides attributes (see Notes below) which themselves return ctypes objects that can be used as arguments to a shared library.

Parameters
None

Returns
c : Python object

Possessing attributes data, shape, strides, etc.

See Also:

`numpy.ctypeslib`

Notes

Below are the public attributes of this object which were documented in "Guide to NumPy" (we have omitted undocumented public attributes, as well as documented private attributes):

- data: A pointer to the memory area of the array as a Python integer. This memory area may contain data that is not aligned, or not in correct byte-order. The memory area may not even be writeable. The array flags and data-type of this array should be respected when passing this attribute to arbitrary C-code to avoid trouble that can include Python crashing. User Beware! The value of this attribute is exactly the same as self._array_interface_['data'][0].
- shape (c_intp*self.ndim): A ctypes array of length self.ndim where the basetype is the C-integer corresponding to dtype('p') on this platform. This base-type could be c_int, c_long, or c_longlong depending on the platform. The c_intp type is defined accordingly in numpy.ctypeslib. The ctypes array contains the shape of the underlying array.
- strides (c_intp*self.ndim): A ctypes array of length self.ndim where the basetype is the same as for the shape attribute. This ctypes array contains the strides information from the underlying array. This strides information is important for showing how many bytes must be jumped to get to the next element in the array.
- data_as(obj): Return the data pointer cast to a particular c-types object. For example, calling self._as_parameter_ is equivalent to self.data_as(ctypes.c_void_p). Perhaps you want to use the data as a pointer to a ctypes array of floating-point data: self.data_as(ctypes.POINTER(ctypes.c_double)).
- shape_as(obj): Return the shape tuple as an array of some other c-types type. For example: self.shape_as(ctypes.c_short).
- strides_as(obj): Return the strides tuple as an array of some other c-types type. For example: self.strides_as(ctypes.c_longlong).

Be careful using the ctypes attribute - especially on temporary arrays or arrays constructed on the fly. For example, calling `(a+b).ctypes.data_as(ctypes.c_void_p)` returns a pointer to memory that is invalid because the array created as (a+b) is deallocated before the next Python statement. You can avoid this problem using either `c=a+b` or `ct=(a+b).ctypes`. In the latter case, ct will hold a reference to the array until ct is deleted or re-assigned.

If the ctypes module is not available, then the ctypes attribute of array objects still returns something useful, but ctypes objects are not returned and errors may be raised instead. In particular, the object will still have the as parameter attribute which will return an integer equal to the data attribute.

Examples

```
>>> import ctypes
>>> x
```

```
array([[0, 1],
       [2, 3]])
>>> x.ctypes.data
30439712
>>> x.ctypes.data_as(ctypes.POINTER(ctypes.c_long))
<ctypes.LP_c_long object at 0x01F01300>
>>> x.ctypes.data_as(ctypes.POINTER(ctypes.c_long)).contents
c_long(0)
>>> x.ctypes.data_as(ctypes.POINTER(ctypes.c_longlong)).contents
c_longlong(4294967296L)
>>> x.ctypes.shape
<numpy.core._internal.c_long_Array_2 object at 0x01FFD580>
>>> x.ctypes.shape_as(ctypes.c_long)
<numpy.core._internal.c_long_Array_2 object at 0x01FCE620>
>>> x.ctypes.strides
<numpy.core._internal.c_long_Array_2 object at 0x01FCE620>
>>> x.ctypes.strides_as(ctypes.c_longlong)
<numpy.core._internal.c_longlong_Array_2 object at 0x01F01300>
```

ndarray.**base**

Base object if memory is from some other object.

Examples

The base of an array that owns its memory is None:

```
>>> x = np.array([1,2,3,4])
>>> x.base is None
True
```

Slicing creates a view, whose memory is shared with x:

```
>>> y = x[2:]
>>> y.base is x
True
```

Methods

all([axis, out])	Returns True if all elements evaluate to True.
any([axis, out])	Returns True if any of the elements of *a* evaluate to True.
argmax([axis, out])	Return indices of the maximum values along the given axis.
argmin([axis, out])	Return indices of the minimum values along the given axis of *a*.
argpartition(kth[, axis, kind, order])	Returns the indices that would partition this array.
argsort([axis, kind, order])	Returns the indices that would sort this array.
astype(dtype[, order, casting, subok, copy])	Copy of the array, cast to a specified type.
byteswap(inplace)	Swap the bytes of the array elements
choose(choices[, out, mode])	Use an index array to construct a new array from a set of choices.
clip(a_min, a_max[, out])	Return an array whose values are limited to `[a_min, a_max]`.
compress(condition[, axis, out])	Return selected slices of this array along given axis.
conj()	Complex-conjugate all elements.
conjugate()	Return the complex conjugate, element-wise.
copy([order])	Return a copy of the array.
cumprod([axis, dtype, out])	Return the cumulative product of the elements along the given axis.
cumsum([axis, dtype, out])	Return the cumulative sum of the elements along the given axis.
diagonal([offset, axis1, axis2])	Return specified diagonals.

Table 1.3 – continued from previous page

dot(b[, out])	Dot product of two arrays.
dump(file)	Dump a pickle of the array to the specified file.
dumps()	Returns the pickle of the array as a string.
fill(value)	Fill the array with a scalar value.
flatten([order])	Return a copy of the array collapsed into one dimension.
getfield(dtype[, offset])	Returns a field of the given array as a certain type.
item(*args)	Copy an element of an array to a standard Python scalar and return it.
itemset(*args)	Insert scalar into an array (scalar is cast to array's dtype, if possible)
max([axis, out])	Return the maximum along a given axis.
mean([axis, dtype, out])	Returns the average of the array elements along given axis.
min([axis, out])	Return the minimum along a given axis.
newbyteorder([new_order])	Return the array with the same data viewed with a different byte order.
nonzero()	Return the indices of the elements that are non-zero.
partition(kth[, axis, kind, order])	Rearranges the elements in the array in such a way that value of the element in kth po
prod([axis, dtype, out])	Return the product of the array elements over the given axis
ptp([axis, out])	Peak to peak (maximum - minimum) value along a given axis.
put(indices, values[, mode])	Set `a.flat[n] = values[n]` for all *n* in indices.
ravel([order])	Return a flattened array.
repeat(repeats[, axis])	Repeat elements of an array.
reshape(shape[, order])	Returns an array containing the same data with a new shape.
resize(new_shape[, refcheck])	Change shape and size of array in-place.
round([decimals, out])	Return *a* with each element rounded to the given number of decimals.
searchsorted(v[, side, sorter])	Find indices where elements of v should be inserted in a to maintain order.
setfield(val, dtype[, offset])	Put a value into a specified place in a field defined by a data-type.
setflags([write, align, uic])	Set array flags WRITEABLE, ALIGNED, and UPDATEIFCOPY, respectively.
sort([axis, kind, order])	Sort an array, in-place.
squeeze([axis])	Remove single-dimensional entries from the shape of *a*.
std([axis, dtype, out, ddof])	Returns the standard deviation of the array elements along given axis.
sum([axis, dtype, out])	Return the sum of the array elements over the given axis.
swapaxes(axis1, axis2)	Return a view of the array with *axis1* and *axis2* interchanged.
take(indices[, axis, out, mode])	Return an array formed from the elements of *a* at the given indices.
tofile(fid[, sep, format])	Write array to a file as text or binary (default).
tolist()	Return the array as a (possibly nested) list.
tostring([order])	Construct a Python string containing the raw data bytes in the array.
trace([offset, axis1, axis2, dtype, out])	Return the sum along diagonals of the array.
transpose(*axes)	Returns a view of the array with axes transposed.
var([axis, dtype, out, ddof])	Returns the variance of the array elements, along given axis.
view([dtype, type])	New view of array with the same data.

ndarray.**all**(*axis=None*, *out=None*)

Returns True if all elements evaluate to True.

Refer to `numpy.all` for full documentation.

See Also:

numpy.all
equivalent function

ndarray.**any**(*axis=None*, *out=None*)

Returns True if any of the elements of *a* evaluate to True.

Refer to `numpy.any` for full documentation.

See Also:

numpy.any
equivalent function

ndarray.**argmax**(*axis=None*, *out=None*)
Return indices of the maximum values along the given axis.

Refer to numpy.argmax for full documentation.

See Also:

numpy.argmax
equivalent function

ndarray.**argmin**(*axis=None*, *out=None*)
Return indices of the minimum values along the given axis of *a*.

Refer to numpy.argmin for detailed documentation.

See Also:

numpy.argmin
equivalent function

ndarray.**argpartition**(*kth*, *axis=-1*, *kind='quickselect'*, *order=None*)
Returns the indices that would partition this array.

Refer to numpy.argpartition for full documentation. New in version 1.8.0.

See Also:

numpy.argpartition
equivalent function

ndarray.**argsort**(*axis=-1*, *kind='quicksort'*, *order=None*)
Returns the indices that would sort this array.

Refer to numpy.argsort for full documentation.

See Also:

numpy.argsort
equivalent function

ndarray.**astype**(*dtype*, *order='K'*, *casting='unsafe'*, *subok=True*, *copy=True*)
Copy of the array, cast to a specified type.

Parameters

dtype : str or dtype

Typecode or data-type to which the array is cast.

order : {'C', 'F', 'A', 'K'}, optional

Controls the memory layout order of the result. 'C' means C order, 'F' means Fortran order, 'A' means 'F' order if all the arrays are Fortran contiguous, 'C' order otherwise, and 'K' means as close to the order the array elements appear in memory as possible. Default is 'K'.

casting : {'no', 'equiv', 'safe', 'same_kind', 'unsafe'}, optional

Controls what kind of data casting may occur. Defaults to 'unsafe' for backwards compatibility.

- 'no' means the data types should not be cast at all.
- 'equiv' means only byte-order changes are allowed.
- 'safe' means only casts which can preserve values are allowed.
- 'same_kind' means only safe casts or casts within a kind, like float64 to float32, are allowed.
- 'unsafe' means any data conversions may be done.

subok : bool, optional

If True, then sub-classes will be passed-through (default), otherwise the returned array will be forced to be a base-class array.

copy : bool, optional

By default, astype always returns a newly allocated array. If this is set to false, and the `dtype`, *order*, and *subok* requirements are satisfied, the input array is returned instead of a copy.

Returns

arr_t : ndarray

Unless `copy` is False and the other conditions for returning the input array are satisfied (see description for `copy` input paramter), *arr_t* is a new array of the same shape as the input array, with dtype, order given by `dtype`, *order*.

Raises

ComplexWarning

When casting from complex to float or int. To avoid this, one should use `a.real.astype(t)`.

Examples

```
>>> x = np.array([1, 2, 2.5])
>>> x
array([ 1. ,  2. ,  2.5])

>>> x.astype(int)
array([1, 2, 2])
```

ndarray.**byteswap**(*inplace*)

Swap the bytes of the array elements

Toggle between low-endian and big-endian data representation by returning a byteswapped array, optionally swapped in-place.

Parameters

inplace : bool, optional

If `True`, swap bytes in-place, default is `False`.

Returns

out : ndarray

The byteswapped array. If *inplace* is `True`, this is a view to self.

Examples

```
>>> A = np.array([1, 256, 8755], dtype=np.int16)
>>> map(hex, A)
['0x1', '0x100', '0x2233']
>>> A.byteswap(True)
array([  256,     1, 13090], dtype=int16)
>>> map(hex, A)
['0x100', '0x1', '0x3322']
```

Arrays of strings are not swapped

```
>>> A = np.array(['ceg', 'fac'])
>>> A.byteswap()
array(['ceg', 'fac'],
      dtype='|S3')
```

ndarray.**choose**(*choices*, *out=None*, *mode='raise'*)

Use an index array to construct a new array from a set of choices.

Refer to `numpy.choose` for full documentation.

See Also:

numpy.choose
equivalent function

ndarray.**clip**(*a_min*, *a_max*, *out=None*)

Return an array whose values are limited to `[a_min, a_max]`.

Refer to `numpy.clip` for full documentation.

See Also:

numpy.clip
equivalent function

ndarray.**compress**(*condition*, *axis=None*, *out=None*)

Return selected slices of this array along given axis.

Refer to `numpy.compress` for full documentation.

See Also:

numpy.compress
equivalent function

ndarray.**conj**()

Complex-conjugate all elements.

Refer to `numpy.conjugate` for full documentation.

See Also:

numpy.conjugate
equivalent function

ndarray.**conjugate**()

Return the complex conjugate, element-wise.

Refer to `numpy.conjugate` for full documentation.

See Also:

numpy.conjugate
equivalent function

ndarray.**copy**(*order='C'*)
Return a copy of the array.

Parameters
order : {'C', 'F', 'A', 'K'}, optional

Controls the memory layout of the copy. 'C' means C-order, 'F' means F-order, 'A' means 'F' if *a* is Fortran contiguous, 'C' otherwise. 'K' means match the layout of *a* as closely as possible. (Note that this function and :func:numpy.copy are very similar, but have different default values for their order= arguments.)

See Also:

`numpy.copy`, `numpy.copyto`

Examples

```
>>> x = np.array([[1,2,3],[4,5,6]], order='F')

>>> y = x.copy()

>>> x.fill(0)

>>> x
array([[0, 0, 0],
       [0, 0, 0]])

>>> y
array([[1, 2, 3],
       [4, 5, 6]])

>>> y.flags['C_CONTIGUOUS']
True
```

ndarray.**cumprod**(*axis=None*, *dtype=None*, *out=None*)
Return the cumulative product of the elements along the given axis.

Refer to `numpy.cumprod` for full documentation.

See Also:

numpy.cumprod
equivalent function

ndarray.**cumsum**(*axis=None*, *dtype=None*, *out=None*)
Return the cumulative sum of the elements along the given axis.

Refer to `numpy.cumsum` for full documentation.

See Also:

numpy.cumsum
equivalent function

ndarray.**diagonal**(*offset=0*, *axis1=0*, *axis2=1*)
Return specified diagonals.

Refer to numpy.diagonal for full documentation.

See Also:

numpy.diagonal
equivalent function

ndarray.**dot**(*b*, *out=None*)
Dot product of two arrays.

Refer to numpy.dot for full documentation.

See Also:

numpy.dot
equivalent function

Examples

```
>>> a = np.eye(2)
>>> b = np.ones((2, 2)) * 2
>>> a.dot(b)
array([[ 2.,  2.],
       [ 2.,  2.]])
```

This array method can be conveniently chained:

```
>>> a.dot(b).dot(b)
array([[ 8.,  8.],
       [ 8.,  8.]])
```

ndarray.**dump**(*file*)
Dump a pickle of the array to the specified file. The array can be read back with pickle.load or numpy.load.

Parameters
file : str

A string naming the dump file.

ndarray.**dumps**()
Returns the pickle of the array as a string. pickle.loads or numpy.loads will convert the string back to an array.

Parameters
None

ndarray.**fill**(*value*)
Fill the array with a scalar value.

Parameters
value : scalar

All elements of *a* will be assigned this value.

Examples

```
>>> a = np.array([1, 2])
>>> a.fill(0)
>>> a
array([0, 0])
>>> a = np.empty(2)
>>> a.fill(1)
>>> a
array([ 1.,  1.])
```

ndarray.**flatten**(*order='C'*)

Return a copy of the array collapsed into one dimension.

Parameters

order : {'C', 'F', 'A'}, optional

Whether to flatten in C (row-major), Fortran (column-major) order, or preserve the C/Fortran ordering from *a*. The default is 'C'.

Returns

y : ndarray

A copy of the input array, flattened to one dimension.

See Also:

ravel

Return a flattened array.

flat

A 1-D flat iterator over the array.

Examples

```
>>> a = np.array([[1,2], [3,4]])
>>> a.flatten()
array([1, 2, 3, 4])
>>> a.flatten('F')
array([1, 3, 2, 4])
```

ndarray.**getfield**(*dtype*, *offset=0*)

Returns a field of the given array as a certain type.

A field is a view of the array data with a given data-type. The values in the view are determined by the given type and the offset into the current array in bytes. The offset needs to be such that the view dtype fits in the array dtype; for example an array of dtype complex128 has 16-byte elements. If taking a view with a 32-bit integer (4 bytes), the offset needs to be between 0 and 12 bytes.

Parameters

dtype : str or dtype

The data type of the view. The dtype size of the view can not be larger than that of the array itself.

offset : int

Number of bytes to skip before beginning the element view.

Examples

```
>>> x = np.diag([1.+1.j]*2)
>>> x[1, 1] = 2 + 4.j
>>> x
array([[ 1.+1.j,  0.+0.j],
       [ 0.+0.j,  2.+4.j]])
>>> x.getfield(np.float64)
array([[ 1.,  0.],
       [ 0.,  2.]])
```

By choosing an offset of 8 bytes we can select the complex part of the array for our view:

```
>>> x.getfield(np.float64, offset=8)
array([[ 1.,  0.],
   [ 0.,  4.]])
```

ndarray.**item**(**args*)

Copy an element of an array to a standard Python scalar and return it.

Parameters

***args** : Arguments (variable number and type)

- none: in this case, the method only works for arrays with one element (*a.size == 1*), which element is copied into a standard Python scalar object and returned.
- int_type: this argument is interpreted as a flat index into the array, specifying which element to copy and return.
- tuple of int_types: functions as does a single int_type argument, except that the argument is interpreted as an nd-index into the array.

Returns

z : Standard Python scalar object

A copy of the specified element of the array as a suitable Python scalar

Notes

When the data type of *a* is longdouble or clongdouble, item() returns a scalar array object because there is no available Python scalar that would not lose information. Void arrays return a buffer object for item(), unless fields are defined, in which case a tuple is returned.

`item` is very similar to a[args], except, instead of an array scalar, a standard Python scalar is returned. This can be useful for speeding up access to elements of the array and doing arithmetic on elements of the array using Python's optimized math.

Examples

```
>>> x = np.random.randint(9, size=(3, 3))
>>> x
array([[3, 1, 7],
       [2, 8, 3],
       [8, 5, 3]])
>>> x.item(3)
2
>>> x.item(7)
5
>>> x.item((0, 1))
1
>>> x.item((2, 2))
3
```

ndarray.**itemset**(**args*)
Insert scalar into an array (scalar is cast to array's dtype, if possible)

There must be at least 1 argument, and define the last argument as *item*. Then, `a.itemset(*args)` is equivalent to but faster than `a[args] = item`. The item should be a scalar value and *args* must select a single item in the array *a*.

Parameters
***args** : Arguments

If one argument: a scalar, only used in case *a* is of size 1. If two arguments: the last argument is the value to be set and must be a scalar, the first argument specifies a single array element location. It is either an int or a tuple.

Notes

Compared to indexing syntax, `itemset` provides some speed increase for placing a scalar into a particular location in an `ndarray`, if you must do this. However, generally this is discouraged: among other problems, it complicates the appearance of the code. Also, when using `itemset` (and `item`) inside a loop, be sure to assign the methods to a local variable to avoid the attribute look-up at each loop iteration.

Examples

```
>>> x = np.random.randint(9, size=(3, 3))
>>> x
array([[3, 1, 7],
       [2, 8, 3],
       [8, 5, 3]])
>>> x.itemset(4, 0)
>>> x.itemset((2, 2), 9)
>>> x
array([[3, 1, 7],
       [2, 0, 3],
       [8, 5, 9]])
```

ndarray.**max**(*axis=None*, *out=None*)
Return the maximum along a given axis.

Refer to `numpy.amax` for full documentation.

See Also:

numpy.amax
equivalent function

ndarray.**mean**(*axis=None*, *dtype=None*, *out=None*)
Returns the average of the array elements along given axis.

Refer to `numpy.mean` for full documentation.

See Also:

numpy.mean
equivalent function

ndarray.**min**(*axis=None*, *out=None*)
Return the minimum along a given axis.

Refer to `numpy.amin` for full documentation.

See Also:

numpy.amin
equivalent function

ndarray.**newbyteorder**(*new_order='S'*)
Return the array with the same data viewed with a different byte order.

Equivalent to:

```
arr.view(arr.dtype.newbytorder(new_order))
```

Changes are also made in all fields and sub-arrays of the array data type.

Parameters
new_order : string, optional

Byte order to force; a value from the byte order specifications above. *new_order* codes can be any of:

```
* 'S' - swap dtype from current to opposite endian
* {'<', 'L'} - little endian
* {'>', 'B'} - big endian
* {'=', 'N'} - native order
* {'|', 'I'} - ignore (no change to byte order)
```

The default value ('S') results in swapping the current byte order. The code does a case-insensitive check on the first letter of *new_order* for the alternatives above. For example, any of 'B' or 'b' or 'biggish' are valid to specify big-endian.

Returns
new_arr : array

New array object with the dtype reflecting given change to the byte order.

ndarray.**nonzero**()
Return the indices of the elements that are non-zero.

Refer to numpy.nonzero for full documentation.

See Also:

numpy.nonzero
equivalent function

ndarray.**partition**(*kth*, *axis=-1*, *kind='introselect'*, *order=None*)
Rearranges the elements in the array in such a way that value of the element in kth position is in the position it would be in a sorted array. All elements smaller than the kth element are moved before this element and all equal or greater are moved behind it. The ordering of the elements in the two partitions is undefined. New in version 1.8.0.

Parameters
kth : int or sequence of ints

Element index to partition by. The kth element value will be in its final sorted position and all smaller elements will be moved before it and all equal or greater elements behind it. The order all elements in the partitions is undefined. If provided with a sequence of kth it will partition all elements indexed by kth of them into their sorted position at once.

axis : int, optional

Axis along which to sort. Default is -1, which means sort along the last axis.

kind : {'introselect'}, optional

Selection algorithm. Default is 'introselect'.

order : list, optional

When *a* is an array with fields defined, this argument specifies which fields to compare first, second, etc. Not all fields need be specified.

See Also:

numpy.partition
Return a parititioned copy of an array.

argpartition
Indirect partition.

sort
Full sort.

Notes

See `np.partition` for notes on the different algorithms.

Examples

```
>>> a = np.array([3, 4, 2, 1])
>>> a.partition(a, 3)
>>> a
array([2, 1, 3, 4])

>>> a.partition((1, 3))
array([1, 2, 3, 4])
```

`ndarray.`**`prod`**(*axis=None*, *dtype=None*, *out=None*)
Return the product of the array elements over the given axis

Refer to `numpy.prod` for full documentation.

See Also:

numpy.prod
equivalent function

`ndarray.`**`ptp`**(*axis=None*, *out=None*)
Peak to peak (maximum - minimum) value along a given axis.

Refer to `numpy.ptp` for full documentation.

See Also:

numpy.ptp
equivalent function

`ndarray.`**`put`**(*indices*, *values*, *mode='raise'*)
Set `a.flat[n] = values[n]` for all *n* in indices.

Refer to `numpy.put` for full documentation.

See Also:

numpy.put
equivalent function

ndarray.**ravel**([*order*])
Return a flattened array.

Refer to numpy.ravel for full documentation.

See Also:

numpy.ravel
equivalent function

ndarray.flat
a flat iterator on the array.

ndarray.**repeat**(*repeats*, *axis=None*)
Repeat elements of an array.

Refer to numpy.repeat for full documentation.

See Also:

numpy.repeat
equivalent function

ndarray.**reshape**(*shape*, *order='C'*)
Returns an array containing the same data with a new shape.

Refer to numpy.reshape for full documentation.

See Also:

numpy.reshape
equivalent function

ndarray.**resize**(*new_shape*, *refcheck=True*)
Change shape and size of array in-place.

Parameters
new_shape : tuple of ints, or *n* ints

Shape of resized array.

refcheck : bool, optional

If False, reference count will not be checked. Default is True.

Returns
None

Raises
ValueError

If *a* does not own its own data or references or views to it exist, and the data memory must be changed.

SystemError

If the *order* keyword argument is specified. This behaviour is a bug in NumPy.

See Also:

resize
Return a new array with the specified shape.

Notes

This reallocates space for the data area if necessary.

Only contiguous arrays (data elements consecutive in memory) can be resized.

The purpose of the reference count check is to make sure you do not use this array as a buffer for another Python object and then reallocate the memory. However, reference counts can increase in other ways so if you are sure that you have not shared the memory for this array with another Python object, then you may safely set *refcheck* to False.

Examples

Shrinking an array: array is flattened (in the order that the data are stored in memory), resized, and reshaped:

```
>>> a = np.array([[0, 1], [2, 3]], order='C')
>>> a.resize((2, 1))
>>> a
array([[0],
       [1]])

>>> a = np.array([[0, 1], [2, 3]], order='F')
>>> a.resize((2, 1))
>>> a
array([[0],
       [2]])
```

Enlarging an array: as above, but missing entries are filled with zeros:

```
>>> b = np.array([[0, 1], [2, 3]])
>>> b.resize(2, 3) # new_shape parameter doesn't have to be a tuple
>>> b
array([[0, 1, 2],
       [3, 0, 0]])
```

Referencing an array prevents resizing...

```
>>> c = a
>>> a.resize((1, 1))
Traceback (most recent call last):
...
ValueError: cannot resize an array that has been referenced ...
```

Unless *refcheck* is False:

```
>>> a.resize((1, 1), refcheck=False)
>>> a
array([[0]])
>>> c
array([[0]])
```

ndarray.**round**(*decimals=0*, *out=None*)
Return *a* with each element rounded to the given number of decimals.

Refer to `numpy.around` for full documentation.

See Also:

numpy.around
equivalent function

ndarray.**searchsorted**(*v*, *side='left'*, *sorter=None*)
Find indices where elements of v should be inserted in a to maintain order.

For full documentation, see numpy.searchsorted

See Also:

numpy.searchsorted
equivalent function

ndarray.**setfield**(*val*, *dtype*, *offset=0*)
Put a value into a specified place in a field defined by a data-type.

Place *val* into *a*'s field defined by dtype and beginning *offset* bytes into the field.

Parameters
val : object

Value to be placed in field.

dtype : dtype object

Data-type of the field in which to place *val*.

offset : int, optional

The number of bytes into the field at which to place *val*.

Returns
None

See Also:

getfield

Examples

```
>>> x = np.eye(3)
>>> x.getfield(np.float64)
array([[ 1.,  0.,  0.],
       [ 0.,  1.,  0.],
       [ 0.,  0.,  1.]])
>>> x.setfield(3, np.int32)
>>> x.getfield(np.int32)
array([[3, 3, 3],
       [3, 3, 3],
       [3, 3, 3]])
>>> x
array([[  1.00000000e+000,   1.48219694e-323,   1.48219694e-323],
       [  1.48219694e-323,   1.00000000e+000,   1.48219694e-323],
       [  1.48219694e-323,   1.48219694e-323,   1.00000000e+000]])
>>> x.setfield(np.eye(3), np.int32)
>>> x
array([[ 1.,  0.,  0.],
       [ 0.,  1.,  0.],
       [ 0.,  0.,  1.]])
```

ndarray.**setflags**(*write=None*, *align=None*, *uic=None*)
Set array flags WRITEABLE, ALIGNED, and UPDATEIFCOPY, respectively.

These Boolean-valued flags affect how numpy interprets the memory area used by *a* (see Notes below). The ALIGNED flag can only be set to True if the data is actually aligned according to the type. The UPDATEIFCOPY flag can never be set to True. The flag WRITEABLE can only be set to True if the array owns its own memory, or the ultimate owner of the memory exposes a writeable buffer interface, or is a string. (The exception for string is made so that unpickling can be done without copying memory.)

Parameters

write : bool, optional

Describes whether or not *a* can be written to.

align : bool, optional

Describes whether or not *a* is aligned properly for its type.

uic : bool, optional

Describes whether or not *a* is a copy of another "base" array.

Notes

Array flags provide information about how the memory area used for the array is to be interpreted. There are 6 Boolean flags in use, only three of which can be changed by the user: UPDATEIFCOPY, WRITEABLE, and ALIGNED.

WRITEABLE (W) the data area can be written to;

ALIGNED (A) the data and strides are aligned appropriately for the hardware (as determined by the compiler);

UPDATEIFCOPY (U) this array is a copy of some other array (referenced by .base). When this array is deallocated, the base array will be updated with the contents of this array.

All flags can be accessed using their first (upper case) letter as well as the full name.

Examples

```
>>> y
array([[3, 1, 7],
       [2, 0, 0],
       [8, 5, 9]])
>>> y.flags
  C_CONTIGUOUS : True
  F_CONTIGUOUS : False
  OWNDATA : True
  WRITEABLE : True
  ALIGNED : True
  UPDATEIFCOPY : False
>>> y.setflags(write=0, align=0)
>>> y.flags
  C_CONTIGUOUS : True
  F_CONTIGUOUS : False
  OWNDATA : True
  WRITEABLE : False
  ALIGNED : False
  UPDATEIFCOPY : False
>>> y.setflags(uic=1)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: cannot set UPDATEIFCOPY flag to True
```

ndarray.**sort**(*axis=-1*, *kind='quicksort'*, *order=None*)

Sort an array, in-place.

Parameters

axis : int, optional

Axis along which to sort. Default is -1, which means sort along the last axis.

kind : {'quicksort', 'mergesort', 'heapsort'}, optional

Sorting algorithm. Default is 'quicksort'.

order : list, optional

When *a* is an array with fields defined, this argument specifies which fields to compare first, second, etc. Not all fields need be specified.

See Also:

numpy.sort
Return a sorted copy of an array.

argsort
Indirect sort.

lexsort
Indirect stable sort on multiple keys.

searchsorted
Find elements in sorted array.

partition
Partial sort.

Notes

See `sort` for notes on the different sorting algorithms.

Examples

```
>>> a = np.array([[1,4], [3,1]])
>>> a.sort(axis=1)
>>> a
array([[1, 4],
       [1, 3]])
>>> a.sort(axis=0)
>>> a
array([[1, 3],
       [1, 4]])
```

Use the *order* keyword to specify a field to use when sorting a structured array:

```
>>> a = np.array([('a', 2), ('c', 1)], dtype=[('x', 'S1'), ('y', int)])
>>> a.sort(order='y')
>>> a
array([('c', 1), ('a', 2)],
      dtype=[('x', '|S1'), ('y', '<i4')])
```

ndarray.**squeeze**(*axis=None*)

Remove single-dimensional entries from the shape of *a*.

Refer to `numpy.squeeze` for full documentation.

See Also:

numpy.squeeze
equivalent function

ndarray.**std**(*axis=None*, *dtype=None*, *out=None*, *ddof=0*)
Returns the standard deviation of the array elements along given axis.

Refer to numpy.std for full documentation.

See Also:

numpy.std
equivalent function

ndarray.**sum**(*axis=None*, *dtype=None*, *out=None*)
Return the sum of the array elements over the given axis.

Refer to numpy.sum for full documentation.

See Also:

numpy.sum
equivalent function

ndarray.**swapaxes**(*axis1*, *axis2*)
Return a view of the array with *axis1* and *axis2* interchanged.

Refer to numpy.swapaxes for full documentation.

See Also:

numpy.swapaxes
equivalent function

ndarray.**take**(*indices*, *axis=None*, *out=None*, *mode='raise'*)
Return an array formed from the elements of *a* at the given indices.

Refer to numpy.take for full documentation.

See Also:

numpy.take
equivalent function

ndarray.**tofile**(*fid*, *sep=""*, *format="%s"*)
Write array to a file as text or binary (default).

Data is always written in 'C' order, independent of the order of *a*. The data produced by this method can be recovered using the function fromfile().

Parameters
fid : file or str

An open file object, or a string containing a filename.

sep : str

Separator between array items for text output. If "" (empty), a binary file is written, equivalent to `file.write(a.tostring())`.

format : str

Format string for text file output. Each entry in the array is formatted to text by first converting it to the closest Python type, and then using "format" % item.

Notes

This is a convenience function for quick storage of array data. Information on endianness and precision is lost, so this method is not a good choice for files intended to archive data or transport data between machines with different endianness. Some of these problems can be overcome by outputting the data as text files, at the expense of speed and file size.

`ndarray.tolist()`

Return the array as a (possibly nested) list.

Return a copy of the array data as a (nested) Python list. Data items are converted to the nearest compatible Python type.

Parameters

none

Returns

y : list

The possibly nested list of array elements.

Notes

The array may be recreated, `a = np.array(a.tolist())`.

Examples

```
>>> a = np.array([1, 2])
>>> a.tolist()
[1, 2]
>>> a = np.array([[1, 2], [3, 4]])
>>> list(a)
[array([1, 2]), array([3, 4])]
>>> a.tolist()
[[1, 2], [3, 4]]
```

`ndarray.tostring(`*order='C'*`)`

Construct a Python string containing the raw data bytes in the array.

Constructs a Python string showing a copy of the raw contents of data memory. The string can be produced in either 'C' or 'Fortran', or 'Any' order (the default is 'C'-order). 'Any' order means C-order unless the F_CONTIGUOUS flag in the array is set, in which case it means 'Fortran' order.

Parameters

order : {'C', 'F', None}, optional

Order of the data for multidimensional arrays: C, Fortran, or the same as for the original array.

Returns

s : str

A Python string exhibiting a copy of *a*'s raw data.

Examples

```
>>> x = np.array([[0, 1], [2, 3]])
>>> x.tostring()
'\x00\x00\x00\x00\x01\x00\x00\x00\x02\x00\x00\x00\x03\x00\x00\x00'
>>> x.tostring('C') == x.tostring()
True
>>> x.tostring('F')
'\x00\x00\x00\x00\x02\x00\x00\x00\x01\x00\x00\x00\x03\x00\x00\x00'
```

ndarray.**trace**(*offset=0*, *axis1=0*, *axis2=1*, *dtype=None*, *out=None*)

Return the sum along diagonals of the array.

Refer to `numpy.trace` for full documentation.

See Also:

numpy.trace
equivalent function

ndarray.**transpose**(**axes*)

Returns a view of the array with axes transposed.

For a 1-D array, this has no effect. (To change between column and row vectors, first cast the 1-D array into a matrix object.) For a 2-D array, this is the usual matrix transpose. For an n-D array, if axes are given, their order indicates how the axes are permuted (see Examples). If axes are not provided and `a.shape = (i[0], i[1], ... i[n-2], i[n-1])`, then `a.transpose().shape = (i[n-1], i[n-2], ... i[1], i[0])`.

Parameters

axes : None, tuple of ints, or *n* ints

- None or no argument: reverses the order of the axes.
- tuple of ints: *i* in the *j*-th place in the tuple means *a*'s *i*-th axis becomes *a.transpose()*'s *j*-th axis.
- *n* ints: same as an n-tuple of the same ints (this form is intended simply as a "convenience" alternative to the tuple form)

Returns

out : ndarray

View of *a*, with axes suitably permuted.

See Also:

ndarray.T
Array property returning the array transposed.

Examples

```
>>> a = np.array([[1, 2], [3, 4]])
>>> a
array([[1, 2],
       [3, 4]])
>>> a.transpose()
array([[1, 3],
       [2, 4]])
>>> a.transpose((1, 0))
array([[1, 3],
```

```
       [2, 4]])
>>> a.transpose(1, 0)
array([[1, 3],
       [2, 4]])
```

ndarray.**var**(*axis=None*, *dtype=None*, *out=None*, *ddof=0*)

Returns the variance of the array elements, along given axis.

Refer to `numpy.var` for full documentation.

See Also:

numpy.var
equivalent function

ndarray.**view**(*dtype=None*, *type=None*)

New view of array with the same data.

Parameters

dtype : data-type or ndarray sub-class, optional

Data-type descriptor of the returned view, e.g., float32 or int16. The default, None, results in the view having the same data-type as *a*. This argument can also be specified as an ndarray sub-class, which then specifies the type of the returned object (this is equivalent to setting the `type` parameter).

type : Python type, optional

Type of the returned view, e.g., ndarray or matrix. Again, the default None results in type preservation.

Notes

`a.view()` is used two different ways:

`a.view(some_dtype)` or `a.view(dtype=some_dtype)` constructs a view of the array's memory with a different data-type. This can cause a reinterpretation of the bytes of memory.

`a.view(ndarray_subclass)` or `a.view(type=ndarray_subclass)` just returns an instance of *ndarray_subclass* that looks at the same array (same shape, dtype, etc.) This does not cause a reinterpretation of the memory.

For `a.view(some_dtype)`, if `some_dtype` has a different number of bytes per entry than the previous dtype (for example, converting a regular array to a structured array), then the behavior of the view cannot be predicted just from the superficial appearance of `a` (shown by `print(a)`). It also depends on exactly how `a` is stored in memory. Therefore if `a` is C-ordered versus fortran-ordered, versus defined as a slice or transpose, etc., the view may give different results.

Examples

```
>>> x = np.array([(1, 2)], dtype=[('a', np.int8), ('b', np.int8)])
```

Viewing array data using a different type and dtype:

```
>>> y = x.view(dtype=np.int16, type=np.matrix)
>>> y
matrix([[513]], dtype=int16)
>>> print type(y)
<class 'numpy.matrixlib.defmatrix.matrix'>
```

Creating a view on a structured array so it can be used in calculations

```
>>> x = np.array([(1, 2),(3,4)], dtype=[('a', np.int8), ('b', np.int8)])
>>> xv = x.view(dtype=np.int8).reshape(-1,2)
>>> xv
array([[1, 2],
       [3, 4]], dtype=int8)
>>> xv.mean(0)
array([ 2.,  3.])
```

Making changes to the view changes the underlying array

```
>>> xv[0,1] = 20
>>> print x
[(1, 20) (3, 4)]
```

Using a view to convert an array to a record array:

```
>>> z = x.view(np.recarray)
>>> z.a
array([1], dtype=int8)
```

Views share data:

```
>>> x[0] = (9, 10)
>>> z[0]
(9, 10)
```

Views that change the dtype size (bytes per entry) should normally be avoided on arrays defined by slices, transposes, fortran-ordering, etc.:

```
>>> x = np.array([[1,2,3],[4,5,6]], dtype=np.int16)
>>> y = x[:, 0:2]
>>> y
array([[1, 2],
       [4, 5]], dtype=int16)
>>> y.view(dtype=[('width', np.int16), ('length', np.int16)])
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: new type not compatible with array.
>>> z = y.copy()
>>> z.view(dtype=[('width', np.int16), ('length', np.int16)])
array([[(1, 2)],
       [(4, 5)]], dtype=[('width', '<i2'), ('length', '<i2')])
```

1.1.2 Indexing arrays

Arrays can be indexed using an extended Python slicing syntax, `array[selection]`. Similar syntax is also used for accessing fields in a *record array*.

See Also:

Array Indexing.

1.1.3 Internal memory layout of an ndarray

An instance of class `ndarray` consists of a contiguous one-dimensional segment of computer memory (owned by the array, or by some other object), combined with an indexing scheme that maps *N* integers into the location of an item

in the block. The ranges in which the indices can vary is specified by the `shape` of the array. How many bytes each item takes and how the bytes are interpreted is defined by the *data-type object* associated with the array.

A segment of memory is inherently 1-dimensional, and there are many different schemes for arranging the items of an *N*-dimensional array in a 1-dimensional block. Numpy is flexible, and `ndarray` objects can accommodate any *strided indexing scheme*. In a strided scheme, the N-dimensional index $(n_0, n_1, ..., n_{N-1})$ corresponds to the offset (in bytes):

$$n_{\text{offset}} = \sum_{k=0}^{N-1} s_k n_k$$

from the beginning of the memory block associated with the array. Here, s_k are integers which specify the `strides` of the array. The *column-major* order (used, for example, in the Fortran language and in *Matlab*) and *row-major* order (used in C) schemes are just specific kinds of strided scheme, and correspond to memory that can be *addressed* by the strides:

$$s_k^{\text{column}} = \prod_{j=0}^{k-1} d_j, \quad s_k^{\text{row}} = \prod_{j=k+1}^{N-1} d_j.$$

where d_j = *self.itemsize* * *self.shape[j]*.

Both the C and Fortran orders are *contiguous*, *i.e., single-segment*, memory layouts, in which every part of the memory block can be accessed by some combination of the indices.

While a C-style and Fortran-style contiguous array, which has the corresponding flags set, can be addressed with the above strides, the actual strides may be different. This can happen in two cases:

1. If `self.shape[k] == 1` then for any legal index `index[k] == 0`. This means that in the formula for the offset $n_k = 0$ and thus $s_k n_k = 0$ and the value of s_k = *self.strides[k]* is arbitrary.
2. If an array has no elements (`self.size == 0`) there is no legal index and the strides are never used. Any array with no elements may be considered C-style and Fortran-style contiguous.

Point 1. means that `self``and ``self.squeeze()` always have the same contiguity and *aligned* flags value. This also means that even a high dimensional array could be C-style and Fortran-style contiguous at the same time.

An array is considered aligned if the memory offsets for all elements and the base offset itself is a multiple of *self.itemsize*.

Note: Points (1) and (2) are not yet applied by default. Beginning with Numpy 1.8.0, they are applied consistently only if the environment variable `NPY_RELAXED_STRIDES_CHECKING=1` was defined when NumPy was built. Eventually this will become the default.

You can check whether this option was enabled when your NumPy was built by looking at the value of `np.ones((10,1), order='C').flags.f_contiguous`. If this is `True`, then your NumPy has relaxed strides checking enabled.

Warning: It does *not* generally hold that `self.strides[-1] == self.itemsize` for C-style contiguous arrays or `self.strides[0] == self.itemsize` for Fortran-style contiguous arrays is true.

Data in new `ndarrays` is in the *row-major* (C) order, unless otherwise specified, but, for example, *basic array slicing* often produces *views* in a different scheme.

Note: Several algorithms in NumPy work on arbitrarily strided arrays. However, some algorithms require single-segment arrays. When an irregularly strided array is passed in to such algorithms, a copy is automatically made.

1.1.4 Array attributes

Array attributes reflect information that is intrinsic to the array itself. Generally, accessing an array through its attributes allows you to get and sometimes set intrinsic properties of the array without creating a new array. The exposed attributes are the core parts of an array and only some of them can be reset meaningfully without creating a new array. Information on each attribute is given below.

Memory layout

The following attributes contain information about the memory layout of the array:

`ndarray.flags`	Information about the memory layout of the array.
`ndarray.shape`	Tuple of array dimensions.
`ndarray.strides`	Tuple of bytes to step in each dimension when traversing an array.
`ndarray.ndim`	Number of array dimensions.
`ndarray.data`	Python buffer object pointing to the start of the array's data.
`ndarray.size`	Number of elements in the array.
`ndarray.itemsize`	Length of one array element in bytes.
`ndarray.nbytes`	Total bytes consumed by the elements of the array.
`ndarray.base`	Base object if memory is from some other object.

`ndarray.`**`flags`**

Information about the memory layout of the array.

Notes

The `flags` object can be accessed dictionary-like (as in `a.flags['WRITEABLE']`), or by using lowercased attribute names (as in `a.flags.writeable`). Short flag names are only supported in dictionary access.

Only the UPDATEIFCOPY, WRITEABLE, and ALIGNED flags can be changed by the user, via direct assignment to the attribute or dictionary entry, or by calling `ndarray.setflags`.

The array flags cannot be set arbitrarily:

- UPDATEIFCOPY can only be set `False`.
- ALIGNED can only be set `True` if the data is truly aligned.
- WRITEABLE can only be set `True` if the array owns its own memory or the ultimate owner of the memory exposes a writeable buffer interface or is a string.

Arrays can be both C-style and Fortran-style contiguous simultaneously. This is clear for 1-dimensional arrays, but can also be true for higher dimensional arrays.

Even for contiguous arrays a stride for a given dimension `arr.strides[dim]` may be *arbitrary* if `arr.shape[dim] == 1` or the array has no elements. It does *not* generally hold that `self.strides[-1] == self.itemsize` for C-style contiguous arrays or `self.strides[0] == self.itemsize` for Fortran-style contiguous arrays is true.

Attributes

C_CONTIGUOUS (C)	The data is in a single, C-style contiguous segment.
F_CONTIGUOUS (F)	The data is in a single, Fortran-style contiguous segment.
OWNDATA (O)	The array owns the memory it uses or borrows it from another object.
WRITEABLE (W)	The data area can be written to. Setting this to False locks the data, making it read-only. A view (slice, etc.) inherits WRITEABLE from its base array at creation time, but a view of a writeable array may be subsequently locked while the base array remains writeable. (The opposite is not true, in that a view of a locked array may not be made writeable. However, currently, locking a base object does not lock any views that already reference it, so under that circumstance it is possible to alter the contents of a locked array via a previously created writeable view onto it.) Attempting to change a non-writeable array raises a RuntimeError exception.
ALIGNED (A)	The data and all elements are aligned appropriately for the hardware.
UPDATEIFCOPY (U)	This array is a copy of some other array. When this array is deallocated, the base array will be updated with the contents of this array.
FNC	F_CONTIGUOUS and not C_CONTIGUOUS.
FORC	F_CONTIGUOUS or C_CONTIGUOUS (one-segment test).
BEHAVED (B)	ALIGNED and WRITEABLE.
CARRAY (CA)	BEHAVED and C_CONTIGUOUS.
FARRAY (FA)	BEHAVED and F_CONTIGUOUS and not C_CONTIGUOUS.

ndarray.**shape**

Tuple of array dimensions.

Notes

May be used to "reshape" the array, as long as this would not require a change in the total number of elements

Examples

```
>>> x = np.array([1, 2, 3, 4])
>>> x.shape
(4,)
>>> y = np.zeros((2, 3, 4))
>>> y.shape
(2, 3, 4)
>>> y.shape = (3, 8)
>>> y
array([[ 0.,  0.,  0.,  0.,  0.,  0.,  0.,  0.],
       [ 0.,  0.,  0.,  0.,  0.,  0.,  0.,  0.],
       [ 0.,  0.,  0.,  0.,  0.,  0.,  0.,  0.]])
>>> y.shape = (3, 6)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: total size of new array must be unchanged
```

ndarray.**strides**

Tuple of bytes to step in each dimension when traversing an array.

The byte offset of element `(i[0], i[1], ..., i[n])` in an array *a* is:

```
offset = sum(np.array(i) * a.strides)
```

A more detailed explanation of strides can be found in the "ndarray.rst" file in the NumPy reference guide.

See Also:

`numpy.lib.stride_tricks.as_strided`

Notes

Imagine an array of 32-bit integers (each 4 bytes):

```
x = np.array([[0, 1, 2, 3, 4],
              [5, 6, 7, 8, 9]], dtype=np.int32)
```

This array is stored in memory as 40 bytes, one after the other (known as a contiguous block of memory). The strides of an array tell us how many bytes we have to skip in memory to move to the next position along a certain axis. For example, we have to skip 4 bytes (1 value) to move to the next column, but 20 bytes (5 values) to get to the same position in the next row. As such, the strides for the array *x* will be `(20, 4)`.

Examples

```
>>> y = np.reshape(np.arange(2*3*4), (2,3,4))
>>> y
array([[[ 0,  1,  2,  3],
        [ 4,  5,  6,  7],
        [ 8,  9, 10, 11]],
       [[12, 13, 14, 15],
        [16, 17, 18, 19],
        [20, 21, 22, 23]]])
>>> y.strides
(48, 16, 4)
>>> y[1,1,1]
17
>>> offset=sum(y.strides * np.array((1,1,1)))
>>> offset/y.itemsize
17

>>> x = np.reshape(np.arange(5*6*7*8), (5,6,7,8)).transpose(2,3,1,0)
>>> x.strides
(32, 4, 224, 1344)
>>> i = np.array([3,5,2,2])
>>> offset = sum(i * x.strides)
>>> x[3,5,2,2]
813
>>> offset / x.itemsize
813
```

ndarray.**ndim**

Number of array dimensions.

Examples

```
>>> x = np.array([1, 2, 3])
>>> x.ndim
1
>>> y = np.zeros((2, 3, 4))
>>> y.ndim
3
```

ndarray.**data**
Python buffer object pointing to the start of the array's data.

ndarray.**size**
Number of elements in the array.

Equivalent to `np.prod(a.shape)`, i.e., the product of the array's dimensions.

Examples

```
>>> x = np.zeros((3, 5, 2), dtype=np.complex128)
>>> x.size
30
>>> np.prod(x.shape)
30
```

ndarray.**itemsize**
Length of one array element in bytes.

Examples

```
>>> x = np.array([1,2,3], dtype=np.float64)
>>> x.itemsize
8
>>> x = np.array([1,2,3], dtype=np.complex128)
>>> x.itemsize
16
```

ndarray.**nbytes**
Total bytes consumed by the elements of the array.

Notes

Does not include memory consumed by non-element attributes of the array object.

Examples

```
>>> x = np.zeros((3,5,2), dtype=np.complex128)
>>> x.nbytes
480
>>> np.prod(x.shape) * x.itemsize
480
```

ndarray.**base**
Base object if memory is from some other object.

Examples

The base of an array that owns its memory is None:

```
>>> x = np.array([1,2,3,4])
>>> x.base is None
True
```

Slicing creates a view, whose memory is shared with x:

```
>>> y = x[2:]
>>> y.base is x
True
```

Data type

See Also:

Data type objects

The data type object associated with the array can be found in the `dtype` attribute:

`ndarray.dtype`	Data-type of the array's elements.

`ndarray.`**`dtype`**
Data-type of the array's elements.

Parameters
None

Returns
d : numpy dtype object

See Also:

`numpy.dtype`

Examples

```
>>> x
array([[0, 1],
       [2, 3]])
>>> x.dtype
dtype('int32')
>>> type(x.dtype)
<type 'numpy.dtype'>
```

Other attributes

`ndarray.T`	Same as self.transpose(), except that self is returned if self.ndim < 2.
`ndarray.real`	The real part of the array.
`ndarray.imag`	The imaginary part of the array.
`ndarray.flat`	A 1-D iterator over the array.
`ndarray.ctypes`	An object to simplify the interaction of the array with the ctypes module.
`__array_priority__`	

`ndarray.`**`T`**
Same as self.transpose(), except that self is returned if self.ndim < 2.

Examples

```
>>> x = np.array([[1.,2.],[3.,4.]])
>>> x
array([[ 1.,  2.],
       [ 3.,  4.]])
>>> x.T
array([[ 1.,  3.],
       [ 2.,  4.]])
>>> x = np.array([1.,2.,3.,4.])
>>> x
```

```
array([ 1.,  2.,  3.,  4.])
>>> x.T
array([ 1.,  2.,  3.,  4.])
```

ndarray.**real**
The real part of the array.

See Also:

numpy.real
equivalent function

Examples

```
>>> x = np.sqrt([1+0j, 0+1j])
>>> x.real
array([ 1.        ,  0.70710678])
>>> x.real.dtype
dtype('float64')
```

ndarray.**imag**
The imaginary part of the array.

Examples

```
>>> x = np.sqrt([1+0j, 0+1j])
>>> x.imag
array([ 0.        ,  0.70710678])
>>> x.imag.dtype
dtype('float64')
```

ndarray.**flat**
A 1-D iterator over the array.

This is a `numpy.flatiter` instance, which acts similarly to, but is not a subclass of, Python's built-in iterator object.

See Also:

flatten
Return a copy of the array collapsed into one dimension.

`flatiter`

Examples

```
>>> x = np.arange(1, 7).reshape(2, 3)
>>> x
array([[1, 2, 3],
       [4, 5, 6]])
>>> x.flat[3]
4
>>> x.T
array([[1, 4],
       [2, 5],
       [3, 6]])
>>> x.T.flat[3]
5
```

```
>>> type(x.flat)
<type 'numpy.flatiter'>
```

An assignment example:

```
>>> x.flat = 3; x
array([[3, 3, 3],
       [3, 3, 3]])
>>> x.flat[[1,4]] = 1; x
array([[3, 1, 3],
       [3, 1, 3]])
```

ndarray.**ctypes**

An object to simplify the interaction of the array with the ctypes module.

This attribute creates an object that makes it easier to use arrays when calling shared libraries with the ctypes module. The returned object has, among others, data, shape, and strides attributes (see Notes below) which themselves return ctypes objects that can be used as arguments to a shared library.

Parameters
None

Returns
c : Python object

Possessing attributes data, shape, strides, etc.

See Also:

numpy.ctypeslib

Notes

Below are the public attributes of this object which were documented in "Guide to NumPy" (we have omitted undocumented public attributes, as well as documented private attributes):

- data: A pointer to the memory area of the array as a Python integer. This memory area may contain data that is not aligned, or not in correct byte-order. The memory area may not even be writeable. The array flags and data-type of this array should be respected when passing this attribute to arbitrary C-code to avoid trouble that can include Python crashing. User Beware! The value of this attribute is exactly the same as self._array_interface_['data'][0].
- shape (c_intp*self.ndim): A ctypes array of length self.ndim where the basetype is the C-integer corresponding to dtype('p') on this platform. This base-type could be c_int, c_long, or c_longlong depending on the platform. The c_intp type is defined accordingly in numpy.ctypeslib. The ctypes array contains the shape of the underlying array.
- strides (c_intp*self.ndim): A ctypes array of length self.ndim where the basetype is the same as for the shape attribute. This ctypes array contains the strides information from the underlying array. This strides information is important for showing how many bytes must be jumped to get to the next element in the array.
- data_as(obj): Return the data pointer cast to a particular c-types object. For example, calling self._as_parameter_ is equivalent to self.data_as(ctypes.c_void_p). Perhaps you want to use the data as a pointer to a ctypes array of floating-point data: self.data_as(ctypes.POINTER(ctypes.c_double)).
- shape_as(obj): Return the shape tuple as an array of some other c-types type. For example: self.shape_as(ctypes.c_short).
- strides_as(obj): Return the strides tuple as an array of some other c-types type. For example: self.strides_as(ctypes.c_longlong).

Be careful using the ctypes attribute - especially on temporary arrays or arrays constructed on the fly. For example, calling `(a+b).ctypes.data_as(ctypes.c_void_p)` returns a pointer to memory that is invalid because the array created as (a+b) is deallocated before the next Python statement. You can avoid this problem using either `c=a+b` or `ct=(a+b).ctypes`. In the latter case, ct will hold a reference to the array until ct is deleted or re-assigned.

If the ctypes module is not available, then the ctypes attribute of array objects still returns something useful, but ctypes objects are not returned and errors may be raised instead. In particular, the object will still have the as parameter attribute which will return an integer equal to the data attribute.

Examples

```
>>> import ctypes
>>> x
array([[0, 1],
       [2, 3]])
>>> x.ctypes.data
30439712
>>> x.ctypes.data_as(ctypes.POINTER(ctypes.c_long))
<ctypes.LP_c_long object at 0x01F01300>
>>> x.ctypes.data_as(ctypes.POINTER(ctypes.c_long)).contents
c_long(0)
>>> x.ctypes.data_as(ctypes.POINTER(ctypes.c_longlong)).contents
c_longlong(4294967296L)
>>> x.ctypes.shape
<numpy.core._internal.c_long_Array_2 object at 0x01FFD580>
>>> x.ctypes.shape_as(ctypes.c_long)
<numpy.core._internal.c_long_Array_2 object at 0x01FCE620>
>>> x.ctypes.strides
<numpy.core._internal.c_long_Array_2 object at 0x01FCE620>
>>> x.ctypes.strides_as(ctypes.c_longlong)
<numpy.core._internal.c_longlong_Array_2 object at 0x01F01300>
```

Array interface

See Also:

The Array Interface.

`__array_interface__`	Python-side of the array interface
`__array_struct__`	C-side of the array interface

`ctypes` foreign function interface

`ndarray.ctypes`	An object to simplify the interaction of the array with the ctypes module.

`ndarray.`**`ctypes`**

An object to simplify the interaction of the array with the ctypes module.

This attribute creates an object that makes it easier to use arrays when calling shared libraries with the ctypes module. The returned object has, among others, data, shape, and strides attributes (see Notes below) which themselves return ctypes objects that can be used as arguments to a shared library.

Parameters
None

Returns

c : Python object

Possessing attributes data, shape, strides, etc.

See Also:

`numpy.ctypeslib`

Notes

Below are the public attributes of this object which were documented in "Guide to NumPy" (we have omitted undocumented public attributes, as well as documented private attributes):

- data: A pointer to the memory area of the array as a Python integer. This memory area may contain data that is not aligned, or not in correct byte-order. The memory area may not even be writeable. The array flags and data-type of this array should be respected when passing this attribute to arbitrary C-code to avoid trouble that can include Python crashing. User Beware! The value of this attribute is exactly the same as self._array_interface_['data'][0].
- shape (c_intp*self.ndim): A ctypes array of length self.ndim where the basetype is the C-integer corresponding to dtype('p') on this platform. This base-type could be c_int, c_long, or c_longlong depending on the platform. The c_intp type is defined accordingly in numpy.ctypeslib. The ctypes array contains the shape of the underlying array.
- strides (c_intp*self.ndim): A ctypes array of length self.ndim where the basetype is the same as for the shape attribute. This ctypes array contains the strides information from the underlying array. This strides information is important for showing how many bytes must be jumped to get to the next element in the array.
- data_as(obj): Return the data pointer cast to a particular c-types object. For example, calling self._as_parameter_ is equivalent to self.data_as(ctypes.c_void_p). Perhaps you want to use the data as a pointer to a ctypes array of floating-point data: self.data_as(ctypes.POINTER(ctypes.c_double)).
- shape_as(obj): Return the shape tuple as an array of some other c-types type. For example: self.shape_as(ctypes.c_short).
- strides_as(obj): Return the strides tuple as an array of some other c-types type. For example: self.strides_as(ctypes.c_longlong).

Be careful using the ctypes attribute - especially on temporary arrays or arrays constructed on the fly. For example, calling `(a+b).ctypes.data_as(ctypes.c_void_p)` returns a pointer to memory that is invalid because the array created as (a+b) is deallocated before the next Python statement. You can avoid this problem using either `c=a+b` or `ct=(a+b).ctypes`. In the latter case, ct will hold a reference to the array until ct is deleted or re-assigned.

If the ctypes module is not available, then the ctypes attribute of array objects still returns something useful, but ctypes objects are not returned and errors may be raised instead. In particular, the object will still have the as parameter attribute which will return an integer equal to the data attribute.

Examples

```
>>> import ctypes
>>> x
array([[0, 1],
       [2, 3]])
>>> x.ctypes.data
30439712
>>> x.ctypes.data_as(ctypes.POINTER(ctypes.c_long))
<ctypes.LP_c_long object at 0x01F01300>
>>> x.ctypes.data_as(ctypes.POINTER(ctypes.c_long)).contents
```

```
c_long(0)
>>> x.ctypes.data_as(ctypes.POINTER(ctypes.c_longlong)).contents
c_longlong(4294967296L)
>>> x.ctypes.shape
<numpy.core._internal.c_long_Array_2 object at 0x01FFD580>
>>> x.ctypes.shape_as(ctypes.c_long)
<numpy.core._internal.c_long_Array_2 object at 0x01FCE620>
>>> x.ctypes.strides
<numpy.core._internal.c_long_Array_2 object at 0x01FCE620>
>>> x.ctypes.strides_as(ctypes.c_longlong)
<numpy.core._internal.c_longlong_Array_2 object at 0x01F01300>
```

1.1.5 Array methods

An ndarray object has many methods which operate on or with the array in some fashion, typically returning an array result. These methods are briefly explained below. (Each method's docstring has a more complete description.)

For the following methods there are also corresponding functions in numpy: all, any, argmax, argmin, argpartition, argsort, choose, clip, compress, copy, cumprod, cumsum, diagonal, imag, max, mean, min, nonzero, partition, prod, ptp, put, ravel, real, repeat, reshape, round, searchsorted, sort, squeeze, std, sum, swapaxes, take, trace, transpose, var.

Array conversion

ndarray.item(*args)	Copy an element of an array to a standard Python scalar and return it.
ndarray.tolist()	Return the array as a (possibly nested) list.
ndarray.itemset(*args)	Insert scalar into an array (scalar is cast to array's dtype, if possible)
ndarray.setasflat	
ndarray.tostring([order])	Construct a Python string containing the raw data bytes in the array.
ndarray.tofile(fid[, sep, format])	Write array to a file as text or binary (default).
ndarray.dump(file)	Dump a pickle of the array to the specified file.
ndarray.dumps()	Returns the pickle of the array as a string.
ndarray.astype(dtype[, order, casting, ...])	Copy of the array, cast to a specified type.
ndarray.byteswap(inplace)	Swap the bytes of the array elements
ndarray.copy([order])	Return a copy of the array.
ndarray.view([dtype, type])	New view of array with the same data.
ndarray.getfield(dtype[, offset])	Returns a field of the given array as a certain type.
ndarray.setflags([write, align, uic])	Set array flags WRITEABLE, ALIGNED, and UPDATEIFCOPY, respectively.
ndarray.fill(value)	Fill the array with a scalar value.

ndarray.**item**(**args*)

Copy an element of an array to a standard Python scalar and return it.

Parameters

***args** : Arguments (variable number and type)

- none: in this case, the method only works for arrays with one element (*a.size == 1*), which element is copied into a standard Python scalar object and returned.
- int_type: this argument is interpreted as a flat index into the array, specifying which element to copy and return.
- tuple of int_types: functions as does a single int_type argument, except that the argument is

interpreted as an nd-index into the array.

Returns

z : Standard Python scalar object

A copy of the specified element of the array as a suitable Python scalar

Notes

When the data type of *a* is longdouble or clongdouble, item() returns a scalar array object because there is no available Python scalar that would not lose information. Void arrays return a buffer object for item(), unless fields are defined, in which case a tuple is returned.

`item` is very similar to a[args], except, instead of an array scalar, a standard Python scalar is returned. This can be useful for speeding up access to elements of the array and doing arithmetic on elements of the array using Python's optimized math.

Examples

```
>>> x = np.random.randint(9, size=(3, 3))
>>> x
array([[3, 1, 7],
       [2, 8, 3],
       [8, 5, 3]])
>>> x.item(3)
2
>>> x.item(7)
5
>>> x.item((0, 1))
1
>>> x.item((2, 2))
3
```

ndarray.**tolist**()

Return the array as a (possibly nested) list.

Return a copy of the array data as a (nested) Python list. Data items are converted to the nearest compatible Python type.

Parameters

none

Returns

y : list

The possibly nested list of array elements.

Notes

The array may be recreated, `a = np.array(a.tolist())`.

Examples

```
>>> a = np.array([1, 2])
>>> a.tolist()
[1, 2]
>>> a = np.array([[1, 2], [3, 4]])
>>> list(a)
[array([1, 2]), array([3, 4])]
>>> a.tolist()
[[1, 2], [3, 4]]
```

ndarray.**itemset**(**args*)

Insert scalar into an array (scalar is cast to array's dtype, if possible)

There must be at least 1 argument, and define the last argument as *item*. Then, `a.itemset(*args)` is equivalent to but faster than `a[args] = item`. The item should be a scalar value and *args* must select a single item in the array *a*.

Parameters

***args** : Arguments

If one argument: a scalar, only used in case *a* is of size 1. If two arguments: the last argument is the value to be set and must be a scalar, the first argument specifies a single array element location. It is either an int or a tuple.

Notes

Compared to indexing syntax, `itemset` provides some speed increase for placing a scalar into a particular location in an `ndarray`, if you must do this. However, generally this is discouraged: among other problems, it complicates the appearance of the code. Also, when using `itemset` (and `item`) inside a loop, be sure to assign the methods to a local variable to avoid the attribute look-up at each loop iteration.

Examples

```
>>> x = np.random.randint(9, size=(3, 3))
>>> x
array([[3, 1, 7],
       [2, 8, 3],
       [8, 5, 3]])
>>> x.itemset(4, 0)
>>> x.itemset((2, 2), 9)
>>> x
array([[3, 1, 7],
       [2, 0, 3],
       [8, 5, 9]])
```

ndarray.**tostring**(*order='C'*)

Construct a Python string containing the raw data bytes in the array.

Constructs a Python string showing a copy of the raw contents of data memory. The string can be produced in either 'C' or 'Fortran', or 'Any' order (the default is 'C'-order). 'Any' order means C-order unless the F_CONTIGUOUS flag in the array is set, in which case it means 'Fortran' order.

Parameters

order : {'C', 'F', None}, optional

Order of the data for multidimensional arrays: C, Fortran, or the same as for the original array.

Returns

s : str

A Python string exhibiting a copy of *a*'s raw data.

Examples

```
>>> x = np.array([[0, 1], [2, 3]])
>>> x.tostring()
'\x00\x00\x00\x00\x01\x00\x00\x00\x02\x00\x00\x00\x03\x00\x00\x00'
>>> x.tostring('C') == x.tostring()
True
```

```
>>> x.tostring('F')
'\x00\x00\x00\x00\x02\x00\x00\x00\x01\x00\x00\x00\x03\x00\x00\x00'
```

ndarray.**tofile**(*fid*, *sep=""*, *format="%s"*)

Write array to a file as text or binary (default).

Data is always written in 'C' order, independent of the order of *a*. The data produced by this method can be recovered using the function fromfile().

Parameters

fid : file or str

An open file object, or a string containing a filename.

sep : str

Separator between array items for text output. If "" (empty), a binary file is written, equivalent to `file.write(a.tostring())`.

format : str

Format string for text file output. Each entry in the array is formatted to text by first converting it to the closest Python type, and then using "format" % item.

Notes

This is a convenience function for quick storage of array data. Information on endianness and precision is lost, so this method is not a good choice for files intended to archive data or transport data between machines with different endianness. Some of these problems can be overcome by outputting the data as text files, at the expense of speed and file size.

ndarray.**dump**(*file*)

Dump a pickle of the array to the specified file. The array can be read back with pickle.load or numpy.load.

Parameters

file : str

A string naming the dump file.

ndarray.**dumps**()

Returns the pickle of the array as a string. pickle.loads or numpy.loads will convert the string back to an array.

Parameters

None

ndarray.**astype**(*dtype*, *order='K'*, *casting='unsafe'*, *subok=True*, *copy=True*)

Copy of the array, cast to a specified type.

Parameters

dtype : str or dtype

Typecode or data-type to which the array is cast.

order : {'C', 'F', 'A', 'K'}, optional

Controls the memory layout order of the result. 'C' means C order, 'F' means Fortran order, 'A' means 'F' order if all the arrays are Fortran contiguous, 'C' order otherwise, and 'K' means as close to the order the array elements appear in memory as possible. Default is 'K'.

casting : {'no', 'equiv', 'safe', 'same_kind', 'unsafe'}, optional

Controls what kind of data casting may occur. Defaults to 'unsafe' for backwards compatibility.

- 'no' means the data types should not be cast at all.
- 'equiv' means only byte-order changes are allowed.
- 'safe' means only casts which can preserve values are allowed.
- 'same_kind' means only safe casts or casts within a kind, like float64 to float32, are allowed.
- 'unsafe' means any data conversions may be done.

subok : bool, optional

If True, then sub-classes will be passed-through (default), otherwise the returned array will be forced to be a base-class array.

copy : bool, optional

By default, astype always returns a newly allocated array. If this is set to false, and the `dtype`, *order*, and *subok* requirements are satisfied, the input array is returned instead of a copy.

Returns

arr_t : ndarray

Unless `copy` is False and the other conditions for returning the input array are satisfied (see description for `copy` input paramter), *arr_t* is a new array of the same shape as the input array, with dtype, order given by `dtype`, *order*.

Raises

ComplexWarning

When casting from complex to float or int. To avoid this, one should use `a.real.astype(t)`.

Examples

```
>>> x = np.array([1, 2, 2.5])
>>> x
array([ 1. ,  2. ,  2.5])

>>> x.astype(int)
array([1, 2, 2])
```

`ndarray.`**`byteswap`**(*inplace*)

Swap the bytes of the array elements

Toggle between low-endian and big-endian data representation by returning a byteswapped array, optionally swapped in-place.

Parameters

inplace : bool, optional

If `True`, swap bytes in-place, default is `False`.

Returns

out : ndarray

The byteswapped array. If *inplace* is `True`, this is a view to self.

Examples

```
>>> A = np.array([1, 256, 8755], dtype=np.int16)
>>> map(hex, A)
['0x1', '0x100', '0x2233']
>>> A.byteswap(True)
array([  256,     1, 13090], dtype=int16)
>>> map(hex, A)
['0x100', '0x1', '0x3322']
```

Arrays of strings are not swapped

```
>>> A = np.array(['ceg', 'fac'])
>>> A.byteswap()
array(['ceg', 'fac'],
      dtype='|S3')
```

ndarray.**copy**(*order='C'*)

Return a copy of the array.

Parameters

order : {'C', 'F', 'A', 'K'}, optional

Controls the memory layout of the copy. 'C' means C-order, 'F' means F-order, 'A' means 'F' if *a* is Fortran contiguous, 'C' otherwise. 'K' means match the layout of *a* as closely as possible. (Note that this function and :func:numpy.copy are very similar, but have different default values for their order= arguments.)

See Also:

`numpy.copy`, `numpy.copyto`

Examples

```
>>> x = np.array([[1,2,3],[4,5,6]], order='F')

>>> y = x.copy()

>>> x.fill(0)

>>> x
array([[0, 0, 0],
       [0, 0, 0]])

>>> y
array([[1, 2, 3],
       [4, 5, 6]])

>>> y.flags['C_CONTIGUOUS']
True
```

ndarray.**view**(*dtype=None*, *type=None*)

New view of array with the same data.

Parameters

dtype : data-type or ndarray sub-class, optional

Data-type descriptor of the returned view, e.g., float32 or int16. The default, None, results in the view having the same data-type as *a*. This argument can also be specified as an ndarray sub-class, which then specifies the type of the returned object (this is equivalent to setting the `type` parameter).

type : Python type, optional

Type of the returned view, e.g., ndarray or matrix. Again, the default None results in type preservation.

Notes

`a.view()` is used two different ways:

`a.view(some_dtype)` or `a.view(dtype=some_dtype)` constructs a view of the array's memory with a different data-type. This can cause a reinterpretation of the bytes of memory.

`a.view(ndarray_subclass)` or `a.view(type=ndarray_subclass)` just returns an instance of *ndarray_subclass* that looks at the same array (same shape, dtype, etc.) This does not cause a reinterpretation of the memory.

For `a.view(some_dtype)`, if `some_dtype` has a different number of bytes per entry than the previous dtype (for example, converting a regular array to a structured array), then the behavior of the view cannot be predicted just from the superficial appearance of `a` (shown by `print(a)`). It also depends on exactly how `a` is stored in memory. Therefore if `a` is C-ordered versus fortran-ordered, versus defined as a slice or transpose, etc., the view may give different results.

Examples

```
>>> x = np.array([(1, 2)], dtype=[('a', np.int8), ('b', np.int8)])
```

Viewing array data using a different type and dtype:

```
>>> y = x.view(dtype=np.int16, type=np.matrix)
>>> y
matrix([[513]], dtype=int16)
>>> print type(y)
<class 'numpy.matrixlib.defmatrix.matrix'>
```

Creating a view on a structured array so it can be used in calculations

```
>>> x = np.array([(1, 2),(3,4)], dtype=[('a', np.int8), ('b', np.int8)])
>>> xv = x.view(dtype=np.int8).reshape(-1,2)
>>> xv
array([[1, 2],
       [3, 4]], dtype=int8)
>>> xv.mean(0)
array([ 2.,  3.])
```

Making changes to the view changes the underlying array

```
>>> xv[0,1] = 20
>>> print x
[(1, 20) (3, 4)]
```

Using a view to convert an array to a record array:

```
>>> z = x.view(np.recarray)
>>> z.a
array([1], dtype=int8)
```

Views share data:

```
>>> x[0] = (9, 10)
>>> z[0]
(9, 10)
```

Views that change the dtype size (bytes per entry) should normally be avoided on arrays defined by slices, transposes, fortran-ordering, etc.:

```
>>> x = np.array([[1,2,3],[4,5,6]], dtype=np.int16)
>>> y = x[:, 0:2]
>>> y
array([[1, 2],
       [4, 5]], dtype=int16)
>>> y.view(dtype=[('width', np.int16), ('length', np.int16)])
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: new type not compatible with array.
>>> z = y.copy()
>>> z.view(dtype=[('width', np.int16), ('length', np.int16)])
array([[(1, 2)],
       [(4, 5)]], dtype=[('width', '<i2'), ('length', '<i2')])
```

ndarray.**getfield**(*dtype*, *offset=0*)

Returns a field of the given array as a certain type.

A field is a view of the array data with a given data-type. The values in the view are determined by the given type and the offset into the current array in bytes. The offset needs to be such that the view dtype fits in the array dtype; for example an array of dtype complex128 has 16-byte elements. If taking a view with a 32-bit integer (4 bytes), the offset needs to be between 0 and 12 bytes.

Parameters

dtype : str or dtype

The data type of the view. The dtype size of the view can not be larger than that of the array itself.

offset : int

Number of bytes to skip before beginning the element view.

Examples

```
>>> x = np.diag([1.+1.j]*2)
>>> x[1, 1] = 2 + 4.j
>>> x
array([[ 1.+1.j,  0.+0.j],
       [ 0.+0.j,  2.+4.j]])
>>> x.getfield(np.float64)
array([[ 1.,  0.],
       [ 0.,  2.]])
```

By choosing an offset of 8 bytes we can select the complex part of the array for our view:

```
>>> x.getfield(np.float64, offset=8)
array([[ 1.,  0.],
   [ 0.,  4.]])
```

ndarray.**setflags**(*write=None*, *align=None*, *uic=None*)

Set array flags WRITEABLE, ALIGNED, and UPDATEIFCOPY, respectively.

These Boolean-valued flags affect how numpy interprets the memory area used by *a* (see Notes below). The ALIGNED flag can only be set to True if the data is actually aligned according to the type. The UPDATEIFCOPY flag can never be set to True. The flag WRITEABLE can only be set to True if the array owns its own memory, or the ultimate owner of the memory exposes a writeable buffer interface, or is a string. (The exception for string is made so that unpickling can be done without copying memory.)

Parameters

write : bool, optional

Describes whether or not *a* can be written to.

align : bool, optional

Describes whether or not *a* is aligned properly for its type.

uic : bool, optional

Describes whether or not *a* is a copy of another "base" array.

Notes

Array flags provide information about how the memory area used for the array is to be interpreted. There are 6 Boolean flags in use, only three of which can be changed by the user: UPDATEIFCOPY, WRITEABLE, and ALIGNED.

WRITEABLE (W) the data area can be written to;

ALIGNED (A) the data and strides are aligned appropriately for the hardware (as determined by the compiler);

UPDATEIFCOPY (U) this array is a copy of some other array (referenced by .base). When this array is deallocated, the base array will be updated with the contents of this array.

All flags can be accessed using their first (upper case) letter as well as the full name.

Examples

```
>>> y
array([[3, 1, 7],
       [2, 0, 0],
       [8, 5, 9]])
>>> y.flags
  C_CONTIGUOUS : True
  F_CONTIGUOUS : False
  OWNDATA : True
  WRITEABLE : True
  ALIGNED : True
  UPDATEIFCOPY : False
>>> y.setflags(write=0, align=0)
>>> y.flags
  C_CONTIGUOUS : True
  F_CONTIGUOUS : False
  OWNDATA : True
  WRITEABLE : False
  ALIGNED : False
  UPDATEIFCOPY : False
>>> y.setflags(uic=1)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: cannot set UPDATEIFCOPY flag to True
```

`ndarray.`**`fill`**`(`*`value`*`)`

Fill the array with a scalar value.

Parameters

value : scalar

All elements of *a* will be assigned this value.

Examples

```
>>> a = np.array([1, 2])
>>> a.fill(0)
>>> a
array([0, 0])
>>> a = np.empty(2)
>>> a.fill(1)
>>> a
array([ 1.,  1.])
```

Shape manipulation

For reshape, resize, and transpose, the single tuple argument may be replaced with `n` integers which will be interpreted as an n-tuple.

ndarray.reshape(shape[, order])	Returns an array containing the same data with a new shape.
ndarray.resize(new_shape[, refcheck])	Change shape and size of array in-place.
ndarray.transpose(*axes)	Returns a view of the array with axes transposed.
ndarray.swapaxes(axis1, axis2)	Return a view of the array with *axis1* and *axis2* interchanged.
ndarray.flatten([order])	Return a copy of the array collapsed into one dimension.
ndarray.ravel([order])	Return a flattened array.
ndarray.squeeze([axis])	Remove single-dimensional entries from the shape of *a*.

ndarray.**reshape**(*shape*, *order='C'*)

Returns an array containing the same data with a new shape.

Refer to numpy.reshape for full documentation.

See Also:

numpy.reshape
equivalent function

ndarray.**resize**(*new_shape*, *refcheck=True*)

Change shape and size of array in-place.

Parameters

new_shape : tuple of ints, or *n* ints

Shape of resized array.

refcheck : bool, optional

If False, reference count will not be checked. Default is True.

Returns

None

Raises

ValueError

If *a* does not own its own data or references or views to it exist, and the data memory must be changed.

SystemError

If the *order* keyword argument is specified. This behaviour is a bug in NumPy.

See Also:

resize
Return a new array with the specified shape.

Notes

This reallocates space for the data area if necessary.

Only contiguous arrays (data elements consecutive in memory) can be resized.

The purpose of the reference count check is to make sure you do not use this array as a buffer for another Python object and then reallocate the memory. However, reference counts can increase in other ways so if you are sure that you have not shared the memory for this array with another Python object, then you may safely set *refcheck* to False.

Examples

Shrinking an array: array is flattened (in the order that the data are stored in memory), resized, and reshaped:

```
>>> a = np.array([[0, 1], [2, 3]], order='C')
>>> a.resize((2, 1))
>>> a
array([[0],
       [1]])

>>> a = np.array([[0, 1], [2, 3]], order='F')
>>> a.resize((2, 1))
>>> a
array([[0],
       [2]])
```

Enlarging an array: as above, but missing entries are filled with zeros:

```
>>> b = np.array([[0, 1], [2, 3]])
>>> b.resize(2, 3) # new_shape parameter doesn't have to be a tuple
>>> b
array([[0, 1, 2],
       [3, 0, 0]])
```

Referencing an array prevents resizing...

```
>>> c = a
>>> a.resize((1, 1))
Traceback (most recent call last):
...
ValueError: cannot resize an array that has been referenced ...
```

Unless *refcheck* is False:

```
>>> a.resize((1, 1), refcheck=False)
>>> a
array([[0]])
>>> c
array([[0]])
```

ndarray.**transpose**(**axes*)
Returns a view of the array with axes transposed.

For a 1-D array, this has no effect. (To change between column and row vectors, first cast the 1-D array into a matrix object.) For a 2-D array, this is the usual matrix transpose. For an n-D array, if axes are given, their order in-

dicates how the axes are permuted (see Examples). If axes are not provided and `a.shape = (i[0], i[1], ... i[n-2], i[n-1])`, then `a.transpose().shape = (i[n-1], i[n-2], ... i[1], i[0])`.

Parameters

axes : None, tuple of ints, or *n* ints

- None or no argument: reverses the order of the axes.
- tuple of ints: *i* in the *j*-th place in the tuple means *a*'s *i*-th axis becomes *a.transpose()*'s *j*-th axis.
- *n* ints: same as an n-tuple of the same ints (this form is intended simply as a "convenience" alternative to the tuple form)

Returns

out : ndarray

View of *a*, with axes suitably permuted.

See Also:

ndarray.T
Array property returning the array transposed.

Examples

```
>>> a = np.array([[1, 2], [3, 4]])
>>> a
array([[1, 2],
       [3, 4]])
>>> a.transpose()
array([[1, 3],
       [2, 4]])
>>> a.transpose((1, 0))
array([[1, 3],
       [2, 4]])
>>> a.transpose(1, 0)
array([[1, 3],
       [2, 4]])
```

ndarray.**swapaxes**(*axis1*, *axis2*)
Return a view of the array with *axis1* and *axis2* interchanged.

Refer to `numpy.swapaxes` for full documentation.

See Also:

numpy.swapaxes
equivalent function

ndarray.**flatten**(*order='C'*)
Return a copy of the array collapsed into one dimension.

Parameters

order : {'C', 'F', 'A'}, optional

Whether to flatten in C (row-major), Fortran (column-major) order, or preserve the C/Fortran ordering from *a*. The default is 'C'.

Returns

y : ndarray

A copy of the input array, flattened to one dimension.

See Also:

ravel
Return a flattened array.

flat
A 1-D flat iterator over the array.

Examples

```
>>> a = np.array([[1,2], [3,4]])
>>> a.flatten()
array([1, 2, 3, 4])
>>> a.flatten('F')
array([1, 3, 2, 4])
```

ndarray.**ravel**([*order*])
Return a flattened array.

Refer to `numpy.ravel` for full documentation.

See Also:

numpy.ravel
equivalent function

ndarray.flat
a flat iterator on the array.

ndarray.**squeeze**(*axis=None*)
Remove single-dimensional entries from the shape of *a*.

Refer to `numpy.squeeze` for full documentation.

See Also:

numpy.squeeze
equivalent function

Item selection and manipulation

For array methods that take an *axis* keyword, it defaults to `None`. If axis is *None*, then the array is treated as a 1-D array. Any other value for *axis* represents the dimension along which the operation should proceed.

`ndarray.take`(indices[, axis, out, mode])	Return an array formed from the elements of *a* at the given indices.
`ndarray.put`(indices, values[, mode])	Set `a.flat[n] = values[n]` for all *n* in indices.
`ndarray.repeat`(repeats[, axis])	Repeat elements of an array.
`ndarray.choose`(choices[, out, mode])	Use an index array to construct a new array from a set of choices.
`ndarray.sort`([axis, kind, order])	Sort an array, in-place.
`ndarray.argsort`([axis, kind, order])	Returns the indices that would sort this array.
`ndarray.partition`(kth[, axis, kind, order])	Rearranges the elements in the array in such a way that value of the element i
`ndarray.argpartition`(kth[, axis, kind, order])	Returns the indices that would partition this array.
`ndarray.searchsorted`(v[, side, sorter])	Find indices where elements of v should be inserted in a to maintain order.
`ndarray.nonzero`()	Return the indices of the elements that are non-zero.

Table 1.10 – continued from previous page

ndarray.compress(condition[, axis, out])	Return selected slices of this array along given axis.
ndarray.diagonal([offset, axis1, axis2])	Return specified diagonals.

ndarray.**take**(*indices*, *axis=None*, *out=None*, *mode='raise'*)
Return an array formed from the elements of *a* at the given indices.

Refer to numpy.take for full documentation.

See Also:

numpy.take
equivalent function

ndarray.**put**(*indices*, *values*, *mode='raise'*)
Set `a.flat[n] = values[n]` for all *n* in indices.

Refer to numpy.put for full documentation.

See Also:

numpy.put
equivalent function

ndarray.**repeat**(*repeats*, *axis=None*)
Repeat elements of an array.

Refer to numpy.repeat for full documentation.

See Also:

numpy.repeat
equivalent function

ndarray.**choose**(*choices*, *out=None*, *mode='raise'*)
Use an index array to construct a new array from a set of choices.

Refer to numpy.choose for full documentation.

See Also:

numpy.choose
equivalent function

ndarray.**sort**(*axis=-1*, *kind='quicksort'*, *order=None*)
Sort an array, in-place.

Parameters

axis : int, optional

Axis along which to sort. Default is -1, which means sort along the last axis.

kind : {'quicksort', 'mergesort', 'heapsort'}, optional

Sorting algorithm. Default is 'quicksort'.

order : list, optional

When *a* is an array with fields defined, this argument specifies which fields to compare first, second, etc. Not all fields need be specified.

See Also:

numpy.sort
Return a sorted copy of an array.

argsort
Indirect sort.

lexsort
Indirect stable sort on multiple keys.

searchsorted
Find elements in sorted array.

partition
Partial sort.

Notes

See `sort` for notes on the different sorting algorithms.

Examples

```
>>> a = np.array([[1,4], [3,1]])
>>> a.sort(axis=1)
>>> a
array([[1, 4],
       [1, 3]])
>>> a.sort(axis=0)
>>> a
array([[1, 3],
       [1, 4]])
```

Use the *order* keyword to specify a field to use when sorting a structured array:

```
>>> a = np.array([('a', 2), ('c', 1)], dtype=[('x', 'S1'), ('y', int)])
>>> a.sort(order='y')
>>> a
array([('c', 1), ('a', 2)],
      dtype=[('x', '|S1'), ('y', '<i4')])
```

ndarray.**argsort**(*axis=-1*, *kind='quicksort'*, *order=None*)
Returns the indices that would sort this array.

Refer to `numpy.argsort` for full documentation.

See Also:

numpy.argsort
equivalent function

ndarray.**partition**(*kth*, *axis=-1*, *kind='introselect'*, *order=None*)
Rearranges the elements in the array in such a way that value of the element in kth position is in the position it would be in a sorted array. All elements smaller than the kth element are moved before this element and all equal or greater are moved behind it. The ordering of the elements in the two partitions is undefined. New in version 1.8.0.

Parameters
kth : int or sequence of ints

Element index to partition by. The kth element value will be in its final sorted position and all smaller elements will be moved before it and all equal or greater elements behind it. The order all elements in the partitions is undefined. If provided with a sequence of kth it will partition all elements indexed by kth of them into their sorted position at once.

axis : int, optional

Axis along which to sort. Default is -1, which means sort along the last axis.

kind : {'introselect'}, optional

Selection algorithm. Default is 'introselect'.

order : list, optional

When *a* is an array with fields defined, this argument specifies which fields to compare first, second, etc. Not all fields need be specified.

See Also:

numpy.partition
Return a parititioned copy of an array.

argpartition
Indirect partition.

sort
Full sort.

Notes

See `np.partition` for notes on the different algorithms.

Examples

```
>>> a = np.array([3, 4, 2, 1])
>>> a.partition(a, 3)
>>> a
array([2, 1, 3, 4])

>>> a.partition((1, 3))
array([1, 2, 3, 4])
```

ndarray.**argpartition**(*kth*, *axis=-1*, *kind='quickselect'*, *order=None*)
Returns the indices that would partition this array.

Refer to `numpy.argpartition` for full documentation. New in version 1.8.0.

See Also:

numpy.argpartition
equivalent function

ndarray.**searchsorted**(*v*, *side='left'*, *sorter=None*)
Find indices where elements of v should be inserted in a to maintain order.

For full documentation, see `numpy.searchsorted`

See Also:

numpy.searchsorted
equivalent function

ndarray.**nonzero**()
Return the indices of the elements that are non-zero.

Refer to numpy.nonzero for full documentation.

See Also:

numpy.nonzero
equivalent function

ndarray.**compress**(*condition*, *axis=None*, *out=None*)
Return selected slices of this array along given axis.

Refer to numpy.compress for full documentation.

See Also:

numpy.compress
equivalent function

ndarray.**diagonal**(*offset=0*, *axis1=0*, *axis2=1*)
Return specified diagonals.

Refer to numpy.diagonal for full documentation.

See Also:

numpy.diagonal
equivalent function

Calculation

Many of these methods take an argument named *axis*. In such cases,

- If *axis* is *None* (the default), the array is treated as a 1-D array and the operation is performed over the entire array. This behavior is also the default if self is a 0-dimensional array or array scalar. (An array scalar is an instance of the types/classes float32, float64, etc., whereas a 0-dimensional array is an ndarray instance containing precisely one array scalar.)
- If *axis* is an integer, then the operation is done over the given axis (for each 1-D subarray that can be created along the given axis).

Example of the *axis* argument

A 3-dimensional array of size 3 x 3 x 3, summed over each of its three axes

```
>>> x
array([[[ 0,  1,  2],
        [ 3,  4,  5],
        [ 6,  7,  8]],
       [[ 9, 10, 11],
        [12, 13, 14],
        [15, 16, 17]],
       [[18, 19, 20],
        [21, 22, 23],
        [24, 25, 26]]])
>>> x.sum(axis=0)
array([[27, 30, 33],
       [36, 39, 42],
```

```
       [45, 48, 51]])
>>> # for sum, axis is the first keyword, so we may omit it,
>>> # specifying only its value
>>> x.sum(0), x.sum(1), x.sum(2)
(array([[27, 30, 33],
        [36, 39, 42],
        [45, 48, 51]]),
 array([[ 9, 12, 15],
        [36, 39, 42],
        [63, 66, 69]]),
 array([[ 3, 12, 21],
        [30, 39, 48],
        [57, 66, 75]]))
```

The parameter *dtype* specifies the data type over which a reduction operation (like summing) should take place. The default reduce data type is the same as the data type of *self*. To avoid overflow, it can be useful to perform the reduction using a larger data type.

For several methods, an optional *out* argument can also be provided and the result will be placed into the output array given. The *out* argument must be an `ndarray` and have the same number of elements. It can have a different data type in which case casting will be performed.

`ndarray.argmax`([axis, out])	Return indices of the maximum values along the given axis.
`ndarray.min`([axis, out])	Return the minimum along a given axis.
`ndarray.argmin`([axis, out])	Return indices of the minimum values along the given axis of *a*.
`ndarray.ptp`([axis, out])	Peak to peak (maximum - minimum) value along a given axis.
`ndarray.clip`(a_min, a_max[, out])	Return an array whose values are limited to `[a_min, a_max]`.
`ndarray.conj`()	Complex-conjugate all elements.
`ndarray.round`([decimals, out])	Return *a* with each element rounded to the given number of decimals.
`ndarray.trace`([offset, axis1, axis2, dtype, out])	Return the sum along diagonals of the array.
`ndarray.sum`([axis, dtype, out])	Return the sum of the array elements over the given axis.
`ndarray.cumsum`([axis, dtype, out])	Return the cumulative sum of the elements along the given axis.
`ndarray.mean`([axis, dtype, out])	Returns the average of the array elements along given axis.
`ndarray.var`([axis, dtype, out, ddof])	Returns the variance of the array elements, along given axis.
`ndarray.std`([axis, dtype, out, ddof])	Returns the standard deviation of the array elements along given axis.
`ndarray.prod`([axis, dtype, out])	Return the product of the array elements over the given axis
`ndarray.cumprod`([axis, dtype, out])	Return the cumulative product of the elements along the given axis.
`ndarray.all`([axis, out])	Returns True if all elements evaluate to True.
`ndarray.any`([axis, out])	Returns True if any of the elements of *a* evaluate to True.

`ndarray.`**`argmax`**(*axis=None*, *out=None*)

Return indices of the maximum values along the given axis.

Refer to `numpy.argmax` for full documentation.

See Also:

`numpy.argmax`

equivalent function

`ndarray.`**`min`**(*axis=None*, *out=None*)

Return the minimum along a given axis.

Refer to `numpy.amin` for full documentation.

See Also:

numpy.amin
equivalent function

ndarray.**argmin**(*axis=None*, *out=None*)
Return indices of the minimum values along the given axis of *a*.

Refer to numpy.argmin for detailed documentation.

See Also:

numpy.argmin
equivalent function

ndarray.**ptp**(*axis=None*, *out=None*)
Peak to peak (maximum - minimum) value along a given axis.

Refer to numpy.ptp for full documentation.

See Also:

numpy.ptp
equivalent function

ndarray.**clip**(*a_min*, *a_max*, *out=None*)
Return an array whose values are limited to [a_min, a_max].

Refer to numpy.clip for full documentation.

See Also:

numpy.clip
equivalent function

ndarray.**conj**()
Complex-conjugate all elements.

Refer to numpy.conjugate for full documentation.

See Also:

numpy.conjugate
equivalent function

ndarray.**round**(*decimals=0*, *out=None*)
Return *a* with each element rounded to the given number of decimals.

Refer to numpy.around for full documentation.

See Also:

numpy.around
equivalent function

ndarray.**trace**(*offset=0*, *axis1=0*, *axis2=1*, *dtype=None*, *out=None*)
Return the sum along diagonals of the array.

Refer to numpy.trace for full documentation.

See Also:

numpy.trace
equivalent function

ndarray.**sum**(*axis=None*, *dtype=None*, *out=None*)
Return the sum of the array elements over the given axis.

Refer to numpy.sum for full documentation.

See Also:

numpy.sum
equivalent function

ndarray.**cumsum**(*axis=None*, *dtype=None*, *out=None*)
Return the cumulative sum of the elements along the given axis.

Refer to numpy.cumsum for full documentation.

See Also:

numpy.cumsum
equivalent function

ndarray.**mean**(*axis=None*, *dtype=None*, *out=None*)
Returns the average of the array elements along given axis.

Refer to numpy.mean for full documentation.

See Also:

numpy.mean
equivalent function

ndarray.**var**(*axis=None*, *dtype=None*, *out=None*, *ddof=0*)
Returns the variance of the array elements, along given axis.

Refer to numpy.var for full documentation.

See Also:

numpy.var
equivalent function

ndarray.**std**(*axis=None*, *dtype=None*, *out=None*, *ddof=0*)
Returns the standard deviation of the array elements along given axis.

Refer to numpy.std for full documentation.

See Also:

numpy.std
equivalent function

ndarray.**prod**(*axis=None*, *dtype=None*, *out=None*)
Return the product of the array elements over the given axis

Refer to numpy.prod for full documentation.

See Also:

numpy.prod
equivalent function

ndarray.**cumprod**(*axis=None*, *dtype=None*, *out=None*)
Return the cumulative product of the elements along the given axis.

Refer to numpy.cumprod for full documentation.

See Also:

numpy.cumprod
equivalent function

ndarray.**all**(*axis=None*, *out=None*)
Returns True if all elements evaluate to True.

Refer to numpy.all for full documentation.

See Also:

numpy.all
equivalent function

ndarray.**any**(*axis=None*, *out=None*)
Returns True if any of the elements of *a* evaluate to True.

Refer to numpy.any for full documentation.

See Also:

numpy.any
equivalent function

1.1.6 Arithmetic and comparison operations

Arithmetic and comparison operations on ndarrays are defined as element-wise operations, and generally yield ndarray objects as results.

Each of the arithmetic operations (+, -, *, /, //, %, divmod(), ** or pow(), <<, >>, &, ^, |, ~) and the comparisons (==, <, >, <=, >=, !=) is equivalent to the corresponding *universal function* (or *ufunc* for short) in Numpy. For more information, see the section on *Universal Functions*.

Comparison operators:

ndarray.__lt__	x.__lt__(y) <==> x<y
ndarray.__le__	x.__le__(y) <==> x<=y
ndarray.__gt__	x.__gt__(y) <==> x>y
ndarray.__ge__	x.__ge__(y) <==> x>=y
ndarray.__eq__	x.__eq__(y) <==> x==y
ndarray.__ne__	x.__ne__(y) <==> x!=y

ndarray.**__lt__**
x.__lt__(y) <==> x<y

ndarray.**__le__**

x.__le__(y) <==> x<=y

ndarray.__**gt**__
x.__gt__(y) <==> x>y

ndarray.__**ge**__
x.__ge__(y) <==> x>=y

ndarray.__**eq**__
x.__eq__(y) <==> x==y

ndarray.__**ne**__
x.__ne__(y) <==> x!=y

Truth value of an array (bool):

ndarray.__nonzero__	x.__nonzero__() <==> x != 0

ndarray.__**nonzero**__
x.__nonzero__() <==> x != 0

Note: Truth-value testing of an array invokes ndarray.__nonzero__, which raises an error if the number of elements in the the array is larger than 1, because the truth value of such arrays is ambiguous. Use .any() and .all() instead to be clear about what is meant in such cases. (If the number of elements is 0, the array evaluates to False.)

Unary operations:

ndarray.__neg__	x.__neg__() <==> -x
ndarray.__pos__	x.__pos__() <==> +x
ndarray.__abs__() <==> abs(x)	
ndarray.__invert__	x.__invert__() <==> ~x

ndarray.__**neg**__
x.__neg__() <==> -x

ndarray.__**pos**__
x.__pos__() <==> +x

ndarray.__**abs**__*()* <==> *abs(x)*

ndarray.__**invert**__
x.__invert__() <==> ~x

Arithmetic:

ndarray.__add__	x.__add__(y) <==> x+y
ndarray.__sub__	x.__sub__(y) <==> x-y
ndarray.__mul__	x.__mul__(y) <==> x*y
ndarray.__div__	x.__div__(y) <==> x/y
ndarray.__truediv__	x.__truediv__(y) <==> x/y
ndarray.__floordiv__	x.__floordiv__(y) <==> x//y
ndarray.__mod__	x.__mod__(y) <==> x%y
ndarray.__divmod__(y) <==> divmod(x, y)	

Continued on next page

Table 1.15 – continued from previous page

ndarray.__pow__(y[, z]) <==> pow(x, y[, z])	
ndarray.__lshift__	x.__lshift__(y) <==> x<<y
ndarray.__rshift__	x.__rshift__(y) <==> x>>y
ndarray.__and__	x.__and__(y) <==> x&y
ndarray.__or__	x.__or__(y) <==> x|y
ndarray.__xor__	x.__xor__(y) <==> x^y

ndarray.**__add__**
x.__add__(y) <==> x+y

ndarray.**__sub__**
x.__sub__(y) <==> x-y

ndarray.**__mul__**
x.__mul__(y) <==> x*y

ndarray.**__div__**
x.__div__(y) <==> x/y

ndarray.**__truediv__**
x.__truediv__(y) <==> x/y

ndarray.**__floordiv__**
x.__floordiv__(y) <==> x//y

ndarray.**__mod__**
x.__mod__(y) <==> x%y

ndarray.**__divmod__**(*y*) <==> *divmod(x, y)*

ndarray.**__pow__**(*y[, z]*) <==> *pow(x, y[, z]*)

ndarray.**__lshift__**
x.__lshift__(y) <==> x<<y

ndarray.**__rshift__**
x.__rshift__(y) <==> x>>y

ndarray.**__and__**
x.__and__(y) <==> x&y

ndarray.**__or__**
x.__or__(y) <==> x|y

ndarray.**__xor__**
x.__xor__(y) <==> x^y

Note:

- Any third argument to pow is silently ignored, as the underlying ufunc takes only two arguments.
- The three division operators are all defined; div is active by default, truediv is active when __future__ division is in effect.
- Because ndarray is a built-in type (written in C), the __r{op}__ special methods are not directly defined.
- The functions called to implement many arithmetic special methods for arrays can be modified using set_numeric_ops.

Arithmetic, in-place:

ndarray.__iadd__	x.__iadd__(y) <==> x+=y
ndarray.__isub__	x.__isub__(y) <==> x-=y
ndarray.__imul__	x.__imul__(y) <==> x*=y
ndarray.__idiv__	x.__idiv__(y) <==> x/=y
ndarray.__itruediv__	x.__itruediv__(y) <==> x/y
ndarray.__ifloordiv__	x.__ifloordiv__(y) <==> x//y
ndarray.__imod__	x.__imod__(y) <==> x%=y
ndarray.__ipow__	x.__ipow__(y) <==> x**=y
ndarray.__ilshift__	x.__ilshift__(y) <==> x<<=y
ndarray.__irshift__	x.__irshift__(y) <==> x>>=y
ndarray.__iand__	x.__iand__(y) <==> x&=y
ndarray.__ior__	x.__ior__(y) <==> x|=y
ndarray.__ixor__	x.__ixor__(y) <==> x^=y

ndarray.**__iadd__**
x.__iadd__(y) <==> x+=y

ndarray.**__isub__**
x.__isub__(y) <==> x-=y

ndarray.**__imul__**
x.__imul__(y) <==> x*=y

ndarray.**__idiv__**
x.__idiv__(y) <==> x/=y

ndarray.**__itruediv__**
x.__itruediv__(y) <==> x/y

ndarray.**__ifloordiv__**
x.__ifloordiv__(y) <==> x//y

ndarray.**__imod__**
x.__imod__(y) <==> x%=y

ndarray.**__ipow__**
x.__ipow__(y) <==> x**=y

ndarray.**__ilshift__**
x.__ilshift__(y) <==> x<<=y

ndarray.**__irshift__**
x.__irshift__(y) <==> x>>=y

ndarray.**__iand__**
x.__iand__(y) <==> x&=y

ndarray.**__ior__**
x.__ior__(y) <==> x|=y

ndarray.**__ixor__**
x.__ixor__(y) <==> x^=y

Warning: In place operations will perform the calculation using the precision decided by the data type of the two operands, but will silently downcast the result (if necessary) so it can fit back into the array. Therefore, for mixed precision calculations, `A {op}= B` can be different than `A = A {op} B`. For example, suppose `a = ones((3,3))`. Then, `a += 3j` is different than `a = a + 3j`: while they both perform the same computation, `a += 3` casts the result to fit back in `a`, whereas `a = a + 3j` re-binds the name `a` to the result.

1.1.7 Special methods

For standard library functions:

ndarray.__copy__([order])	Return a copy of the array.
ndarray.__deepcopy__(() -> Deep copy of array.)	Used if copy.deepcopy is called on an array.
ndarray.__reduce__()	For pickling.
ndarray.__setstate__(version, shape, dtype, ...)	For unpickling.

ndarray.**__copy__**([*order*])
Return a copy of the array.

Parameters
order : {'C', 'F', 'A'}, optional

If order is 'C' (False) then the result is contiguous (default). If order is 'Fortran' (True) then the result has fortran order. If order is 'Any' (None) then the result has fortran order only if the array already is in fortran order.

ndarray.**__deepcopy__**() → Deep copy of array.
Used if copy.deepcopy is called on an array.

ndarray.**__reduce__**()
For pickling.

ndarray.**__setstate__**(*version*, *shape*, *dtype*, *isfortran*, *rawdata*)
For unpickling.

Parameters
version : int

optional pickle version. If omitted defaults to 0.

shape : tuple

dtype : data-type

isFortran : bool

rawdata : string or list

a binary string with the data (or a list if 'a' is an object array)

Basic customization:

ndarray.__new__((S, ...)	
ndarray.__array__(...)	Returns either a new reference to self if dtype is not given or a new array
ndarray.__array_wrap__(...)	

static ndarray.**__new__**(*S*, ...) → a new object with type S, a subtype of T

ndarray.**__array__**(|*dtype*) → reference if type unchanged, copy otherwise.
Returns either a new reference to self if dtype is not given or a new array of provided data type if dtype is different from the current dtype of the array.

ndarray.**__array_wrap__**(*obj*) → Object of same type as ndarray object a.

Container customization: (see *Indexing*)

ndarray.__len__() <==> len(x)	
ndarray.__getitem__	x.__getitem__(y) <==> x[y]
ndarray.__setitem__	x.__setitem__(i, y) <==> x[i]=y
ndarray.__getslice__	x.__getslice__(i, j) <==> x[i:j]
ndarray.__setslice__	x.__setslice__(i, j, y) <==> x[i:j]=y
ndarray.__contains__	x.__contains__(y) <==> y in x

ndarray.**__len__**() <==> *len(x)*

ndarray.**__getitem__**
x.__getitem__(y) <==> x[y]

ndarray.**__setitem__**
x.__setitem__(i, y) <==> x[i]=y

ndarray.**__getslice__**
x.__getslice__(i, j) <==> x[i:j]

Use of negative indices is not supported.

ndarray.**__setslice__**
x.__setslice__(i, j, y) <==> x[i:j]=y

Use of negative indices is not supported.

ndarray.**__contains__**
x.__contains__(y) <==> y in x

Conversion; the operations `complex`, `int`, `long`, `float`, `oct`, and `hex`. They work only on arrays that have one element in them and return the appropriate scalar.

ndarray.__int__() <==> int(x)
ndarray.__long__() <==> long(x)
ndarray.__float__() <==> float(x)
ndarray.__oct__() <==> oct(x)
ndarray.__hex__() <==> hex(x)

ndarray.**__int__**() <==> *int(x)*

ndarray.**__long__**() <==> *long(x)*

ndarray.**__float__**() <==> *float(x)*

ndarray.**__oct__**() <==> *oct(x)*

ndarray.**__hex__**() <==> *hex(x)*

String representations:

ndarray.__str__() <==> str(x)
ndarray.__repr__() <==> repr(x)

ndarray.**__str__**() <==> *str(x)*

ndarray.**__repr__**() <==> *repr(x)*

1.2 Scalars

Python defines only one type of a particular data class (there is only one integer type, one floating-point type, etc.). This can be convenient in applications that don't need to be concerned with all the ways data can be represented in a computer. For scientific computing, however, more control is often needed.

In NumPy, there are 24 new fundamental Python types to describe different types of scalars. These type descriptors are mostly based on the types available in the C language that CPython is written in, with several additional types compatible with Python's types.

Array scalars have the same attributes and methods as ndarrays. [1] This allows one to treat items of an array partly on the same footing as arrays, smoothing out rough edges that result when mixing scalar and array operations.

Array scalars live in a hierarchy (see the Figure below) of data types. They can be detected using the hierarchy: For example, `isinstance(val, np.generic)` will return `True` if *val* is an array scalar object. Alternatively, what kind of array scalar is present can be determined using other members of the data type hierarchy. Thus, for example `isinstance(val, np.complexfloating)` will return `True` if *val* is a complex valued type, while `isinstance(val, np.flexible)` will return true if *val* is one of the flexible itemsize array types (`string`, `unicode`, `void`).

1.2.1 Built-in scalar types

The built-in scalar types are shown below. Along with their (mostly) C-derived names, the integer, float, and complex data-types are also available using a bit-width convention so that an array of the right size can always be ensured (e.g. `int8`, `float64`, `complex128`). Two aliases (`intp` and `uintp`) pointing to the integer type that is sufficiently large to hold a C pointer are also provided. The C-like names are associated with character codes, which are shown in the table. Use of the character codes, however, is discouraged.

Some of the scalar types are essentially equivalent to fundamental Python types and therefore inherit from them as well as from the generic array scalar type:

Array scalar type	Related Python type
`int_`	`IntType` (Python 2 only)
`float_`	`FloatType`
`complex_`	`ComplexType`
`str_`	`StringType`
`unicode_`	`UnicodeType`

[1] However, array scalars are immutable, so none of the array scalar attributes are settable.

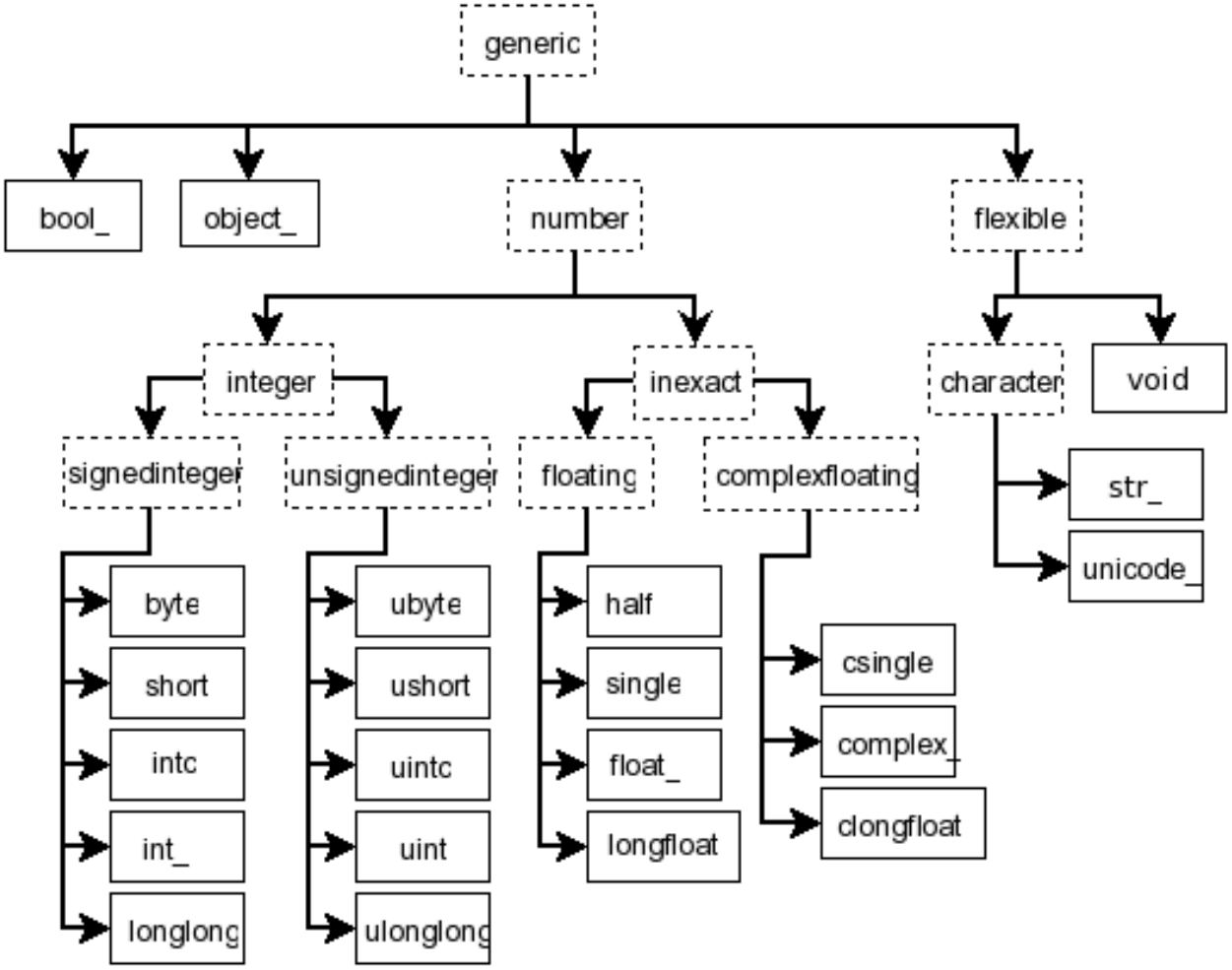


Figure 1.2: **Figure:** Hierarchy of type objects representing the array data types. Not shown are the two integer types `intp` and `uintp` which just point to the integer type that holds a pointer for the platform. All the number types can be obtained using bit-width names as well.

The bool_ data type is very similar to the Python BooleanType but does not inherit from it because Python's BooleanType does not allow itself to be inherited from, and on the C-level the size of the actual bool data is not the same as a Python Boolean scalar.

Warning: The bool_ type is not a subclass of the int_ type (the bool_ is not even a number type). This is different than Python's default implementation of bool as a sub-class of int.

Warning: The int_ type does **not** inherit from the int built-in under Python 3, because type int is no longer a fixed-width integer type.

Tip: The default data type in Numpy is float_.

In the tables below, platform? means that the type may not be available on all platforms. Compatibility with different C or Python types is indicated: two types are compatible if their data is of the same size and interpreted in the same way.

Booleans:

Type	Remarks	Character code
bool_	compatible: Python bool	'?'
bool8	8 bits	

Integers:

byte	compatible: C char	'b'
short	compatible: C short	'h'
intc	compatible: C int	'i'
int_	compatible: Python int	'l'
longlong	compatible: C long long	'q'
intp	large enough to fit a pointer	'p'
int8	8 bits	
int16	16 bits	
int32	32 bits	
int64	64 bits	

Unsigned integers:

ubyte	compatible: C unsigned char	'B'
ushort	compatible: C unsigned short	'H'
uintc	compatible: C unsigned int	'I'
uint	compatible: Python int	'L'
ulonglong	compatible: C long long	'Q'
uintp	large enough to fit a pointer	'P'
uint8	8 bits	
uint16	16 bits	
uint32	32 bits	
uint64	64 bits	

Floating-point numbers:

half		'e'
single	compatible: C float	'f'
double	compatible: C double	
float_	compatible: Python float	'd'
longfloat	compatible: C long float	'g'
float16	16 bits	
float32	32 bits	
float64	64 bits	
float96	96 bits, platform?	
float128	128 bits, platform?	

Complex floating-point numbers:

csingle		'F'
complex_	compatible: Python complex	'D'
clongfloat		'G'
complex64	two 32-bit floats	
complex128	two 64-bit floats	
complex192	two 96-bit floats, platform?	
complex256	two 128-bit floats, platform?	

Any Python object:

object_	any Python object	'O'

Note: The data actually stored in *object arrays* (*i.e.*, arrays having dtype object_) are references to Python objects, not the objects themselves. Hence, object arrays behave more like usual Python lists, in the sense that their contents need not be of the same Python type.

The object type is also special because an array containing object_ items does not return an object_ object on item access, but instead returns the actual object that the array item refers to.

The following data types are *flexible*. They have no predefined size: the data they describe can be of different length in different arrays. (In the character codes # is an integer denoting how many elements the data type consists of.)

str_	compatible: Python str	'S#'
unicode_	compatible: Python unicode	'U#'
void		'V#'

Warning: Numeric Compatibility: If you used old typecode characters in your Numeric code (which was never recommended), you will need to change some of them to the new characters. In particular, the needed changes are c -> S1, b -> B, 1 -> b, s -> h, w -> H, and u -> I. These changes make the type character convention more consistent with other Python modules such as the struct module.

1.2.2 Attributes

The array scalar objects have an array priority of NPY_SCALAR_PRIORITY (-1,000,000.0). They also do not (yet) have a ctypes attribute. Otherwise, they share the same attributes as arrays:

generic.flags	integer value of flags
generic.shape	tuple of array dimensions
generic.strides	tuple of bytes steps in each dimension
generic.ndim	number of array dimensions

Continued on next page

Table 1.22 – continued from previous page

generic.data	pointer to start of data
generic.size	number of elements in the gentype
generic.itemsize	length of one element in bytes
generic.base	base object
generic.dtype	get array data-descriptor
generic.real	real part of scalar
generic.imag	imaginary part of scalar
generic.flat	a 1-d view of scalar
generic.T	transpose
generic.__array_interface__	Array protocol: Python side
generic.__array_struct__	Array protocol: struct
generic.__array_priority__	Array priority.
generic.__array_wrap__	sc.__array_wrap__(obj) return scalar from array

generic.**flags**
: integer value of flags

generic.**shape**
: tuple of array dimensions

generic.**strides**
: tuple of bytes steps in each dimension

generic.**ndim**
: number of array dimensions

generic.**data**
: pointer to start of data

generic.**size**
: number of elements in the gentype

generic.**itemsize**
: length of one element in bytes

generic.**base**
: base object

generic.**dtype**
: get array data-descriptor

generic.**real**
: real part of scalar

generic.**imag**
: imaginary part of scalar

generic.**flat**
: a 1-d view of scalar

generic.**T**
: transpose

generic.**__array_interface__**
: Array protocol: Python side

generic.**__array_struct__**
: Array protocol: struct

generic.**__array_priority__**
Array priority.

generic.**__array_wrap__**()
sc.__array_wrap__(obj) return scalar from array

1.2.3 Indexing

See Also:

Indexing, *Data type objects (dtype)*

Array scalars can be indexed like 0-dimensional arrays: if *x* is an array scalar,

- `x[()]` returns a 0-dimensional `ndarray`
- `x['field-name']` returns the array scalar in the field *field-name*. (*x* can have fields, for example, when it corresponds to a record data type.)

1.2.4 Methods

Array scalars have exactly the same methods as arrays. The default behavior of these methods is to internally convert the scalar to an equivalent 0-dimensional array and to call the corresponding array method. In addition, math operations on array scalars are defined so that the same hardware flags are set and used to interpret the results as for *ufunc*, so that the error state used for ufuncs also carries over to the math on array scalars.

The exceptions to the above rules are given below:

`generic`	Base class for numpy scalar types.
`generic.__array__`	sc.__array__(type) return 0-dim array
`generic.__array_wrap__`	sc.__array_wrap__(obj) return scalar from array
`generic.squeeze`	Not implemented (virtual attribute)
`generic.byteswap`	Not implemented (virtual attribute)
`generic.__reduce__`	
`generic.__setstate__`	
`generic.setflags`	Not implemented (virtual attribute)

class numpy.**generic**
Base class for numpy scalar types.

Class from which most (all?) numpy scalar types are derived. For consistency, exposes the same API as `ndarray`, despite many consequent attributes being either "get-only," or completely irrelevant. This is the class from which it is strongly suggested users should derive custom scalar types.

Attributes

`T`	transpose
`base`	base object
`data`	pointer to start of data
`dtype`	get array data-descriptor
`flags`	integer value of flags
`flat`	a 1-d view of scalar
`imag`	imaginary part of scalar

Continued on next page

Table 1.24 – continued from previous page

itemsize	length of one element in bytes
nbytes	length of item in bytes
ndim	number of array dimensions
real	real part of scalar
shape	tuple of array dimensions
size	number of elements in the gentype
strides	tuple of bytes steps in each dimension

generic.**T**
transpose

generic.**base**
base object

generic.**data**
pointer to start of data

generic.**dtype**
get array data-descriptor

generic.**flags**
integer value of flags

generic.**flat**
a 1-d view of scalar

generic.**imag**
imaginary part of scalar

generic.**itemsize**
length of one element in bytes

generic.**nbytes**
length of item in bytes

generic.**ndim**
number of array dimensions

generic.**real**
real part of scalar

generic.**shape**
tuple of array dimensions

generic.**size**
number of elements in the gentype

generic.**strides**
tuple of bytes steps in each dimension

Methods

all	Not implemented (virtual attribute)
any	Not implemented (virtual attribute)
argmax	Not implemented (virtual attribute)
argmin	Not implemented (virtual attribute)
argsort	Not implemented (virtual attribute)

Continued on next page

Table 1.25 – continued from previous page

astype	Not implemented (virtual attribute)
byteswap	Not implemented (virtual attribute)
choose	Not implemented (virtual attribute)
clip	Not implemented (virtual attribute)
compress	Not implemented (virtual attribute)
conj	
conjugate	Not implemented (virtual attribute)
copy	Not implemented (virtual attribute)
cumprod	Not implemented (virtual attribute)
cumsum	Not implemented (virtual attribute)
diagonal	Not implemented (virtual attribute)
dump	Not implemented (virtual attribute)
dumps	Not implemented (virtual attribute)
fill	Not implemented (virtual attribute)
flatten	Not implemented (virtual attribute)
getfield	Not implemented (virtual attribute)
item	Not implemented (virtual attribute)
itemset	Not implemented (virtual attribute)
max	Not implemented (virtual attribute)
mean	Not implemented (virtual attribute)
min	Not implemented (virtual attribute)
newbyteorder([new_order])	Return a new dtype with a different byte order.
nonzero	Not implemented (virtual attribute)
prod	Not implemented (virtual attribute)
ptp	Not implemented (virtual attribute)
put	Not implemented (virtual attribute)
ravel	Not implemented (virtual attribute)
repeat	Not implemented (virtual attribute)
reshape	Not implemented (virtual attribute)
resize	Not implemented (virtual attribute)
round	Not implemented (virtual attribute)
searchsorted	Not implemented (virtual attribute)
setfield	Not implemented (virtual attribute)
setflags	Not implemented (virtual attribute)
sort	Not implemented (virtual attribute)
squeeze	Not implemented (virtual attribute)
std	Not implemented (virtual attribute)
sum	Not implemented (virtual attribute)
swapaxes	Not implemented (virtual attribute)
take	Not implemented (virtual attribute)
tofile	Not implemented (virtual attribute)
tolist	Not implemented (virtual attribute)
tostring	Not implemented (virtual attribute)
trace	Not implemented (virtual attribute)
transpose	Not implemented (virtual attribute)
var	Not implemented (virtual attribute)
view	Not implemented (virtual attribute)

generic.**all**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**any**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**argmax**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**argmin**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**argsort**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**astype**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**byteswap**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**choose**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**clip**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**compress**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**conj**()

generic.**conjugate**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**copy**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**cumprod**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**cumsum**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**diagonal**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**dump**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**dumps**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**fill**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**flatten**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**getfield**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**item**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**itemset**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**max**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**mean**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**min**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**newbyteorder**(*new_order='S'*)
Return a new dtype with a different byte order.

Changes are also made in all fields and sub-arrays of the data type.

The *new_order* code can be any from the following:

- {'<', 'L'} - little endian
- {'>', 'B'} - big endian
- {'=', 'N'} - native order
- 'S' - swap dtype from current to opposite endian
- {'|', 'I'} - ignore (no change to byte order)

Parameters

new_order : str, optional

Byte order to force; a value from the byte order specifications above. The default value ('S') results in swapping the current byte order. The code does a case-insensitive check on the first letter of *new_order* for the alternatives above. For example, any of 'B' or 'b' or 'biggish' are valid to specify big-endian.

Returns

new_dtype : dtype

New `dtype` object with the given change to the byte order.

`generic.`**`nonzero`**`()`

Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

`generic.`**`prod`**`()`

Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

`generic.`**`ptp`**`()`

Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

`generic.`**`put`**`()`

Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

`generic.`**`ravel`**`()`

Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

`generic.`**`repeat`**`()`

Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**reshape**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**resize**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**round**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**searchsorted**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**setfield**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**setflags**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**sort**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**squeeze**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**std**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**sum**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**swapaxes**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**take**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**tofile**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**tolist**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**tostring**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**trace**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**transpose**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**var**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**view**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**__array__**()
sc.__array__(|type) return 0-dim array

generic.**__array_wrap__**()
sc.__array_wrap__(obj) return scalar from array

generic.**squeeze**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**byteswap**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

generic.**__reduce__**()

generic.**__setstate__**()

generic.**setflags**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

1.2.5 Defining new types

There are two ways to effectively define a new array scalar type (apart from composing record *dtypes* from the built-in scalar types): One way is to simply subclass the `ndarray` and overwrite the methods of interest. This will work to a degree, but internally certain behaviors are fixed by the data type of the array. To fully customize the data type of an array you need to define a new data-type, and register it with NumPy. Such new types can only be defined in C, using the *Numpy C-API*.

1.3 Data type objects (`dtype`)

A data type object (an instance of `numpy.dtype` class) describes how the bytes in the fixed-size block of memory corresponding to an array item should be interpreted. It describes the following aspects of the data:

1. Type of the data (integer, float, Python object, etc.)
2. Size of the data (how many bytes is in *e.g.* the integer)
3. Byte order of the data (*little-endian* or *big-endian*)
4. If the data type is a *record*, an aggregate of other data types, (*e.g.*, describing an array item consisting of an integer and a float),
   (a) what are the names of the "*fields*" of the record, by which they can be *accessed*,
   (b) what is the data-type of each *field*, and

(c) which part of the memory block each field takes.

5. If the data type is a sub-array, what is its shape and data type.

To describe the type of scalar data, there are several *built-in scalar types* in Numpy for various precision of integers, floating-point numbers, *etc*. An item extracted from an array, *e.g.*, by indexing, will be a Python object whose type is the scalar type associated with the data type of the array.

Note that the scalar types are not `dtype` objects, even though they can be used in place of one whenever a data type specification is needed in Numpy.

Struct data types are formed by creating a data type whose *fields* contain other data types. Each field has a name by which it can be *accessed*. The parent data type should be of sufficient size to contain all its fields; the parent is nearly always based on the `void` type which allows an arbitrary item size. Struct data types may also contain nested struct sub-array data types in their fields.

Finally, a data type can describe items that are themselves arrays of items of another data type. These sub-arrays must, however, be of a fixed size.

If an array is created using a data-type describing a sub-array, the dimensions of the sub-array are appended to the shape of the array when the array is created. Sub-arrays in a field of a record behave differently, see *Record Access*.

Sub-arrays always have a C-contiguous memory layout.

Example

A simple data type containing a 32-bit big-endian integer: (see *Specifying and constructing data types* for details on construction)

```
>>> dt = np.dtype('>i4')
>>> dt.byteorder
'>'
>>> dt.itemsize
4
>>> dt.name
'int32'
>>> dt.type is np.int32
True
```

The corresponding array scalar type is `int32`.

Example

A record data type containing a 16-character string (in field 'name') and a sub-array of two 64-bit floating-point number (in field 'grades'):

```
>>> dt = np.dtype([('name', np.str_, 16), ('grades', np.float64, (2,))])
>>> dt['name']
dtype('|S16')
>>> dt['grades']
dtype(('float64',(2,)))
```

Items of an array of this data type are wrapped in an *array scalar* type that also has two fields:

```
>>> x = np.array([('Sarah', (8.0, 7.0)), ('John', (6.0, 7.0))], dtype=dt)
>>> x[1]
('John', [6.0, 7.0])
>>> x[1]['grades']
array([ 6.,  7.])
>>> type(x[1])
```

```
<type 'numpy.void'>
>>> type(x[1]['grades'])
<type 'numpy.ndarray'>
```

1.3.1 Specifying and constructing data types

Whenever a data-type is required in a NumPy function or method, either a `dtype` object or something that can be converted to one can be supplied. Such conversions are done by the `dtype` constructor:

`dtype`	Create a data type object.

class `numpy.`**`dtype`**

Create a data type object.

A numpy array is homogeneous, and contains elements described by a dtype object. A dtype object can be constructed from different combinations of fundamental numeric types.

Parameters

obj

Object to be converted to a data type object.

align : bool, optional

Add padding to the fields to match what a C compiler would output for a similar C-struct. Can be `True` only if *obj* is a dictionary or a comma-separated string. If a struct dtype is being created, this also sets a sticky alignment flag `isalignedstruct`.

copy : bool, optional

Make a new copy of the data-type object. If `False`, the result may just be a reference to a built-in data-type object.

See Also:

`result_type`

Examples

Using array-scalar type:

```
>>> np.dtype(np.int16)
dtype('int16')
```

Record, one field name 'f1', containing int16:

```
>>> np.dtype([('f1', np.int16)])
dtype([('f1', '<i2')])
```

Record, one field named 'f1', in itself containing a record with one field:

```
>>> np.dtype([('f1', [('f1', np.int16)])])
dtype([('f1', [('f1', '<i2')])])
```

Record, two fields: the first field contains an unsigned int, the second an int32:

```
>>> np.dtype([('f1', np.uint), ('f2', np.int32)])
dtype([('f1', '<u4'), ('f2', '<i4')])
```

Using array-protocol type strings:

```
>>> np.dtype([('a','f8'),('b','S10')])
dtype([('a', '<f8'), ('b', '|S10')])
```

Using comma-separated field formats. The shape is (2,3):

```
>>> np.dtype("i4, (2,3)f8")
dtype([('f0', '<i4'), ('f1', '<f8', (2, 3))])
```

Using tuples. `int` is a fixed type, 3 the field's shape. `void` is a flexible type, here of size 10:

```
>>> np.dtype([('hello',(np.int,3)),('world',np.void,10)])
dtype([('hello', '<i4', 3), ('world', '|V10')])
```

Subdivide `int16` into 2 `int8`'s, called x and y. 0 and 1 are the offsets in bytes:

```
>>> np.dtype((np.int16, {'x':(np.int8,0), 'y':(np.int8,1)}))
dtype(('<i2', [('x', '|i1'), ('y', '|i1')]))
```

Using dictionaries. Two fields named 'gender' and 'age':

```
>>> np.dtype({'names':['gender','age'], 'formats':['S1',np.uint8]})
dtype([('gender', '|S1'), ('age', '|u1')])
```

Offsets in bytes, here 0 and 25:

```
>>> np.dtype({'surname':('S25',0),'age':(np.uint8,25)})
dtype([('surname', '|S25'), ('age', '|u1')])
```

Attributes

`base`	
`descr`	Array-interface compliant full description of the data-type.
`fields`	Dictionary of named fields defined for this data type, or `None`.
`hasobject`	Boolean indicating whether this dtype contains any reference-counted objects in any fields or sub-dtypes.
`isalignedstruct`	Boolean indicating whether the dtype is a struct which maintains field alignment.
`isbuiltin`	Integer indicating how this dtype relates to the built-in dtypes.
`isnative`	Boolean indicating whether the byte order of this dtype is native
`metadata`	
`name`	A bit-width name for this data-type.
`names`	Ordered list of field names, or `None` if there are no fields.
`shape`	Shape tuple of the sub-array if this data type describes a sub-array,
`str`	The array-protocol typestring of this data-type object.
`subdtype`	Tuple `(item_dtype, shape)` if this `dtype` describes a sub-array, and

dtype.**base**

dtype.**descr**

Array-interface compliant full description of the data-type.

The format is that required by the 'descr' key in the *__array_interface__* attribute.

dtype.**fields**

Dictionary of named fields defined for this data type, or `None`.

The dictionary is indexed by keys that are the names of the fields. Each entry in the dictionary is a tuple

fully describing the field:

```
(dtype, offset[, title])
```

If present, the optional title can be any object (if it is a string or unicode then it will also be a key in the fields dictionary, otherwise it's meta-data). Notice also that the first two elements of the tuple can be passed directly as arguments to the `ndarray.getfield` and `ndarray.setfield` methods.

See Also:

`ndarray.getfield`, `ndarray.setfield`

Examples

```
>>> dt = np.dtype([('name', np.str_, 16), ('grades', np.float64, (2,))])
>>> print dt.fields
{'grades': (dtype(('float64',(2,))), 16), 'name': (dtype('|S16'), 0)}
```

`dtype.`**`hasobject`**
Boolean indicating whether this dtype contains any reference-counted objects in any fields or sub-dtypes.

Recall that what is actually in the ndarray memory representing the Python object is the memory address of that object (a pointer). Special handling may be required, and this attribute is useful for distinguishing data types that may contain arbitrary Python objects and data-types that won't.

`dtype.`**`isalignedstruct`**
Boolean indicating whether the dtype is a struct which maintains field alignment. This flag is sticky, so when combining multiple structs together, it is preserved and produces new dtypes which are also aligned.

`dtype.`**`isbuiltin`**
Integer indicating how this dtype relates to the built-in dtypes.

Read-only.

0	if this is a structured array type, with fields
1	if this is a dtype compiled into numpy (such as ints, floats etc)
2	if the dtype is for a user-defined numpy type A user-defined type uses the numpy C-API machinery to extend numpy to handle a new array type. See *user.user-defined-data-types* in the Numpy manual.

Examples

```
>>> dt = np.dtype('i2')
>>> dt.isbuiltin
1
>>> dt = np.dtype('f8')
>>> dt.isbuiltin
1
>>> dt = np.dtype([('field1', 'f8')])
>>> dt.isbuiltin
0
```

`dtype.`**`isnative`**
Boolean indicating whether the byte order of this dtype is native to the platform.

`dtype.`**`metadata`**

`dtype.`**`name`**
A bit-width name for this data-type.

Un-sized flexible data-type objects do not have this attribute.

dtype.**names**
Ordered list of field names, or None if there are no fields.

The names are ordered according to increasing byte offset. This can be used, for example, to walk through all of the named fields in offset order.

Examples

```
>>> dt = np.dtype([('name', np.str_, 16), ('grades', np.float64, (2,))])
>>> dt.names
('name', 'grades')
```

dtype.**shape**
Shape tuple of the sub-array if this data type describes a sub-array, and () otherwise.

dtype.**str**
The array-protocol typestring of this data-type object.

dtype.**subdtype**
Tuple (item_dtype, shape) if this dtype describes a sub-array, and None otherwise.

The *shape* is the fixed shape of the sub-array described by this data type, and *item_dtype* the data type of the array.

If a field whose dtype object has this attribute is retrieved, then the extra dimensions implied by *shape* are tacked on to the end of the retrieved array.

Methods

newbyteorder([new_order])	Return a new dtype with a different byte order.

dtype.**newbyteorder**(*new_order='S'*)
Return a new dtype with a different byte order.

Changes are also made in all fields and sub-arrays of the data type.

Parameters
new_order : string, optional

Byte order to force; a value from the byte order specifications below. The default value ('S') results in swapping the current byte order. *new_order* codes can be any of:

```
* 'S' - swap dtype from current to opposite endian
* {'<', 'L'} - little endian
* {'>', 'B'} - big endian
* {'=', 'N'} - native order
* {'|', 'I'} - ignore (no change to byte order)
```

The code does a case-insensitive check on the first letter of *new_order* for these alternatives. For example, any of '>' or 'B' or 'b' or 'brian' are valid to specify big-endian.

Returns
new_dtype : dtype

New dtype object with the given change to the byte order.

Notes

Changes are also made in all fields and sub-arrays of the data type.

Examples

```
>>> import sys
>>> sys_is_le = sys.byteorder == 'little'
>>> native_code = sys_is_le and '<' or '>'
>>> swapped_code = sys_is_le and '>' or '<'
>>> native_dt = np.dtype(native_code+'i2')
>>> swapped_dt = np.dtype(swapped_code+'i2')
>>> native_dt.newbyteorder('S') == swapped_dt
True
>>> native_dt.newbyteorder() == swapped_dt
True
>>> native_dt == swapped_dt.newbyteorder('S')
True
>>> native_dt == swapped_dt.newbyteorder('=')
True
>>> native_dt == swapped_dt.newbyteorder('N')
True
>>> native_dt == native_dt.newbyteorder('|')
True
>>> np.dtype('<i2') == native_dt.newbyteorder('<')
True
>>> np.dtype('<i2') == native_dt.newbyteorder('L')
True
>>> np.dtype('>i2') == native_dt.newbyteorder('>')
True
>>> np.dtype('>i2') == native_dt.newbyteorder('B')
True
```

What can be converted to a data-type object is described below:

`dtype` object

Used as-is.

`None`

The default data type: `float_`.

Array-scalar types

The 24 built-in *array scalar type objects* all convert to an associated data-type object. This is true for their sub-classes as well.

Note that not all data-type information can be supplied with a type-object: for example, *flexible* data-types have a default *itemsize* of 0, and require an explicitly given size to be useful.

Example

```
>>> dt = np.dtype(np.int32)      # 32-bit integer
>>> dt = np.dtype(np.complex128) # 128-bit complex floating-point number
```

Generic types

The generic hierarchical type objects convert to corresponding type objects according to the associations:

number, inexact, floating	float
complexfloating	cfloat
integer, signedinteger	int_
unsignedinteger	uint
character	string
generic, flexible	void

Built-in Python types

Several python types are equivalent to a corresponding array scalar when used to generate a dtype object:

int	int_
bool	bool_
float	float_
complex	cfloat
str	string
unicode	unicode_
buffer	void
(all others)	object_

Example

```
>>> dt = np.dtype(float)   # Python-compatible floating-point number
>>> dt = np.dtype(int)     # Python-compatible integer
>>> dt = np.dtype(object)  # Python object
```

Types with .dtype

Any type object with a dtype attribute: The attribute will be accessed and used directly. The attribute must return something that is convertible into a dtype object.

Several kinds of strings can be converted. Recognized strings can be prepended with '>' (*big-endian*), '<' (*little-endian*), or '=' (hardware-native, the default), to specify the byte order.

One-character strings

Each built-in data-type has a character code (the updated Numeric typecodes), that uniquely identifies it.

Example

```
>>> dt = np.dtype('b')  # byte, native byte order
>>> dt = np.dtype('>H') # big-endian unsigned short
>>> dt = np.dtype('<f') # little-endian single-precision float
>>> dt = np.dtype('d')  # double-precision floating-point number
```

Array-protocol type strings (see *The Array Interface*)

The first character specifies the kind of data and the remaining characters specify how many bytes of data. The supported kinds are

'b'	Boolean
'i'	(signed) integer
'u'	unsigned integer
'f'	floating-point
'c'	complex-floating point
'S', 'a'	string
'U'	unicode
'V'	raw data (void)

Example

```
>>> dt = np.dtype('i4')   # 32-bit signed integer
>>> dt = np.dtype('f8')   # 64-bit floating-point number
>>> dt = np.dtype('c16')  # 128-bit complex floating-point number
>>> dt = np.dtype('a25')  # 25-character string
```

String with comma-separated fields

Numarray introduced a short-hand notation for specifying the format of a record as a comma-separated string of basic formats.

A basic format in this context is an optional shape specifier followed by an array-protocol type string. Parenthesis are required on the shape if it has more than one dimension. NumPy allows a modification on the format in that any string that can uniquely identify the type can be used to specify the data-type in a field. The generated data-type fields are named `'f0'`, `'f1'`, ..., `'f<N-1>'` where N (>1) is the number of comma-separated basic formats in the string. If the optional shape specifier is provided, then the data-type for the corresponding field describes a sub-array.

Example

- field named `f0` containing a 32-bit integer
- field named `f1` containing a 2 x 3 sub-array of 64-bit floating-point numbers
- field named `f2` containing a 32-bit floating-point number

```
>>> dt = np.dtype("i4, (2,3)f8, f4")
```

- field named `f0` containing a 3-character string
- field named `f1` containing a sub-array of shape (3,) containing 64-bit unsigned integers
- field named `f2` containing a 3 x 4 sub-array containing 10-character strings

```
>>> dt = np.dtype("a3, 3u8, (3,4)a10")
```

Type strings

Any string in `numpy.sctypeDict`.keys():

Example

```
>>> dt = np.dtype('uint32')   # 32-bit unsigned integer
>>> dt = np.dtype('Float64')  # 64-bit floating-point number
```

`(flexible_dtype, itemsize)`

The first argument must be an object that is converted to a zero-sized flexible data-type object, the second argument is an integer providing the desired itemsize.

Example

```
>>> dt = np.dtype((void, 10))   # 10-byte wide data block
>>> dt = np.dtype((str, 35))    # 35-character string
>>> dt = np.dtype(('U', 10))    # 10-character unicode string
```

`(fixed_dtype, shape)`

The first argument is any object that can be converted into a fixed-size data-type object. The second argument is the desired shape of this type. If the shape parameter is 1, then the data-type object is equivalent to fixed dtype. If *shape* is a tuple, then the new dtype defines a sub-array of the given shape.

Example

```
>>> dt = np.dtype((np.int32, (2,2)))          # 2 x 2 integer sub-array
>>> dt = np.dtype(('S10', 1))                 # 10-character string
>>> dt = np.dtype(('i4, (2,3)f8, f4', (2,3))) # 2 x 3 record sub-array
```

`[(field_name, field_dtype, field_shape), ...]`

obj should be a list of fields where each field is described by a tuple of length 2 or 3. (Equivalent to the `descr` item in the `__array_interface__` attribute.)

The first element, *field_name*, is the field name (if this is `''` then a standard field name, `'f#'`, is assigned). The field name may also be a 2-tuple of strings where the first string is either a "title" (which may be any string or unicode string) or meta-data for the field which can be any object, and the second string is the "name" which must be a valid Python identifier.

The second element, *field_dtype*, can be anything that can be interpreted as a data-type.

The optional third element *field_shape* contains the shape if this field represents an array of the data-type in the second element. Note that a 3-tuple with a third argument equal to 1 is equivalent to a 2-tuple.

This style does not accept *align* in the `dtype` constructor as it is assumed that all of the memory is accounted for by the array interface description.

Example

Data-type with fields `big` (big-endian 32-bit integer) and `little` (little-endian 32-bit integer):

```
>>> dt = np.dtype([('big', '>i4'), ('little', '<i4')])
```

Data-type with fields `R`, `G`, `B`, `A`, each being an unsigned 8-bit integer:

```
>>> dt = np.dtype([('R','u1'), ('G','u1'), ('B','u1'), ('A','u1')])
```

`{'names': ..., 'formats': ..., 'offsets': ..., 'titles': ..., 'itemsize': ...}`

This style has two required and three optional keys. The *names* and *formats* keys are required. Their respective values are equal-length lists with the field names and the field formats. The field names must be strings and the field formats can be any object accepted by `dtype` constructor.

When the optional keys *offsets* and *titles* are provided, their values must each be lists of the same length as the *names* and *formats* lists. The *offsets* value is a list of byte offsets (integers) for each field, while the *titles* value is a list of titles for each field (`None` can be used if no title is desired for that field). The *titles* can be any `string` or `unicode` object and will add another entry to the fields dictionary keyed by the title and referencing the same field tuple which will contain the title as an additional tuple member.

The *itemsize* key allows the total size of the dtype to be set, and must be an integer large enough so all the fields are within the dtype. If the dtype being constructed is aligned, the *itemsize* must also be divisible by the struct alignment.

Example

Data type with fields `r`, `g`, `b`, `a`, each being a 8-bit unsigned integer:

```
>>> dt = np.dtype({'names': ['r','g','b','a'],
...                'formats': [uint8, uint8, uint8, uint8]})
```

Data type with fields `r` and `b` (with the given titles), both being 8-bit unsigned integers, the first at byte position 0 from the start of the field and the second at position 2:

```
>>> dt = np.dtype({'names': ['r','b'], 'formats': ['u1', 'u1'],
...                'offsets': [0, 2],
...                'titles': ['Red pixel', 'Blue pixel']})
```

`{'field1': ..., 'field2': ..., ...}`

This usage is discouraged, because it is ambiguous with the other dict-based construction method. If you have a field called 'names' and a field called 'formats' there will be a conflict.

This style allows passing in the `fields` attribute of a data-type object.

obj should contain string or unicode keys that refer to `(data-type, offset)` or `(data-type, offset, title)` tuples.

Example

Data type containing field `col1` (10-character string at byte position 0), `col2` (32-bit float at byte position 10), and `col3` (integers at byte position 14):

```
>>> dt = np.dtype({'col1': ('S10', 0), 'col2': (float32, 10),
    'col3': (int, 14)})
```

`(base_dtype, new_dtype)`

This usage is discouraged. In NumPy 1.7 and later, it is possible to specify struct dtypes with overlapping fields, functioning like the 'union' type in C. The union mechanism is preferred.

Both arguments must be convertible to data-type objects in this case. The *base_dtype* is the data-type object that the new data-type builds on. This is how you could assign named fields to any built-in data-type object.

Example

32-bit integer, whose first two bytes are interpreted as an integer via field `real`, and the following two bytes via field `imag`.

```
>>> dt = np.dtype((np.int32,{'real':(np.int16, 0),'imag':(np.int16, 2)}))
```

32-bit integer, which is interpreted as consisting of a sub-array of shape `(4,)` containing 8-bit integers:

```
>>> dt = np.dtype((np.int32, (np.int8, 4)))
```

32-bit integer, containing fields `r`, `g`, `b`, `a` that interpret the 4 bytes in the integer as four unsigned integers:

```
>>> dt = np.dtype(('i4', [('r','u1'),('g','u1'),('b','u1'),('a','u1')]))
```

1.3.2 dtype

Numpy data type descriptions are instances of the `dtype` class.

Attributes

The type of the data is described by the following `dtype` attributes:

`dtype.type`	The type object used to instantiate a scalar of this data-type.
`dtype.kind`	A character code (one of 'biufcSUV') identifying the general kind of data.
`dtype.char`	A unique character code for each of the 21 different built-in types.
`dtype.num`	A unique number for each of the 21 different built-in types.
`dtype.str`	The array-protocol typestring of this data-type object.

`dtype.`**`type`**
The type object used to instantiate a scalar of this data-type.

`dtype.`**`kind`**
A character code (one of 'biufcSUV') identifying the general kind of data.

`dtype.`**`char`**
A unique character code for each of the 21 different built-in types.

`dtype.`**`num`**
A unique number for each of the 21 different built-in types.

These are roughly ordered from least-to-most precision.

`dtype.`**`str`**
The array-protocol typestring of this data-type object.

Size of the data is in turn described by:

`dtype.name`	A bit-width name for this data-type.
`dtype.itemsize`	The element size of this data-type object.

`dtype.`**`name`**
A bit-width name for this data-type.

Un-sized flexible data-type objects do not have this attribute.

`dtype.`**`itemsize`**
The element size of this data-type object.

For 18 of the 21 types this number is fixed by the data-type. For the flexible data-types, this number can be anything.

Endianness of this data:

`dtype.byteorder`	A character indicating the byte-order of this data-type object.

`dtype.`**`byteorder`**
A character indicating the byte-order of this data-type object.

One of:

'='	native
'<'	little-endian
'>'	big-endian
'I'	not applicable

All built-in data-type objects have byteorder either '=' or 'I'.

Examples

```
>>> dt = np.dtype('i2')
>>> dt.byteorder
'='
>>> # endian is not relevant for 8 bit numbers
>>> np.dtype('i1').byteorder
'|'
>>> # or ASCII strings
>>> np.dtype('S2').byteorder
'|'
>>> # Even if specific code is given, and it is native
>>> # '=' is the byteorder
>>> import sys
>>> sys_is_le = sys.byteorder == 'little'
>>> native_code = sys_is_le and '<' or '>'
>>> swapped_code = sys_is_le and '>' or '<'
>>> dt = np.dtype(native_code + 'i2')
>>> dt.byteorder
'='
>>> # Swapped code shows up as itself
>>> dt = np.dtype(swapped_code + 'i2')
>>> dt.byteorder == swapped_code
True
```

Information about sub-data-types in a *record*:

`dtype.fields`	Dictionary of named fields defined for this data type, or `None`.
`dtype.names`	Ordered list of field names, or `None` if there are no fields.

`dtype.`**`fields`**

Dictionary of named fields defined for this data type, or `None`.

The dictionary is indexed by keys that are the names of the fields. Each entry in the dictionary is a tuple fully describing the field:

```
(dtype, offset[, title])
```

If present, the optional title can be any object (if it is a string or unicode then it will also be a key in the fields dictionary, otherwise it's meta-data). Notice also that the first two elements of the tuple can be passed directly as arguments to the `ndarray.getfield` and `ndarray.setfield` methods.

See Also:

`ndarray.getfield`, `ndarray.setfield`

Examples

```
>>> dt = np.dtype([('name', np.str_, 16), ('grades', np.float64, (2,))])
>>> print dt.fields
{'grades': (dtype(('float64',(2,))), 16), 'name': (dtype('|S16'), 0)}
```

`dtype.`**`names`**

Ordered list of field names, or `None` if there are no fields.

The names are ordered according to increasing byte offset. This can be used, for example, to walk through all of the named fields in offset order.

Examples

```
>>> dt = np.dtype([('name', np.str_, 16), ('grades', np.float64, (2,))])
>>> dt.names
('name', 'grades')
```

For data types that describe sub-arrays:

dtype.subdtype	Tuple (item_dtype, shape) if this dtype describes a sub-array, and
dtype.shape	Shape tuple of the sub-array if this data type describes a sub-array,

dtype.**subdtype**
Tuple (item_dtype, shape) if this dtype describes a sub-array, and None otherwise.

The *shape* is the fixed shape of the sub-array described by this data type, and *item_dtype* the data type of the array.

If a field whose dtype object has this attribute is retrieved, then the extra dimensions implied by *shape* are tacked on to the end of the retrieved array.

dtype.**shape**
Shape tuple of the sub-array if this data type describes a sub-array, and () otherwise.

Attributes providing additional information:

dtype.hasobject	Boolean indicating whether this dtype contains any reference-counted objects in any fields or sub-dtypes.
dtype.flags	Bit-flags describing how this data type is to be interpreted.
dtype.isbuiltin	Integer indicating how this dtype relates to the built-in dtypes.
dtype.isnative	Boolean indicating whether the byte order of this dtype is native
dtype.descr	Array-interface compliant full description of the data-type.
dtype.alignment	The required alignment (bytes) of this data-type according to the compiler.

dtype.**hasobject**
Boolean indicating whether this dtype contains any reference-counted objects in any fields or sub-dtypes.

Recall that what is actually in the ndarray memory representing the Python object is the memory address of that object (a pointer). Special handling may be required, and this attribute is useful for distinguishing data types that may contain arbitrary Python objects and data-types that won't.

dtype.**flags**
Bit-flags describing how this data type is to be interpreted.

Bit-masks are in numpy.core.multiarray as the constants *ITEM_HASOBJECT*, *LIST_PICKLE*, *ITEM_IS_POINTER*, *NEEDS_INIT*, *NEEDS_PYAPI*, *USE_GETITEM*, *USE_SETITEM*. A full explanation of these flags is in C-API documentation; they are largely useful for user-defined data-types.

dtype.**isbuiltin**
Integer indicating how this dtype relates to the built-in dtypes.

Read-only.

0	if this is a structured array type, with fields
1	if this is a dtype compiled into numpy (such as ints, floats etc)
2	if the dtype is for a user-defined numpy type A user-defined type uses the numpy C-API machinery to extend numpy to handle a new array type. See *user.user-defined-data-types* in the Numpy manual.

Examples

```
>>> dt = np.dtype('i2')
>>> dt.isbuiltin
1
>>> dt = np.dtype('f8')
>>> dt.isbuiltin
1
>>> dt = np.dtype([('field1', 'f8')])
>>> dt.isbuiltin
0
```

dtype.**isnative**
Boolean indicating whether the byte order of this dtype is native to the platform.

dtype.**descr**
Array-interface compliant full description of the data-type.

The format is that required by the 'descr' key in the *__array_interface__* attribute.

dtype.**alignment**
The required alignment (bytes) of this data-type according to the compiler.

More information is available in the C-API section of the manual.

Methods

Data types have the following method for changing the byte order:

dtype.newbyteorder([new_order])	Return a new dtype with a different byte order.

dtype.**newbyteorder**(*new_order='S'*)
Return a new dtype with a different byte order.

Changes are also made in all fields and sub-arrays of the data type.

Parameters
new_order : string, optional

Byte order to force; a value from the byte order specifications below. The default value ('S') results in swapping the current byte order. *new_order* codes can be any of:

```
* 'S' - swap dtype from current to opposite endian
* {'<', 'L'} - little endian
* {'>', 'B'} - big endian
* {'=', 'N'} - native order
* {'|', 'I'} - ignore (no change to byte order)
```

The code does a case-insensitive check on the first letter of *new_order* for these alternatives. For example, any of '>' or 'B' or 'b' or 'brian' are valid to specify big-endian.

Returns
new_dtype : dtype

New dtype object with the given change to the byte order.

Notes

Changes are also made in all fields and sub-arrays of the data type.

Examples

```
>>> import sys
>>> sys_is_le = sys.byteorder == 'little'
>>> native_code = sys_is_le and '<' or '>'
>>> swapped_code = sys_is_le and '>' or '<'
>>> native_dt = np.dtype(native_code+'i2')
>>> swapped_dt = np.dtype(swapped_code+'i2')
>>> native_dt.newbyteorder('S') == swapped_dt
True
>>> native_dt.newbyteorder() == swapped_dt
True
>>> native_dt == swapped_dt.newbyteorder('S')
True
>>> native_dt == swapped_dt.newbyteorder('=')
True
>>> native_dt == swapped_dt.newbyteorder('N')
True
>>> native_dt == native_dt.newbyteorder('|')
True
>>> np.dtype('<i2') == native_dt.newbyteorder('<')
True
>>> np.dtype('<i2') == native_dt.newbyteorder('L')
True
>>> np.dtype('>i2') == native_dt.newbyteorder('>')
True
>>> np.dtype('>i2') == native_dt.newbyteorder('B')
True
```

The following methods implement the pickle protocol:

dtype.__reduce__
dtype.__setstate__

dtype.**__reduce__**()

dtype.**__setstate__**()

1.4 Indexing

ndarrays can be indexed using the standard Python `x[obj]` syntax, where *x* is the array and *obj* the selection. There are three kinds of indexing available: record access, basic slicing, advanced indexing. Which one occurs depends on *obj*.

Note: In Python, `x[(exp1, exp2, ..., expN)]` is equivalent to `x[exp1, exp2, ..., expN]`; the latter is just syntactic sugar for the former.

1.4.1 Basic Slicing

Basic slicing extends Python's basic concept of slicing to N dimensions. Basic slicing occurs when *obj* is a `slice` object (constructed by `start:stop:step` notation inside of brackets), an integer, or a tuple of slice objects and

integers. `Ellipsis` and `newaxis` objects can be interspersed with these as well. In order to remain backward compatible with a common usage in Numeric, basic slicing is also initiated if the selection object is any sequence (such as a `list`) containing `slice` objects, the `Ellipsis` object, or the `newaxis` object, but no integer arrays or other embedded sequences.

The simplest case of indexing with *N* integers returns an *array scalar* representing the corresponding item. As in Python, all indices are zero-based: for the *i*-th index n_i, the valid range is $0 \leq n_i < d_i$ where d_i is the *i*-th element of the shape of the array. Negative indices are interpreted as counting from the end of the array (*i.e.*, if *i < 0*, it means $n_i + i$).

All arrays generated by basic slicing are always *views* of the original array.

The standard rules of sequence slicing apply to basic slicing on a per-dimension basis (including using a step index). Some useful concepts to remember include:

- The basic slice syntax is `i:j:k` where *i* is the starting index, *j* is the stopping index, and *k* is the step ($k \neq 0$). This selects the *m* elements (in the corresponding dimension) with index values *i*, *i + k*, ..., *i + (m - 1) k* where $m = q + (r \neq 0)$ and *q* and *r* are the quotient and remainder obtained by dividing *j - i* by *k*: *j - i = q k + r*, so that *i + (m - 1) k < j*.

  Example

  ```
  >>> x = np.array([0, 1, 2, 3, 4, 5, 6, 7, 8, 9])
  >>> x[1:7:2]
  array([1, 3, 5])
  ```

- Negative *i* and *j* are interpreted as *n + i* and *n + j* where *n* is the number of elements in the corresponding dimension. Negative *k* makes stepping go towards smaller indices.

  Example

  ```
  >>> x[-2:10]
  array([8, 9])
  >>> x[-3:3:-1]
  array([7, 6, 5, 4])
  ```

- Assume *n* is the number of elements in the dimension being sliced. Then, if *i* is not given it defaults to 0 for *k > 0* and *n* for *k < 0* . If *j* is not given it defaults to *n* for *k > 0* and -1 for *k < 0* . If *k* is not given it defaults to 1. Note that `::` is the same as `:` and means select all indices along this axis.

  Example

  ```
  >>> x[5:]
  array([5, 6, 7, 8, 9])
  ```

- If the number of objects in the selection tuple is less than *N* , then `:` is assumed for any subsequent dimensions.

  Example

  ```
  >>> x = np.array([[[1],[2],[3]], [[4],[5],[6]]])
  >>> x.shape
  (2, 3, 1)
  >>> x[1:2]
  array([[[4],
  ```

```
       [5],
       [6]]])
```

- `Ellipsis` expand to the number of `:` objects needed to make a selection tuple of the same length as `x.ndim`. Only the first ellipsis is expanded, any others are interpreted as `:`.

Example

```
>>> x[...,0]
array([[1, 2, 3],
       [4, 5, 6]])
```

- Each `newaxis` object in the selection tuple serves to expand the dimensions of the resulting selection by one unit-length dimension. The added dimension is the position of the `newaxis` object in the selection tuple.

Example

```
>>> x[:,np.newaxis,:,:].shape
(2, 1, 3, 1)
```

- An integer, *i*, returns the same values as `i:i+1` **except** the dimensionality of the returned object is reduced by 1. In particular, a selection tuple with the *p*-th element an integer (and all other entries `:`) returns the corresponding sub-array with dimension *N - 1*. If *N = 1* then the returned object is an array scalar. These objects are explained in *Scalars*.
- If the selection tuple has all entries `:` except the *p*-th entry which is a slice object `i:j:k`, then the returned array has dimension *N* formed by concatenating the sub-arrays returned by integer indexing of elements *i*, *i+k*, ..., *i + (m - 1) k < j*,
- Basic slicing with more than one non-`:` entry in the slicing tuple, acts like repeated application of slicing using a single non-`:` entry, where the non-`:` entries are successively taken (with all other non-`:` entries replaced by `:`). Thus, `x[ind1,...,ind2,:]` acts like `x[ind1][...,ind2,:]` under basic slicing.

  Warning: The above is **not** true for advanced slicing.

- You may use slicing to set values in the array, but (unlike lists) you can never grow the array. The size of the value to be set in `x[obj] = value` must be (broadcastable) to the same shape as `x[obj]`.

Note: Remember that a slicing tuple can always be constructed as *obj* and used in the `x[obj]` notation. Slice objects can be used in the construction in place of the `[start:stop:step]` notation. For example, `x[1:10:5,::-1]` can also be implemented as `obj = (slice(1,10,5), slice(None,None,-1)); x[obj]` . This can be useful for constructing generic code that works on arrays of arbitrary dimension.

`numpy.`**`newaxis`**
: The `newaxis` object can be used in all slicing operations as discussed above. `None` can also be used instead of `newaxis`.

1.4.2 Advanced indexing

Advanced indexing is triggered when the selection object, *obj*, is a non-tuple sequence object, an `ndarray` (of data type integer or bool), or a tuple with at least one sequence object or ndarray (of data type integer or bool). There are two types of advanced indexing: integer and Boolean.

Advanced indexing always returns a *copy* of the data (contrast with basic slicing that returns a *view*).

Integer

Integer indexing allows selection of arbitrary items in the array based on their *N*-dimensional index. This kind of selection occurs when advanced indexing is triggered and the selection object is not an array of data type bool. For the discussion below, when the selection object is not a tuple, it will be referred to as if it had been promoted to a 1-tuple, which will be called the selection tuple. The rules of advanced integer-style indexing are:

- If the length of the selection tuple is larger than *N* an error is raised.
- All sequences and scalars in the selection tuple are converted to `intp` indexing arrays.
- All selection tuple objects must be convertible to `intp` arrays, `slice` objects, or the `Ellipsis` object.
- The first `Ellipsis` object will be expanded, and any other `Ellipsis` objects will be treated as full slice (`:`) objects. The expanded `Ellipsis` object is replaced with as many full slice (`:`) objects as needed to make the length of the selection tuple N.
- If the selection tuple is smaller than *N*, then as many `:` objects as needed are added to the end of the selection tuple so that the modified selection tuple has length *N*.
- All the integer indexing arrays must be *broadcastable* to the same shape.
- The shape of the output (or the needed shape of the object to be used for setting) is the broadcasted shape.
- After expanding any ellipses and filling out any missing `:` objects in the selection tuple, then let N_t be the number of indexing arrays, and let $N_s = N - N_t$ be the number of slice objects. Note that $N_t > 0$ (or we wouldn't be doing advanced integer indexing).
- If $N_s = 0$ then the *M*-dimensional result is constructed by varying the index tuple `(i_1, ..., i_M)` over the range of the result shape and for each value of the index tuple `(ind_1, ..., ind_M)`:

```
result[i_1, ..., i_M] == x[ind_1[i_1, ..., i_M], ind_2[i_1, ..., i_M],
                           ..., ind_N[i_1, ..., i_M]]
```

Example

Suppose the shape of the broadcasted indexing arrays is 3-dimensional and *N* is 2. Then the result is found by letting *i, j, k* run over the shape found by broadcasting `ind_1` and `ind_2`, and each *i, j, k* yields:

```
result[i,j,k] = x[ind_1[i,j,k], ind_2[i,j,k]]
```

- If $N_s > 0$, then partial indexing is done. This can be somewhat mind-boggling to understand, but if you think in terms of the shapes of the arrays involved, it can be easier to grasp what happens. In simple cases (*i.e.* one indexing array and *N - 1* slice objects) it does exactly what you would expect (concatenation of repeated application of basic slicing). The rule for partial indexing is that the shape of the result (or the interpreted shape of the object to be used in setting) is the shape of *x* with the indexed subspace replaced with the broadcasted indexing subspace. If the index subspaces are right next to each other, then the broadcasted indexing space directly replaces all of the indexed subspaces in *x*. If the indexing subspaces are separated (by slice objects), then the broadcasted indexing space is first, followed by the sliced subspace of *x*.

Example

Suppose `x.shape` is (10,20,30) and `ind` is a (2,3,4)-shaped indexing `intp` array, then `result = x[...,ind,:]` has shape (10,2,3,4,30) because the (20,)-shaped subspace has been replaced with a (2,3,4)-shaped broadcasted indexing subspace. If we let *i, j, k* loop over the (2,3,4)-shaped subspace then

`result[...,i,j,k,:] = x[...,ind[i,j,k],:]`. This example produces the same result as `x.take(ind, axis=-2)`.

Example

Now let `x.shape` be (10,20,30,40,50) and suppose `ind_1` and `ind_2` are broadcastable to the shape (2,3,4). Then `x[:,ind_1,ind_2]` has shape (10,2,3,4,40,50) because the (20,30)-shaped subspace from X has been replaced with the (2,3,4) subspace from the indices. However, `x[:,ind_1,:,ind_2]` has shape (2,3,4,10,30,50) because there is no unambiguous place to drop in the indexing subspace, thus it is tacked-on to the beginning. It is always possible to use `.transpose()` to move the subspace anywhere desired. (Note that this example cannot be replicated using `take`.)

Boolean

This advanced indexing occurs when obj is an array object of Boolean type (such as may be returned from comparison operators). It is always equivalent to (but faster than) `x[obj.nonzero()]` where, as described above, `obj.nonzero()` returns a tuple (of length `obj.ndim`) of integer index arrays showing the `True` elements of *obj*.

The special case when `obj.ndim == x.ndim` is worth mentioning. In this case `x[obj]` returns a 1-dimensional array filled with the elements of *x* corresponding to the `True` values of *obj*. The search order will be C-style (last index varies the fastest). If *obj* has `True` values at entries that are outside of the bounds of *x*, then an index error will be raised.

You can also use Boolean arrays as element of the selection tuple. In such instances, they will always be interpreted as `nonzero(obj)` and the equivalent integer indexing will be done.

Warning: The definition of advanced indexing means that `x[(1,2,3),]` is fundamentally different than `x[(1,2,3)]`. The latter is equivalent to `x[1,2,3]` which will trigger basic selection while the former will trigger advanced indexing. Be sure to understand why this is occurs.
Also recognize that `x[[1,2,3]]` will trigger advanced indexing, whereas `x[[1,2,slice(None)]]` will trigger basic slicing.

1.4.3 Record Access

See Also:

Data type objects (dtype), *Scalars*

If the `ndarray` object is a record array, *i.e.* its data type is a *record* data type, the *fields* of the array can be accessed by indexing the array with strings, dictionary-like.

Indexing `x['field-name']` returns a new *view* to the array, which is of the same shape as *x* (except when the field is a sub-array) but of data type `x.dtype['field-name']` and contains only the part of the data in the specified field. Also record array scalars can be "indexed" this way.

Indexing into a record array can also be done with a list of field names, *e.g.* `x[['field-name1','field-name2']]`. Currently this returns a new array containing a copy of the values in the fields specified in the list. As of NumPy 1.7, returning a copy is being deprecated in favor of returning a view. A copy will continue to be returned for now, but a FutureWarning will be issued when writing to the copy. If you depend on the current behavior, then we suggest copying the returned array explicitly, i.e. use x[['field-name1','field-name2']].copy(). This will work with both past and future versions of NumPy.

If the accessed field is a sub-array, the dimensions of the sub-array are appended to the shape of the result.

Example

```
>>> x = np.zeros((2,2), dtype=[('a', np.int32), ('b', np.float64, (3,3))])
>>> x['a'].shape
(2, 2)
>>> x['a'].dtype
dtype('int32')
>>> x['b'].shape
(2, 2, 3, 3)
>>> x['b'].dtype
dtype('float64')
```

1.4.4 Flat Iterator indexing

`x.flat` returns an iterator that will iterate over the entire array (in C-contiguous style with the last index varying the fastest). This iterator object can also be indexed using basic slicing or advanced indexing as long as the selection object is not a tuple. This should be clear from the fact that `x.flat` is a 1-dimensional view. It can be used for integer indexing with 1-dimensional C-style-flat indices. The shape of any returned array is therefore the shape of the integer indexing object.

1.5 Iterating Over Arrays

The iterator object `nditer`, introduced in NumPy 1.6, provides many flexible ways to visit all the elements of one or more arrays in a systematic fashion. This page introduces some basic ways to use the object for computations on arrays in Python, then concludes with how one can accelerate the inner loop in Cython. Since the Python exposure of `nditer` is a relatively straightforward mapping of the C array iterator API, these ideas will also provide help working with array iteration from C or C++.

1.5.1 Single Array Iteration

The most basic task that can be done with the `nditer` is to visit every element of an array. Each element is provided one by one using the standard Python iterator interface.

Example

```
>>> a = np.arange(6).reshape(2,3)
>>> for x in np.nditer(a):
...     print x,
...
0 1 2 3 4 5
```

An important thing to be aware of for this iteration is that the order is chosen to match the memory layout of the array instead of using a standard C or Fortran ordering. This is done for access efficiency, reflecting the idea that by default one simply wants to visit each element without concern for a particular ordering. We can see this by iterating over the transpose of our previous array, compared to taking a copy of that transpose in C order.

Example

```
>>> a = np.arange(6).reshape(2,3)
>>> for x in np.nditer(a.T):
```

```
...     print x,
...
0 1 2 3 4 5

>>> for x in np.nditer(a.T.copy(order='C')):
...     print x,
...
0 3 1 4 2 5
```

The elements of both *a* and *a.T* get traversed in the same order, namely the order they are stored in memory, whereas the elements of *a.T.copy(order='C')* get visited in a different order because they have been put into a different memory layout.

Controlling Iteration Order

There are times when it is important to visit the elements of an array in a specific order, irrespective of the layout of the elements in memory. The `nditer` object provides an *order* parameter to control this aspect of iteration. The default, having the behavior described above, is order='K' to keep the existing order. This can be overridden with order='C' for C order and order='F' for Fortran order.

Example

```
>>> a = np.arange(6).reshape(2,3)
>>> for x in np.nditer(a, order='F'):
...     print x,
...
0 3 1 4 2 5
>>> for x in np.nditer(a.T, order='C'):
...     print x,
...
0 3 1 4 2 5
```

Modifying Array Values

By default, the `nditer` treats the input array as a read-only object. To modify the array elements, you must specify either read-write or write-only mode. This is controlled with per-operand flags.

Regular assignment in Python simply changes a reference in the local or global variable dictionary instead of modifying an existing variable in place. This means that simply assigning to *x* will not place the value into the element of the array, but rather switch *x* from being an array element reference to being a reference to the value you assigned. To actually modify the element of the array, *x* should be indexed with the ellipsis.

Example

```
>>> a = np.arange(6).reshape(2,3)
>>> a
array([[0, 1, 2],
       [3, 4, 5]])
>>> for x in np.nditer(a, op_flags=['readwrite']):
...     x[...] = 2 * x
...
>>> a
```

```
array([[ 0,  2,  4],
       [ 6,  8, 10]])
```

Using an External Loop

In all the examples so far, the elements of *a* are provided by the iterator one at a time, because all the looping logic is internal to the iterator. While this is simple and convenient, it is not very efficient. A better approach is to move the one-dimensional innermost loop into your code, external to the iterator. This way, NumPy's vectorized operations can be used on larger chunks of the elements being visited.

The `nditer` will try to provide chunks that are as large as possible to the inner loop. By forcing 'C' and 'F' order, we get different external loop sizes. This mode is enabled by specifying an iterator flag.

Observe that with the default of keeping native memory order, the iterator is able to provide a single one-dimensional chunk, whereas when forcing Fortran order, it has to provide three chunks of two elements each.

Example

```
>>> a = np.arange(6).reshape(2,3)
>>> for x in np.nditer(a, flags=['external_loop']):
...     print x,
...
[0 1 2 3 4 5]

>>> for x in np.nditer(a, flags=['external_loop'], order='F'):
...     print x,
...
[0 3] [1 4] [2 5]
```

Tracking an Index or Multi-Index

During iteration, you may want to use the index of the current element in a computation. For example, you may want to visit the elements of an array in memory order, but use a C-order, Fortran-order, or multidimensional index to look up values in a different array.

The Python iterator protocol doesn't have a natural way to query these additional values from the iterator, so we introduce an alternate syntax for iterating with an `nditer`. This syntax explicitly works with the iterator object itself, so its properties are readily accessible during iteration. With this looping construct, the current value is accessible by indexing into the iterator, and the index being tracked is the property *index* or *multi_index* depending on what was requested.

The Python interactive interpreter unfortunately prints out the values of expressions inside the while loop during each iteration of the loop. We have modified the output in the examples using this looping construct in order to be more readable.

Example

```
>>> a = np.arange(6).reshape(2,3)
>>> it = np.nditer(a, flags=['f_index'])
>>> while not it.finished:
...     print "%d <%d>" % (it[0], it.index),
...     it.iternext()
```

```
...
0 <0> 1 <2> 2 <4> 3 <1> 4 <3> 5 <5>

>>> it = np.nditer(a, flags=['multi_index'])
>>> while not it.finished:
...     print "%d <%s>" % (it[0], it.multi_index),
...     it.iternext()
...
0 <(0, 0)> 1 <(0, 1)> 2 <(0, 2)> 3 <(1, 0)> 4 <(1, 1)> 5 <(1, 2)>

>>> it = np.nditer(a, flags=['multi_index'], op_flags=['writeonly'])
>>> while not it.finished:
...     it[0] = it.multi_index[1] - it.multi_index[0]
...     it.iternext()
...
>>> a
array([[ 0,  1,  2],
       [-1,  0,  1]])
```

Tracking an index or multi-index is incompatible with using an external loop, because it requires a different index value per element. If you try to combine these flags, the `nditer` object will raise an exception

---

Example

```
>>> a = np.zeros((2,3))
>>> it = np.nditer(a, flags=['c_index', 'external_loop'])
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: Iterator flag EXTERNAL_LOOP cannot be used if an index or multi-index is being tracked
```

Buffering the Array Elements

When forcing an iteration order, we observed that the external loop option may provide the elements in smaller chunks because the elements can't be visited in the appropriate order with a constant stride. When writing C code, this is generally fine, however in pure Python code this can cause a significant reduction in performance.

By enabling buffering mode, the chunks provided by the iterator to the inner loop can be made larger, significantly reducing the overhead of the Python interpreter. In the example forcing Fortran iteration order, the inner loop gets to see all the elements in one go when buffering is enabled.

Example

```
>>> a = np.arange(6).reshape(2,3)
>>> for x in np.nditer(a, flags=['external_loop'], order='F'):
...     print x,
...
[0 3] [1 4] [2 5]

>>> for x in np.nditer(a, flags=['external_loop','buffered'], order='F'):
...     print x,
...
[0 3 1 4 2 5]
```

Iterating as a Specific Data Type

There are times when it is necessary to treat an array as a different data type than it is stored as. For instance, one may want to do all computations on 64-bit floats, even if the arrays being manipulated are 32-bit floats. Except when writing low-level C code, it's generally better to let the iterator handle the copying or buffering instead of casting the data type yourself in the inner loop.

There are two mechanisms which allow this to be done, temporary copies and buffering mode. With temporary copies, a copy of the entire array is made with the new data type, then iteration is done in the copy. Write access is permitted through a mode which updates the original array after all the iteration is complete. The major drawback of temporary copies is that the temporary copy may consume a large amount of memory, particularly if the iteration data type has a larger itemsize than the original one.

Buffering mode mitigates the memory usage issue and is more cache-friendly than making temporary copies. Except for special cases, where the whole array is needed at once outside the iterator, buffering is recommended over temporary copying. Within NumPy, buffering is used by the ufuncs and other functions to support flexible inputs with minimal memory overhead.

In our examples, we will treat the input array with a complex data type, so that we can take square roots of negative numbers. Without enabling copies or buffering mode, the iterator will raise an exception if the data type doesn't match precisely.

Example

```
>>> a = np.arange(6).reshape(2,3) - 3
>>> for x in np.nditer(a, op_dtypes=['complex128']):
...     print np.sqrt(x),
...
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: Iterator operand required copying or buffering, but neither copying nor buffering was enab
```

In copying mode, 'copy' is specified as a per-operand flag. This is done to provide control in a per-operand fashion. Buffering mode is specified as an iterator flag.

Example

```
>>> a = np.arange(6).reshape(2,3) - 3
>>> for x in np.nditer(a, op_flags=['readonly','copy'],
...                op_dtypes=['complex128']):
...     print np.sqrt(x),
...
1.73205080757j 1.41421356237j 1j 0j (1+0j) (1.41421356237+0j)

>>> for x in np.nditer(a, flags=['buffered'], op_dtypes=['complex128']):
...     print np.sqrt(x),
...
1.73205080757j 1.41421356237j 1j 0j (1+0j) (1.41421356237+0j)
```

The iterator uses NumPy's casting rules to determine whether a specific conversion is permitted. By default, it enforces 'safe' casting. This means, for example, that it will raise an exception if you try to treat a 64-bit float array as a 32-bit float array. In many cases, the rule 'same_kind' is the most reasonable rule to use, since it will allow conversion from 64 to 32-bit float, but not from float to int or from complex to float.

Example

```
>>> a = np.arange(6.)
>>> for x in np.nditer(a, flags=['buffered'], op_dtypes=['float32']):
...     print x,
...
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: Iterator operand 0 dtype could not be cast from dtype('float64') to dtype('float32') acco

>>> for x in np.nditer(a, flags=['buffered'], op_dtypes=['float32'],
...                    casting='same_kind'):
...     print x,
...
0.0 1.0 2.0 3.0 4.0 5.0

>>> for x in np.nditer(a, flags=['buffered'], op_dtypes=['int32'], casting='same_kind'):
...     print x,
...
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: Iterator operand 0 dtype could not be cast from dtype('float64') to dtype('int32') accordi
```

One thing to watch out for is conversions back to the original data type when using a read-write or write-only operand. A common case is to implement the inner loop in terms of 64-bit floats, and use 'same_kind' casting to allow the other floating-point types to be processed as well. While in read-only mode, an integer array could be provided, read-write mode will raise an exception because conversion back to the array would violate the casting rule.

Example

```
>>> a = np.arange(6)
>>> for x in np.nditer(a, flags=['buffered'], op_flags=['readwrite'],
...                    op_dtypes=['float64'], casting='same_kind'):
...     x[...] = x / 2.0
...
Traceback (most recent call last):
  File "<stdin>", line 2, in <module>
TypeError: Iterator requested dtype could not be cast from dtype('float64') to dtype('int64'), the op
```

1.5.2 Broadcasting Array Iteration

NumPy has a set of rules for dealing with arrays that have differing shapes which are applied whenever functions take multiple operands which combine element-wise. This is called *broadcasting*. The `nditer` object can apply these rules for you when you need to write such a function.

As an example, we print out the result of broadcasting a one and a two dimensional array together.

Example

```
>>> a = np.arange(3)
>>> b = np.arange(6).reshape(2,3)
>>> for x, y in np.nditer([a,b]):
...     print "%d:%d" % (x,y),
...
0:0 1:1 2:2 0:3 1:4 2:5
```

When a broadcasting error occurs, the iterator raises an exception which includes the input shapes to help diagnose the problem.

Example

```
>>> a = np.arange(2)
>>> b = np.arange(6).reshape(2,3)
>>> for x, y in np.nditer([a,b]):
...     print "%d:%d" % (x,y),
...
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: operands could not be broadcast together with shapes (2) (2,3)
```

Iterator-Allocated Output Arrays

A common case in NumPy functions is to have outputs allocated based on the broadcasting of the input, and additionally have an optional parameter called 'out' where the result will be placed when it is provided. The `nditer` object provides a convenient idiom that makes it very easy to support this mechanism.

We'll show how this works by creating a function `square` which squares its input. Let's start with a minimal function definition excluding 'out' parameter support.

Example

```
>>> def square(a):
...     it = np.nditer([a, None])
...     for x, y in it:
...         y[...] = x*x
...     return it.operands[1]
...
>>> square([1,2,3])
array([1, 4, 9])
```

By default, the `nditer` uses the flags 'allocate' and 'writeonly' for operands that are passed in as None. This means we were able to provide just the two operands to the iterator, and it handled the rest.

When adding the 'out' parameter, we have to explicitly provide those flags, because if someone passes in an array as 'out', the iterator will default to 'readonly', and our inner loop would fail. The reason 'readonly' is the default for input arrays is to prevent confusion about unintentionally triggering a reduction operation. If the default were 'readwrite', any broadcasting operation would also trigger a reduction, a topic which is covered later in this document.

While we're at it, let's also introduce the 'no_broadcast' flag, which will prevent the output from being broadcast. This is important, because we only want one input value for each output. Aggregating more than one input value is a reduction operation which requires special handling. It would already raise an error because reductions must be explicitly enabled in an iterator flag, but the error message that results from disabling broadcasting is much more understandable for end-users. To see how to generalize the square function to a reduction, look at the sum of squares function in the section about Cython.

For completeness, we'll also add the 'external_loop' and 'buffered' flags, as these are what you will typically want for performance reasons.

Example

```
>>> def square(a, out=None):
...     it = np.nditer([a, out],
...             flags = ['external_loop', 'buffered'],
...             op_flags = [['readonly'],
...                         ['writeonly', 'allocate', 'no_broadcast']])
...     for x, y in it:
...         y[...] = x*x
...     return it.operands[1]
...

>>> square([1,2,3])
array([1, 4, 9])

>>> b = np.zeros((3,))
>>> square([1,2,3], out=b)
array([ 1.,  4.,  9.])
>>> b
array([ 1.,  4.,  9.])

>>> square(np.arange(6).reshape(2,3), out=b)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "<stdin>", line 4, in square
ValueError: non-broadcastable output operand with shape (3) doesn't match the broadcast shape (2,3)
```

Outer Product Iteration

Any binary operation can be extended to an array operation in an outer product fashion like in `outer`, and the `nditer` object provides a way to accomplish this by explicitly mapping the axes of the operands. It is also possible to do this with `newaxis` indexing, but we will show you how to directly use the nditer *op_axes* parameter to accomplish this with no intermediate views.

We'll do a simple outer product, placing the dimensions of the first operand before the dimensions of the second operand. The *op_axes* parameter needs one list of axes for each operand, and provides a mapping from the iterator's axes to the axes of the operand.

Suppose the first operand is one dimensional and the second operand is two dimensional. The iterator will have three dimensions, so *op_axes* will have two 3-element lists. The first list picks out the one axis of the first operand, and is -1 for the rest of the iterator axes, with a final result of [0, -1, -1]. The second list picks out the two axes of the second operand, but shouldn't overlap with the axes picked out in the first operand. Its list is [-1, 0, 1]. The output operand maps onto the iterator axes in the standard manner, so we can provide None instead of constructing another list.

The operation in the inner loop is a straightforward multiplication. Everything to do with the outer product is handled by the iterator setup.

Example

```
>>> a = np.arange(3)
>>> b = np.arange(8).reshape(2,4)
>>> it = np.nditer([a, b, None], flags=['external_loop'],
...             op_axes=[[0, -1, -1], [-1, 0, 1], None])
>>> for x, y, z in it:
...     z[...] = x*y
...
>>> it.operands[2]
array([[[ 0,  0,  0,  0],
```

```
        [ 0,  0,  0,  0]],
       [[ 0,  1,  2,  3],
        [ 4,  5,  6,  7]],
       [[ 0,  2,  4,  6],
        [ 8, 10, 12, 14]]])
```

Reduction Iteration

Whenever a writeable operand has fewer elements than the full iteration space, that operand is undergoing a reduction. The `nditer` object requires that any reduction operand be flagged as read-write, and only allows reductions when 'reduce_ok' is provided as an iterator flag.

For a simple example, consider taking the sum of all elements in an array.

Example

```
>>> a = np.arange(24).reshape(2,3,4)
>>> b = np.array(0)
>>> for x, y in np.nditer([a, b], flags=['reduce_ok', 'external_loop'],
...                       op_flags=[['readonly'], ['readwrite']]):
...     y[...] += x
...
>>> b
array(276)
>>> np.sum(a)
276
```

Things are a little bit more tricky when combining reduction and allocated operands. Before iteration is started, any reduction operand must be initialized to its starting values. Here's how we can do this, taking sums along the last axis of *a*.

Example

```
>>> a = np.arange(24).reshape(2,3,4)
>>> it = np.nditer([a, None], flags=['reduce_ok', 'external_loop'],
...             op_flags=[['readonly'], ['readwrite', 'allocate']],
...             op_axes=[None, [0,1,-1]])
>>> it.operands[1][...] = 0
>>> for x, y in it:
...     y[...] += x
...
>>> it.operands[1]
array([[ 6, 22, 38],
       [54, 70, 86]])
>>> np.sum(a, axis=2)
array([[ 6, 22, 38],
       [54, 70, 86]])
```

To do buffered reduction requires yet another adjustment during the setup. Normally the iterator construction involves copying the first buffer of data from the readable arrays into the buffer. Any reduction operand is readable, so it may be read into a buffer. Unfortunately, initialization of the operand after this buffering operation is complete will not be reflected in the buffer that the iteration starts with, and garbage results will be produced.

The iterator flag "delay_bufalloc" is there to allow iterator-allocated reduction operands to exist together with buffering. When this flag is set, the iterator will leave its buffers uninitialized until it receives a reset, after which it will be ready for regular iteration. Here's how the previous example looks if we also enable buffering.

Example

```
>>> a = np.arange(24).reshape(2,3,4)
>>> it = np.nditer([a, None], flags=['reduce_ok', 'external_loop',
...                                  'buffered', 'delay_bufalloc'],
...             op_flags=[['readonly'], ['readwrite', 'allocate']],
...             op_axes=[None, [0,1,-1]])
>>> it.operands[1][...] = 0
>>> it.reset()
>>> for x, y in it:
...     y[...] += x
...
>>> it.operands[1]
array([[ 6, 22, 38],
       [54, 70, 86]])
```

1.5.3 Putting the Inner Loop in Cython

Those who want really good performance out of their low level operations should strongly consider directly using the iteration API provided in C, but for those who are not comfortable with C or C++, Cython is a good middle ground with reasonable performance tradeoffs. For the `nditer` object, this means letting the iterator take care of broadcasting, dtype conversion, and buffering, while giving the inner loop to Cython.

For our example, we'll create a sum of squares function. To start, let's implement this function in straightforward Python. We want to support an 'axis' parameter similar to the numpy `sum` function, so we will need to construct a list for the *op_axes* parameter. Here's how this looks.

Example

```
>>> def axis_to_axeslist(axis, ndim):
...     if axis is None:
...         return [-1] * ndim
...     else:
...         if type(axis) is not tuple:
...             axis = (axis,)
...         axeslist = [1] * ndim
...         for i in axis:
...             axeslist[i] = -1
...         ax = 0
...         for i in range(ndim):
...             if axeslist[i] != -1:
...                 axeslist[i] = ax
...                 ax += 1
...         return axeslist
...
>>> def sum_squares_py(arr, axis=None, out=None):
...     axeslist = axis_to_axeslist(axis, arr.ndim)
...     it = np.nditer([arr, out], flags=['reduce_ok', 'external_loop',
...                                       'buffered', 'delay_bufalloc'],
...                 op_flags=[['readonly'], ['readwrite', 'allocate']],
...                 op_axes=[None, axeslist],
```

```
...                 op_dtypes=['float64', 'float64'])
...     it.operands[1][...] = 0
...     it.reset()
...     for x, y in it:
...         y[...] += x*x
...     return it.operands[1]
...
>>> a = np.arange(6).reshape(2,3)
>>> sum_squares_py(a)
array(55.0)
>>> sum_squares_py(a, axis=-1)
array([  5.,  50.])
```

To Cython-ize this function, we replace the inner loop (y[...] += x*x) with Cython code that's specialized for the float64 dtype. With the 'external_loop' flag enabled, the arrays provided to the inner loop will always be one-dimensional, so very little checking needs to be done.

Here's the listing of sum_squares.pyx:

```
import numpy as np
cimport numpy as np
cimport cython

def axis_to_axeslist(axis, ndim):
    if axis is None:
        return [-1] * ndim
    else:
        if type(axis) is not tuple:
            axis = (axis,)
        axeslist = [1] * ndim
        for i in axis:
            axeslist[i] = -1
        ax = 0
        for i in range(ndim):
            if axeslist[i] != -1:
                axeslist[i] = ax
                ax += 1
        return axeslist

@cython.boundscheck(False)
def sum_squares_cy(arr, axis=None, out=None):
    cdef np.ndarray[double] x
    cdef np.ndarray[double] y
    cdef int size
    cdef double value

    axeslist = axis_to_axeslist(axis, arr.ndim)
    it = np.nditer([arr, out], flags=['reduce_ok', 'external_loop',
                                      'buffered', 'delay_bufalloc'],
                op_flags=[['readonly'], ['readwrite', 'allocate']],
                op_axes=[None, axeslist],
                op_dtypes=['float64', 'float64'])
    it.operands[1][...] = 0
    it.reset()
    for xarr, yarr in it:
        x = xarr
        y = yarr
        size = x.shape[0]
```

```
        for i in range(size):
           value = x[i]
           y[i] = y[i] + value * value
    return it.operands[1]
```

On this machine, building the .pyx file into a module looked like the following, but you may have to find some Cython tutorials to tell you the specifics for your system configuration.:

```
$ cython sum_squares.pyx
$ gcc -shared -pthread -fPIC -fwrapv -O2 -Wall -I/usr/include/python2.7 -fno-strict-aliasing -o sum_s
```

Running this from the Python interpreter produces the same answers as our native Python/NumPy code did.

Example

```
>>> from sum_squares import sum_squares_cy
>>> a = np.arange(6).reshape(2,3)
>>> sum_squares_cy(a)
array(55.0)
>>> sum_squares_cy(a, axis=-1)
array([  5.,  50.])
```

Doing a little timing in IPython shows that the reduced overhead and memory allocation of the Cython inner loop is providing a very nice speedup over both the straightforward Python code and an expression using NumPy's built-in sum function.:

```
>>> a = np.random.rand(1000,1000)

>>> timeit sum_squares_py(a, axis=-1)
10 loops, best of 3: 37.1 ms per loop

>>> timeit np.sum(a*a, axis=-1)
10 loops, best of 3: 20.9 ms per loop

>>> timeit sum_squares_cy(a, axis=-1)
100 loops, best of 3: 11.8 ms per loop

>>> np.all(sum_squares_cy(a, axis=-1) == np.sum(a*a, axis=-1))
True

>>> np.all(sum_squares_py(a, axis=-1) == np.sum(a*a, axis=-1))
True
```

1.6 Standard array subclasses

The ndarray in NumPy is a "new-style" Python built-in-type. Therefore, it can be inherited from (in Python or in C) if desired. Therefore, it can form a foundation for many useful classes. Often whether to sub-class the array object or to simply use the core array component as an internal part of a new class is a difficult decision, and can be simply a matter of choice. NumPy has several tools for simplifying how your new object interacts with other array objects, and so the choice may not be significant in the end. One way to simplify the question is by asking yourself if the object you are interested in can be replaced as a single array or does it really require two or more arrays at its core.

Note that asarray always returns the base-class ndarray. If you are confident that your use of the array object can handle any subclass of an ndarray, then asanyarray can be used to allow subclasses to propagate more cleanly through your subroutine. In principal a subclass could redefine any aspect of the array and therefore, under strict

guidelines, asanyarray would rarely be useful. However, most subclasses of the arrayobject will not redefine certain aspects of the array object such as the buffer interface, or the attributes of the array. One important example, however, of why your subroutine may not be able to handle an arbitrary subclass of an array is that matrices redefine the "*" operator to be matrix-multiplication, rather than element-by-element multiplication.

1.6.1 Special attributes and methods

See Also:

Subclassing ndarray

Numpy provides several hooks that subclasses of ndarray can customize:

numpy.**__array_finalize__**(*self*)
: This method is called whenever the system internally allocates a new array from *obj*, where *obj* is a subclass (subtype) of the ndarray. It can be used to change attributes of *self* after construction (so as to ensure a 2-d matrix for example), or to update meta-information from the "parent." Subclasses inherit a default implementation of this method that does nothing.

numpy.**__array_prepare__**(*array*, *context=None*)
: At the beginning of every *ufunc*, this method is called on the input object with the highest array priority, or the output object if one was specified. The output array is passed in and whatever is returned is passed to the ufunc. Subclasses inherit a default implementation of this method which simply returns the output array unmodified. Subclasses may opt to use this method to transform the output array into an instance of the subclass and update metadata before returning the array to the ufunc for computation.

numpy.**__array_wrap__**(*array*, *context=None*)
: At the end of every *ufunc*, this method is called on the input object with the highest array priority, or the output object if one was specified. The ufunc-computed array is passed in and whatever is returned is passed to the user. Subclasses inherit a default implementation of this method, which transforms the array into a new instance of the object's class. Subclasses may opt to use this method to transform the output array into an instance of the subclass and update metadata before returning the array to the user.

numpy.**__array_priority__**
: The value of this attribute is used to determine what type of object to return in situations where there is more than one possibility for the Python type of the returned object. Subclasses inherit a default value of 1.0 for this attribute.

numpy.**__array__**([*dtype*])
: If a class having the __array__ method is used as the output object of an *ufunc*, results will be written to the object returned by __array__.

1.6.2 Matrix objects

matrix objects inherit from the ndarray and therefore, they have the same attributes and methods of ndarrays. There are six important differences of matrix objects, however, that may lead to unexpected results when you use matrices but expect them to act like arrays:

1. Matrix objects can be created using a string notation to allow Matlab-style syntax where spaces separate columns and semicolons (';') separate rows.
2. Matrix objects are always two-dimensional. This has far-reaching implications, in that m.ravel() is still two-dimensional (with a 1 in the first dimension) and item selection returns two-dimensional objects so that sequence behavior is fundamentally different than arrays.

3. Matrix objects over-ride multiplication to be matrix-multiplication. **Make sure you understand this for functions that you may want to receive matrices. Especially in light of the fact that asanyarray(m) returns a matrix when m is a matrix.**
4. Matrix objects over-ride power to be matrix raised to a power. The same warning about using power inside a function that uses asanyarray(...) to get an array object holds for this fact.
5. The default __array_priority__ of matrix objects is 10.0, and therefore mixed operations with ndarrays always produce matrices.
6. Matrices have special attributes which make calculations easier. These are

matrix.T	transpose
matrix.H	hermitian (conjugate) transpose
matrix.I	inverse
matrix.A	base array

matrix.**T**
: transpose

matrix.**H**
: hermitian (conjugate) transpose

matrix.**I**
: inverse

matrix.**A**
: base array

Warning: Matrix objects over-ride multiplication, '*', and power, '**', to be matrix-multiplication and matrix power, respectively. If your subroutine can accept sub-classes and you do not convert to base- class arrays, then you must use the ufuncs multiply and power to be sure that you are performing the correct operation for all inputs.

The matrix class is a Python subclass of the ndarray and can be used as a reference for how to construct your own subclass of the ndarray. Matrices can be created from other matrices, strings, and anything else that can be converted to an ndarray . The name "mat "is an alias for "matrix "in NumPy.

matrix	Returns a matrix from an array-like object, or from a string of data.
asmatrix(data[, dtype])	Interpret the input as a matrix.
bmat(obj[, ldict, gdict])	Build a matrix object from a string, nested sequence, or array.

class numpy.**matrix**
: Returns a matrix from an array-like object, or from a string of data. A matrix is a specialized 2-D array that retains its 2-D nature through operations. It has certain special operators, such as $*$ (matrix multiplication) and $**$ (matrix power).

Parameters

data : array_like or string

If data is a string, it is interpreted as a matrix with commas or spaces separating columns, and semicolons separating rows.

dtype : data-type

Data-type of the output matrix.

copy : bool

If `data` is already an `ndarray`, then this flag determines whether the data is copied (the default), or whether a view is constructed.

See Also:

`array`

Examples

```
>>> a = np.matrix('1 2; 3 4')
>>> print a
[[1 2]
 [3 4]]

>>> np.matrix([[1, 2], [3, 4]])
matrix([[1, 2],
        [3, 4]])
```

Attributes

`A`	base array
`A1`	1-d base array
`H`	hermitian (conjugate) transpose
`I`	inverse
`T`	transpose
`base`	Base object if memory is from some other object.
`ctypes`	An object to simplify the interaction of the array with the ctypes module.
`data`	Python buffer object pointing to the start of the array's data.
`dtype`	Data-type of the array's elements.
`flags`	Information about the memory layout of the array.
`flat`	A 1-D iterator over the array.
`imag`	The imaginary part of the array.
`itemsize`	Length of one array element in bytes.
`nbytes`	Total bytes consumed by the elements of the array.
`ndim`	Number of array dimensions.
`real`	The real part of the array.
`shape`	Tuple of array dimensions.
`size`	Number of elements in the array.
`strides`	Tuple of bytes to step in each dimension when traversing an array.

`matrix.`**`A`**
base array

`matrix.`**`A1`**
1-d base array

`matrix.`**`H`**
hermitian (conjugate) transpose

`matrix.`**`I`**
inverse

`matrix.`**`T`**
transpose

`matrix.`**`base`**
Base object if memory is from some other object.

Examples

The base of an array that owns its memory is None:

```
>>> x = np.array([1,2,3,4])
>>> x.base is None
True
```

Slicing creates a view, whose memory is shared with x:

```
>>> y = x[2:]
>>> y.base is x
True
```

matrix.**ctypes**

An object to simplify the interaction of the array with the ctypes module.

This attribute creates an object that makes it easier to use arrays when calling shared libraries with the ctypes module. The returned object has, among others, data, shape, and strides attributes (see Notes below) which themselves return ctypes objects that can be used as arguments to a shared library.

Parameters
None

Returns
c : Python object

Possessing attributes data, shape, strides, etc.

See Also:

numpy.ctypeslib

Notes

Below are the public attributes of this object which were documented in "Guide to NumPy" (we have omitted undocumented public attributes, as well as documented private attributes):

•data: A pointer to the memory area of the array as a Python integer. This memory area may contain data that is not aligned, or not in correct byte-order. The memory area may not even be writeable. The array flags and data-type of this array should be respected when passing this attribute to arbitrary C-code to avoid trouble that can include Python crashing. User Beware! The value of this attribute is exactly the same as self._array_interface_['data'][0].

•shape (c_intp*self.ndim): A ctypes array of length self.ndim where the basetype is the C-integer corresponding to dtype('p') on this platform. This base-type could be c_int, c_long, or c_longlong depending on the platform. The c_intp type is defined accordingly in numpy.ctypeslib. The ctypes array contains the shape of the underlying array.

•strides (c_intp*self.ndim): A ctypes array of length self.ndim where the basetype is the same as for the shape attribute. This ctypes array contains the strides information from the underlying array. This strides information is important for showing how many bytes must be jumped to get to the next element in the array.

•data_as(obj): Return the data pointer cast to a particular c-types object. For example, calling self._as_parameter_ is equivalent to self.data_as(ctypes.c_void_p). Perhaps you want to use the data as a pointer to a ctypes array of floating-point data: self.data_as(ctypes.POINTER(ctypes.c_double)).

•shape_as(obj): Return the shape tuple as an array of some other c-types type. For example: self.shape_as(ctypes.c_short).

•strides_as(obj): Return the strides tuple as an array of some other c-types type. For example: self.strides_as(ctypes.c_longlong).

Be careful using the ctypes attribute - especially on temporary arrays or arrays constructed on the fly. For example, calling `(a+b).ctypes.data_as(ctypes.c_void_p)` returns a pointer to memory that is invalid because the array created as (a+b) is deallocated before the next Python statement. You can avoid this problem using either `c=a+b` or `ct=(a+b).ctypes`. In the latter case, ct will hold a reference to the array until ct is deleted or re-assigned.

If the ctypes module is not available, then the ctypes attribute of array objects still returns something useful, but ctypes objects are not returned and errors may be raised instead. In particular, the object will still have the as parameter attribute which will return an integer equal to the data attribute.

Examples

```
>>> import ctypes
>>> x
array([[0, 1],
       [2, 3]])
>>> x.ctypes.data
30439712
>>> x.ctypes.data_as(ctypes.POINTER(ctypes.c_long))
<ctypes.LP_c_long object at 0x01F01300>
>>> x.ctypes.data_as(ctypes.POINTER(ctypes.c_long)).contents
c_long(0)
>>> x.ctypes.data_as(ctypes.POINTER(ctypes.c_longlong)).contents
c_longlong(4294967296L)
>>> x.ctypes.shape
<numpy.core._internal.c_long_Array_2 object at 0x01FFD580>
>>> x.ctypes.shape_as(ctypes.c_long)
<numpy.core._internal.c_long_Array_2 object at 0x01FCE620>
>>> x.ctypes.strides
<numpy.core._internal.c_long_Array_2 object at 0x01FCE620>
>>> x.ctypes.strides_as(ctypes.c_longlong)
<numpy.core._internal.c_longlong_Array_2 object at 0x01F01300>
```

`matrix.`**`data`**
Python buffer object pointing to the start of the array's data.

`matrix.`**`dtype`**
Data-type of the array's elements.

Parameters
None

Returns
d : numpy dtype object

See Also:

`numpy.dtype`

Examples

```
>>> x
array([[0, 1],
       [2, 3]])
>>> x.dtype
dtype('int32')
>>> type(x.dtype)
<type 'numpy.dtype'>
```

`matrix.`**`flags`**
Information about the memory layout of the array.

Notes

The `flags` object can be accessed dictionary-like (as in `a.flags['WRITEABLE']`), or by using lowercased attribute names (as in `a.flags.writeable`). Short flag names are only supported in dictionary access.

Only the UPDATEIFCOPY, WRITEABLE, and ALIGNED flags can be changed by the user, via direct assignment to the attribute or dictionary entry, or by calling `ndarray.setflags`.

The array flags cannot be set arbitrarily:

- UPDATEIFCOPY can only be set `False`.
- ALIGNED can only be set `True` if the data is truly aligned.
- WRITEABLE can only be set `True` if the array owns its own memory or the ultimate owner of the memory exposes a writeable buffer interface or is a string.

Arrays can be both C-style and Fortran-style contiguous simultaneously. This is clear for 1-dimensional arrays, but can also be true for higher dimensional arrays.

Even for contiguous arrays a stride for a given dimension `arr.strides[dim]` may be *arbitrary* if `arr.shape[dim] == 1` or the array has no elements. It does *not* generally hold that `self.strides[-1] == self.itemsize` for C-style contiguous arrays or `self.strides[0] == self.itemsize` for Fortran-style contiguous arrays is true.

Attributes

C_CONTIGUOUS (C)	The data is in a single, C-style contiguous segment.
F_CONTIGUOUS (F)	The data is in a single, Fortran-style contiguous segment.
OWNDATA (O)	The array owns the memory it uses or borrows it from another object.
WRITEABLE (W)	The data area can be written to. Setting this to False locks the data, making it read-only. A view (slice, etc.) inherits WRITEABLE from its base array at creation time, but a view of a writeable array may be subsequently locked while the base array remains writeable. (The opposite is not true, in that a view of a locked array may not be made writeable. However, currently, locking a base object does not lock any views that already reference it, so under that circumstance it is possible to alter the contents of a locked array via a previously created writeable view onto it.) Attempting to change a non-writeable array raises a RuntimeError exception.
ALIGNED (A)	The data and all elements are aligned appropriately for the hardware.
UPDATEIFCOPY (U)	This array is a copy of some other array. When this array is deallocated, the base array will be updated with the contents of this array.
FNC	F_CONTIGUOUS and not C_CONTIGUOUS.
FORC	F_CONTIGUOUS or C_CONTIGUOUS (one-segment test).
BEHAVED (B)	ALIGNED and WRITEABLE.
CARRAY (CA)	BEHAVED and C_CONTIGUOUS.
FARRAY (FA)	BEHAVED and F_CONTIGUOUS and not C_CONTIGUOUS.

matrix.**flat**
A 1-D iterator over the array.

This is a numpy.flatiter instance, which acts similarly to, but is not a subclass of, Python's built-in iterator object.

See Also:

flatten
Return a copy of the array collapsed into one dimension.

flatiter

Examples

```
>>> x = np.arange(1, 7).reshape(2, 3)
>>> x
array([[1, 2, 3],
       [4, 5, 6]])
>>> x.flat[3]
4
>>> x.T
array([[1, 4],
       [2, 5],
       [3, 6]])
>>> x.T.flat[3]
5
>>> type(x.flat)
<type 'numpy.flatiter'>
```

An assignment example:

```
>>> x.flat = 3; x
array([[3, 3, 3],
       [3, 3, 3]])
>>> x.flat[[1,4]] = 1; x
array([[3, 1, 3],
       [3, 1, 3]])
```

matrix.**imag**
The imaginary part of the array.

Examples

```
>>> x = np.sqrt([1+0j, 0+1j])
>>> x.imag
array([ 0.        ,  0.70710678])
>>> x.imag.dtype
dtype('float64')
```

matrix.**itemsize**
Length of one array element in bytes.

Examples

```
>>> x = np.array([1,2,3], dtype=np.float64)
>>> x.itemsize
8
>>> x = np.array([1,2,3], dtype=np.complex128)
```

```
>>> x.itemsize
16
```

matrix.**nbytes**

Total bytes consumed by the elements of the array.

Notes

Does not include memory consumed by non-element attributes of the array object.

Examples

```
>>> x = np.zeros((3,5,2), dtype=np.complex128)
>>> x.nbytes
480
>>> np.prod(x.shape) * x.itemsize
480
```

matrix.**ndim**

Number of array dimensions.

Examples

```
>>> x = np.array([1, 2, 3])
>>> x.ndim
1
>>> y = np.zeros((2, 3, 4))
>>> y.ndim
3
```

matrix.**real**

The real part of the array.

See Also:

numpy.real
equivalent function

Examples

```
>>> x = np.sqrt([1+0j, 0+1j])
>>> x.real
array([ 1.        ,  0.70710678])
>>> x.real.dtype
dtype('float64')
```

matrix.**shape**

Tuple of array dimensions.

Notes

May be used to "reshape" the array, as long as this would not require a change in the total number of elements

Examples

```
>>> x = np.array([1, 2, 3, 4])
>>> x.shape
(4,)
>>> y = np.zeros((2, 3, 4))
```

```
>>> y.shape
(2, 3, 4)
>>> y.shape = (3, 8)
>>> y
array([[ 0.,  0.,  0.,  0.,  0.,  0.,  0.,  0.],
       [ 0.,  0.,  0.,  0.,  0.,  0.,  0.,  0.],
       [ 0.,  0.,  0.,  0.,  0.,  0.,  0.,  0.]])
>>> y.shape = (3, 6)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: total size of new array must be unchanged
```

matrix.**size**

Number of elements in the array.

Equivalent to `np.prod(a.shape)`, i.e., the product of the array's dimensions.

Examples

```
>>> x = np.zeros((3, 5, 2), dtype=np.complex128)
>>> x.size
30
>>> np.prod(x.shape)
30
```

matrix.**strides**

Tuple of bytes to step in each dimension when traversing an array.

The byte offset of element `(i[0], i[1], ..., i[n])` in an array *a* is:

```
offset = sum(np.array(i) * a.strides)
```

A more detailed explanation of strides can be found in the "ndarray.rst" file in the NumPy reference guide.

See Also:

`numpy.lib.stride_tricks.as_strided`

Notes

Imagine an array of 32-bit integers (each 4 bytes):

```
x = np.array([[0, 1, 2, 3, 4],
              [5, 6, 7, 8, 9]], dtype=np.int32)
```

This array is stored in memory as 40 bytes, one after the other (known as a contiguous block of memory). The strides of an array tell us how many bytes we have to skip in memory to move to the next position along a certain axis. For example, we have to skip 4 bytes (1 value) to move to the next column, but 20 bytes (5 values) to get to the same position in the next row. As such, the strides for the array *x* will be `(20, 4)`.

Examples

```
>>> y = np.reshape(np.arange(2*3*4), (2,3,4))
>>> y
array([[[ 0,  1,  2,  3],
        [ 4,  5,  6,  7],
        [ 8,  9, 10, 11]],
       [[12, 13, 14, 15],
        [16, 17, 18, 19],
        [20, 21, 22, 23]]])
```

```
>>> y.strides
(48, 16, 4)
>>> y[1,1,1]
17
>>> offset=sum(y.strides * np.array((1,1,1)))
>>> offset/y.itemsize
17

>>> x = np.reshape(np.arange(5*6*7*8), (5,6,7,8)).transpose(2,3,1,0)
>>> x.strides
(32, 4, 224, 1344)
>>> i = np.array([3,5,2,2])
>>> offset = sum(i * x.strides)
>>> x[3,5,2,2]
813
>>> offset / x.itemsize
813
```

Methods

all([axis, out])	Test whether all matrix elements along a given axis evaluate to True.
any([axis, out])	Test whether any array element along a given axis evaluates to True.
argmax([axis, out])	Indices of the maximum values along an axis.
argmin([axis, out])	Return the indices of the minimum values along an axis.
argpartition(kth[, axis, kind, order])	Returns the indices that would partition this array.
argsort([axis, kind, order])	Returns the indices that would sort this array.
astype(dtype[, order, casting, subok, copy])	Copy of the array, cast to a specified type.
byteswap(inplace)	Swap the bytes of the array elements
choose(choices[, out, mode])	Use an index array to construct a new array from a set of choices.
clip(a_min, a_max[, out])	Return an array whose values are limited to `[a_min, a_max]`.
compress(condition[, axis, out])	Return selected slices of this array along given axis.
conj()	Complex-conjugate all elements.
conjugate()	Return the complex conjugate, element-wise.
copy([order])	Return a copy of the array.
cumprod([axis, dtype, out])	Return the cumulative product of the elements along the given axis.
cumsum([axis, dtype, out])	Return the cumulative sum of the elements along the given axis.
diagonal([offset, axis1, axis2])	Return specified diagonals.
dot(b[, out])	Dot product of two arrays.
dump(file)	Dump a pickle of the array to the specified file.
dumps()	Returns the pickle of the array as a string.
fill(value)	Fill the array with a scalar value.
flatten([order])	Return a copy of the array collapsed into one dimension.
getA()	Return *self* as an ndarray object.
getA1()	Return *self* as a flattened ndarray.
getH()	Returns the (complex) conjugate transpose of *self*.
getI()	Returns the (multiplicative) inverse of invertible *self*.
getT()	Returns the transpose of the matrix.
getfield(dtype[, offset])	Returns a field of the given array as a certain type.
item(*args)	Copy an element of an array to a standard Python scalar and return it.
itemset(*args)	Insert scalar into an array (scalar is cast to array's dtype, if possible)
max([axis, out])	Return the maximum value along an axis.
mean([axis, dtype, out])	Returns the average of the matrix elements along the given axis.
min([axis, out])	Return the minimum value along an axis.

Table 1.40 – continued from previous page

newbyteorder([new_order])	Return the array with the same data viewed with a different byte order.
nonzero()	Return the indices of the elements that are non-zero.
partition(kth[, axis, kind, order])	Rearranges the elements in the array in such a way that value of the element in kth po
prod([axis, dtype, out])	Return the product of the array elements over the given axis.
ptp([axis, out])	Peak-to-peak (maximum - minimum) value along the given axis.
put(indices, values[, mode])	Set `a.flat[n] = values[n]` for all *n* in indices.
ravel([order])	Return a flattened array.
repeat(repeats[, axis])	Repeat elements of an array.
reshape(shape[, order])	Returns an array containing the same data with a new shape.
resize(new_shape[, refcheck])	Change shape and size of array in-place.
round([decimals, out])	Return *a* with each element rounded to the given number of decimals.
searchsorted(v[, side, sorter])	Find indices where elements of v should be inserted in a to maintain order.
setfield(val, dtype[, offset])	Put a value into a specified place in a field defined by a data-type.
setflags([write, align, uic])	Set array flags WRITEABLE, ALIGNED, and UPDATEIFCOPY, respectively.
sort([axis, kind, order])	Sort an array, in-place.
squeeze([axis])	Remove single-dimensional entries from the shape of *a*.
std([axis, dtype, out, ddof])	Return the standard deviation of the array elements along the given axis.
sum([axis, dtype, out])	Returns the sum of the matrix elements, along the given axis.
swapaxes(axis1, axis2)	Return a view of the array with *axis1* and *axis2* interchanged.
take(indices[, axis, out, mode])	Return an array formed from the elements of *a* at the given indices.
tofile(fid[, sep, format])	Write array to a file as text or binary (default).
tolist()	Return the matrix as a (possibly nested) list.
tostring([order])	Construct a Python string containing the raw data bytes in the array.
trace([offset, axis1, axis2, dtype, out])	Return the sum along diagonals of the array.
transpose(*axes)	Returns a view of the array with axes transposed.
var([axis, dtype, out, ddof])	Returns the variance of the matrix elements, along the given axis.
view([dtype, type])	New view of array with the same data.

matrix.**all**(*axis=None*, *out=None*)

Test whether all matrix elements along a given axis evaluate to True.

Parameters

See 'numpy.all' for complete descriptions

See Also:

numpy.all

Notes

This is the same as ndarray.all, but it returns a matrix object.

Examples

```
>>> x = np.matrix(np.arange(12).reshape((3,4))); x
matrix([[ 0,  1,  2,  3],
        [ 4,  5,  6,  7],
        [ 8,  9, 10, 11]])
>>> y = x[0]; y
matrix([[0, 1, 2, 3]])
>>> (x == y)
matrix([[ True,  True,  True,  True],
        [False, False, False, False],
        [False, False, False, False]], dtype=bool)
>>> (x == y).all()
```

```
False
>>> (x == y).all(0)
matrix([[False, False, False, False]], dtype=bool)
>>> (x == y).all(1)
matrix([[ True],
        [False],
        [False]], dtype=bool)
```

matrix.**any**(*axis=None*, *out=None*)

Test whether any array element along a given axis evaluates to True.

Refer to `numpy.any` for full documentation.

Parameters

axis : int, optional

Axis along which logical OR is performed

out : ndarray, optional

Output to existing array instead of creating new one, must have same shape as expected output

Returns

any : bool, ndarray

Returns a single bool if *axis* is `None`; otherwise, returns `ndarray`

matrix.**argmax**(*axis=None*, *out=None*)

Indices of the maximum values along an axis.

Parameters

See 'numpy.argmax' for complete descriptions

See Also:

`numpy.argmax`

Notes

This is the same as `ndarray.argmax`, but returns a `matrix` object where `ndarray.argmax` would return an `ndarray`.

Examples

```
>>> x = np.matrix(np.arange(12).reshape((3,4))); x
matrix([[ 0,  1,  2,  3],
        [ 4,  5,  6,  7],
        [ 8,  9, 10, 11]])
>>> x.argmax()
11
>>> x.argmax(0)
matrix([[2, 2, 2, 2]])
>>> x.argmax(1)
matrix([[3],
        [3],
        [3]])
```

matrix.**argmin**(*axis=None*, *out=None*)

Return the indices of the minimum values along an axis.

Parameters

See 'numpy.argmin' for complete descriptions.

See Also:

numpy.argmin

Notes

This is the same as ndarray.argmin, but returns a matrix object where ndarray.argmin would return an ndarray.

Examples

```
>>> x = -np.matrix(np.arange(12).reshape((3,4))); x
matrix([[  0,  -1,  -2,  -3],
        [ -4,  -5,  -6,  -7],
        [ -8,  -9, -10, -11]])
>>> x.argmin()
11
>>> x.argmin(0)
matrix([[2, 2, 2, 2]])
>>> x.argmin(1)
matrix([[3],
        [3],
        [3]])
```

matrix.**argpartition**(*kth*, *axis=-1*, *kind='quickselect'*, *order=None*)
Returns the indices that would partition this array.

Refer to numpy.argpartition for full documentation. New in version 1.8.0.

See Also:

numpy.argpartition
equivalent function

matrix.**argsort**(*axis=-1*, *kind='quicksort'*, *order=None*)
Returns the indices that would sort this array.

Refer to numpy.argsort for full documentation.

See Also:

numpy.argsort
equivalent function

matrix.**astype**(*dtype*, *order='K'*, *casting='unsafe'*, *subok=True*, *copy=True*)
Copy of the array, cast to a specified type.

Parameters

dtype : str or dtype

Typecode or data-type to which the array is cast.

order : {'C', 'F', 'A', 'K'}, optional

Controls the memory layout order of the result. 'C' means C order, 'F' means Fortran order, 'A' means 'F' order if all the arrays are Fortran contiguous, 'C' order otherwise, and 'K' means as close to the order the array elements appear in memory as possible. Default is 'K'.

casting : {'no', 'equiv', 'safe', 'same_kind', 'unsafe'}, optional

Controls what kind of data casting may occur. Defaults to 'unsafe' for backwards compatibility.

- 'no' means the data types should not be cast at all.
- 'equiv' means only byte-order changes are allowed.
- 'safe' means only casts which can preserve values are allowed.
- 'same_kind' means only safe casts or casts within a kind, like float64 to float32, are allowed.
- 'unsafe' means any data conversions may be done.

subok : bool, optional

If True, then sub-classes will be passed-through (default), otherwise the returned array will be forced to be a base-class array.

copy : bool, optional

By default, astype always returns a newly allocated array. If this is set to false, and the `dtype`, *order*, and *subok* requirements are satisfied, the input array is returned instead of a copy.

Returns

arr_t : ndarray

Unless `copy` is False and the other conditions for returning the input array are satisfied (see description for `copy` input paramter), *arr_t* is a new array of the same shape as the input array, with dtype, order given by `dtype`, *order*.

Raises

ComplexWarning

When casting from complex to float or int. To avoid this, one should use `a.real.astype(t)`.

Examples

```
>>> x = np.array([1, 2, 2.5])
>>> x
array([ 1. ,  2. ,  2.5])

>>> x.astype(int)
array([1, 2, 2])
```

`matrix.`**`byteswap`**`(`*`inplace`*`)`

Swap the bytes of the array elements

Toggle between low-endian and big-endian data representation by returning a byteswapped array, optionally swapped in-place.

Parameters

inplace : bool, optional

If `True`, swap bytes in-place, default is `False`.

Returns

out : ndarray

The byteswapped array. If *inplace* is `True`, this is a view to self.

Examples

```
>>> A = np.array([1, 256, 8755], dtype=np.int16)
>>> map(hex, A)
['0x1', '0x100', '0x2233']
>>> A.byteswap(True)
array([  256,     1, 13090], dtype=int16)
>>> map(hex, A)
['0x100', '0x1', '0x3322']
```

Arrays of strings are not swapped

```
>>> A = np.array(['ceg', 'fac'])
>>> A.byteswap()
array(['ceg', 'fac'],
      dtype='|S3')
```

matrix.**choose**(*choices*, *out=None*, *mode='raise'*)

Use an index array to construct a new array from a set of choices.

Refer to `numpy.choose` for full documentation.

See Also:

numpy.choose
equivalent function

matrix.**clip**(*a_min*, *a_max*, *out=None*)

Return an array whose values are limited to `[a_min, a_max]`.

Refer to `numpy.clip` for full documentation.

See Also:

numpy.clip
equivalent function

matrix.**compress**(*condition*, *axis=None*, *out=None*)

Return selected slices of this array along given axis.

Refer to `numpy.compress` for full documentation.

See Also:

numpy.compress
equivalent function

matrix.**conj**()

Complex-conjugate all elements.

Refer to `numpy.conjugate` for full documentation.

See Also:

numpy.conjugate
equivalent function

matrix.**conjugate**()

Return the complex conjugate, element-wise.

Refer to `numpy.conjugate` for full documentation.

See Also:

numpy.conjugate
equivalent function

`matrix.`**copy**(*order='C'*)
Return a copy of the array.

Parameters
order : {'C', 'F', 'A', 'K'}, optional

Controls the memory layout of the copy. 'C' means C-order, 'F' means F-order, 'A' means 'F' if *a* is Fortran contiguous, 'C' otherwise. 'K' means match the layout of *a* as closely as possible. (Note that this function and :func:numpy.copy are very similar, but have different default values for their order= arguments.)

See Also:

`numpy.copy`, `numpy.copyto`

Examples

```
>>> x = np.array([[1,2,3],[4,5,6]], order='F')

>>> y = x.copy()

>>> x.fill(0)

>>> x
array([[0, 0, 0],
       [0, 0, 0]])

>>> y
array([[1, 2, 3],
       [4, 5, 6]])

>>> y.flags['C_CONTIGUOUS']
True
```

`matrix.`**cumprod**(*axis=None*, *dtype=None*, *out=None*)
Return the cumulative product of the elements along the given axis.

Refer to `numpy.cumprod` for full documentation.

See Also:

numpy.cumprod
equivalent function

`matrix.`**cumsum**(*axis=None*, *dtype=None*, *out=None*)
Return the cumulative sum of the elements along the given axis.

Refer to `numpy.cumsum` for full documentation.

See Also:

numpy.cumsum
equivalent function

matrix.**diagonal**(*offset=0*, *axis1=0*, *axis2=1*)
Return specified diagonals.

Refer to numpy.diagonal for full documentation.

See Also:

numpy.diagonal
equivalent function

matrix.**dot**(*b*, *out=None*)
Dot product of two arrays.

Refer to numpy.dot for full documentation.

See Also:

numpy.dot
equivalent function

Examples

```
>>> a = np.eye(2)
>>> b = np.ones((2, 2)) * 2
>>> a.dot(b)
array([[ 2.,  2.],
       [ 2.,  2.]])
```

This array method can be conveniently chained:

```
>>> a.dot(b).dot(b)
array([[ 8.,  8.],
       [ 8.,  8.]])
```

matrix.**dump**(*file*)
Dump a pickle of the array to the specified file. The array can be read back with pickle.load or numpy.load.

Parameters
file : str

A string naming the dump file.

matrix.**dumps**()
Returns the pickle of the array as a string. pickle.loads or numpy.loads will convert the string back to an array.

Parameters
None

matrix.**fill**(*value*)
Fill the array with a scalar value.

Parameters
value : scalar

All elements of *a* will be assigned this value.

Examples

```
>>> a = np.array([1, 2])
>>> a.fill(0)
>>> a
array([0, 0])
>>> a = np.empty(2)
>>> a.fill(1)
>>> a
array([ 1.,  1.])
```

matrix.**flatten**(*order='C'*)

Return a copy of the array collapsed into one dimension.

Parameters

order : {'C', 'F', 'A'}, optional

Whether to flatten in C (row-major), Fortran (column-major) order, or preserve the C/Fortran ordering from *a*. The default is 'C'.

Returns

y : ndarray

A copy of the input array, flattened to one dimension.

See Also:

ravel

Return a flattened array.

flat

A 1-D flat iterator over the array.

Examples

```
>>> a = np.array([[1,2], [3,4]])
>>> a.flatten()
array([1, 2, 3, 4])
>>> a.flatten('F')
array([1, 3, 2, 4])
```

matrix.**getA**()

Return *self* as an ndarray object.

Equivalent to np.asarray(self).

Parameters

None

Returns

ret : ndarray

self as an ndarray

Examples

```
>>> x = np.matrix(np.arange(12).reshape((3,4))); x
matrix([[ 0,  1,  2,  3],
        [ 4,  5,  6,  7],
        [ 8,  9, 10, 11]])
>>> x.getA()
array([[ 0,  1,  2,  3],
```

```
        [ 4,  5,  6,  7],
        [ 8,  9, 10, 11]])
```

matrix.**getA1**()

Return *self* as a flattened ndarray.

Equivalent to `np.asarray(x).ravel()`

Parameters
None

Returns
ret : ndarray

self, 1-D, as an ndarray

Examples

```
>>> x = np.matrix(np.arange(12).reshape((3,4))); x
matrix([[ 0,  1,  2,  3],
        [ 4,  5,  6,  7],
        [ 8,  9, 10, 11]])
>>> x.getA1()
array([ 0,  1,  2,  3,  4,  5,  6,  7,  8,  9, 10, 11])
```

matrix.**getH**()

Returns the (complex) conjugate transpose of *self*.

Equivalent to `np.transpose(self)` if *self* is real-valued.

Parameters
None

Returns
ret : matrix object

complex conjugate transpose of *self*

Examples

```
>>> x = np.matrix(np.arange(12).reshape((3,4)))
>>> z = x - 1j*x; z
matrix([[  0. +0.j,   1. -1.j,   2. -2.j,   3. -3.j],
        [  4. -4.j,   5. -5.j,   6. -6.j,   7. -7.j],
        [  8. -8.j,   9. -9.j,  10.-10.j,  11.-11.j]])
>>> z.getH()
matrix([[  0. +0.j,   4. +4.j,   8. +8.j],
        [  1. +1.j,   5. +5.j,   9. +9.j],
        [  2. +2.j,   6. +6.j,  10.+10.j],
        [  3. +3.j,   7. +7.j,  11.+11.j]])
```

matrix.**getI**()

Returns the (multiplicative) inverse of invertible *self*.

Parameters
None

Returns
ret : matrix object

If *self* is non-singular, *ret* is such that `ret * self == self * ret == np.matrix(np.eye(self[0,:].size)` all return `True`.

Raises

numpy.linalg.LinAlgError: Singular matrix

If *self* is singular.

See Also:

`linalg.inv`

Examples

```
>>> m = np.matrix('[1, 2; 3, 4]'); m
matrix([[1, 2],
        [3, 4]])
>>> m.getI()
matrix([[-2. ,  1. ],
        [ 1.5, -0.5]])
>>> m.getI() * m
matrix([[ 1.,  0.],
        [ 0.,  1.]])
```

`matrix.`**`getT`**`()`

Returns the transpose of the matrix.

Does *not* conjugate! For the complex conjugate transpose, use `getH`.

Parameters

None

Returns

ret : matrix object

The (non-conjugated) transpose of the matrix.

See Also:

`transpose`, `getH`

Examples

```
>>> m = np.matrix('[1, 2; 3, 4]')
>>> m
matrix([[1, 2],
        [3, 4]])
>>> m.getT()
matrix([[1, 3],
        [2, 4]])
```

`matrix.`**`getfield`**`(`*`dtype`*`, `*`offset=0`*`)`

Returns a field of the given array as a certain type.

A field is a view of the array data with a given data-type. The values in the view are determined by the given type and the offset into the current array in bytes. The offset needs to be such that the view dtype fits in the array dtype; for example an array of dtype complex128 has 16-byte elements. If taking a view with a 32-bit integer (4 bytes), the offset needs to be between 0 and 12 bytes.

Parameters

dtype : str or dtype

The data type of the view. The dtype size of the view can not be larger than that of the array itself.

offset : int

Number of bytes to skip before beginning the element view.

Examples

```
>>> x = np.diag([1.+1.j]*2)
>>> x[1, 1] = 2 + 4.j
>>> x
array([[ 1.+1.j,  0.+0.j],
       [ 0.+0.j,  2.+4.j]])
>>> x.getfield(np.float64)
array([[ 1.,  0.],
       [ 0.,  2.]])
```

By choosing an offset of 8 bytes we can select the complex part of the array for our view:

```
>>> x.getfield(np.float64, offset=8)
array([[ 1.,  0.],
   [ 0.,  4.]])
```

matrix.**item**(**args*)

Copy an element of an array to a standard Python scalar and return it.

Parameters

***args** : Arguments (variable number and type)

- none: in this case, the method only works for arrays with one element (*a.size == 1*), which element is copied into a standard Python scalar object and returned.
- int_type: this argument is interpreted as a flat index into the array, specifying which element to copy and return.
- tuple of int_types: functions as does a single int_type argument, except that the argument is interpreted as an nd-index into the array.

Returns

z : Standard Python scalar object

A copy of the specified element of the array as a suitable Python scalar

Notes

When the data type of *a* is longdouble or clongdouble, item() returns a scalar array object because there is no available Python scalar that would not lose information. Void arrays return a buffer object for item(), unless fields are defined, in which case a tuple is returned.

`item` is very similar to a[args], except, instead of an array scalar, a standard Python scalar is returned. This can be useful for speeding up access to elements of the array and doing arithmetic on elements of the array using Python's optimized math.

Examples

```
>>> x = np.random.randint(9, size=(3, 3))
>>> x
array([[3, 1, 7],
       [2, 8, 3],
       [8, 5, 3]])
>>> x.item(3)
2
>>> x.item(7)
5
>>> x.item((0, 1))
```

```
1
>>> x.item((2, 2))
3
```

matrix.**itemset**(**args*)

Insert scalar into an array (scalar is cast to array's dtype, if possible)

There must be at least 1 argument, and define the last argument as *item*. Then, `a.itemset(*args)` is equivalent to but faster than `a[args] = item`. The item should be a scalar value and *args* must select a single item in the array *a*.

Parameters

***args** : Arguments

If one argument: a scalar, only used in case *a* is of size 1. If two arguments: the last argument is the value to be set and must be a scalar, the first argument specifies a single array element location. It is either an int or a tuple.

Notes

Compared to indexing syntax, `itemset` provides some speed increase for placing a scalar into a particular location in an `ndarray`, if you must do this. However, generally this is discouraged: among other problems, it complicates the appearance of the code. Also, when using `itemset` (and `item`) inside a loop, be sure to assign the methods to a local variable to avoid the attribute look-up at each loop iteration.

Examples

```
>>> x = np.random.randint(9, size=(3, 3))
>>> x
array([[3, 1, 7],
       [2, 8, 3],
       [8, 5, 3]])
>>> x.itemset(4, 0)
>>> x.itemset((2, 2), 9)
>>> x
array([[3, 1, 7],
       [2, 0, 3],
       [8, 5, 9]])
```

matrix.**max**(*axis=None*, *out=None*)

Return the maximum value along an axis.

Parameters

See 'amax' for complete descriptions

See Also:

`amax`, `ndarray.max`

Notes

This is the same as `ndarray.max`, but returns a `matrix` object where `ndarray.max` would return an ndarray.

Examples

```
>>> x = np.matrix(np.arange(12).reshape((3,4))); x
matrix([[ 0,  1,  2,  3],
        [ 4,  5,  6,  7],
        [ 8,  9, 10, 11]])
>>> x.max()
```

```
11
>>> x.max(0)
matrix([[ 8,  9, 10, 11]])
>>> x.max(1)
matrix([[ 3],
        [ 7],
        [11]])
```

matrix.**mean**(*axis=None*, *dtype=None*, *out=None*)

Returns the average of the matrix elements along the given axis.

Refer to numpy.mean for full documentation.

See Also:

numpy.mean

Notes

Same as ndarray.mean except that, where that returns an ndarray, this returns a matrix object.

Examples

```
>>> x = np.matrix(np.arange(12).reshape((3, 4)))
>>> x
matrix([[ 0,  1,  2,  3],
        [ 4,  5,  6,  7],
        [ 8,  9, 10, 11]])
>>> x.mean()
5.5
>>> x.mean(0)
matrix([[ 4.,  5.,  6.,  7.]])
>>> x.mean(1)
matrix([[ 1.5],
        [ 5.5],
        [ 9.5]])
```

matrix.**min**(*axis=None*, *out=None*)

Return the minimum value along an axis.

Parameters
See 'amin' for complete descriptions.

See Also:

amin, ndarray.min

Notes

This is the same as ndarray.min, but returns a matrix object where ndarray.min would return an ndarray.

Examples

```
>>> x = -np.matrix(np.arange(12).reshape((3,4))); x
matrix([[  0,  -1,  -2,  -3],
        [ -4,  -5,  -6,  -7],
        [ -8,  -9, -10, -11]])
>>> x.min()
-11
>>> x.min(0)
```

```
matrix([[ -8,  -9, -10, -11]])
>>> x.min(1)
matrix([[ -3],
        [ -7],
        [-11]])
```

matrix.**newbyteorder**(*new_order='S'*)

Return the array with the same data viewed with a different byte order.

Equivalent to:

```
arr.view(arr.dtype.newbytorder(new_order))
```

Changes are also made in all fields and sub-arrays of the array data type.

Parameters

new_order : string, optional

Byte order to force; a value from the byte order specifications above. *new_order* codes can be any of:

```
* 'S' - swap dtype from current to opposite endian
* {'<', 'L'} - little endian
* {'>', 'B'} - big endian
* {'=', 'N'} - native order
* {'|', 'I'} - ignore (no change to byte order)
```

The default value ('S') results in swapping the current byte order. The code does a case-insensitive check on the first letter of *new_order* for the alternatives above. For example, any of 'B' or 'b' or 'biggish' are valid to specify big-endian.

Returns

new_arr : array

New array object with the dtype reflecting given change to the byte order.

matrix.**nonzero**()

Return the indices of the elements that are non-zero.

Refer to numpy.nonzero for full documentation.

See Also:

numpy.nonzero

equivalent function

matrix.**partition**(*kth*, *axis=-1*, *kind='introselect'*, *order=None*)

Rearranges the elements in the array in such a way that value of the element in kth position is in the position it would be in a sorted array. All elements smaller than the kth element are moved before this element and all equal or greater are moved behind it. The ordering of the elements in the two partitions is undefined. New in version 1.8.0.

Parameters

kth : int or sequence of ints

Element index to partition by. The kth element value will be in its final sorted position and all smaller elements will be moved before it and all equal or greater elements behind it. The order all elements in the partitions is undefined. If provided with a sequence of kth it will partition all elements indexed by kth of them into their sorted position at once.

axis : int, optional

Axis along which to sort. Default is -1, which means sort along the last axis.

kind : {'introselect'}, optional

Selection algorithm. Default is 'introselect'.

order : list, optional

When *a* is an array with fields defined, this argument specifies which fields to compare first, second, etc. Not all fields need be specified.

See Also:

numpy.partition
Return a parititioned copy of an array.

argpartition
Indirect partition.

sort
Full sort.

Notes

See `np.partition` for notes on the different algorithms.

Examples

```
>>> a = np.array([3, 4, 2, 1])
>>> a.partition(a, 3)
>>> a
array([2, 1, 3, 4])

>>> a.partition((1, 3))
array([1, 2, 3, 4])
```

`matrix.`**`prod`**(*axis=None*, *dtype=None*, *out=None*)
Return the product of the array elements over the given axis.

Refer to `prod` for full documentation.

See Also:

`prod`, `ndarray.prod`

Notes

Same as `ndarray.prod`, except, where that returns an `ndarray`, this returns a `matrix` object instead.

Examples

```
>>> x = np.matrix(np.arange(12).reshape((3,4))); x
matrix([[ 0,  1,  2,  3],
        [ 4,  5,  6,  7],
        [ 8,  9, 10, 11]])
>>> x.prod()
0
>>> x.prod(0)
matrix([[  0,  45, 120, 231]])
>>> x.prod(1)
matrix([[   0],
        [ 840],
        [7920]])
```

matrix.**ptp**(*axis=None*, *out=None*)
Peak-to-peak (maximum - minimum) value along the given axis.

Refer to numpy.ptp for full documentation.

See Also:

numpy.ptp

Notes

Same as ndarray.ptp, except, where that would return an ndarray object, this returns a matrix object.

Examples

```
>>> x = np.matrix(np.arange(12).reshape((3,4))); x
matrix([[ 0,  1,  2,  3],
        [ 4,  5,  6,  7],
        [ 8,  9, 10, 11]])
>>> x.ptp()
11
>>> x.ptp(0)
matrix([[8, 8, 8, 8]])
>>> x.ptp(1)
matrix([[3],
        [3],
        [3]])
```

matrix.**put**(*indices*, *values*, *mode='raise'*)
Set `a.flat[n] = values[n]` for all *n* in indices.

Refer to numpy.put for full documentation.

See Also:

numpy.put
equivalent function

matrix.**ravel**([*order*])
Return a flattened array.

Refer to numpy.ravel for full documentation.

See Also:

numpy.ravel
equivalent function

ndarray.flat
a flat iterator on the array.

matrix.**repeat**(*repeats*, *axis=None*)
Repeat elements of an array.

Refer to numpy.repeat for full documentation.

See Also:

numpy.repeat
equivalent function

matrix.**reshape**(*shape*, *order='C'*)
Returns an array containing the same data with a new shape.

Refer to numpy.reshape for full documentation.

See Also:

numpy.reshape
equivalent function

matrix.**resize**(*new_shape*, *refcheck=True*)
Change shape and size of array in-place.

Parameters
new_shape : tuple of ints, or *n* ints

Shape of resized array.

refcheck : bool, optional

If False, reference count will not be checked. Default is True.

Returns
None

Raises
ValueError

If *a* does not own its own data or references or views to it exist, and the data memory must be changed.

SystemError

If the *order* keyword argument is specified. This behaviour is a bug in NumPy.

See Also:

resize
Return a new array with the specified shape.

Notes

This reallocates space for the data area if necessary.

Only contiguous arrays (data elements consecutive in memory) can be resized.

The purpose of the reference count check is to make sure you do not use this array as a buffer for another Python object and then reallocate the memory. However, reference counts can increase in other ways so if you are sure that you have not shared the memory for this array with another Python object, then you may safely set *refcheck* to False.

Examples

Shrinking an array: array is flattened (in the order that the data are stored in memory), resized, and reshaped:

```
>>> a = np.array([[0, 1], [2, 3]], order='C')
>>> a.resize((2, 1))
>>> a
```

```
array([[0],
       [1]])

>>> a = np.array([[0, 1], [2, 3]], order='F')
>>> a.resize((2, 1))
>>> a
array([[0],
       [2]])
```

Enlarging an array: as above, but missing entries are filled with zeros:

```
>>> b = np.array([[0, 1], [2, 3]])
>>> b.resize(2, 3) # new_shape parameter doesn't have to be a tuple
>>> b
array([[0, 1, 2],
       [3, 0, 0]])
```

Referencing an array prevents resizing...

```
>>> c = a
>>> a.resize((1, 1))
Traceback (most recent call last):
...
ValueError: cannot resize an array that has been referenced ...
```

Unless *refcheck* is False:

```
>>> a.resize((1, 1), refcheck=False)
>>> a
array([[0]])
>>> c
array([[0]])
```

matrix.**round**(*decimals=0*, *out=None*)

Return *a* with each element rounded to the given number of decimals.

Refer to numpy.around for full documentation.

See Also:

numpy.around
equivalent function

matrix.**searchsorted**(*v*, *side='left'*, *sorter=None*)

Find indices where elements of v should be inserted in a to maintain order.

For full documentation, see numpy.searchsorted

See Also:

numpy.searchsorted
equivalent function

matrix.**setfield**(*val*, *dtype*, *offset=0*)

Put a value into a specified place in a field defined by a data-type.

Place *val* into *a*'s field defined by dtype and beginning *offset* bytes into the field.

Parameters
val : object

Value to be placed in field.

dtype : dtype object

Data-type of the field in which to place *val*.

offset : int, optional

The number of bytes into the field at which to place *val*.

Returns

None

See Also:

`getfield`

Examples

```
>>> x = np.eye(3)
>>> x.getfield(np.float64)
array([[ 1.,  0.,  0.],
       [ 0.,  1.,  0.],
       [ 0.,  0.,  1.]])
>>> x.setfield(3, np.int32)
>>> x.getfield(np.int32)
array([[3, 3, 3],
       [3, 3, 3],
       [3, 3, 3]])
>>> x
array([[  1.00000000e+000,   1.48219694e-323,   1.48219694e-323],
       [  1.48219694e-323,   1.00000000e+000,   1.48219694e-323],
       [  1.48219694e-323,   1.48219694e-323,   1.00000000e+000]])
>>> x.setfield(np.eye(3), np.int32)
>>> x
array([[ 1.,  0.,  0.],
       [ 0.,  1.,  0.],
       [ 0.,  0.,  1.]])
```

`matrix.`**`setflags`**(*write=None*, *align=None*, *uic=None*)

Set array flags WRITEABLE, ALIGNED, and UPDATEIFCOPY, respectively.

These Boolean-valued flags affect how numpy interprets the memory area used by *a* (see Notes below). The ALIGNED flag can only be set to True if the data is actually aligned according to the type. The UPDATEIFCOPY flag can never be set to True. The flag WRITEABLE can only be set to True if the array owns its own memory, or the ultimate owner of the memory exposes a writeable buffer interface, or is a string. (The exception for string is made so that unpickling can be done without copying memory.)

Parameters

write : bool, optional

Describes whether or not *a* can be written to.

align : bool, optional

Describes whether or not *a* is aligned properly for its type.

uic : bool, optional

Describes whether or not *a* is a copy of another "base" array.

Notes

Array flags provide information about how the memory area used for the array is to be interpreted. There are 6 Boolean flags in use, only three of which can be changed by the user: UPDATEIFCOPY, WRITEABLE, and ALIGNED.

WRITEABLE (W) the data area can be written to;

ALIGNED (A) the data and strides are aligned appropriately for the hardware (as determined by the compiler);

UPDATEIFCOPY (U) this array is a copy of some other array (referenced by .base). When this array is deallocated, the base array will be updated with the contents of this array.

All flags can be accessed using their first (upper case) letter as well as the full name.

Examples

```
>>> y
array([[3, 1, 7],
       [2, 0, 0],
       [8, 5, 9]])
>>> y.flags
  C_CONTIGUOUS : True
  F_CONTIGUOUS : False
  OWNDATA : True
  WRITEABLE : True
  ALIGNED : True
  UPDATEIFCOPY : False
>>> y.setflags(write=0, align=0)
>>> y.flags
  C_CONTIGUOUS : True
  F_CONTIGUOUS : False
  OWNDATA : True
  WRITEABLE : False
  ALIGNED : False
  UPDATEIFCOPY : False
>>> y.setflags(uic=1)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: cannot set UPDATEIFCOPY flag to True
```

matrix.**sort**(*axis=-1*, *kind='quicksort'*, *order=None*)

Sort an array, in-place.

Parameters

axis : int, optional

Axis along which to sort. Default is -1, which means sort along the last axis.

kind : {'quicksort', 'mergesort', 'heapsort'}, optional

Sorting algorithm. Default is 'quicksort'.

order : list, optional

When *a* is an array with fields defined, this argument specifies which fields to compare first, second, etc. Not all fields need be specified.

See Also:

numpy.sort

Return a sorted copy of an array.

argsort
Indirect sort.

lexsort
Indirect stable sort on multiple keys.

searchsorted
Find elements in sorted array.

partition
Partial sort.

Notes

See `sort` for notes on the different sorting algorithms.

Examples

```
>>> a = np.array([[1,4], [3,1]])
>>> a.sort(axis=1)
>>> a
array([[1, 4],
       [1, 3]])
>>> a.sort(axis=0)
>>> a
array([[1, 3],
       [1, 4]])
```

Use the *order* keyword to specify a field to use when sorting a structured array:

```
>>> a = np.array([('a', 2), ('c', 1)], dtype=[('x', 'S1'), ('y', int)])
>>> a.sort(order='y')
>>> a
array([('c', 1), ('a', 2)],
      dtype=[('x', '|S1'), ('y', '<i4')])
```

`matrix.`**`squeeze`**(*axis=None*)
Remove single-dimensional entries from the shape of *a*.

Refer to `numpy.squeeze` for full documentation.

See Also:

numpy.squeeze
equivalent function

`matrix.`**`std`**(*axis=None*, *dtype=None*, *out=None*, *ddof=0*)
Return the standard deviation of the array elements along the given axis.

Refer to `numpy.std` for full documentation.

See Also:

`numpy.std`

Notes

This is the same as `ndarray.std`, except that where an `ndarray` would be returned, a `matrix` object is returned instead.

Examples

```
>>> x = np.matrix(np.arange(12).reshape((3, 4)))
>>> x
matrix([[ 0,  1,  2,  3],
        [ 4,  5,  6,  7],
        [ 8,  9, 10, 11]])
>>> x.std()
3.4520525295346629
>>> x.std(0)
matrix([[ 3.26598632,  3.26598632,  3.26598632,  3.26598632]])
>>> x.std(1)
matrix([[ 1.11803399],
        [ 1.11803399],
        [ 1.11803399]])
```

matrix.**sum**(*axis=None*, *dtype=None*, *out=None*)

Returns the sum of the matrix elements, along the given axis.

Refer to numpy.sum for full documentation.

See Also:

numpy.sum

Notes

This is the same as ndarray.sum, except that where an ndarray would be returned, a matrix object is returned instead.

Examples

```
>>> x = np.matrix([[1, 2], [4, 3]])
>>> x.sum()
10
>>> x.sum(axis=1)
matrix([[3],
        [7]])
>>> x.sum(axis=1, dtype='float')
matrix([[ 3.],
        [ 7.]])
>>> out = np.zeros((1, 2), dtype='float')
>>> x.sum(axis=1, dtype='float', out=out)
matrix([[ 3.],
        [ 7.]])
```

matrix.**swapaxes**(*axis1*, *axis2*)

Return a view of the array with *axis1* and *axis2* interchanged.

Refer to numpy.swapaxes for full documentation.

See Also:

numpy.swapaxes
equivalent function

matrix.**take**(*indices*, *axis=None*, *out=None*, *mode='raise'*)

Return an array formed from the elements of *a* at the given indices.

Refer to numpy.take for full documentation.

See Also:

numpy.take
equivalent function

matrix.**tofile**(*fid*, *sep=""*, *format="%s"*)
Write array to a file as text or binary (default).

Data is always written in 'C' order, independent of the order of *a*. The data produced by this method can be recovered using the function fromfile().

Parameters
fid : file or str

An open file object, or a string containing a filename.

sep : str

Separator between array items for text output. If "" (empty), a binary file is written, equivalent to `file.write(a.tostring())`.

format : str

Format string for text file output. Each entry in the array is formatted to text by first converting it to the closest Python type, and then using "format" % item.

Notes

This is a convenience function for quick storage of array data. Information on endianness and precision is lost, so this method is not a good choice for files intended to archive data or transport data between machines with different endianness. Some of these problems can be overcome by outputting the data as text files, at the expense of speed and file size.

matrix.**tolist**()
Return the matrix as a (possibly nested) list.

See `ndarray.tolist` for full documentation.

See Also:

`ndarray.tolist`

Examples

```
>>> x = np.matrix(np.arange(12).reshape((3,4))); x
matrix([[ 0,  1,  2,  3],
        [ 4,  5,  6,  7],
        [ 8,  9, 10, 11]])
>>> x.tolist()
[[0, 1, 2, 3], [4, 5, 6, 7], [8, 9, 10, 11]]
```

matrix.**tostring**(*order='C'*)
Construct a Python string containing the raw data bytes in the array.

Constructs a Python string showing a copy of the raw contents of data memory. The string can be produced in either 'C' or 'Fortran', or 'Any' order (the default is 'C'-order). 'Any' order means C-order unless the F_CONTIGUOUS flag in the array is set, in which case it means 'Fortran' order.

Parameters
order : {'C', 'F', None}, optional

Order of the data for multidimensional arrays: C, Fortran, or the same as for the original array.

Returns

s : str

A Python string exhibiting a copy of *a*'s raw data.

Examples

```
>>> x = np.array([[0, 1], [2, 3]])
>>> x.tostring()
'\x00\x00\x00\x00\x01\x00\x00\x00\x02\x00\x00\x00\x03\x00\x00\x00'
>>> x.tostring('C') == x.tostring()
True
>>> x.tostring('F')
'\x00\x00\x00\x00\x02\x00\x00\x00\x01\x00\x00\x00\x03\x00\x00\x00'
```

matrix.**trace**(*offset=0*, *axis1=0*, *axis2=1*, *dtype=None*, *out=None*)

Return the sum along diagonals of the array.

Refer to `numpy.trace` for full documentation.

See Also:

numpy.trace

equivalent function

matrix.**transpose**(**axes*)

Returns a view of the array with axes transposed.

For a 1-D array, this has no effect. (To change between column and row vectors, first cast the 1-D array into a matrix object.) For a 2-D array, this is the usual matrix transpose. For an n-D array, if axes are given, their order indicates how the axes are permuted (see Examples). If axes are not provided and `a.shape = (i[0], i[1], ... i[n-2], i[n-1])`, then `a.transpose().shape = (i[n-1], i[n-2], ... i[1], i[0])`.

Parameters

axes : None, tuple of ints, or *n* ints

- None or no argument: reverses the order of the axes.
- tuple of ints: *i* in the *j*-th place in the tuple means *a*'s *i*-th axis becomes *a.transpose()*'s *j*-th axis.
- *n* ints: same as an n-tuple of the same ints (this form is intended simply as a "convenience" alternative to the tuple form)

Returns

out : ndarray

View of *a*, with axes suitably permuted.

See Also:

ndarray.T

Array property returning the array transposed.

Examples

```
>>> a = np.array([[1, 2], [3, 4]])
>>> a
array([[1, 2],
       [3, 4]])
```

```
>>> a.transpose()
array([[1, 3],
       [2, 4]])
>>> a.transpose((1, 0))
array([[1, 3],
       [2, 4]])
>>> a.transpose(1, 0)
array([[1, 3],
       [2, 4]])
```

matrix.**var**(*axis=None*, *dtype=None*, *out=None*, *ddof=0*)

Returns the variance of the matrix elements, along the given axis.

Refer to `numpy.var` for full documentation.

See Also:

`numpy.var`

Notes

This is the same as `ndarray.var`, except that where an `ndarray` would be returned, a `matrix` object is returned instead.

Examples

```
>>> x = np.matrix(np.arange(12).reshape((3, 4)))
>>> x
matrix([[ 0,  1,  2,  3],
        [ 4,  5,  6,  7],
        [ 8,  9, 10, 11]])
>>> x.var()
11.916666666666666
>>> x.var(0)
matrix([[ 10.66666667,  10.66666667,  10.66666667,  10.66666667]])
>>> x.var(1)
matrix([[ 1.25],
        [ 1.25],
        [ 1.25]])
```

matrix.**view**(*dtype=None*, *type=None*)

New view of array with the same data.

Parameters

dtype : data-type or ndarray sub-class, optional

Data-type descriptor of the returned view, e.g., float32 or int16. The default, None, results in the view having the same data-type as *a*. This argument can also be specified as an ndarray sub-class, which then specifies the type of the returned object (this is equivalent to setting the `type` parameter).

type : Python type, optional

Type of the returned view, e.g., ndarray or matrix. Again, the default None results in type preservation.

Notes

`a.view()` is used two different ways:

`a.view(some_dtype)` or `a.view(dtype=some_dtype)` constructs a view of the array's memory with a different data-type. This can cause a reinterpretation of the bytes of memory.

`a.view(ndarray_subclass)` or `a.view(type=ndarray_subclass)` just returns an instance of *ndarray_subclass* that looks at the same array (same shape, dtype, etc.) This does not cause a reinterpretation of the memory.

For `a.view(some_dtype)`, if `some_dtype` has a different number of bytes per entry than the previous dtype (for example, converting a regular array to a structured array), then the behavior of the view cannot be predicted just from the superficial appearance of `a` (shown by `print(a)`). It also depends on exactly how `a` is stored in memory. Therefore if `a` is C-ordered versus fortran-ordered, versus defined as a slice or transpose, etc., the view may give different results.

Examples

```
>>> x = np.array([(1, 2)], dtype=[('a', np.int8), ('b', np.int8)])
```

Viewing array data using a different type and dtype:

```
>>> y = x.view(dtype=np.int16, type=np.matrix)
>>> y
matrix([[513]], dtype=int16)
>>> print type(y)
<class 'numpy.matrixlib.defmatrix.matrix'>
```

Creating a view on a structured array so it can be used in calculations

```
>>> x = np.array([(1, 2),(3,4)], dtype=[('a', np.int8), ('b', np.int8)])
>>> xv = x.view(dtype=np.int8).reshape(-1,2)
>>> xv
array([[1, 2],
       [3, 4]], dtype=int8)
>>> xv.mean(0)
array([ 2.,  3.])
```

Making changes to the view changes the underlying array

```
>>> xv[0,1] = 20
>>> print x
[(1, 20) (3, 4)]
```

Using a view to convert an array to a record array:

```
>>> z = x.view(np.recarray)
>>> z.a
array([1], dtype=int8)
```

Views share data:

```
>>> x[0] = (9, 10)
>>> z[0]
(9, 10)
```

Views that change the dtype size (bytes per entry) should normally be avoided on arrays defined by slices, transposes, fortran-ordering, etc.:

```
>>> x = np.array([[1,2,3],[4,5,6]], dtype=np.int16)
>>> y = x[:, 0:2]
>>> y
array([[1, 2],
       [4, 5]], dtype=int16)
```

```
>>> y.view(dtype=[('width', np.int16), ('length', np.int16)])
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: new type not compatible with array.
>>> z = y.copy()
>>> z.view(dtype=[('width', np.int16), ('length', np.int16)])
array([[(1, 2)],
       [(4, 5)]], dtype=[('width', '<i2'), ('length', '<i2')])
```

numpy.**asmatrix**(*data*, *dtype=None*)

Interpret the input as a matrix.

Unlike `matrix`, `asmatrix` does not make a copy if the input is already a matrix or an ndarray. Equivalent to `matrix(data, copy=False)`.

Parameters

data : array_like

Input data.

Returns

mat : matrix

data interpreted as a matrix.

Examples

```
>>> x = np.array([[1, 2], [3, 4]])

>>> m = np.asmatrix(x)

>>> x[0,0] = 5

>>> m
matrix([[5, 2],
        [3, 4]])
```

numpy.**bmat**(*obj*, *ldict=None*, *gdict=None*)

Build a matrix object from a string, nested sequence, or array.

Parameters

obj : str or array_like

Input data. Names of variables in the current scope may be referenced, even if *obj* is a string.

Returns

out : matrix

Returns a matrix object, which is a specialized 2-D array.

See Also:

`matrix`

Examples

```
>>> A = np.mat('1 1; 1 1')
>>> B = np.mat('2 2; 2 2')
>>> C = np.mat('3 4; 5 6')
>>> D = np.mat('7 8; 9 0')
```

All the following expressions construct the same block matrix:

```
>>> np.bmat([[A, B], [C, D]])
matrix([[1, 1, 2, 2],
        [1, 1, 2, 2],
        [3, 4, 7, 8],
        [5, 6, 9, 0]])
>>> np.bmat(np.r_[np.c_[A, B], np.c_[C, D]])
matrix([[1, 1, 2, 2],
        [1, 1, 2, 2],
        [3, 4, 7, 8],
        [5, 6, 9, 0]])
>>> np.bmat('A,B; C,D')
matrix([[1, 1, 2, 2],
        [1, 1, 2, 2],
        [3, 4, 7, 8],
        [5, 6, 9, 0]])
```

Example 1: Matrix creation from a string

```
>>> a=mat('1 2 3; 4 5 3')
>>> print (a*a.T).I
[[ 0.2924 -0.1345]
 [-0.1345  0.0819]]
```

Example 2: Matrix creation from nested sequence

```
>>> mat([[1,5,10],[1.0,3,4j]])
matrix([[  1.+0.j,   5.+0.j,  10.+0.j],
        [  1.+0.j,   3.+0.j,   0.+4.j]])
```

Example 3: Matrix creation from an array

```
>>> mat(random.rand(3,3)).T
matrix([[ 0.7699,  0.7922,  0.3294],
        [ 0.2792,  0.0101,  0.9219],
        [ 0.3398,  0.7571,  0.8197]])
```

1.6.3 Memory-mapped file arrays

Memory-mapped files are useful for reading and/or modifying small segments of a large file with regular layout, without reading the entire file into memory. A simple subclass of the ndarray uses a memory-mapped file for the data buffer of the array. For small files, the over-head of reading the entire file into memory is typically not significant, however for large files using memory mapping can save considerable resources.

Memory-mapped-file arrays have one additional method (besides those they inherit from the ndarray): `.flush()` which must be called manually by the user to ensure that any changes to the array actually get written to disk.

Note: Memory-mapped arrays use the the Python memory-map object which (prior to Python 2.5) does not allow files to be larger than a certain size depending on the platform. This size is always < 2GB even on 64-bit systems.

`memmap`	Create a memory-map to an array stored in a *binary* file on disk.
`memmap.flush()`	Write any changes in the array to the file on disk.

class `numpy.`**`memmap`**

Create a memory-map to an array stored in a *binary* file on disk.

Memory-mapped files are used for accessing small segments of large files on disk, without reading the entire file into memory. Numpy's memmap's are array-like objects. This differs from Python's `mmap` module, which uses file-like objects.

This subclass of ndarray has some unpleasant interactions with some operations, because it doesn't quite fit properly as a subclass. An alternative to using this subclass is to create the `mmap` object yourself, then create an ndarray with ndarray.__new__ directly, passing the object created in its 'buffer=' parameter.

This class may at some point be turned into a factory function which returns a view into an mmap buffer.

Parameters

filename : str or file-like object

The file name or file object to be used as the array data buffer.

dtype : data-type, optional

The data-type used to interpret the file contents. Default is `uint8`.

mode : {'r+', 'r', 'w+', 'c'}, optional

The file is opened in this mode:

'r'	Open existing file for reading only.
'r+'	Open existing file for reading and writing.
'w+'	Create or overwrite existing file for reading and writing.
'c'	Copy-on-write: assignments affect data in memory, but changes are not saved to disk. The file on disk is read-only.

Default is 'r+'.

offset : int, optional

In the file, array data starts at this offset. Since *offset* is measured in bytes, it should normally be a multiple of the byte-size of `dtype`. When `mode != 'r'`, even positive offsets beyond end of file are valid; The file will be extended to accommodate the additional data. The default offset is 0.

shape : tuple, optional

The desired shape of the array. If `mode == 'r'` and the number of remaining bytes after *offset* is not a multiple of the byte-size of `dtype`, you must specify `shape`. By default, the returned array will be 1-D with the number of elements determined by file size and data-type.

order : {'C', 'F'}, optional

Specify the order of the ndarray memory layout: C (row-major) or Fortran (column-major). This only has an effect if the shape is greater than 1-D. The default order is 'C'.

Notes

The memmap object can be used anywhere an ndarray is accepted. Given a memmap `fp`, `isinstance(fp, numpy.ndarray)` returns `True`.

Memory-mapped arrays use the Python memory-map object which (prior to Python 2.5) does not allow files to be larger than a certain size depending on the platform. This size is always < 2GB even on 64-bit systems.

Examples

```
>>> data = np.arange(12, dtype='float32')
>>> data.resize((3,4))
```

This example uses a temporary file so that doctest doesn't write files to your directory. You would use a 'normal' filename.

```
>>> from tempfile import mkdtemp
>>> import os.path as path
>>> filename = path.join(mkdtemp(), 'newfile.dat')
```

Create a memmap with dtype and shape that matches our data:

```
>>> fp = np.memmap(filename, dtype='float32', mode='w+', shape=(3,4))
>>> fp
memmap([[ 0.,  0.,  0.,  0.],
        [ 0.,  0.,  0.,  0.],
        [ 0.,  0.,  0.,  0.]], dtype=float32)
```

Write data to memmap array:

```
>>> fp[:] = data[:]
>>> fp
memmap([[  0.,   1.,   2.,   3.],
        [  4.,   5.,   6.,   7.],
        [  8.,   9.,  10.,  11.]], dtype=float32)

>>> fp.filename == path.abspath(filename)
True
```

Deletion flushes memory changes to disk before removing the object:

```
>>> del fp
```

Load the memmap and verify data was stored:

```
>>> newfp = np.memmap(filename, dtype='float32', mode='r', shape=(3,4))
>>> newfp
memmap([[  0.,   1.,   2.,   3.],
        [  4.,   5.,   6.,   7.],
        [  8.,   9.,  10.,  11.]], dtype=float32)
```

Read-only memmap:

```
>>> fpr = np.memmap(filename, dtype='float32', mode='r', shape=(3,4))
>>> fpr.flags.writeable
False
```

Copy-on-write memmap:

```
>>> fpc = np.memmap(filename, dtype='float32', mode='c', shape=(3,4))
>>> fpc.flags.writeable
True
```

It's possible to assign to copy-on-write array, but values are only written into the memory copy of the array, and not written to disk:

```
>>> fpc
memmap([[  0.,   1.,   2.,   3.],
        [  4.,   5.,   6.,   7.],
        [  8.,   9.,  10.,  11.]], dtype=float32)
>>> fpc[0,:] = 0
>>> fpc
memmap([[  0.,   0.,   0.,   0.],
```

```
        [  4.,   5.,   6.,   7.],
        [  8.,   9.,  10.,  11.]], dtype=float32)
```

File on disk is unchanged:

```
>>> fpr
memmap([[  0.,   1.,   2.,   3.],
        [  4.,   5.,   6.,   7.],
        [  8.,   9.,  10.,  11.]], dtype=float32)
```

Offset into a memmap:

```
>>> fpo = np.memmap(filename, dtype='float32', mode='r', offset=16)
>>> fpo
memmap([  4.,   5.,   6.,   7.,   8.,   9.,  10.,  11.], dtype=float32)
```

Attributes

filename	(str) Path to the mapped file.
offset	(int) Offset position in the file.
mode	(str) File mode.

Methods

flush()	Write any changes in the array to the file on disk.

memmap.**flush**()

Write any changes in the array to the file on disk.

For further information, see memmap.

Parameters

None

See Also:

memmap

close	Close the memmap file.

memmap.**flush**()

Write any changes in the array to the file on disk.

For further information, see memmap.

Parameters

None

See Also:

memmap

Example:

```
>>> a = memmap('newfile.dat', dtype=float, mode='w+', shape=1000)
>>> a[10] = 10.0
>>> a[30] = 30.0
>>> del a
>>> b = fromfile('newfile.dat', dtype=float)
>>> print b[10], b[30]
10.0 30.0
```

```
>>> a = memmap('newfile.dat', dtype=float)
>>> print a[10], a[30]
10.0 30.0
```

1.6.4 Character arrays (numpy.char)

See Also:

Creating character arrays (numpy.char)

Note: The chararray class exists for backwards compatibility with Numarray, it is not recommended for new development. Starting from numpy 1.4, if one needs arrays of strings, it is recommended to use arrays of dtype object_, string_ or unicode_, and use the free functions in the numpy.char module for fast vectorized string operations.

These are enhanced arrays of either string_ type or unicode_ type. These arrays inherit from the ndarray, but specially-define the operations +, *, and % on a (broadcasting) element-by-element basis. These operations are not available on the standard ndarray of character type. In addition, the chararray has all of the standard string (and unicode) methods, executing them on an element-by-element basis. Perhaps the easiest way to create a chararray is to use self.view(chararray) where *self* is an ndarray of str or unicode data-type. However, a chararray can also be created using the numpy.chararray constructor, or via the numpy.char.array function:

chararray	Provides a convenient view on arrays of string and unicode values.
core.defchararray.array(obj[, itemsize, ...])	Create a chararray.

class numpy.**chararray**

Provides a convenient view on arrays of string and unicode values.

Note: The chararray class exists for backwards compatibility with Numarray, it is not recommended for new development. Starting from numpy 1.4, if one needs arrays of strings, it is recommended to use arrays of dtype object_, string_ or unicode_, and use the free functions in the numpy.char module for fast vectorized string operations.

Versus a regular Numpy array of type str or unicode, this class adds the following functionality:

1. values automatically have whitespace removed from the end when indexed
2. comparison operators automatically remove whitespace from the end when comparing values
3. vectorized string operations are provided as methods (e.g. endswith) and infix operators (e.g. "+", "*", "%")

chararrays should be created using numpy.char.array or numpy.char.asarray, rather than this constructor directly.

This constructor creates the array, using *buffer* (with *offset* and strides) if it is not None. If *buffer* is None, then constructs a new array with strides in "C order", unless both len(shape) >= 2 and order='Fortran', in which case strides is in "Fortran order".

Parameters

shape : tuple

Shape of the array.

itemsize : int, optional

Length of each array element, in number of characters. Default is 1.

unicode : bool, optional

Are the array elements of type unicode (True) or string (False). Default is False.

buffer : int, optional

Memory address of the start of the array data. Default is None, in which case a new array is created.

offset : int, optional

Fixed stride displacement from the beginning of an axis? Default is 0. Needs to be >=0.

strides : array_like of ints, optional

Strides for the array (see `ndarray.strides` for full description). Default is None.

order : {'C', 'F'}, optional

The order in which the array data is stored in memory: 'C' -> "row major" order (the default), 'F' -> "column major" (Fortran) order.

Examples

```
>>> charar = np.chararray((3, 3))
>>> charar[:] = 'a'
>>> charar
chararray([['a', 'a', 'a'],
       ['a', 'a', 'a'],
       ['a', 'a', 'a']],
      dtype='|S1')

>>> charar = np.chararray(charar.shape, itemsize=5)
>>> charar[:] = 'abc'
>>> charar
chararray([['abc', 'abc', 'abc'],
       ['abc', 'abc', 'abc'],
       ['abc', 'abc', 'abc']],
      dtype='|S5')
```

Attributes

`T`	Same as self.transpose(), except that self is returned if self.ndim < 2.
`base`	Base object if memory is from some other object.
`ctypes`	An object to simplify the interaction of the array with the ctypes module.
`data`	Python buffer object pointing to the start of the array's data.
`dtype`	Data-type of the array's elements.
`flags`	Information about the memory layout of the array.
`flat`	A 1-D iterator over the array.
`imag`	The imaginary part of the array.
`itemsize`	Length of one array element in bytes.
`nbytes`	Total bytes consumed by the elements of the array.
`ndim`	Number of array dimensions.
`real`	The real part of the array.
`shape`	Tuple of array dimensions.
`size`	Number of elements in the array.
`strides`	Tuple of bytes to step in each dimension when traversing an array.

chararray.**T**
Same as self.transpose(), except that self is returned if self.ndim < 2.

Examples

```
>>> x = np.array([[1.,2.],[3.,4.]])
>>> x
array([[ 1.,  2.],
       [ 3.,  4.]])
>>> x.T
array([[ 1.,  3.],
       [ 2.,  4.]])
>>> x = np.array([1.,2.,3.,4.])
>>> x
array([ 1.,  2.,  3.,  4.])
>>> x.T
array([ 1.,  2.,  3.,  4.])
```

chararray.**base**
Base object if memory is from some other object.

Examples

The base of an array that owns its memory is None:

```
>>> x = np.array([1,2,3,4])
>>> x.base is None
True
```

Slicing creates a view, whose memory is shared with x:

```
>>> y = x[2:]
>>> y.base is x
True
```

chararray.**ctypes**
An object to simplify the interaction of the array with the ctypes module.

This attribute creates an object that makes it easier to use arrays when calling shared libraries with the ctypes module. The returned object has, among others, data, shape, and strides attributes (see Notes below) which themselves return ctypes objects that can be used as arguments to a shared library.

Parameters
None

Returns
c : Python object

Possessing attributes data, shape, strides, etc.

See Also:

numpy.ctypeslib

Notes

Below are the public attributes of this object which were documented in "Guide to NumPy" (we have omitted undocumented public attributes, as well as documented private attributes):

•data: A pointer to the memory area of the array as a Python integer. This memory area may contain data that is not aligned, or not in correct byte-order. The memory area may not even be writeable. The array flags and data-type of this array should be respected when passing this attribute to arbitrary

C-code to avoid trouble that can include Python crashing. User Beware! The value of this attribute is exactly the same as self._array_interface_['data'][0].

- shape (c_intp*self.ndim): A ctypes array of length self.ndim where the basetype is the C-integer corresponding to dtype('p') on this platform. This base-type could be c_int, c_long, or c_longlong depending on the platform. The c_intp type is defined accordingly in numpy.ctypeslib. The ctypes array contains the shape of the underlying array.
- strides (c_intp*self.ndim): A ctypes array of length self.ndim where the basetype is the same as for the shape attribute. This ctypes array contains the strides information from the underlying array. This strides information is important for showing how many bytes must be jumped to get to the next element in the array.
- data_as(obj): Return the data pointer cast to a particular c-types object. For example, calling self._as_parameter_ is equivalent to self.data_as(ctypes.c_void_p). Perhaps you want to use the data as a pointer to a ctypes array of floating-point data: self.data_as(ctypes.POINTER(ctypes.c_double)).
- shape_as(obj): Return the shape tuple as an array of some other c-types type. For example: self.shape_as(ctypes.c_short).
- strides_as(obj): Return the strides tuple as an array of some other c-types type. For example: self.strides_as(ctypes.c_longlong).

Be careful using the ctypes attribute - especially on temporary arrays or arrays constructed on the fly. For example, calling `(a+b).ctypes.data_as(ctypes.c_void_p)` returns a pointer to memory that is invalid because the array created as (a+b) is deallocated before the next Python statement. You can avoid this problem using either `c=a+b` or `ct=(a+b).ctypes`. In the latter case, ct will hold a reference to the array until ct is deleted or re-assigned.

If the ctypes module is not available, then the ctypes attribute of array objects still returns something useful, but ctypes objects are not returned and errors may be raised instead. In particular, the object will still have the as parameter attribute which will return an integer equal to the data attribute.

Examples

```
>>> import ctypes
>>> x
array([[0, 1],
       [2, 3]])
>>> x.ctypes.data
30439712
>>> x.ctypes.data_as(ctypes.POINTER(ctypes.c_long))
<ctypes.LP_c_long object at 0x01F01300>
>>> x.ctypes.data_as(ctypes.POINTER(ctypes.c_long)).contents
c_long(0)
>>> x.ctypes.data_as(ctypes.POINTER(ctypes.c_longlong)).contents
c_longlong(4294967296L)
>>> x.ctypes.shape
<numpy.core._internal.c_long_Array_2 object at 0x01FFD580>
>>> x.ctypes.shape_as(ctypes.c_long)
<numpy.core._internal.c_long_Array_2 object at 0x01FCE620>
>>> x.ctypes.strides
<numpy.core._internal.c_long_Array_2 object at 0x01FCE620>
>>> x.ctypes.strides_as(ctypes.c_longlong)
<numpy.core._internal.c_longlong_Array_2 object at 0x01F01300>
```

chararray.**data**
Python buffer object pointing to the start of the array's data.

chararray.**dtype**
Data-type of the array's elements.

Parameters
None

Returns
d : numpy dtype object

See Also:

numpy.dtype

Examples

```
>>> x
array([[0, 1],
       [2, 3]])
>>> x.dtype
dtype('int32')
>>> type(x.dtype)
<type 'numpy.dtype'>
```

chararray.**flags**
Information about the memory layout of the array.

Notes

The flags object can be accessed dictionary-like (as in a.flags['WRITEABLE']), or by using lowercased attribute names (as in a.flags.writeable). Short flag names are only supported in dictionary access.

Only the UPDATEIFCOPY, WRITEABLE, and ALIGNED flags can be changed by the user, via direct assignment to the attribute or dictionary entry, or by calling ndarray.setflags.

The array flags cannot be set arbitrarily:

- UPDATEIFCOPY can only be set False.
- ALIGNED can only be set True if the data is truly aligned.
- WRITEABLE can only be set True if the array owns its own memory or the ultimate owner of the memory exposes a writeable buffer interface or is a string.

Arrays can be both C-style and Fortran-style contiguous simultaneously. This is clear for 1-dimensional arrays, but can also be true for higher dimensional arrays.

Even for contiguous arrays a stride for a given dimension arr.strides[dim] may be *arbitrary* if arr.shape[dim] == 1 or the array has no elements. It does *not* generally hold that self.strides[-1] == self.itemsize for C-style contiguous arrays or self.strides[0] == self.itemsize for Fortran-style contiguous arrays is true.

Attributes

C_CONTIGUOUS (C)	The data is in a single, C-style contiguous segment.
F_CONTIGUOUS (F)	The data is in a single, Fortran-style contiguous segment.
OWNDATA (O)	The array owns the memory it uses or borrows it from another object.
WRITEABLE (W)	The data area can be written to. Setting this to False locks the data, making it read-only. A view (slice, etc.) inherits WRITEABLE from its base array at creation time, but a view of a writeable array may be subsequently locked while the base array remains writeable. (The opposite is not true, in that a view of a locked array may not be made writeable. However, currently, locking a base object does not lock any views that already reference it, so under that circumstance it is possible to alter the contents of a locked array via a previously created writeable view onto it.) Attempting to change a non-writeable array raises a RuntimeError exception.
ALIGNED (A)	The data and all elements are aligned appropriately for the hardware.
UPDATEIFCOPY (U)	This array is a copy of some other array. When this array is deallocated, the base array will be updated with the contents of this array.
FNC	F_CONTIGUOUS and not C_CONTIGUOUS.
FORC	F_CONTIGUOUS or C_CONTIGUOUS (one-segment test).
BEHAVED (B)	ALIGNED and WRITEABLE.
CARRAY (CA)	BEHAVED and C_CONTIGUOUS.
FARRAY (FA)	BEHAVED and F_CONTIGUOUS and not C_CONTIGUOUS.

chararray.**flat**
A 1-D iterator over the array.

This is a numpy.flatiter instance, which acts similarly to, but is not a subclass of, Python's built-in iterator object.

See Also:

flatten
Return a copy of the array collapsed into one dimension.

flatiter

Examples

```
>>> x = np.arange(1, 7).reshape(2, 3)
>>> x
array([[1, 2, 3],
       [4, 5, 6]])
>>> x.flat[3]
4
>>> x.T
array([[1, 4],
       [2, 5],
       [3, 6]])
```

```
>>> x.T.flat[3]
5
>>> type(x.flat)
<type 'numpy.flatiter'>
```

An assignment example:

```
>>> x.flat = 3; x
array([[3, 3, 3],
       [3, 3, 3]])
>>> x.flat[[1,4]] = 1; x
array([[3, 1, 3],
       [3, 1, 3]])
```

chararray.**imag**
The imaginary part of the array.

Examples

```
>>> x = np.sqrt([1+0j, 0+1j])
>>> x.imag
array([ 0.        ,  0.70710678])
>>> x.imag.dtype
dtype('float64')
```

chararray.**itemsize**
Length of one array element in bytes.

Examples

```
>>> x = np.array([1,2,3], dtype=np.float64)
>>> x.itemsize
8
>>> x = np.array([1,2,3], dtype=np.complex128)
>>> x.itemsize
16
```

chararray.**nbytes**
Total bytes consumed by the elements of the array.

Notes

Does not include memory consumed by non-element attributes of the array object.

Examples

```
>>> x = np.zeros((3,5,2), dtype=np.complex128)
>>> x.nbytes
480
>>> np.prod(x.shape) * x.itemsize
480
```

chararray.**ndim**
Number of array dimensions.

Examples

```
>>> x = np.array([1, 2, 3])
>>> x.ndim
1
```

```
>>> y = np.zeros((2, 3, 4))
>>> y.ndim
3
```

chararray.**real**

The real part of the array.

See Also:

numpy.real
equivalent function

Examples

```
>>> x = np.sqrt([1+0j, 0+1j])
>>> x.real
array([ 1.        ,  0.70710678])
>>> x.real.dtype
dtype('float64')
```

chararray.**shape**

Tuple of array dimensions.

Notes

May be used to "reshape" the array, as long as this would not require a change in the total number of elements

Examples

```
>>> x = np.array([1, 2, 3, 4])
>>> x.shape
(4,)
>>> y = np.zeros((2, 3, 4))
>>> y.shape
(2, 3, 4)
>>> y.shape = (3, 8)
>>> y
array([[ 0.,  0.,  0.,  0.,  0.,  0.,  0.,  0.],
       [ 0.,  0.,  0.,  0.,  0.,  0.,  0.,  0.],
       [ 0.,  0.,  0.,  0.,  0.,  0.,  0.,  0.]])
>>> y.shape = (3, 6)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: total size of new array must be unchanged
```

chararray.**size**

Number of elements in the array.

Equivalent to `np.prod(a.shape)`, i.e., the product of the array's dimensions.

Examples

```
>>> x = np.zeros((3, 5, 2), dtype=np.complex128)
>>> x.size
30
>>> np.prod(x.shape)
30
```

chararray.**strides**

Tuple of bytes to step in each dimension when traversing an array.

The byte offset of element `(i[0], i[1], ..., i[n])` in an array *a* is:

```
offset = sum(np.array(i) * a.strides)
```

A more detailed explanation of strides can be found in the "ndarray.rst" file in the NumPy reference guide.

See Also:

`numpy.lib.stride_tricks.as_strided`

Notes

Imagine an array of 32-bit integers (each 4 bytes):

```
x = np.array([[0, 1, 2, 3, 4],
              [5, 6, 7, 8, 9]], dtype=np.int32)
```

This array is stored in memory as 40 bytes, one after the other (known as a contiguous block of memory). The strides of an array tell us how many bytes we have to skip in memory to move to the next position along a certain axis. For example, we have to skip 4 bytes (1 value) to move to the next column, but 20 bytes (5 values) to get to the same position in the next row. As such, the strides for the array *x* will be `(20, 4)`.

Examples

```
>>> y = np.reshape(np.arange(2*3*4), (2,3,4))
>>> y
array([[[ 0,  1,  2,  3],
        [ 4,  5,  6,  7],
        [ 8,  9, 10, 11]],
       [[12, 13, 14, 15],
        [16, 17, 18, 19],
        [20, 21, 22, 23]]])
>>> y.strides
(48, 16, 4)
>>> y[1,1,1]
17
>>> offset=sum(y.strides * np.array((1,1,1)))
>>> offset/y.itemsize
17

>>> x = np.reshape(np.arange(5*6*7*8), (5,6,7,8)).transpose(2,3,1,0)
>>> x.strides
(32, 4, 224, 1344)
>>> i = np.array([3,5,2,2])
>>> offset = sum(i * x.strides)
>>> x[3,5,2,2]
813
>>> offset / x.itemsize
813
```

Methods

astype(dtype[, order, casting, subok, copy])	Copy of the array, cast to a specified type.
copy([order])	Return a copy of the array.

Table 1.45 – continued

count(sub[, start, end])	Returns an array with the number of non-overlapping occurrences of substring *sub* in
decode([encoding, errors])	Calls `str.decode` element-wise.
dump(file)	Dump a pickle of the array to the specified file.
dumps()	Returns the pickle of the array as a string.
encode([encoding, errors])	Calls `str.encode` element-wise.
endswith(suffix[, start, end])	Returns a boolean array which is *True* where the string element
expandtabs([tabsize])	Return a copy of each string element where all tab characters are replaced by one or
fill(value)	Fill the array with a scalar value.
find(sub[, start, end])	For each element, return the lowest index in the string where substring *sub* is found.
flatten([order])	Return a copy of the array collapsed into one dimension.
getfield(dtype[, offset])	Returns a field of the given array as a certain type.
index(sub[, start, end])	Like `find`, but raises *ValueError* when the substring is not found.
isalnum()	Returns true for each element if all characters in the string are alphanumeric and there
isalpha()	Returns true for each element if all characters in the string are alphabetic and there is
isdecimal()	For each element in *self*, return True if there are only
isdigit()	Returns true for each element if all characters in the string are digits and there is at le
islower()	Returns true for each element if all cased characters in the string are lowercase and th
isnumeric()	For each element in *self*, return True if there are only
isspace()	Returns true for each element if there are only whitespace characters in the string and
istitle()	Returns true for each element if the element is a titlecased string and there is at least
isupper()	Returns true for each element if all cased characters in the string are uppercase and th
item(*args)	Copy an element of an array to a standard Python scalar and return it.
join(seq)	Return a string which is the concatenation of the strings in the sequence *seq*.
ljust(width[, fillchar])	Return an array with the elements of *self* left-justified in a string of length *width*.
lower()	Return an array with the elements of *self* converted to lowercase.
lstrip([chars])	For each element in *self*, return a copy with the leading characters removed.
nonzero()	Return the indices of the elements that are non-zero.
put(indices, values[, mode])	Set `a.flat[n] = values[n]` for all *n* in indices.
ravel([order])	Return a flattened array.
repeat(repeats[, axis])	Repeat elements of an array.
replace(old, new[, count])	For each element in *self*, return a copy of the string with all occurrences of substring
reshape(shape[, order])	Returns an array containing the same data with a new shape.
resize(new_shape[, refcheck])	Change shape and size of array in-place.
rfind(sub[, start, end])	For each element in *self*, return the highest index in the string where substring *sub* is
rindex(sub[, start, end])	Like `rfind`, but raises *ValueError* when the substring *sub* is
rjust(width[, fillchar])	Return an array with the elements of *self* right-justified in a string of length *width*.
rsplit([sep, maxsplit])	For each element in *self*, return a list of the words in the string, using *sep* as the delim
rstrip([chars])	For each element in *self*, return a copy with the trailing characters removed.
searchsorted(v[, side, sorter])	Find indices where elements of v should be inserted in a to maintain order.
setfield(val, dtype[, offset])	Put a value into a specified place in a field defined by a data-type.
setflags([write, align, uic])	Set array flags WRITEABLE, ALIGNED, and UPDATEIFCOPY, respectively.
sort([axis, kind, order])	Sort an array, in-place.
split([sep, maxsplit])	For each element in *self*, return a list of the words in the string, using *sep* as the delim
splitlines([keepends])	For each element in *self*, return a list of the lines in the element, breaking at line boun
squeeze([axis])	Remove single-dimensional entries from the shape of *a*.
startswith(prefix[, start, end])	Returns a boolean array which is *True* where the string element
strip([chars])	For each element in *self*, return a copy with the leading and trailing characters remov
swapaxes(axis1, axis2)	Return a view of the array with *axis1* and *axis2* interchanged.
swapcase()	For each element in *self*, return a copy of the string with uppercase characters convert
take(indices[, axis, out, mode])	Return an array formed from the elements of *a* at the given indices.

Table 1.45 – continued

title()	For each element in *self*, return a titlecased version of the string: words start with upp
tofile(fid[, sep, format])	Write array to a file as text or binary (default).
tolist()	Return the array as a (possibly nested) list.
tostring([order])	Construct a Python string containing the raw data bytes in the array.
translate(table[, deletechars])	For each element in *self*, return a copy of the string where all characters occurring in
transpose(*axes)	Returns a view of the array with axes transposed.
upper()	Return an array with the elements of *self* converted to uppercase.
view([dtype, type])	New view of array with the same data.
zfill(width)	Return the numeric string left-filled with zeros in a string of length *width*.

chararray.**astype**(*dtype*, *order='K'*, *casting='unsafe'*, *subok=True*, *copy=True*)

Copy of the array, cast to a specified type.

Parameters

dtype : str or dtype

Typecode or data-type to which the array is cast.

order : {'C', 'F', 'A', 'K'}, optional

Controls the memory layout order of the result. 'C' means C order, 'F' means Fortran order, 'A' means 'F' order if all the arrays are Fortran contiguous, 'C' order otherwise, and 'K' means as close to the order the array elements appear in memory as possible. Default is 'K'.

casting : {'no', 'equiv', 'safe', 'same_kind', 'unsafe'}, optional

Controls what kind of data casting may occur. Defaults to 'unsafe' for backwards compatibility.

- 'no' means the data types should not be cast at all.
- 'equiv' means only byte-order changes are allowed.
- 'safe' means only casts which can preserve values are allowed.
- 'same_kind' means only safe casts or casts within a kind, like float64 to float32, are allowed.
- 'unsafe' means any data conversions may be done.

subok : bool, optional

If True, then sub-classes will be passed-through (default), otherwise the returned array will be forced to be a base-class array.

copy : bool, optional

By default, astype always returns a newly allocated array. If this is set to false, and the dtype, *order*, and *subok* requirements are satisfied, the input array is returned instead of a copy.

Returns

arr_t : ndarray

Unless copy is False and the other conditions for returning the input array are satisfied (see description for copy input paramter), *arr_t* is a new array of the same shape as the input array, with dtype, order given by dtype, *order*.

Raises

ComplexWarning

When casting from complex to float or int. To avoid this, one should use `a.real.astype(t)`.

Examples

```
>>> x = np.array([1, 2, 2.5])
>>> x
array([ 1. ,  2. ,  2.5])

>>> x.astype(int)
array([1, 2, 2])
```

`chararray.`**`copy`**(*order='C'*)

Return a copy of the array.

Parameters

order : {'C', 'F', 'A', 'K'}, optional

Controls the memory layout of the copy. 'C' means C-order, 'F' means F-order, 'A' means 'F' if *a* is Fortran contiguous, 'C' otherwise. 'K' means match the layout of *a* as closely as possible. (Note that this function and :func:numpy.copy are very similar, but have different default values for their order= arguments.)

See Also:

`numpy.copy`, `numpy.copyto`

Examples

```
>>> x = np.array([[1,2,3],[4,5,6]], order='F')

>>> y = x.copy()

>>> x.fill(0)

>>> x
array([[0, 0, 0],
       [0, 0, 0]])

>>> y
array([[1, 2, 3],
       [4, 5, 6]])

>>> y.flags['C_CONTIGUOUS']
True
```

`chararray.`**`count`**(*sub*, *start=0*, *end=None*)

Returns an array with the number of non-overlapping occurrences of substring *sub* in the range [*start*, *end*].

See Also:

`char.count`

`chararray.`**`decode`**(*encoding=None*, *errors=None*)

Calls `str.decode` element-wise.

See Also:

`char.decode`

chararray.**dump**(*file*)
Dump a pickle of the array to the specified file. The array can be read back with pickle.load or numpy.load.

Parameters
file : str

A string naming the dump file.

chararray.**dumps**()
Returns the pickle of the array as a string. pickle.loads or numpy.loads will convert the string back to an array.

Parameters
None

chararray.**encode**(*encoding=None*, *errors=None*)
Calls `str.encode` element-wise.

See Also:

`char.encode`

chararray.**endswith**(*suffix*, *start=0*, *end=None*)
Returns a boolean array which is *True* where the string element in *self* ends with *suffix*, otherwise *False*.

See Also:

`char.endswith`

chararray.**expandtabs**(*tabsize=8*)
Return a copy of each string element where all tab characters are replaced by one or more spaces.

See Also:

`char.expandtabs`

chararray.**fill**(*value*)
Fill the array with a scalar value.

Parameters
value : scalar

All elements of *a* will be assigned this value.

Examples

```
>>> a = np.array([1, 2])
>>> a.fill(0)
>>> a
array([0, 0])
>>> a = np.empty(2)
>>> a.fill(1)
>>> a
array([ 1.,  1.])
```

chararray.**find**(*sub*, *start=0*, *end=None*)
For each element, return the lowest index in the string where substring *sub* is found.

See Also:

`char.find`

chararray.**flatten**(*order='C'*)
Return a copy of the array collapsed into one dimension.

Parameters

order : {'C', 'F', 'A'}, optional

Whether to flatten in C (row-major), Fortran (column-major) order, or preserve the C/Fortran ordering from *a*. The default is 'C'.

Returns

y : ndarray

A copy of the input array, flattened to one dimension.

See Also:

ravel
Return a flattened array.

flat
A 1-D flat iterator over the array.

Examples

```
>>> a = np.array([[1,2], [3,4]])
>>> a.flatten()
array([1, 2, 3, 4])
>>> a.flatten('F')
array([1, 3, 2, 4])
```

chararray.**getfield**(*dtype*, *offset=0*)

Returns a field of the given array as a certain type.

A field is a view of the array data with a given data-type. The values in the view are determined by the given type and the offset into the current array in bytes. The offset needs to be such that the view dtype fits in the array dtype; for example an array of dtype complex128 has 16-byte elements. If taking a view with a 32-bit integer (4 bytes), the offset needs to be between 0 and 12 bytes.

Parameters

dtype : str or dtype

The data type of the view. The dtype size of the view can not be larger than that of the array itself.

offset : int

Number of bytes to skip before beginning the element view.

Examples

```
>>> x = np.diag([1.+1.j]*2)
>>> x[1, 1] = 2 + 4.j
>>> x
array([[ 1.+1.j,  0.+0.j],
       [ 0.+0.j,  2.+4.j]])
>>> x.getfield(np.float64)
array([[ 1.,  0.],
       [ 0.,  2.]])
```

By choosing an offset of 8 bytes we can select the complex part of the array for our view:

```
>>> x.getfield(np.float64, offset=8)
array([[ 1.,  0.],
   [ 0.,  4.]])
```

chararray.**index**(*sub*, *start=0*, *end=None*)
Like find, but raises *ValueError* when the substring is not found.

See Also:

char.index

chararray.**isalnum**()
Returns true for each element if all characters in the string are alphanumeric and there is at least one character, false otherwise.

See Also:

char.isalnum

chararray.**isalpha**()
Returns true for each element if all characters in the string are alphabetic and there is at least one character, false otherwise.

See Also:

char.isalpha

chararray.**isdecimal**()
For each element in *self*, return True if there are only decimal characters in the element.

See Also:

char.isdecimal

chararray.**isdigit**()
Returns true for each element if all characters in the string are digits and there is at least one character, false otherwise.

See Also:

char.isdigit

chararray.**islower**()
Returns true for each element if all cased characters in the string are lowercase and there is at least one cased character, false otherwise.

See Also:

char.islower

chararray.**isnumeric**()
For each element in *self*, return True if there are only numeric characters in the element.

See Also:

char.isnumeric

chararray.**isspace**()
Returns true for each element if there are only whitespace characters in the string and there is at least one character, false otherwise.

See Also:

char.isspace

chararray.**istitle**()
Returns true for each element if the element is a titlecased string and there is at least one character, false otherwise.

See Also:

char.istitle

chararray.**isupper**()

Returns true for each element if all cased characters in the string are uppercase and there is at least one character, false otherwise.

See Also:

char.isupper

chararray.**item**(**args*)

Copy an element of an array to a standard Python scalar and return it.

Parameters

***args** : Arguments (variable number and type)

- none: in this case, the method only works for arrays with one element (*a.size* == *1*), which element is copied into a standard Python scalar object and returned.
- int_type: this argument is interpreted as a flat index into the array, specifying which element to copy and return.
- tuple of int_types: functions as does a single int_type argument, except that the argument is interpreted as an nd-index into the array.

Returns

z : Standard Python scalar object

A copy of the specified element of the array as a suitable Python scalar

Notes

When the data type of *a* is longdouble or clongdouble, item() returns a scalar array object because there is no available Python scalar that would not lose information. Void arrays return a buffer object for item(), unless fields are defined, in which case a tuple is returned.

item is very similar to a[args], except, instead of an array scalar, a standard Python scalar is returned. This can be useful for speeding up access to elements of the array and doing arithmetic on elements of the array using Python's optimized math.

Examples

```
>>> x = np.random.randint(9, size=(3, 3))
>>> x
array([[3, 1, 7],
       [2, 8, 3],
       [8, 5, 3]])
>>> x.item(3)
2
>>> x.item(7)
5
>>> x.item((0, 1))
1
>>> x.item((2, 2))
3
```

chararray.**join**(*seq*)

Return a string which is the concatenation of the strings in the sequence *seq*.

See Also:

char.join

chararray.**ljust**(*width*, *fillchar=' '*)
Return an array with the elements of *self* left-justified in a string of length *width*.

See Also:

`char.ljust`

chararray.**lower**()
Return an array with the elements of *self* converted to lowercase.

See Also:

`char.lower`

chararray.**lstrip**(*chars=None*)
For each element in *self*, return a copy with the leading characters removed.

See Also:

`char.lstrip`

chararray.**nonzero**()
Return the indices of the elements that are non-zero.

Refer to `numpy.nonzero` for full documentation.

See Also:

numpy.nonzero
equivalent function

chararray.**put**(*indices*, *values*, *mode='raise'*)
Set `a.flat[n] = values[n]` for all *n* in indices.

Refer to `numpy.put` for full documentation.

See Also:

numpy.put
equivalent function

chararray.**ravel**([*order*])
Return a flattened array.

Refer to `numpy.ravel` for full documentation.

See Also:

numpy.ravel
equivalent function

ndarray.flat
a flat iterator on the array.

chararray.**repeat**(*repeats*, *axis=None*)
Repeat elements of an array.

Refer to `numpy.repeat` for full documentation.

See Also:

numpy.repeat
equivalent function

chararray.**replace**(*old*, *new*, *count=None*)
For each element in *self*, return a copy of the string with all occurrences of substring *old* replaced by new.

See Also:

char.replace

chararray.**reshape**(*shape*, *order='C'*)
Returns an array containing the same data with a new shape.

Refer to numpy.reshape for full documentation.

See Also:

numpy.reshape
equivalent function

chararray.**resize**(*new_shape*, *refcheck=True*)
Change shape and size of array in-place.

Parameters
new_shape : tuple of ints, or *n* ints

Shape of resized array.

refcheck : bool, optional

If False, reference count will not be checked. Default is True.

Returns
None

Raises
ValueError

If *a* does not own its own data or references or views to it exist, and the data memory must be changed.

SystemError

If the *order* keyword argument is specified. This behaviour is a bug in NumPy.

See Also:

resize
Return a new array with the specified shape.

Notes

This reallocates space for the data area if necessary.

Only contiguous arrays (data elements consecutive in memory) can be resized.

The purpose of the reference count check is to make sure you do not use this array as a buffer for another Python object and then reallocate the memory. However, reference counts can increase in other ways so if you are sure that you have not shared the memory for this array with another Python object, then you may safely set *refcheck* to False.

Examples

Shrinking an array: array is flattened (in the order that the data are stored in memory), resized, and reshaped:

```
>>> a = np.array([[0, 1], [2, 3]], order='C')
>>> a.resize((2, 1))
>>> a
array([[0],
       [1]])

>>> a = np.array([[0, 1], [2, 3]], order='F')
>>> a.resize((2, 1))
>>> a
array([[0],
       [2]])
```

Enlarging an array: as above, but missing entries are filled with zeros:

```
>>> b = np.array([[0, 1], [2, 3]])
>>> b.resize(2, 3) # new_shape parameter doesn't have to be a tuple
>>> b
array([[0, 1, 2],
       [3, 0, 0]])
```

Referencing an array prevents resizing...

```
>>> c = a
>>> a.resize((1, 1))
Traceback (most recent call last):
...
ValueError: cannot resize an array that has been referenced ...
```

Unless *refcheck* is False:

```
>>> a.resize((1, 1), refcheck=False)
>>> a
array([[0]])
>>> c
array([[0]])
```

chararray.**rfind**(*sub*, *start=0*, *end=None*)

For each element in *self*, return the highest index in the string where substring *sub* is found, such that *sub* is contained within [*start*, *end*].

See Also:

`char.rfind`

chararray.**rindex**(*sub*, *start=0*, *end=None*)

Like `rfind`, but raises *ValueError* when the substring *sub* is not found.

See Also:

`char.rindex`

chararray.**rjust**(*width*, *fillchar=' '*)

Return an array with the elements of *self* right-justified in a string of length *width*.

See Also:

`char.rjust`

chararray.**rsplit**(*sep=None*, *maxsplit=None*)

For each element in *self*, return a list of the words in the string, using *sep* as the delimiter string.

See Also:

char.rsplit

chararray.**rstrip**(*chars=None*)

For each element in *self*, return a copy with the trailing characters removed.

See Also:

char.rstrip

chararray.**searchsorted**(*v*, *side='left'*, *sorter=None*)

Find indices where elements of v should be inserted in a to maintain order.

For full documentation, see numpy.searchsorted

See Also:

numpy.searchsorted
equivalent function

chararray.**setfield**(*val*, *dtype*, *offset=0*)

Put a value into a specified place in a field defined by a data-type.

Place *val* into *a*'s field defined by dtype and beginning *offset* bytes into the field.

Parameters

val : object

Value to be placed in field.

dtype : dtype object

Data-type of the field in which to place *val*.

offset : int, optional

The number of bytes into the field at which to place *val*.

Returns

None

See Also:

getfield

Examples

```
>>> x = np.eye(3)
>>> x.getfield(np.float64)
array([[ 1.,  0.,  0.],
       [ 0.,  1.,  0.],
       [ 0.,  0.,  1.]])
>>> x.setfield(3, np.int32)
>>> x.getfield(np.int32)
array([[3, 3, 3],
       [3, 3, 3],
       [3, 3, 3]])
>>> x
array([[  1.00000000e+000,   1.48219694e-323,   1.48219694e-323],
       [  1.48219694e-323,   1.00000000e+000,   1.48219694e-323],
       [  1.48219694e-323,   1.48219694e-323,   1.00000000e+000]])
>>> x.setfield(np.eye(3), np.int32)
>>> x
array([[ 1.,  0.,  0.],
```

```
       [ 0.,  1.,  0.],
       [ 0.,  0.,  1.]])
```

chararray.**setflags**(*write=None*, *align=None*, *uic=None*)

Set array flags WRITEABLE, ALIGNED, and UPDATEIFCOPY, respectively.

These Boolean-valued flags affect how numpy interprets the memory area used by *a* (see Notes below). The ALIGNED flag can only be set to True if the data is actually aligned according to the type. The UPDATEIFCOPY flag can never be set to True. The flag WRITEABLE can only be set to True if the array owns its own memory, or the ultimate owner of the memory exposes a writeable buffer interface, or is a string. (The exception for string is made so that unpickling can be done without copying memory.)

Parameters

write : bool, optional

Describes whether or not *a* can be written to.

align : bool, optional

Describes whether or not *a* is aligned properly for its type.

uic : bool, optional

Describes whether or not *a* is a copy of another "base" array.

Notes

Array flags provide information about how the memory area used for the array is to be interpreted. There are 6 Boolean flags in use, only three of which can be changed by the user: UPDATEIFCOPY, WRITEABLE, and ALIGNED.

WRITEABLE (W) the data area can be written to;

ALIGNED (A) the data and strides are aligned appropriately for the hardware (as determined by the compiler);

UPDATEIFCOPY (U) this array is a copy of some other array (referenced by .base). When this array is deallocated, the base array will be updated with the contents of this array.

All flags can be accessed using their first (upper case) letter as well as the full name.

Examples

```
>>> y
array([[3, 1, 7],
       [2, 0, 0],
       [8, 5, 9]])
>>> y.flags
  C_CONTIGUOUS : True
  F_CONTIGUOUS : False
  OWNDATA : True
  WRITEABLE : True
  ALIGNED : True
  UPDATEIFCOPY : False
>>> y.setflags(write=0, align=0)
>>> y.flags
  C_CONTIGUOUS : True
  F_CONTIGUOUS : False
  OWNDATA : True
  WRITEABLE : False
  ALIGNED : False
  UPDATEIFCOPY : False
```

```
>>> y.setflags(uic=1)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: cannot set UPDATEIFCOPY flag to True
```

chararray.**sort**(*axis=-1*, *kind='quicksort'*, *order=None*)

Sort an array, in-place.

Parameters

axis : int, optional

Axis along which to sort. Default is -1, which means sort along the last axis.

kind : {'quicksort', 'mergesort', 'heapsort'}, optional

Sorting algorithm. Default is 'quicksort'.

order : list, optional

When *a* is an array with fields defined, this argument specifies which fields to compare first, second, etc. Not all fields need be specified.

See Also:

numpy.sort
Return a sorted copy of an array.

argsort
Indirect sort.

lexsort
Indirect stable sort on multiple keys.

searchsorted
Find elements in sorted array.

partition
Partial sort.

Notes

See `sort` for notes on the different sorting algorithms.

Examples

```
>>> a = np.array([[1,4], [3,1]])
>>> a.sort(axis=1)
>>> a
array([[1, 4],
       [1, 3]])
>>> a.sort(axis=0)
>>> a
array([[1, 3],
       [1, 4]])
```

Use the *order* keyword to specify a field to use when sorting a structured array:

```
>>> a = np.array([('a', 2), ('c', 1)], dtype=[('x', 'S1'), ('y', int)])
>>> a.sort(order='y')
>>> a
array([('c', 1), ('a', 2)],
      dtype=[('x', '|S1'), ('y', '<i4')])
```

chararray.**split**(*sep=None*, *maxsplit=None*)
For each element in *self*, return a list of the words in the string, using *sep* as the delimiter string.

See Also:

char.split

chararray.**splitlines**(*keepends=None*)
For each element in *self*, return a list of the lines in the element, breaking at line boundaries.

See Also:

char.splitlines

chararray.**squeeze**(*axis=None*)
Remove single-dimensional entries from the shape of *a*.

Refer to numpy.squeeze for full documentation.

See Also:

numpy.squeeze
equivalent function

chararray.**startswith**(*prefix*, *start=0*, *end=None*)
Returns a boolean array which is *True* where the string element in *self* starts with *prefix*, otherwise *False*.

See Also:

char.startswith

chararray.**strip**(*chars=None*)
For each element in *self*, return a copy with the leading and trailing characters removed.

See Also:

char.strip

chararray.**swapaxes**(*axis1*, *axis2*)
Return a view of the array with *axis1* and *axis2* interchanged.

Refer to numpy.swapaxes for full documentation.

See Also:

numpy.swapaxes
equivalent function

chararray.**swapcase**()
For each element in *self*, return a copy of the string with uppercase characters converted to lowercase and vice versa.

See Also:

char.swapcase

chararray.**take**(*indices*, *axis=None*, *out=None*, *mode='raise'*)
Return an array formed from the elements of *a* at the given indices.

Refer to numpy.take for full documentation.

See Also:

numpy.take
equivalent function

chararray.**title**()
For each element in *self*, return a titlecased version of the string: words start with uppercase characters, all remaining cased characters are lowercase.

See Also:

char.title

chararray.**tofile**(*fid*, *sep=""*, *format="%s"*)
Write array to a file as text or binary (default).

Data is always written in 'C' order, independent of the order of *a*. The data produced by this method can be recovered using the function fromfile().

Parameters
fid : file or str

An open file object, or a string containing a filename.

sep : str

Separator between array items for text output. If "" (empty), a binary file is written, equivalent to `file.write(a.tostring())`.

format : str

Format string for text file output. Each entry in the array is formatted to text by first converting it to the closest Python type, and then using "format" % item.

Notes

This is a convenience function for quick storage of array data. Information on endianness and precision is lost, so this method is not a good choice for files intended to archive data or transport data between machines with different endianness. Some of these problems can be overcome by outputting the data as text files, at the expense of speed and file size.

chararray.**tolist**()
Return the array as a (possibly nested) list.

Return a copy of the array data as a (nested) Python list. Data items are converted to the nearest compatible Python type.

Parameters
none

Returns
y : list

The possibly nested list of array elements.

Notes

The array may be recreated, `a = np.array(a.tolist())`.

Examples

```
>>> a = np.array([1, 2])
>>> a.tolist()
[1, 2]
>>> a = np.array([[1, 2], [3, 4]])
```

```
>>> list(a)
[array([1, 2]), array([3, 4])]
>>> a.tolist()
[[1, 2], [3, 4]]
```

chararray.**tostring**(*order='C'*)

Construct a Python string containing the raw data bytes in the array.

Constructs a Python string showing a copy of the raw contents of data memory. The string can be produced in either 'C' or 'Fortran', or 'Any' order (the default is 'C'-order). 'Any' order means C-order unless the F_CONTIGUOUS flag in the array is set, in which case it means 'Fortran' order.

Parameters

order : {'C', 'F', None}, optional

Order of the data for multidimensional arrays: C, Fortran, or the same as for the original array.

Returns

s : str

A Python string exhibiting a copy of *a*'s raw data.

Examples

```
>>> x = np.array([[0, 1], [2, 3]])
>>> x.tostring()
'\x00\x00\x00\x00\x01\x00\x00\x00\x02\x00\x00\x00\x03\x00\x00\x00'
>>> x.tostring('C') == x.tostring()
True
>>> x.tostring('F')
'\x00\x00\x00\x00\x02\x00\x00\x00\x01\x00\x00\x00\x03\x00\x00\x00'
```

chararray.**translate**(*table*, *deletechars=None*)

For each element in *self*, return a copy of the string where all characters occurring in the optional argument *deletechars* are removed, and the remaining characters have been mapped through the given translation table.

See Also:

`char.translate`

chararray.**transpose**(**axes*)

Returns a view of the array with axes transposed.

For a 1-D array, this has no effect. (To change between column and row vectors, first cast the 1-D array into a matrix object.) For a 2-D array, this is the usual matrix transpose. For an n-D array, if axes are given, their order indicates how the axes are permuted (see Examples). If axes are not provided and `a.shape = (i[0], i[1], ... i[n-2], i[n-1])`, then `a.transpose().shape = (i[n-1], i[n-2], ... i[1], i[0])`.

Parameters

axes : None, tuple of ints, or *n* ints

- None or no argument: reverses the order of the axes.
- tuple of ints: *i* in the *j*-th place in the tuple means *a*'s *i*-th axis becomes *a.transpose()*'s *j*-th axis.
- *n* ints: same as an n-tuple of the same ints (this form is intended simply as a "convenience" alternative to the tuple form)

Returns

out : ndarray

View of *a*, with axes suitably permuted.

See Also:

ndarray.T
Array property returning the array transposed.

Examples

```
>>> a = np.array([[1, 2], [3, 4]])
>>> a
array([[1, 2],
       [3, 4]])
>>> a.transpose()
array([[1, 3],
       [2, 4]])
>>> a.transpose((1, 0))
array([[1, 3],
       [2, 4]])
>>> a.transpose(1, 0)
array([[1, 3],
       [2, 4]])
```

chararray.**upper**()
Return an array with the elements of *self* converted to uppercase.

See Also:

`char.upper`

chararray.**view**(*dtype=None*, *type=None*)
New view of array with the same data.

Parameters

dtype : data-type or ndarray sub-class, optional

Data-type descriptor of the returned view, e.g., float32 or int16. The default, None, results in the view having the same data-type as *a*. This argument can also be specified as an ndarray sub-class, which then specifies the type of the returned object (this is equivalent to setting the `type` parameter).

type : Python type, optional

Type of the returned view, e.g., ndarray or matrix. Again, the default None results in type preservation.

Notes

`a.view()` is used two different ways:

`a.view(some_dtype)` or `a.view(dtype=some_dtype)` constructs a view of the array's memory with a different data-type. This can cause a reinterpretation of the bytes of memory.

`a.view(ndarray_subclass)` or `a.view(type=ndarray_subclass)` just returns an instance of *ndarray_subclass* that looks at the same array (same shape, dtype, etc.) This does not cause a reinterpretation of the memory.

For `a.view(some_dtype)`, if `some_dtype` has a different number of bytes per entry than the previous dtype (for example, converting a regular array to a structured array), then the behavior of the view

cannot be predicted just from the superficial appearance of `a` (shown by `print(a)`). It also depends on exactly how `a` is stored in memory. Therefore if `a` is C-ordered versus fortran-ordered, versus defined as a slice or transpose, etc., the view may give different results.

Examples

```
>>> x = np.array([(1, 2)], dtype=[('a', np.int8), ('b', np.int8)])
```

Viewing array data using a different type and dtype:

```
>>> y = x.view(dtype=np.int16, type=np.matrix)
>>> y
matrix([[513]], dtype=int16)
>>> print type(y)
<class 'numpy.matrixlib.defmatrix.matrix'>
```

Creating a view on a structured array so it can be used in calculations

```
>>> x = np.array([(1, 2),(3,4)], dtype=[('a', np.int8), ('b', np.int8)])
>>> xv = x.view(dtype=np.int8).reshape(-1,2)
>>> xv
array([[1, 2],
       [3, 4]], dtype=int8)
>>> xv.mean(0)
array([ 2.,  3.])
```

Making changes to the view changes the underlying array

```
>>> xv[0,1] = 20
>>> print x
[(1, 20) (3, 4)]
```

Using a view to convert an array to a record array:

```
>>> z = x.view(np.recarray)
>>> z.a
array([1], dtype=int8)
```

Views share data:

```
>>> x[0] = (9, 10)
>>> z[0]
(9, 10)
```

Views that change the dtype size (bytes per entry) should normally be avoided on arrays defined by slices, transposes, fortran-ordering, etc.:

```
>>> x = np.array([[1,2,3],[4,5,6]], dtype=np.int16)
>>> y = x[:, 0:2]
>>> y
array([[1, 2],
       [4, 5]], dtype=int16)
>>> y.view(dtype=[('width', np.int16), ('length', np.int16)])
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: new type not compatible with array.
>>> z = y.copy()
>>> z.view(dtype=[('width', np.int16), ('length', np.int16)])
array([[(1, 2)],
       [(4, 5)]], dtype=[('width', '<i2'), ('length', '<i2')])
```

chararray.**zfill**(*width*)

Return the numeric string left-filled with zeros in a string of length *width*.

See Also:

char.zfill

argsort	

numpy.core.defchararray.**array**(*obj*, *itemsize=None*, *copy=True*, *unicode=None*, *order=None*)

Create a chararray.

Note: This class is provided for numarray backward-compatibility. New code (not concerned with numarray compatibility) should use arrays of type string_ or unicode_ and use the free functions in numpy.char for fast vectorized string operations instead.

Versus a regular Numpy array of type *str* or *unicode*, this class adds the following functionality:

1. values automatically have whitespace removed from the end when indexed
2. comparison operators automatically remove whitespace from the end when comparing values
3. vectorized string operations are provided as methods (e.g. *str.endswith*) and infix operators (e.g. +, *, %)

Parameters

obj : array of str or unicode-like

itemsize : int, optional

itemsize is the number of characters per scalar in the resulting array. If *itemsize* is None, and *obj* is an object array or a Python list, the *itemsize* will be automatically determined. If *itemsize* is provided and *obj* is of type str or unicode, then the *obj* string will be chunked into *itemsize* pieces.

copy : bool, optional

If true (default), then the object is copied. Otherwise, a copy will only be made if __array__ returns a copy, if obj is a nested sequence, or if a copy is needed to satisfy any of the other requirements (*itemsize*, unicode, *order*, etc.).

unicode : bool, optional

When true, the resulting chararray can contain Unicode characters, when false only 8-bit characters. If unicode is *None* and *obj* is one of the following:

- a chararray,
- an ndarray of type *str* or *unicode*
- a Python str or unicode object,

then the unicode setting of the output array will be automatically determined.

order : {'C', 'F', 'A'}, optional

Specify the order of the array. If order is 'C' (default), then the array will be in C-contiguous order (last-index varies the fastest). If order is 'F', then the returned array will be in Fortran-contiguous order (first-index varies the fastest). If order is 'A', then the returned array may be in any order (either C-, Fortran-contiguous, or even discontiguous).

Another difference with the standard ndarray of str data-type is that the chararray inherits the feature introduced by Numarray that white-space at the end of any element in the array will be ignored on item retrieval and comparison operations.

1.6.5 Record arrays (`numpy.rec`)

See Also:

Creating record arrays (numpy.rec), *Data type routines*, *Data type objects (dtype)*.

Numpy provides the `recarray` class which allows accessing the fields of a record/structured array as attributes, and a corresponding scalar data type object `record`.

`recarray`	Construct an ndarray that allows field access using attributes.
`record`	A data-type scalar that allows field access as attribute lookup.

class `numpy.`**`recarray`**

Construct an ndarray that allows field access using attributes.

Arrays may have a data-types containing fields, analogous to columns in a spread sheet. An example is `[(x, int), (y, float)]`, where each entry in the array is a pair of `(int, float)`. Normally, these attributes are accessed using dictionary lookups such as `arr['x']` and `arr['y']`. Record arrays allow the fields to be accessed as members of the array, using `arr.x` and `arr.y`.

Parameters

shape : tuple

Shape of output array.

dtype : data-type, optional

The desired data-type. By default, the data-type is determined from *formats*, *names*, *titles*, *aligned* and *byteorder*.

formats : list of data-types, optional

A list containing the data-types for the different columns, e.g. `['i4', 'f8', 'i4']`. *formats* does *not* support the new convention of using types directly, i.e. `(int, float, int)`. Note that *formats* must be a list, not a tuple. Given that *formats* is somewhat limited, we recommend specifying `dtype` instead.

names : tuple of str, optional

The name of each column, e.g. `('x', 'y', 'z')`.

buf : buffer, optional

By default, a new array is created of the given shape and data-type. If *buf* is specified and is an object exposing the buffer interface, the array will use the memory from the existing buffer. In this case, the *offset* and `strides` keywords are available.

Returns

rec : recarray

Empty array of the given shape and type.

Other Parameters

titles : tuple of str, optional

Aliases for column names. For example, if *names* were `('x', 'y', 'z')` and *titles* is `('x_coordinate', 'y_coordinate', 'z_coordinate')`, then `arr['x']` is equivalent to both `arr.x` and `arr.x_coordinate`.

byteorder : {'<', '>', '='}, optional

Byte-order for all fields.

aligned : bool, optional

Align the fields in memory as the C-compiler would.

strides : tuple of ints, optional

Buffer (*buf*) is interpreted according to these strides (strides define how many bytes each array element, row, column, etc. occupy in memory).

offset : int, optional

Start reading buffer (*buf*) from this offset onwards.

order : {'C', 'F'}, optional

Row-major or column-major order.

See Also:

`rec.fromrecords`
Construct a record array from data.

`record`
fundamental data-type for `recarray`.

`format_parser`
determine a data-type from formats, names, titles.

Notes

This constructor can be compared to `empty`: it creates a new record array but does not fill it with data. To create a record array from data, use one of the following methods:

1. Create a standard ndarray and convert it to a record array, using `arr.view(np.recarray)`
2. Use the *buf* keyword.
3. Use *np.rec.fromrecords*.

Examples

Create an array with two fields, `x` and `y`:

```
>>> x = np.array([(1.0, 2), (3.0, 4)], dtype=[('x', float), ('y', int)])
>>> x
array([(1.0, 2), (3.0, 4)],
      dtype=[('x', '<f8'), ('y', '<i4')])

>>> x['x']
array([ 1.,  3.])
```

View the array as a record array:

```
>>> x = x.view(np.recarray)
```

```
>>> x.x
array([ 1.,  3.])

>>> x.y
array([2, 4])
```

Create a new, empty record array:

```
>>> np.recarray((2,),
... dtype=[('x', int), ('y', float), ('z', int)])
rec.array([(-1073741821, 1.2249118382103472e-301, 24547520),
       (3471280, 1.2134086255804012e-316, 0)],
      dtype=[('x', '<i4'), ('y', '<f8'), ('z', '<i4')])
```

Attributes

T	Same as self.transpose(), except that self is returned if self.ndim < 2.
base	Base object if memory is from some other object.
ctypes	An object to simplify the interaction of the array with the ctypes module.
data	Python buffer object pointing to the start of the array's data.
dtype	Data-type of the array's elements.
flags	Information about the memory layout of the array.
flat	A 1-D iterator over the array.
imag	The imaginary part of the array.
itemsize	Length of one array element in bytes.
nbytes	Total bytes consumed by the elements of the array.
ndim	Number of array dimensions.
real	The real part of the array.
shape	Tuple of array dimensions.
size	Number of elements in the array.
strides	Tuple of bytes to step in each dimension when traversing an array.

recarray.**T**

Same as self.transpose(), except that self is returned if self.ndim < 2.

Examples

```
>>> x = np.array([[1.,2.],[3.,4.]])
>>> x
array([[ 1.,  2.],
       [ 3.,  4.]])
>>> x.T
array([[ 1.,  3.],
       [ 2.,  4.]])
>>> x = np.array([1.,2.,3.,4.])
>>> x
array([ 1.,  2.,  3.,  4.])
>>> x.T
array([ 1.,  2.,  3.,  4.])
```

recarray.**base**

Base object if memory is from some other object.

Examples

The base of an array that owns its memory is None:

```
>>> x = np.array([1,2,3,4])
>>> x.base is None
True
```

Slicing creates a view, whose memory is shared with x:

```
>>> y = x[2:]
>>> y.base is x
True
```

recarray.**ctypes**

An object to simplify the interaction of the array with the ctypes module.

This attribute creates an object that makes it easier to use arrays when calling shared libraries with the ctypes module. The returned object has, among others, data, shape, and strides attributes (see Notes below) which themselves return ctypes objects that can be used as arguments to a shared library.

Parameters
None

Returns
c : Python object

Possessing attributes data, shape, strides, etc.

See Also:

`numpy.ctypeslib`

Notes

Below are the public attributes of this object which were documented in "Guide to NumPy" (we have omitted undocumented public attributes, as well as documented private attributes):

- data: A pointer to the memory area of the array as a Python integer. This memory area may contain data that is not aligned, or not in correct byte-order. The memory area may not even be writeable. The array flags and data-type of this array should be respected when passing this attribute to arbitrary C-code to avoid trouble that can include Python crashing. User Beware! The value of this attribute is exactly the same as self._array_interface_['data'][0].
- shape (c_intp*self.ndim): A ctypes array of length self.ndim where the basetype is the C-integer corresponding to dtype('p') on this platform. This base-type could be c_int, c_long, or c_longlong depending on the platform. The c_intp type is defined accordingly in numpy.ctypeslib. The ctypes array contains the shape of the underlying array.
- strides (c_intp*self.ndim): A ctypes array of length self.ndim where the basetype is the same as for the shape attribute. This ctypes array contains the strides information from the underlying array. This strides information is important for showing how many bytes must be jumped to get to the next element in the array.
- data_as(obj): Return the data pointer cast to a particular c-types object. For example, calling self._as_parameter_ is equivalent to self.data_as(ctypes.c_void_p). Perhaps you want to use the data as a pointer to a ctypes array of floating-point data: self.data_as(ctypes.POINTER(ctypes.c_double)).
- shape_as(obj): Return the shape tuple as an array of some other c-types type. For example: self.shape_as(ctypes.c_short).
- strides_as(obj): Return the strides tuple as an array of some other c-types type. For example: self.strides_as(ctypes.c_longlong).

Be careful using the ctypes attribute - especially on temporary arrays or arrays constructed on the fly. For example, calling `(a+b).ctypes.data_as(ctypes.c_void_p)` returns a pointer to memory that

is invalid because the array created as (a+b) is deallocated before the next Python statement. You can avoid this problem using either `c=a+b` or `ct=(a+b).ctypes`. In the latter case, ct will hold a reference to the array until ct is deleted or re-assigned.

If the ctypes module is not available, then the ctypes attribute of array objects still returns something useful, but ctypes objects are not returned and errors may be raised instead. In particular, the object will still have the as parameter attribute which will return an integer equal to the data attribute.

Examples

```
>>> import ctypes
>>> x
array([[0, 1],
       [2, 3]])
>>> x.ctypes.data
30439712
>>> x.ctypes.data_as(ctypes.POINTER(ctypes.c_long))
<ctypes.LP_c_long object at 0x01F01300>
>>> x.ctypes.data_as(ctypes.POINTER(ctypes.c_long)).contents
c_long(0)
>>> x.ctypes.data_as(ctypes.POINTER(ctypes.c_longlong)).contents
c_longlong(4294967296L)
>>> x.ctypes.shape
<numpy.core._internal.c_long_Array_2 object at 0x01FFD580>
>>> x.ctypes.shape_as(ctypes.c_long)
<numpy.core._internal.c_long_Array_2 object at 0x01FCE620>
>>> x.ctypes.strides
<numpy.core._internal.c_long_Array_2 object at 0x01FCE620>
>>> x.ctypes.strides_as(ctypes.c_longlong)
<numpy.core._internal.c_longlong_Array_2 object at 0x01F01300>
```

recarray.**data**
Python buffer object pointing to the start of the array's data.

recarray.**dtype**
Data-type of the array's elements.

Parameters
None

Returns
d : numpy dtype object

See Also:

`numpy.dtype`

Examples

```
>>> x
array([[0, 1],
       [2, 3]])
>>> x.dtype
dtype('int32')
>>> type(x.dtype)
<type 'numpy.dtype'>
```

recarray.**flags**
Information about the memory layout of the array.

Notes

The `flags` object can be accessed dictionary-like (as in `a.flags['WRITEABLE']`), or by using lowercased attribute names (as in `a.flags.writeable`). Short flag names are only supported in dictionary access.

Only the UPDATEIFCOPY, WRITEABLE, and ALIGNED flags can be changed by the user, via direct assignment to the attribute or dictionary entry, or by calling `ndarray.setflags`.

The array flags cannot be set arbitrarily:

- UPDATEIFCOPY can only be set `False`.
- ALIGNED can only be set `True` if the data is truly aligned.
- WRITEABLE can only be set `True` if the array owns its own memory or the ultimate owner of the memory exposes a writeable buffer interface or is a string.

Arrays can be both C-style and Fortran-style contiguous simultaneously. This is clear for 1-dimensional arrays, but can also be true for higher dimensional arrays.

Even for contiguous arrays a stride for a given dimension `arr.strides[dim]` may be *arbitrary* if `arr.shape[dim] == 1` or the array has no elements. It does *not* generally hold that `self.strides[-1] == self.itemsize` for C-style contiguous arrays or `self.strides[0] == self.itemsize` for Fortran-style contiguous arrays is true.

Attributes

C_CONTIGUOUS (C)	The data is in a single, C-style contiguous segment.
F_CONTIGUOUS (F)	The data is in a single, Fortran-style contiguous segment.
OWNDATA (O)	The array owns the memory it uses or borrows it from another object.
WRITEABLE (W)	The data area can be written to. Setting this to False locks the data, making it read-only. A view (slice, etc.) inherits WRITEABLE from its base array at creation time, but a view of a writeable array may be subsequently locked while the base array remains writeable. (The opposite is not true, in that a view of a locked array may not be made writeable. However, currently, locking a base object does not lock any views that already reference it, so under that circumstance it is possible to alter the contents of a locked array via a previously created writeable view onto it.) Attempting to change a non-writeable array raises a RuntimeError exception.
ALIGNED (A)	The data and all elements are aligned appropriately for the hardware.
UPDATEIFCOPY (U)	This array is a copy of some other array. When this array is deallocated, the base array will be updated with the contents of this array.
FNC	F_CONTIGUOUS and not C_CONTIGUOUS.
FORC	F_CONTIGUOUS or C_CONTIGUOUS (one-segment test).
BEHAVED (B)	ALIGNED and WRITEABLE.
CARRAY (CA)	BEHAVED and C_CONTIGUOUS.
FARRAY (FA)	BEHAVED and F_CONTIGUOUS and not C_CONTIGUOUS.

recarray.**flat**
A 1-D iterator over the array.

This is a numpy.flatiter instance, which acts similarly to, but is not a subclass of, Python's built-in iterator object.

See Also:

flatten
Return a copy of the array collapsed into one dimension.

flatiter

Examples

```
>>> x = np.arange(1, 7).reshape(2, 3)
>>> x
array([[1, 2, 3],
       [4, 5, 6]])
>>> x.flat[3]
4
>>> x.T
array([[1, 4],
       [2, 5],
       [3, 6]])
>>> x.T.flat[3]
5
>>> type(x.flat)
<type 'numpy.flatiter'>
```

An assignment example:

```
>>> x.flat = 3; x
array([[3, 3, 3],
       [3, 3, 3]])
>>> x.flat[[1,4]] = 1; x
array([[3, 1, 3],
       [3, 1, 3]])
```

recarray.**imag**
The imaginary part of the array.

Examples

```
>>> x = np.sqrt([1+0j, 0+1j])
>>> x.imag
array([ 0.        ,  0.70710678])
>>> x.imag.dtype
dtype('float64')
```

recarray.**itemsize**
Length of one array element in bytes.

Examples

```
>>> x = np.array([1,2,3], dtype=np.float64)
>>> x.itemsize
8
>>> x = np.array([1,2,3], dtype=np.complex128)
```

```
>>> x.itemsize
16
```

recarray.**nbytes**
Total bytes consumed by the elements of the array.

Notes

Does not include memory consumed by non-element attributes of the array object.

Examples

```
>>> x = np.zeros((3,5,2), dtype=np.complex128)
>>> x.nbytes
480
>>> np.prod(x.shape) * x.itemsize
480
```

recarray.**ndim**
Number of array dimensions.

Examples

```
>>> x = np.array([1, 2, 3])
>>> x.ndim
1
>>> y = np.zeros((2, 3, 4))
>>> y.ndim
3
```

recarray.**real**
The real part of the array.

See Also:

numpy.real
equivalent function

Examples

```
>>> x = np.sqrt([1+0j, 0+1j])
>>> x.real
array([ 1.        ,  0.70710678])
>>> x.real.dtype
dtype('float64')
```

recarray.**shape**
Tuple of array dimensions.

Notes

May be used to "reshape" the array, as long as this would not require a change in the total number of elements

Examples

```
>>> x = np.array([1, 2, 3, 4])
>>> x.shape
(4,)
>>> y = np.zeros((2, 3, 4))
```

```
>>> y.shape
(2, 3, 4)
>>> y.shape = (3, 8)
>>> y
array([[ 0.,  0.,  0.,  0.,  0.,  0.,  0.,  0.],
       [ 0.,  0.,  0.,  0.,  0.,  0.,  0.,  0.],
       [ 0.,  0.,  0.,  0.,  0.,  0.,  0.,  0.]])
>>> y.shape = (3, 6)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: total size of new array must be unchanged
```

recarray.**size**

Number of elements in the array.

Equivalent to `np.prod(a.shape)`, i.e., the product of the array's dimensions.

Examples

```
>>> x = np.zeros((3, 5, 2), dtype=np.complex128)
>>> x.size
30
>>> np.prod(x.shape)
30
```

recarray.**strides**

Tuple of bytes to step in each dimension when traversing an array.

The byte offset of element `(i[0], i[1], ..., i[n])` in an array *a* is:

```
offset = sum(np.array(i) * a.strides)
```

A more detailed explanation of strides can be found in the "ndarray.rst" file in the NumPy reference guide.

See Also:

`numpy.lib.stride_tricks.as_strided`

Notes

Imagine an array of 32-bit integers (each 4 bytes):

```
x = np.array([[0, 1, 2, 3, 4],
              [5, 6, 7, 8, 9]], dtype=np.int32)
```

This array is stored in memory as 40 bytes, one after the other (known as a contiguous block of memory). The strides of an array tell us how many bytes we have to skip in memory to move to the next position along a certain axis. For example, we have to skip 4 bytes (1 value) to move to the next column, but 20 bytes (5 values) to get to the same position in the next row. As such, the strides for the array *x* will be `(20, 4)`.

Examples

```
>>> y = np.reshape(np.arange(2*3*4), (2,3,4))
>>> y
array([[[ 0,  1,  2,  3],
        [ 4,  5,  6,  7],
        [ 8,  9, 10, 11]],
       [[12, 13, 14, 15],
        [16, 17, 18, 19],
        [20, 21, 22, 23]]])
```

```
>>> y.strides
(48, 16, 4)
>>> y[1,1,1]
17
>>> offset=sum(y.strides * np.array((1,1,1)))
>>> offset/y.itemsize
17

>>> x = np.reshape(np.arange(5*6*7*8), (5,6,7,8)).transpose(2,3,1,0)
>>> x.strides
(32, 4, 224, 1344)
>>> i = np.array([3,5,2,2])
>>> offset = sum(i * x.strides)
>>> x[3,5,2,2]
813
>>> offset / x.itemsize
813
```

Methods

all([axis, out])	Returns True if all elements evaluate to True.
any([axis, out])	Returns True if any of the elements of *a* evaluate to True.
argmax([axis, out])	Return indices of the maximum values along the given axis.
argmin([axis, out])	Return indices of the minimum values along the given axis of *a*.
argpartition(kth[, axis, kind, order])	Returns the indices that would partition this array.
argsort([axis, kind, order])	Returns the indices that would sort this array.
astype(dtype[, order, casting, subok, copy])	Copy of the array, cast to a specified type.
byteswap(inplace)	Swap the bytes of the array elements
choose(choices[, out, mode])	Use an index array to construct a new array from a set of choices.
clip(a_min, a_max[, out])	Return an array whose values are limited to `[a_min, a_max]`.
compress(condition[, axis, out])	Return selected slices of this array along given axis.
conj()	Complex-conjugate all elements.
conjugate()	Return the complex conjugate, element-wise.
copy([order])	Return a copy of the array.
cumprod([axis, dtype, out])	Return the cumulative product of the elements along the given axis.
cumsum([axis, dtype, out])	Return the cumulative sum of the elements along the given axis.
diagonal([offset, axis1, axis2])	Return specified diagonals.
dot(b[, out])	Dot product of two arrays.
dump(file)	Dump a pickle of the array to the specified file.
dumps()	Returns the pickle of the array as a string.
field(attr[, val])	
fill(value)	Fill the array with a scalar value.
flatten([order])	Return a copy of the array collapsed into one dimension.
getfield(dtype[, offset])	Returns a field of the given array as a certain type.
item(*args)	Copy an element of an array to a standard Python scalar and return it.
itemset(*args)	Insert scalar into an array (scalar is cast to array's dtype, if possible)
max([axis, out])	Return the maximum along a given axis.
mean([axis, dtype, out])	Returns the average of the array elements along given axis.
min([axis, out])	Return the minimum along a given axis.
newbyteorder([new_order])	Return the array with the same data viewed with a different byte order.
nonzero()	Return the indices of the elements that are non-zero.
partition(kth[, axis, kind, order])	Rearranges the elements in the array in such a way that value of the element in kth po
prod([axis, dtype, out])	Return the product of the array elements over the given axis

Table 1.48 – continued from previous page

ptp([axis, out])	Peak to peak (maximum - minimum) value along a given axis.
put(indices, values[, mode])	Set `a.flat[n] = values[n]` for all *n* in indices.
ravel([order])	Return a flattened array.
repeat(repeats[, axis])	Repeat elements of an array.
reshape(shape[, order])	Returns an array containing the same data with a new shape.
resize(new_shape[, refcheck])	Change shape and size of array in-place.
round([decimals, out])	Return *a* with each element rounded to the given number of decimals.
searchsorted(v[, side, sorter])	Find indices where elements of v should be inserted in a to maintain order.
setfield(val, dtype[, offset])	Put a value into a specified place in a field defined by a data-type.
setflags([write, align, uic])	Set array flags WRITEABLE, ALIGNED, and UPDATEIFCOPY, respectively.
sort([axis, kind, order])	Sort an array, in-place.
squeeze([axis])	Remove single-dimensional entries from the shape of *a*.
std([axis, dtype, out, ddof])	Returns the standard deviation of the array elements along given axis.
sum([axis, dtype, out])	Return the sum of the array elements over the given axis.
swapaxes(axis1, axis2)	Return a view of the array with *axis1* and *axis2* interchanged.
take(indices[, axis, out, mode])	Return an array formed from the elements of *a* at the given indices.
tofile(fid[, sep, format])	Write array to a file as text or binary (default).
tolist()	Return the array as a (possibly nested) list.
tostring([order])	Construct a Python string containing the raw data bytes in the array.
trace([offset, axis1, axis2, dtype, out])	Return the sum along diagonals of the array.
transpose(*axes)	Returns a view of the array with axes transposed.
var([axis, dtype, out, ddof])	Returns the variance of the array elements, along given axis.
view([dtype, type])	

recarray.**all**(*axis=None*, *out=None*)

Returns True if all elements evaluate to True.

Refer to `numpy.all` for full documentation.

See Also:

numpy.all
equivalent function

recarray.**any**(*axis=None*, *out=None*)

Returns True if any of the elements of *a* evaluate to True.

Refer to `numpy.any` for full documentation.

See Also:

numpy.any
equivalent function

recarray.**argmax**(*axis=None*, *out=None*)

Return indices of the maximum values along the given axis.

Refer to `numpy.argmax` for full documentation.

See Also:

numpy.argmax
equivalent function

recarray.**argmin**(*axis=None*, *out=None*)
Return indices of the minimum values along the given axis of *a*.

Refer to numpy.argmin for detailed documentation.

See Also:

numpy.argmin
equivalent function

recarray.**argpartition**(*kth*, *axis=-1*, *kind='quickselect'*, *order=None*)
Returns the indices that would partition this array.

Refer to numpy.argpartition for full documentation. New in version 1.8.0.

See Also:

numpy.argpartition
equivalent function

recarray.**argsort**(*axis=-1*, *kind='quicksort'*, *order=None*)
Returns the indices that would sort this array.

Refer to numpy.argsort for full documentation.

See Also:

numpy.argsort
equivalent function

recarray.**astype**(*dtype*, *order='K'*, *casting='unsafe'*, *subok=True*, *copy=True*)
Copy of the array, cast to a specified type.

Parameters

dtype : str or dtype

Typecode or data-type to which the array is cast.

order : {'C', 'F', 'A', 'K'}, optional

Controls the memory layout order of the result. 'C' means C order, 'F' means Fortran order, 'A' means 'F' order if all the arrays are Fortran contiguous, 'C' order otherwise, and 'K' means as close to the order the array elements appear in memory as possible. Default is 'K'.

casting : {'no', 'equiv', 'safe', 'same_kind', 'unsafe'}, optional

Controls what kind of data casting may occur. Defaults to 'unsafe' for backwards compatibility.

- 'no' means the data types should not be cast at all.
- 'equiv' means only byte-order changes are allowed.
- 'safe' means only casts which can preserve values are allowed.
- 'same_kind' means only safe casts or casts within a kind, like float64 to float32, are allowed.
- 'unsafe' means any data conversions may be done.

subok : bool, optional

If True, then sub-classes will be passed-through (default), otherwise the returned array will be forced to be a base-class array.

copy : bool, optional

By default, astype always returns a newly allocated array. If this is set to false, and the `dtype`, *order*, and *subok* requirements are satisfied, the input array is returned instead of a copy.

Returns

arr_t : ndarray

Unless `copy` is False and the other conditions for returning the input array are satisfied (see description for `copy` input paramter), *arr_t* is a new array of the same shape as the input array, with dtype, order given by `dtype`, *order*.

Raises

ComplexWarning

When casting from complex to float or int. To avoid this, one should use `a.real.astype(t)`.

Examples

```
>>> x = np.array([1, 2, 2.5])
>>> x
array([ 1. ,  2. ,  2.5])

>>> x.astype(int)
array([1, 2, 2])
```

recarray.**byteswap**(*inplace*)

Swap the bytes of the array elements

Toggle between low-endian and big-endian data representation by returning a byteswapped array, optionally swapped in-place.

Parameters

inplace : bool, optional

If `True`, swap bytes in-place, default is `False`.

Returns

out : ndarray

The byteswapped array. If *inplace* is `True`, this is a view to self.

Examples

```
>>> A = np.array([1, 256, 8755], dtype=np.int16)
>>> map(hex, A)
['0x1', '0x100', '0x2233']
>>> A.byteswap(True)
array([  256,     1, 13090], dtype=int16)
>>> map(hex, A)
['0x100', '0x1', '0x3322']
```

Arrays of strings are not swapped

```
>>> A = np.array(['ceg', 'fac'])
>>> A.byteswap()
```

```
array(['ceg', 'fac'],
      dtype='|S3')
```

recarray.**choose**(*choices*, *out=None*, *mode='raise'*)
Use an index array to construct a new array from a set of choices.

Refer to `numpy.choose` for full documentation.

See Also:

numpy.choose
equivalent function

recarray.**clip**(*a_min*, *a_max*, *out=None*)
Return an array whose values are limited to `[a_min, a_max]`.

Refer to `numpy.clip` for full documentation.

See Also:

numpy.clip
equivalent function

recarray.**compress**(*condition*, *axis=None*, *out=None*)
Return selected slices of this array along given axis.

Refer to `numpy.compress` for full documentation.

See Also:

numpy.compress
equivalent function

recarray.**conj**()
Complex-conjugate all elements.

Refer to `numpy.conjugate` for full documentation.

See Also:

numpy.conjugate
equivalent function

recarray.**conjugate**()
Return the complex conjugate, element-wise.

Refer to `numpy.conjugate` for full documentation.

See Also:

numpy.conjugate
equivalent function

recarray.**copy**(*order='C'*)
Return a copy of the array.

Parameters
order : {'C', 'F', 'A', 'K'}, optional

Controls the memory layout of the copy. 'C' means C-order, 'F' means F-order, 'A' means 'F' if *a* is Fortran contiguous, 'C' otherwise. 'K' means match the layout of *a* as closely as possible. (Note that this function and :func:numpy.copy are very similar, but have different default values for their order= arguments.)

See Also:

`numpy.copy`, `numpy.copyto`

Examples

```
>>> x = np.array([[1,2,3],[4,5,6]], order='F')

>>> y = x.copy()

>>> x.fill(0)

>>> x
array([[0, 0, 0],
       [0, 0, 0]])

>>> y
array([[1, 2, 3],
       [4, 5, 6]])

>>> y.flags['C_CONTIGUOUS']
True
```

`recarray.`**`cumprod`**(*axis=None*, *dtype=None*, *out=None*)

Return the cumulative product of the elements along the given axis.

Refer to `numpy.cumprod` for full documentation.

See Also:

`numpy.cumprod`
equivalent function

`recarray.`**`cumsum`**(*axis=None*, *dtype=None*, *out=None*)

Return the cumulative sum of the elements along the given axis.

Refer to `numpy.cumsum` for full documentation.

See Also:

`numpy.cumsum`
equivalent function

`recarray.`**`diagonal`**(*offset=0*, *axis1=0*, *axis2=1*)

Return specified diagonals.

Refer to `numpy.diagonal` for full documentation.

See Also:

`numpy.diagonal`
equivalent function

recarray.**dot**(*b*, *out=None*)
Dot product of two arrays.

Refer to numpy.dot for full documentation.

See Also:

numpy.dot
equivalent function

Examples

```
>>> a = np.eye(2)
>>> b = np.ones((2, 2)) * 2
>>> a.dot(b)
array([[ 2.,  2.],
       [ 2.,  2.]])
```

This array method can be conveniently chained:

```
>>> a.dot(b).dot(b)
array([[ 8.,  8.],
       [ 8.,  8.]])
```

recarray.**dump**(*file*)
Dump a pickle of the array to the specified file. The array can be read back with pickle.load or numpy.load.

Parameters
file : str

A string naming the dump file.

recarray.**dumps**()
Returns the pickle of the array as a string. pickle.loads or numpy.loads will convert the string back to an array.

Parameters
None

recarray.**field**(*attr*, *val=None*)

recarray.**fill**(*value*)
Fill the array with a scalar value.

Parameters
value : scalar

All elements of *a* will be assigned this value.

Examples

```
>>> a = np.array([1, 2])
>>> a.fill(0)
>>> a
array([0, 0])
>>> a = np.empty(2)
>>> a.fill(1)
>>> a
array([ 1.,  1.])
```

recarray.**flatten**(*order='C'*)

Return a copy of the array collapsed into one dimension.

Parameters

order : {'C', 'F', 'A'}, optional

Whether to flatten in C (row-major), Fortran (column-major) order, or preserve the C/Fortran ordering from *a*. The default is 'C'.

Returns

y : ndarray

A copy of the input array, flattened to one dimension.

See Also:

ravel

Return a flattened array.

flat

A 1-D flat iterator over the array.

Examples

```
>>> a = np.array([[1,2], [3,4]])
>>> a.flatten()
array([1, 2, 3, 4])
>>> a.flatten('F')
array([1, 3, 2, 4])
```

recarray.**getfield**(*dtype*, *offset=0*)

Returns a field of the given array as a certain type.

A field is a view of the array data with a given data-type. The values in the view are determined by the given type and the offset into the current array in bytes. The offset needs to be such that the view dtype fits in the array dtype; for example an array of dtype complex128 has 16-byte elements. If taking a view with a 32-bit integer (4 bytes), the offset needs to be between 0 and 12 bytes.

Parameters

dtype : str or dtype

The data type of the view. The dtype size of the view can not be larger than that of the array itself.

offset : int

Number of bytes to skip before beginning the element view.

Examples

```
>>> x = np.diag([1.+1.j]*2)
>>> x[1, 1] = 2 + 4.j
>>> x
array([[ 1.+1.j,  0.+0.j],
       [ 0.+0.j,  2.+4.j]])
>>> x.getfield(np.float64)
array([[ 1.,  0.],
       [ 0.,  2.]])
```

By choosing an offset of 8 bytes we can select the complex part of the array for our view:

```
>>> x.getfield(np.float64, offset=8)
array([[ 1.,  0.],
   [ 0.,  4.]])
```

recarray.**item**(**args*)

Copy an element of an array to a standard Python scalar and return it.

Parameters

***args** : Arguments (variable number and type)

- none: in this case, the method only works for arrays with one element (*a.size == 1*), which element is copied into a standard Python scalar object and returned.
- int_type: this argument is interpreted as a flat index into the array, specifying which element to copy and return.
- tuple of int_types: functions as does a single int_type argument, except that the argument is interpreted as an nd-index into the array.

Returns

z : Standard Python scalar object

A copy of the specified element of the array as a suitable Python scalar

Notes

When the data type of *a* is longdouble or clongdouble, item() returns a scalar array object because there is no available Python scalar that would not lose information. Void arrays return a buffer object for item(), unless fields are defined, in which case a tuple is returned.

`item` is very similar to a[args], except, instead of an array scalar, a standard Python scalar is returned. This can be useful for speeding up access to elements of the array and doing arithmetic on elements of the array using Python's optimized math.

Examples

```
>>> x = np.random.randint(9, size=(3, 3))
>>> x
array([[3, 1, 7],
       [2, 8, 3],
       [8, 5, 3]])
>>> x.item(3)
2
>>> x.item(7)
5
>>> x.item((0, 1))
1
>>> x.item((2, 2))
3
```

recarray.**itemset**(**args*)

Insert scalar into an array (scalar is cast to array's dtype, if possible)

There must be at least 1 argument, and define the last argument as *item*. Then, `a.itemset(*args)` is equivalent to but faster than `a[args] = item`. The item should be a scalar value and *args* must select a single item in the array *a*.

Parameters

***args** : Arguments

If one argument: a scalar, only used in case *a* is of size 1. If two arguments: the last argument is the value to be set and must be a scalar, the first argument specifies a single array element location. It is either an int or a tuple.

Notes

Compared to indexing syntax, `itemset` provides some speed increase for placing a scalar into a particular location in an `ndarray`, if you must do this. However, generally this is discouraged: among other problems, it complicates the appearance of the code. Also, when using `itemset` (and `item`) inside a loop, be sure to assign the methods to a local variable to avoid the attribute look-up at each loop iteration.

Examples

```
>>> x = np.random.randint(9, size=(3, 3))
>>> x
array([[3, 1, 7],
       [2, 8, 3],
       [8, 5, 3]])
>>> x.itemset(4, 0)
>>> x.itemset((2, 2), 9)
>>> x
array([[3, 1, 7],
       [2, 0, 3],
       [8, 5, 9]])
```

recarray.**max**(*axis=None*, *out=None*)
Return the maximum along a given axis.

Refer to `numpy.amax` for full documentation.

See Also:

numpy.amax
equivalent function

recarray.**mean**(*axis=None*, *dtype=None*, *out=None*)
Returns the average of the array elements along given axis.

Refer to `numpy.mean` for full documentation.

See Also:

numpy.mean
equivalent function

recarray.**min**(*axis=None*, *out=None*)
Return the minimum along a given axis.

Refer to `numpy.amin` for full documentation.

See Also:

numpy.amin
equivalent function

recarray.**newbyteorder**(*new_order='S'*)
Return the array with the same data viewed with a different byte order.

Equivalent to:

```
arr.view(arr.dtype.newbytorder(new_order))
```

Changes are also made in all fields and sub-arrays of the array data type.

Parameters

new_order : string, optional

Byte order to force; a value from the byte order specifications above. *new_order* codes can be any of:

```
* 'S' - swap dtype from current to opposite endian
* {'<', 'L'} - little endian
* {'>', 'B'} - big endian
* {'=', 'N'} - native order
* {'|', 'I'} - ignore (no change to byte order)
```

The default value ('S') results in swapping the current byte order. The code does a case-insensitive check on the first letter of *new_order* for the alternatives above. For example, any of 'B' or 'b' or 'biggish' are valid to specify big-endian.

Returns

new_arr : array

New array object with the dtype reflecting given change to the byte order.

recarray.**nonzero**()

Return the indices of the elements that are non-zero.

Refer to numpy.nonzero for full documentation.

See Also:

numpy.nonzero

equivalent function

recarray.**partition**(*kth*, *axis=-1*, *kind='introselect'*, *order=None*)

Rearranges the elements in the array in such a way that value of the element in kth position is in the position it would be in a sorted array. All elements smaller than the kth element are moved before this element and all equal or greater are moved behind it. The ordering of the elements in the two partitions is undefined. New in version 1.8.0.

Parameters

kth : int or sequence of ints

Element index to partition by. The kth element value will be in its final sorted position and all smaller elements will be moved before it and all equal or greater elements behind it. The order all elements in the partitions is undefined. If provided with a sequence of kth it will partition all elements indexed by kth of them into their sorted position at once.

axis : int, optional

Axis along which to sort. Default is -1, which means sort along the last axis.

kind : {'introselect'}, optional

Selection algorithm. Default is 'introselect'.

order : list, optional

When *a* is an array with fields defined, this argument specifies which fields to compare first, second, etc. Not all fields need be specified.

See Also:

numpy.partition
Return a parititioned copy of an array.

argpartition
Indirect partition.

sort
Full sort.

Notes

See `np.partition` for notes on the different algorithms.

Examples

```
>>> a = np.array([3, 4, 2, 1])
>>> a.partition(a, 3)
>>> a
array([2, 1, 3, 4])

>>> a.partition((1, 3))
array([1, 2, 3, 4])
```

`recarray.`**`prod`**(*axis=None*, *dtype=None*, *out=None*)
Return the product of the array elements over the given axis

Refer to `numpy.prod` for full documentation.

See Also:

numpy.prod
equivalent function

`recarray.`**`ptp`**(*axis=None*, *out=None*)
Peak to peak (maximum - minimum) value along a given axis.

Refer to `numpy.ptp` for full documentation.

See Also:

numpy.ptp
equivalent function

`recarray.`**`put`**(*indices*, *values*, *mode='raise'*)
Set `a.flat[n] = values[n]` for all *n* in indices.

Refer to `numpy.put` for full documentation.

See Also:

numpy.put
equivalent function

`recarray.`**`ravel`**([*order*])
Return a flattened array.

Refer to `numpy.ravel` for full documentation.

See Also:

numpy.ravel
equivalent function

ndarray.flat
a flat iterator on the array.

recarray.**repeat**(*repeats*, *axis=None*)
Repeat elements of an array.

Refer to numpy.repeat for full documentation.

See Also:

numpy.repeat
equivalent function

recarray.**reshape**(*shape*, *order='C'*)
Returns an array containing the same data with a new shape.

Refer to numpy.reshape for full documentation.

See Also:

numpy.reshape
equivalent function

recarray.**resize**(*new_shape*, *refcheck=True*)
Change shape and size of array in-place.

Parameters
new_shape : tuple of ints, or *n* ints

Shape of resized array.

refcheck : bool, optional

If False, reference count will not be checked. Default is True.

Returns
None

Raises
ValueError

If *a* does not own its own data or references or views to it exist, and the data memory must be changed.

SystemError

If the *order* keyword argument is specified. This behaviour is a bug in NumPy.

See Also:

resize
Return a new array with the specified shape.

Notes

This reallocates space for the data area if necessary.

Only contiguous arrays (data elements consecutive in memory) can be resized.

The purpose of the reference count check is to make sure you do not use this array as a buffer for another Python object and then reallocate the memory. However, reference counts can increase in other ways so if you are sure that you have not shared the memory for this array with another Python object, then you may safely set *refcheck* to False.

Examples

Shrinking an array: array is flattened (in the order that the data are stored in memory), resized, and reshaped:

```
>>> a = np.array([[0, 1], [2, 3]], order='C')
>>> a.resize((2, 1))
>>> a
array([[0],
       [1]])

>>> a = np.array([[0, 1], [2, 3]], order='F')
>>> a.resize((2, 1))
>>> a
array([[0],
       [2]])
```

Enlarging an array: as above, but missing entries are filled with zeros:

```
>>> b = np.array([[0, 1], [2, 3]])
>>> b.resize(2, 3) # new_shape parameter doesn't have to be a tuple
>>> b
array([[0, 1, 2],
       [3, 0, 0]])
```

Referencing an array prevents resizing...

```
>>> c = a
>>> a.resize((1, 1))
Traceback (most recent call last):
...
ValueError: cannot resize an array that has been referenced ...
```

Unless *refcheck* is False:

```
>>> a.resize((1, 1), refcheck=False)
>>> a
array([[0]])
>>> c
array([[0]])
```

recarray.**round**(*decimals=0*, *out=None*)

Return *a* with each element rounded to the given number of decimals.

Refer to `numpy.around` for full documentation.

See Also:

numpy.around
equivalent function

recarray.**searchsorted**(*v*, *side='left'*, *sorter=None*)

Find indices where elements of v should be inserted in a to maintain order.

For full documentation, see `numpy.searchsorted`

See Also:

numpy.searchsorted
equivalent function

recarray.**setfield**(*val*, *dtype*, *offset=0*)
Put a value into a specified place in a field defined by a data-type.

Place *val* into *a*'s field defined by dtype and beginning *offset* bytes into the field.

Parameters
val : object

Value to be placed in field.

dtype : dtype object

Data-type of the field in which to place *val*.

offset : int, optional

The number of bytes into the field at which to place *val*.

Returns
None

See Also:

getfield

Examples

```
>>> x = np.eye(3)
>>> x.getfield(np.float64)
array([[ 1.,  0.,  0.],
       [ 0.,  1.,  0.],
       [ 0.,  0.,  1.]])
>>> x.setfield(3, np.int32)
>>> x.getfield(np.int32)
array([[3, 3, 3],
       [3, 3, 3],
       [3, 3, 3]])
>>> x
array([[  1.00000000e+000,   1.48219694e-323,   1.48219694e-323],
       [  1.48219694e-323,   1.00000000e+000,   1.48219694e-323],
       [  1.48219694e-323,   1.48219694e-323,   1.00000000e+000]])
>>> x.setfield(np.eye(3), np.int32)
>>> x
array([[ 1.,  0.,  0.],
       [ 0.,  1.,  0.],
       [ 0.,  0.,  1.]])
```

recarray.**setflags**(*write=None*, *align=None*, *uic=None*)
Set array flags WRITEABLE, ALIGNED, and UPDATEIFCOPY, respectively.

These Boolean-valued flags affect how numpy interprets the memory area used by *a* (see Notes below). The ALIGNED flag can only be set to True if the data is actually aligned according to the type. The UPDATEIFCOPY flag can never be set to True. The flag WRITEABLE can only be set to True if the array owns its own memory, or the ultimate owner of the memory exposes a writeable buffer interface, or is a string. (The exception for string is made so that unpickling can be done without copying memory.)

Parameters

write : bool, optional

Describes whether or not *a* can be written to.

align : bool, optional

Describes whether or not *a* is aligned properly for its type.

uic : bool, optional

Describes whether or not *a* is a copy of another "base" array.

Notes

Array flags provide information about how the memory area used for the array is to be interpreted. There are 6 Boolean flags in use, only three of which can be changed by the user: UPDATEIFCOPY, WRITEABLE, and ALIGNED.

WRITEABLE (W) the data area can be written to;

ALIGNED (A) the data and strides are aligned appropriately for the hardware (as determined by the compiler);

UPDATEIFCOPY (U) this array is a copy of some other array (referenced by .base). When this array is deallocated, the base array will be updated with the contents of this array.

All flags can be accessed using their first (upper case) letter as well as the full name.

Examples

```
>>> y
array([[3, 1, 7],
       [2, 0, 0],
       [8, 5, 9]])
>>> y.flags
  C_CONTIGUOUS : True
  F_CONTIGUOUS : False
  OWNDATA : True
  WRITEABLE : True
  ALIGNED : True
  UPDATEIFCOPY : False
>>> y.setflags(write=0, align=0)
>>> y.flags
  C_CONTIGUOUS : True
  F_CONTIGUOUS : False
  OWNDATA : True
  WRITEABLE : False
  ALIGNED : False
  UPDATEIFCOPY : False
>>> y.setflags(uic=1)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: cannot set UPDATEIFCOPY flag to True
```

recarray.**sort**(*axis=-1*, *kind='quicksort'*, *order=None*)

Sort an array, in-place.

Parameters

axis : int, optional

Axis along which to sort. Default is -1, which means sort along the last axis.

kind : {'quicksort', 'mergesort', 'heapsort'}, optional

Sorting algorithm. Default is 'quicksort'.

order : list, optional

When *a* is an array with fields defined, this argument specifies which fields to compare first, second, etc. Not all fields need be specified.

See Also:

numpy.sort
Return a sorted copy of an array.

argsort
Indirect sort.

lexsort
Indirect stable sort on multiple keys.

searchsorted
Find elements in sorted array.

partition
Partial sort.

Notes

See `sort` for notes on the different sorting algorithms.

Examples

```
>>> a = np.array([[1,4], [3,1]])
>>> a.sort(axis=1)
>>> a
array([[1, 4],
       [1, 3]])
>>> a.sort(axis=0)
>>> a
array([[1, 3],
       [1, 4]])
```

Use the *order* keyword to specify a field to use when sorting a structured array:

```
>>> a = np.array([('a', 2), ('c', 1)], dtype=[('x', 'S1'), ('y', int)])
>>> a.sort(order='y')
>>> a
array([('c', 1), ('a', 2)],
      dtype=[('x', '|S1'), ('y', '<i4')])
```

recarray.**squeeze**(*axis=None*)
Remove single-dimensional entries from the shape of *a*.

Refer to `numpy.squeeze` for full documentation.

See Also:

numpy.squeeze
equivalent function

recarray.**std**(*axis=None*, *dtype=None*, *out=None*, *ddof=0*)
Returns the standard deviation of the array elements along given axis.

Refer to numpy.std for full documentation.

See Also:

numpy.std
equivalent function

recarray.**sum**(*axis=None*, *dtype=None*, *out=None*)
Return the sum of the array elements over the given axis.

Refer to numpy.sum for full documentation.

See Also:

numpy.sum
equivalent function

recarray.**swapaxes**(*axis1*, *axis2*)
Return a view of the array with *axis1* and *axis2* interchanged.

Refer to numpy.swapaxes for full documentation.

See Also:

numpy.swapaxes
equivalent function

recarray.**take**(*indices*, *axis=None*, *out=None*, *mode='raise'*)
Return an array formed from the elements of *a* at the given indices.

Refer to numpy.take for full documentation.

See Also:

numpy.take
equivalent function

recarray.**tofile**(*fid*, *sep=""*, *format="%s"*)
Write array to a file as text or binary (default).

Data is always written in 'C' order, independent of the order of *a*. The data produced by this method can be recovered using the function fromfile().

Parameters

fid : file or str

An open file object, or a string containing a filename.

sep : str

Separator between array items for text output. If "" (empty), a binary file is written, equivalent to `file.write(a.tostring())`.

format : str

Format string for text file output. Each entry in the array is formatted to text by first converting it to the closest Python type, and then using "format" % item.

Notes

This is a convenience function for quick storage of array data. Information on endianness and precision is lost, so this method is not a good choice for files intended to archive data or transport data between machines with different endianness. Some of these problems can be overcome by outputting the data as text files, at the expense of speed and file size.

recarray.**tolist**()

Return the array as a (possibly nested) list.

Return a copy of the array data as a (nested) Python list. Data items are converted to the nearest compatible Python type.

Parameters

none

Returns

y : list

The possibly nested list of array elements.

Notes

The array may be recreated, `a = np.array(a.tolist())`.

Examples

```
>>> a = np.array([1, 2])
>>> a.tolist()
[1, 2]
>>> a = np.array([[1, 2], [3, 4]])
>>> list(a)
[array([1, 2]), array([3, 4])]
>>> a.tolist()
[[1, 2], [3, 4]]
```

recarray.**tostring**(*order='C'*)

Construct a Python string containing the raw data bytes in the array.

Constructs a Python string showing a copy of the raw contents of data memory. The string can be produced in either 'C' or 'Fortran', or 'Any' order (the default is 'C'-order). 'Any' order means C-order unless the F_CONTIGUOUS flag in the array is set, in which case it means 'Fortran' order.

Parameters

order : {'C', 'F', None}, optional

Order of the data for multidimensional arrays: C, Fortran, or the same as for the original array.

Returns

s : str

A Python string exhibiting a copy of *a*'s raw data.

Examples

```
>>> x = np.array([[0, 1], [2, 3]])
>>> x.tostring()
'\x00\x00\x00\x00\x01\x00\x00\x00\x02\x00\x00\x00\x03\x00\x00\x00'
>>> x.tostring('C') == x.tostring()
True
```

```
>>> x.tostring('F')
'\x00\x00\x00\x00\x02\x00\x00\x00\x01\x00\x00\x00\x03\x00\x00\x00'
```

recarray.**trace**(*offset=0*, *axis1=0*, *axis2=1*, *dtype=None*, *out=None*)

Return the sum along diagonals of the array.

Refer to `numpy.trace` for full documentation.

See Also:

numpy.trace
equivalent function

recarray.**transpose**(**axes*)

Returns a view of the array with axes transposed.

For a 1-D array, this has no effect. (To change between column and row vectors, first cast the 1-D array into a matrix object.) For a 2-D array, this is the usual matrix transpose. For an n-D array, if axes are given, their order indicates how the axes are permuted (see Examples). If axes are not provided and `a.shape = (i[0], i[1], ... i[n-2], i[n-1])`, then `a.transpose().shape = (i[n-1], i[n-2], ... i[1], i[0])`.

Parameters

axes : None, tuple of ints, or *n* ints

- None or no argument: reverses the order of the axes.
- tuple of ints: *i* in the *j*-th place in the tuple means *a*'s *i*-th axis becomes *a.transpose()*'s *j*-th axis.
- *n* ints: same as an n-tuple of the same ints (this form is intended simply as a "convenience" alternative to the tuple form)

Returns

out : ndarray

View of *a*, with axes suitably permuted.

See Also:

ndarray.T
Array property returning the array transposed.

Examples

```
>>> a = np.array([[1, 2], [3, 4]])
>>> a
array([[1, 2],
       [3, 4]])
>>> a.transpose()
array([[1, 3],
       [2, 4]])
>>> a.transpose((1, 0))
array([[1, 3],
       [2, 4]])
>>> a.transpose(1, 0)
array([[1, 3],
       [2, 4]])
```

recarray.**var**(*axis=None*, *dtype=None*, *out=None*, *ddof=0*)
Returns the variance of the array elements, along given axis.

Refer to numpy.var for full documentation.

See Also:

numpy.var
equivalent function

recarray.**view**(*dtype=None*, *type=None*)

class numpy.**record**
A data-type scalar that allows field access as attribute lookup.

Attributes

T	transpose
base	base object
data	pointer to start of data
dtype	dtype object
flags	integer value of flags
flat	a 1-d view of scalar
imag	imaginary part of scalar
itemsize	length of one element in bytes
nbytes	length of item in bytes
ndim	number of array dimensions
real	real part of scalar
shape	tuple of array dimensions
size	number of elements in the gentype
strides	tuple of bytes steps in each dimension

record.**T**
transpose

record.**base**
base object

record.**data**
pointer to start of data

record.**dtype**
dtype object

record.**flags**
integer value of flags

record.**flat**
a 1-d view of scalar

record.**imag**
imaginary part of scalar

record.**itemsize**
length of one element in bytes

record.**nbytes**
length of item in bytes

record.**ndim**
number of array dimensions

record.**real**
real part of scalar

record.**shape**
tuple of array dimensions

record.**size**
number of elements in the gentype

record.**strides**
tuple of bytes steps in each dimension

Methods

all	Not implemented (virtual attribute)
any	Not implemented (virtual attribute)
argmax	Not implemented (virtual attribute)
argmin	Not implemented (virtual attribute)
argsort	Not implemented (virtual attribute)
astype	Not implemented (virtual attribute)
byteswap	Not implemented (virtual attribute)
choose	Not implemented (virtual attribute)
clip	Not implemented (virtual attribute)
compress	Not implemented (virtual attribute)
conj	
conjugate	Not implemented (virtual attribute)
copy	Not implemented (virtual attribute)
cumprod	Not implemented (virtual attribute)
cumsum	Not implemented (virtual attribute)
diagonal	Not implemented (virtual attribute)
dump	Not implemented (virtual attribute)
dumps	Not implemented (virtual attribute)
fill	Not implemented (virtual attribute)
flatten	Not implemented (virtual attribute)
getfield	
item	Not implemented (virtual attribute)
itemset	Not implemented (virtual attribute)
max	Not implemented (virtual attribute)
mean	Not implemented (virtual attribute)
min	Not implemented (virtual attribute)
newbyteorder([new_order])	Return a new dtype with a different byte order.
nonzero	Not implemented (virtual attribute)
pprint()	Pretty-print all fields.
prod	Not implemented (virtual attribute)
ptp	Not implemented (virtual attribute)
put	Not implemented (virtual attribute)
ravel	Not implemented (virtual attribute)
repeat	Not implemented (virtual attribute)

Continued on next page

Table 1.50 – continued from previous page

reshape	Not implemented (virtual attribute)
resize	Not implemented (virtual attribute)
round	Not implemented (virtual attribute)
searchsorted	Not implemented (virtual attribute)
setfield	
setflags	Not implemented (virtual attribute)
sort	Not implemented (virtual attribute)
squeeze	Not implemented (virtual attribute)
std	Not implemented (virtual attribute)
sum	Not implemented (virtual attribute)
swapaxes	Not implemented (virtual attribute)
take	Not implemented (virtual attribute)
tofile	Not implemented (virtual attribute)
tolist	Not implemented (virtual attribute)
tostring	Not implemented (virtual attribute)
trace	Not implemented (virtual attribute)
transpose	Not implemented (virtual attribute)
var	Not implemented (virtual attribute)
view	Not implemented (virtual attribute)

record.**all**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**any**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**argmax**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**argmin**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**argsort**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**astype**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**byteswap**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**choose**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**clip**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**compress**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**conj**()

record.**conjugate**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**copy**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**cumprod**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**cumsum**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**diagonal**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**dump**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**dumps**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**fill**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**flatten**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**getfield**()

record.**item**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**itemset**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**max**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**mean**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**min**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**newbyteorder**(*new_order='S'*)
Return a new dtype with a different byte order.

Changes are also made in all fields and sub-arrays of the data type.

The *new_order* code can be any from the following:

- {'<', 'L'} - little endian
- {'>', 'B'} - big endian
- {'=', 'N'} - native order
- 'S' - swap dtype from current to opposite endian
- {'|', 'I'} - ignore (no change to byte order)

Parameters
new_order : str, optional

Byte order to force; a value from the byte order specifications above. The default value ('S') results in swapping the current byte order. The code does a case-insensitive check on the first letter of *new_order* for the alternatives above. For example, any of 'B' or 'b' or 'biggish' are valid to specify big-endian.

Returns
new_dtype : dtype

New dtype object with the given change to the byte order.

record.**nonzero**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**pprint**()
Pretty-print all fields.

record.**prod**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**ptp**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**put**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**ravel**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**repeat**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**reshape**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**resize**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**round**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**searchsorted**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**setfield**()

record.**setflags**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**sort**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**squeeze**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**std**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**sum**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**swapaxes**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**take**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**tofile**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**tolist**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**tostring**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**trace**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**transpose**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

The

record.**var**()
Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

`The`

`record.`**`view`**`()`

Not implemented (virtual attribute)

Class generic exists solely to derive numpy scalars from, and possesses, albeit unimplemented, all the attributes of the ndarray class so as to provide a uniform API.

See Also:

`The`

1.6.6 Masked arrays (`numpy.ma`)

See Also:

Masked arrays

1.6.7 Standard container class

For backward compatibility and as a standard "container "class, the UserArray from Numeric has been brought over to NumPy and named `numpy.lib.user_array.container` The container class is a Python class whose self.array attribute is an ndarray. Multiple inheritance is probably easier with numpy.lib.user_array.container than with the ndarray itself and so it is included by default. It is not documented here beyond mentioning its existence because you are encouraged to use the ndarray class directly if you can.

`numpy.lib.user_array.container`(data[, ...])

class `numpy.lib.user_array.`**`container`**(*data*, *dtype=None*, *copy=True*)

Methods

`astype`(typecode)
`byteswap`()
`copy`()
`tostring`()

`container.`**`astype`**(*typecode*)

`container.`**`byteswap`**()

`container.`**`copy`**()

`container.`**`tostring`**()

1.6.8 Array Iterators

Iterators are a powerful concept for array processing. Essentially, iterators implement a generalized for-loop. If *myiter* is an iterator object, then the Python code:

```
for val in myiter:
    ...
    some code involving val
    ...
```

calls `val = myiter.next()` repeatedly until `StopIteration` is raised by the iterator. There are several ways to iterate over an array that may be useful: default iteration, flat iteration, and N-dimensional enumeration.

Default iteration

The default iterator of an ndarray object is the default Python iterator of a sequence type. Thus, when the array object itself is used as an iterator. The default behavior is equivalent to:

```
for i in range(arr.shape[0]):
    val = arr[i]
```

This default iterator selects a sub-array of dimension $N-1$ from the array. This can be a useful construct for defining recursive algorithms. To loop over the entire array requires N for-loops.

```
>>> a = arange(24).reshape(3,2,4)+10
>>> for val in a:
...     print 'item:', val
item: [[10 11 12 13]
 [14 15 16 17]]
item: [[18 19 20 21]
 [22 23 24 25]]
item: [[26 27 28 29]
 [30 31 32 33]]
```

Flat iteration

`ndarray.flat`	A 1-D iterator over the array.

`ndarray.flat`
A 1-D iterator over the array.

This is a `numpy.flatiter` instance, which acts similarly to, but is not a subclass of, Python's built-in iterator object.

See Also:

`flatten`
Return a copy of the array collapsed into one dimension.

`flatiter`

Examples

```
>>> x = np.arange(1, 7).reshape(2, 3)
>>> x
```

```
array([[1, 2, 3],
       [4, 5, 6]])
>>> x.flat[3]
4
>>> x.T
array([[1, 4],
       [2, 5],
       [3, 6]])
>>> x.T.flat[3]
5
>>> type(x.flat)
<type 'numpy.flatiter'>
```

An assignment example:

```
>>> x.flat = 3; x
array([[3, 3, 3],
       [3, 3, 3]])
>>> x.flat[[1,4]] = 1; x
array([[3, 1, 3],
       [3, 1, 3]])
```

As mentioned previously, the flat attribute of ndarray objects returns an iterator that will cycle over the entire array in C-style contiguous order.

```
>>> for i, val in enumerate(a.flat):
...     if i%5 == 0: print i, val
0 10
5 15
10 20
15 25
20 30
```

Here, I've used the built-in enumerate iterator to return the iterator index as well as the value.

N-dimensional enumeration

ndenumerate(arr)	Multidimensional index iterator.

class numpy.**ndenumerate**(*arr*)

Multidimensional index iterator.

Return an iterator yielding pairs of array coordinates and values.

Parameters

a : ndarray

Input array.

See Also:

ndindex, flatiter

Examples

```
>>> a = np.array([[1, 2], [3, 4]])
>>> for index, x in np.ndenumerate(a):
...     print index, x
```

```
(0, 0) 1
(0, 1) 2
(1, 0) 3
(1, 1) 4
```

Methods

next()	Standard iterator method, returns the index tuple and array value.

ndenumerate.**next**()
Standard iterator method, returns the index tuple and array value.

Returns
coords : tuple of ints

The indices of the current iteration.

val : scalar

The array element of the current iteration.

Sometimes it may be useful to get the N-dimensional index while iterating. The ndenumerate iterator can achieve this.

```
>>> for i, val in ndenumerate(a):
...     if sum(i)%5 == 0: print i, val
(0, 0, 0) 10
(1, 1, 3) 25
(2, 0, 3) 29
(2, 1, 2) 32
```

Iterator for broadcasting

broadcast	Produce an object that mimics broadcasting.

class numpy.**broadcast**
Produce an object that mimics broadcasting.

Parameters
in1, in2, ... : array_like

Input parameters.

Returns
b : broadcast object

Broadcast the input parameters against one another, and return an object that encapsulates the result. Amongst others, it has shape and nd properties, and may be used as an iterator.

Examples

Manually adding two vectors, using broadcasting:

```
>>> x = np.array([[1], [2], [3]])
>>> y = np.array([4, 5, 6])
>>> b = np.broadcast(x, y)
```

```
>>> out = np.empty(b.shape)
>>> out.flat = [u+v for (u,v) in b]
>>> out
array([[ 5.,  6.,  7.],
       [ 6.,  7.,  8.],
       [ 7.,  8.,  9.]])
```

Compare against built-in broadcasting:

```
>>> x + y
array([[5, 6, 7],
       [6, 7, 8],
       [7, 8, 9]])
```

Attributes

index	current index in broadcasted result
iters	tuple of iterators along self's "components."
shape	Shape of broadcasted result.
size	Total size of broadcasted result.

broadcast.**index**
current index in broadcasted result

Examples

```
>>> x = np.array([[1], [2], [3]])
>>> y = np.array([4, 5, 6])
>>> b = np.broadcast(x, y)
>>> b.index
0
>>> b.next(), b.next(), b.next()
((1, 4), (1, 5), (1, 6))
>>> b.index
3
```

broadcast.**iters**
tuple of iterators along self's "components."

Returns a tuple of numpy.flatiter objects, one for each "component" of self.

See Also:

numpy.flatiter

Examples

```
>>> x = np.array([1, 2, 3])
>>> y = np.array([[4], [5], [6]])
>>> b = np.broadcast(x, y)
>>> row, col = b.iters
>>> row.next(), col.next()
(1, 4)
```

broadcast.**shape**
Shape of broadcasted result.

Examples

```
>>> x = np.array([1, 2, 3])
>>> y = np.array([[4], [5], [6]])
>>> b = np.broadcast(x, y)
>>> b.shape
(3, 3)
```

broadcast.**size**
Total size of broadcasted result.

Examples

```
>>> x = np.array([1, 2, 3])
>>> y = np.array([[4], [5], [6]])
>>> b = np.broadcast(x, y)
>>> b.size
9
```

Methods

next	x.next() -> the next value, or raise StopIteration
reset()	Reset the broadcasted result's iterator(s).

broadcast.**next**
x.next() -> the next value, or raise StopIteration

broadcast.**reset**()
Reset the broadcasted result's iterator(s).

Parameters
None

Returns
None

Examples

```
>>> x = np.array([1, 2, 3])
>>> y = np.array([[4], [5], [6]]
>>> b = np.broadcast(x, y)
>>> b.index
0
>>> b.next(), b.next(), b.next()
((1, 4), (2, 4), (3, 4))
>>> b.index
3
>>> b.reset()
>>> b.index
0
```

The general concept of broadcasting is also available from Python using the broadcast iterator. This object takes N objects as inputs and returns an iterator that returns tuples providing each of the input sequence elements in the broadcasted result.

```
>>> for val in broadcast([[1,0],[2,3]],[0,1]):
...     print val
(1, 0)
(0, 1)
```

```
(2, 0)
(3, 1)
```

1.7 Masked arrays

Masked arrays are arrays that may have missing or invalid entries. The `numpy.ma` module provides a nearly work-alike replacement for numpy that supports data arrays with masks.

1.7.1 The `numpy.ma` module

Rationale

Masked arrays are arrays that may have missing or invalid entries. The `numpy.ma` module provides a nearly work-alike replacement for numpy that supports data arrays with masks.

What is a masked array?

In many circumstances, datasets can be incomplete or tainted by the presence of invalid data. For example, a sensor may have failed to record a data, or recorded an invalid value. The `numpy.ma` module provides a convenient way to address this issue, by introducing masked arrays.

A masked array is the combination of a standard `numpy.ndarray` and a mask. A mask is either `nomask`, indicating that no value of the associated array is invalid, or an array of booleans that determines for each element of the associated array whether the value is valid or not. When an element of the mask is `False`, the corresponding element of the associated array is valid and is said to be unmasked. When an element of the mask is `True`, the corresponding element of the associated array is said to be masked (invalid).

The package ensures that masked entries are not used in computations.

As an illustration, let's consider the following dataset:

```
>>> import numpy as np
>>> import numpy.ma as ma
>>> x = np.array([1, 2, 3, -1, 5])
```

We wish to mark the fourth entry as invalid. The easiest is to create a masked array:

```
>>> mx = ma.masked_array(x, mask=[0, 0, 0, 1, 0])
```

We can now compute the mean of the dataset, without taking the invalid data into account:

```
>>> mx.mean()
2.75
```

The `numpy.ma` module

The main feature of the `numpy.ma` module is the `MaskedArray` class, which is a subclass of `numpy.ndarray`. The class, its attributes and methods are described in more details in the *MaskedArray class* section.

The `numpy.ma` module can be used as an addition to `numpy`:

```
>>> import numpy as np
>>> import numpy.ma as ma
```

To create an array with the second element invalid, we would do:

```
>>> y = ma.array([1, 2, 3], mask = [0, 1, 0])
```

To create a masked array where all values close to 1.e20 are invalid, we would do:

```
>>> z = masked_values([1.0, 1.e20, 3.0, 4.0], 1.e20)
```

For a complete discussion of creation methods for masked arrays please see section *Constructing masked arrays*.

1.7.2 Using numpy.ma

Constructing masked arrays

There are several ways to construct a masked array.

- A first possibility is to directly invoke the `MaskedArray` class.
- A second possibility is to use the two masked array constructors, `array` and `masked_array`.

`array`(data[, dtype, copy, order, mask, ...])	An array class with possibly masked values.
`masked_array`	An array class with possibly masked values.

numpy.ma.**array**(*data*, *dtype=None*, *copy=False*, *order=False*, *mask=False*, *fill_value=None*, *keep_mask=True*, *hard_mask=False*, *shrink=True*, *subok=True*, *ndmin=0*)

An array class with possibly masked values.

Masked values of True exclude the corresponding element from any computation.

Construction:

```
x = MaskedArray(data, mask=nomask, dtype=None,
                copy=False, subok=True, ndmin=0, fill_value=None,
                keep_mask=True, hard_mask=None, shrink=True)
```

Parameters

data : array_like

Input data.

mask : sequence, optional

Mask. Must be convertible to an array of booleans with the same shape as *data*. True indicates a masked (i.e. invalid) data.

dtype : dtype, optional

Data type of the output. If *dtype* is None, the type of the data argument (`data.dtype`) is used. If *dtype* is not None and different from `data.dtype`, a copy is performed.

copy : bool, optional

Whether to copy the input data (True), or to use a reference instead. Default is False.

subok : bool, optional

Whether to return a subclass of `MaskedArray` if possible (True) or a plain `MaskedArray`. Default is True.

ndmin : int, optional

Minimum number of dimensions. Default is 0.

fill_value : scalar, optional

Value used to fill in the masked values when necessary. If None, a default based on the data-type is used.

keep_mask : bool, optional

Whether to combine *mask* with the mask of the input data, if any (True), or to use only *mask* for the output (False). Default is True.

hard_mask : bool, optional

Whether to use a hard mask or not. With a hard mask, masked values cannot be unmasked. Default is False.

shrink : bool, optional

Whether to force compression of an empty mask. Default is True.

numpy.ma.**masked_array**
alias of MaskedArray

- A third option is to take the view of an existing array. In that case, the mask of the view is set to nomask if the array has no named fields, or an array of boolean with the same structure as the array otherwise.

```
>>> x = np.array([1, 2, 3])
>>> x.view(ma.MaskedArray)
masked_array(data = [1 2 3],
             mask = False,
       fill_value = 999999)
>>> x = np.array([(1, 1.), (2, 2.)], dtype=[('a',int), ('b', float)])
>>> x.view(ma.MaskedArray)
masked_array(data = [(1, 1.0) (2, 2.0)],
             mask = [(False, False) (False, False)],
       fill_value = (999999, 1e+20),
            dtype = [('a', '<i4'), ('b', '<f8')])
```

- Yet another possibility is to use any of the following functions:

asarray(a[, dtype, order])	Convert the input to a masked array of the given data-type.
asanyarray(a[, dtype])	Convert the input to a masked array, conserving subclasses.
fix_invalid(a[, mask, copy, fill_value])	Return input with invalid data masked and replaced by a fill value.
masked_equal(x, value[, copy])	Mask an array where equal to a given value.
masked_greater(x, value[, copy])	Mask an array where greater than a given value.
masked_greater_equal(x, value[, copy])	Mask an array where greater than or equal to a given value.
masked_inside(x, v1, v2[, copy])	Mask an array inside a given interval.
masked_invalid(a[, copy])	Mask an array where invalid values occur (NaNs or infs).
masked_less(x, value[, copy])	Mask an array where less than a given value.
masked_less_equal(x, value[, copy])	Mask an array where less than or equal to a given value.
masked_not_equal(x, value[, copy])	Mask an array where *not* equal to a given value.
masked_object(x, value[, copy, shrink])	Mask the array *x* where the data are exactly equal to value.
masked_outside(x, v1, v2[, copy])	Mask an array outside a given interval.
masked_values(x, value[, rtol, atol, copy, ...])	Mask using floating point equality.
masked_where(condition, a[, copy])	Mask an array where a condition is met.

numpy.ma.**asarray**(*a*, *dtype=None*, *order=None*)
Convert the input to a masked array of the given data-type.

No copy is performed if the input is already an *ndarray*. If *a* is a subclass of MaskedArray, a base class MaskedArray is returned.

Parameters

a : array_like

Input data, in any form that can be converted to a masked array. This includes lists, lists of tuples, tuples, tuples of tuples, tuples of lists, ndarrays and masked arrays.

dtype : dtype, optional

By default, the data-type is inferred from the input data.

order : {'C', 'F'}, optional

Whether to use row-major ('C') or column-major ('FORTRAN') memory representation. Default is 'C'.

Returns

out : MaskedArray

Masked array interpretation of *a*.

See Also:

asanyarray
Similar to asarray, but conserves subclasses.

Examples

```
>>> x = np.arange(10.).reshape(2, 5)
>>> x
array([[ 0.,  1.,  2.,  3.,  4.],
       [ 5.,  6.,  7.,  8.,  9.]])
>>> np.ma.asarray(x)
masked_array(data =
 [[ 0.  1.  2.  3.  4.]
 [ 5.  6.  7.  8.  9.]],
             mask =
 False,
       fill_value = 1e+20)
>>> type(np.ma.asarray(x))
<class 'numpy.ma.core.MaskedArray'>
```

numpy.ma.**asanyarray**(*a*, *dtype=None*)
Convert the input to a masked array, conserving subclasses.

If *a* is a subclass of MaskedArray, its class is conserved. No copy is performed if the input is already an *ndarray*.

Parameters

a : array_like

Input data, in any form that can be converted to an array.

dtype : dtype, optional

By default, the data-type is inferred from the input data.

order : {'C', 'F'}, optional

Whether to use row-major ('C') or column-major ('FORTRAN') memory representation. Default is 'C'.

Returns

out : MaskedArray

MaskedArray interpretation of *a*.

See Also:

asarray
Similar to asanyarray, but does not conserve subclass.

Examples

```
>>> x = np.arange(10.).reshape(2, 5)
>>> x
array([[ 0.,  1.,  2.,  3.,  4.],
       [ 5.,  6.,  7.,  8.,  9.]])
>>> np.ma.asanyarray(x)
masked_array(data =
 [[ 0.  1.  2.  3.  4.]
 [ 5.  6.  7.  8.  9.]],
             mask =
 False,
       fill_value = 1e+20)
>>> type(np.ma.asanyarray(x))
<class 'numpy.ma.core.MaskedArray'>
```

numpy.ma.**fix_invalid**(*a*, *mask=False*, *copy=True*, *fill_value=None*)

Return input with invalid data masked and replaced by a fill value.

Invalid data means values of *nan*, *inf*, etc.

Parameters

a : array_like

Input array, a (subclass of) ndarray.

copy : bool, optional

Whether to use a copy of *a* (True) or to fix *a* in place (False). Default is True.

fill_value : scalar, optional

Value used for fixing invalid data. Default is None, in which case the `a.fill_value` is used.

Returns

b : MaskedArray

The input array with invalid entries fixed.

Notes

A copy is performed by default.

Examples

```
>>> x = np.ma.array([1., -1, np.nan, np.inf], mask=[1] + [0]*3)
>>> x
masked_array(data = [-- -1.0 nan inf],
             mask = [ True False False False],
       fill_value = 1e+20)
>>> np.ma.fix_invalid(x)
```

```
masked_array(data = [-- -1.0 -- --],
             mask = [ True False  True  True],
       fill_value = 1e+20)

>>> fixed = np.ma.fix_invalid(x)
>>> fixed.data
array([  1.00000000e+00,  -1.00000000e+00,   1.00000000e+20,
         1.00000000e+20])
>>> x.data
array([  1.,  -1.,  NaN,  Inf])
```

numpy.ma.**masked_equal**(*x*, *value*, *copy=True*)

Mask an array where equal to a given value.

This function is a shortcut to `masked_where`, with *condition* = (x == value). For floating point arrays, consider using `masked_values(x, value)`.

See Also:

masked_where
Mask where a condition is met.

masked_values
Mask using floating point equality.

Examples

```
>>> import numpy.ma as ma
>>> a = np.arange(4)
>>> a
array([0, 1, 2, 3])
>>> ma.masked_equal(a, 2)
masked_array(data = [0 1 -- 3],
      mask = [False False  True False],
      fill_value=999999)
```

numpy.ma.**masked_greater**(*x*, *value*, *copy=True*)

Mask an array where greater than a given value.

This function is a shortcut to `masked_where`, with *condition* = (x > value).

See Also:

masked_where
Mask where a condition is met.

Examples

```
>>> import numpy.ma as ma
>>> a = np.arange(4)
>>> a
array([0, 1, 2, 3])
>>> ma.masked_greater(a, 2)
masked_array(data = [0 1 2 --],
      mask = [False False False  True],
      fill_value=999999)
```

numpy.ma.**masked_greater_equal**(*x*, *value*, *copy=True*)

Mask an array where greater than or equal to a given value.

This function is a shortcut to `masked_where`, with *condition* = (x >= value).

See Also:

masked_where
Mask where a condition is met.

Examples

```
>>> import numpy.ma as ma
>>> a = np.arange(4)
>>> a
array([0, 1, 2, 3])
>>> ma.masked_greater_equal(a, 2)
masked_array(data = [0 1 -- --],
      mask = [False False  True  True],
      fill_value=999999)
```

numpy.ma.**masked_inside**(*x*, *v1*, *v2*, *copy=True*)
Mask an array inside a given interval.

Shortcut to `masked_where`, where *condition* is True for *x* inside the interval [v1,v2] (v1 <= x <= v2). The boundaries *v1* and *v2* can be given in either order.

See Also:

masked_where
Mask where a condition is met.

Notes

The array *x* is prefilled with its filling value.

Examples

```
>>> import numpy.ma as ma
>>> x = [0.31, 1.2, 0.01, 0.2, -0.4, -1.1]
>>> ma.masked_inside(x, -0.3, 0.3)
masked_array(data = [0.31 1.2 -- -- -0.4 -1.1],
      mask = [False False  True  True False False],
      fill_value=1e+20)
```

The order of *v1* and *v2* doesn't matter.

```
>>> ma.masked_inside(x, 0.3, -0.3)
masked_array(data = [0.31 1.2 -- -- -0.4 -1.1],
      mask = [False False  True  True False False],
      fill_value=1e+20)
```

numpy.ma.**masked_invalid**(*a*, *copy=True*)
Mask an array where invalid values occur (NaNs or infs).

This function is a shortcut to `masked_where`, with *condition* = ~(np.isfinite(a)). Any pre-existing mask is conserved. Only applies to arrays with a dtype where NaNs or infs make sense (i.e. floating point types), but accepts any array_like object.

See Also:

masked_where
Mask where a condition is met.

Examples

```
>>> import numpy.ma as ma
>>> a = np.arange(5, dtype=np.float)
>>> a[2] = np.NaN
>>> a[3] = np.PINF
>>> a
array([  0.,   1.,  NaN,  Inf,   4.])
>>> ma.masked_invalid(a)
masked_array(data = [0.0 1.0 -- -- 4.0],
      mask = [False False  True  True False],
      fill_value=1e+20)
```

numpy.ma.**masked_less**(*x*, *value*, *copy=True*)

Mask an array where less than a given value.

This function is a shortcut to `masked_where`, with *condition* = (x < value).

See Also:

masked_where
Mask where a condition is met.

Examples

```
>>> import numpy.ma as ma
>>> a = np.arange(4)
>>> a
array([0, 1, 2, 3])
>>> ma.masked_less(a, 2)
masked_array(data = [-- -- 2 3],
      mask = [ True  True False False],
      fill_value=999999)
```

numpy.ma.**masked_less_equal**(*x*, *value*, *copy=True*)

Mask an array where less than or equal to a given value.

This function is a shortcut to `masked_where`, with *condition* = (x <= value).

See Also:

masked_where
Mask where a condition is met.

Examples

```
>>> import numpy.ma as ma
>>> a = np.arange(4)
>>> a
array([0, 1, 2, 3])
>>> ma.masked_less_equal(a, 2)
masked_array(data = [-- -- -- 3],
      mask = [ True  True  True False],
      fill_value=999999)
```

numpy.ma.**masked_not_equal**(*x*, *value*, *copy=True*)

Mask an array where *not* equal to a given value.

This function is a shortcut to `masked_where`, with *condition* = (x != value).

See Also:

masked_where
Mask where a condition is met.

Examples

```
>>> import numpy.ma as ma
>>> a = np.arange(4)
>>> a
array([0, 1, 2, 3])
>>> ma.masked_not_equal(a, 2)
masked_array(data = [-- -- 2 --],
      mask = [ True  True False  True],
      fill_value=999999)
```

numpy.ma.**masked_object**(*x*, *value*, *copy=True*, *shrink=True*)
Mask the array *x* where the data are exactly equal to value.

This function is similar to `masked_values`, but only suitable for object arrays: for floating point, use `masked_values` instead.

Parameters
x : array_like

Array to mask

value : object

Comparison value

copy : {True, False}, optional

Whether to return a copy of *x*.

shrink : {True, False}, optional

Whether to collapse a mask full of False to nomask

Returns
result : MaskedArray

The result of masking *x* where equal to *value*.

See Also:

masked_where
Mask where a condition is met.

masked_equal
Mask where equal to a given value (integers).

masked_values
Mask using floating point equality.

Examples

```
>>> import numpy.ma as ma
>>> food = np.array(['green_eggs', 'ham'], dtype=object)
>>> # don't eat spoiled food
>>> eat = ma.masked_object(food, 'green_eggs')
>>> print eat
[-- ham]
>>> # plain ol' ham is boring
>>> fresh_food = np.array(['cheese', 'ham', 'pineapple'], dtype=object)
```

```
>>> eat = ma.masked_object(fresh_food, 'green_eggs')
>>> print eat
[cheese ham pineapple]
```

Note that *mask* is set to `nomask` if possible.

```
>>> eat
masked_array(data = [cheese ham pineapple],
      mask = False,
      fill_value=?)
```

`numpy.ma.`**`masked_outside`**(*x*, *v1*, *v2*, *copy=True*)

Mask an array outside a given interval.

Shortcut to `masked_where`, where *condition* is True for *x* outside the interval [v1,v2] (x < v1)|(x > v2). The boundaries *v1* and *v2* can be given in either order.

See Also:

`masked_where`
Mask where a condition is met.

Notes

The array *x* is prefilled with its filling value.

Examples

```
>>> import numpy.ma as ma
>>> x = [0.31, 1.2, 0.01, 0.2, -0.4, -1.1]
>>> ma.masked_outside(x, -0.3, 0.3)
masked_array(data = [-- -- 0.01 0.2 -- --],
      mask = [ True  True False False  True  True],
      fill_value=1e+20)
```

The order of *v1* and *v2* doesn't matter.

```
>>> ma.masked_outside(x, 0.3, -0.3)
masked_array(data = [-- -- 0.01 0.2 -- --],
      mask = [ True  True False False  True  True],
      fill_value=1e+20)
```

`numpy.ma.`**`masked_values`**(*x*, *value*, *rtol=1e-05*, *atol=1e-08*, *copy=True*, *shrink=True*)

Mask using floating point equality.

Return a MaskedArray, masked where the data in array *x* are approximately equal to *value*, i.e. where the following condition is True

(abs(x - value) <= atol+rtol*abs(value))

The fill_value is set to *value* and the mask is set to `nomask` if possible. For integers, consider using `masked_equal`.

Parameters

x : array_like

Array to mask.

value : float

Masking value.

rtol : float, optional

Tolerance parameter.

atol : float, optional

Tolerance parameter (1e-8).

copy : bool, optional

Whether to return a copy of *x*.

shrink : bool, optional

Whether to collapse a mask full of False to `nomask`.

Returns

result : MaskedArray

The result of masking *x* where approximately equal to *value*.

See Also:

masked_where
Mask where a condition is met.

masked_equal
Mask where equal to a given value (integers).

Examples

```
>>> import numpy.ma as ma
>>> x = np.array([1, 1.1, 2, 1.1, 3])
>>> ma.masked_values(x, 1.1)
masked_array(data = [1.0 -- 2.0 -- 3.0],
      mask = [False  True False  True False],
      fill_value=1.1)
```

Note that *mask* is set to `nomask` if possible.

```
>>> ma.masked_values(x, 1.5)
masked_array(data = [ 1.   1.1  2.   1.1  3. ],
      mask = False,
      fill_value=1.5)
```

For integers, the fill value will be different in general to the result of `masked_equal`.

```
>>> x = np.arange(5)
>>> x
array([0, 1, 2, 3, 4])
>>> ma.masked_values(x, 2)
masked_array(data = [0 1 -- 3 4],
      mask = [False False  True False False],
      fill_value=2)
>>> ma.masked_equal(x, 2)
masked_array(data = [0 1 -- 3 4],
      mask = [False False  True False False],
      fill_value=999999)
```

`numpy.ma.`**masked_where**(*condition*, *a*, *copy=True*)

Mask an array where a condition is met.

Return *a* as an array masked where *condition* is True. Any masked values of *a* or *condition* are also masked in the output.

Parameters

condition : array_like

Masking condition. When *condition* tests floating point values for equality, consider using `masked_values` instead.

a : array_like

Array to mask.

copy : bool

If True (default) make a copy of *a* in the result. If False modify *a* in place and return a view.

Returns

result : MaskedArray

The result of masking *a* where *condition* is True.

See Also:

masked_values
Mask using floating point equality.

masked_equal
Mask where equal to a given value.

masked_not_equal
Mask where *not* equal to a given value.

masked_less_equal
Mask where less than or equal to a given value.

masked_greater_equal
Mask where greater than or equal to a given value.

masked_less
Mask where less than a given value.

masked_greater
Mask where greater than a given value.

masked_inside
Mask inside a given interval.

masked_outside
Mask outside a given interval.

masked_invalid
Mask invalid values (NaNs or infs).

Examples

```
>>> import numpy.ma as ma
>>> a = np.arange(4)
>>> a
array([0, 1, 2, 3])
>>> ma.masked_where(a <= 2, a)
masked_array(data = [-- -- -- 3],
```

```
      mask = [ True  True  True False],
      fill_value=999999)
```

Mask array *b* conditional on *a*.

```
>>> b = ['a', 'b', 'c', 'd']
>>> ma.masked_where(a == 2, b)
masked_array(data = [a b -- d],
      mask = [False False  True False],
      fill_value=N/A)
```

Effect of the `copy` argument.

```
>>> c = ma.masked_where(a <= 2, a)
>>> c
masked_array(data = [-- -- -- 3],
      mask = [ True  True  True False],
      fill_value=999999)
>>> c[0] = 99
>>> c
masked_array(data = [99 -- -- 3],
      mask = [False  True  True False],
      fill_value=999999)
>>> a
array([0, 1, 2, 3])
>>> c = ma.masked_where(a <= 2, a, copy=False)
>>> c[0] = 99
>>> c
masked_array(data = [99 -- -- 3],
      mask = [False  True  True False],
      fill_value=999999)
>>> a
array([99,  1,  2,  3])
```

When *condition* or *a* contain masked values.

```
>>> a = np.arange(4)
>>> a = ma.masked_where(a == 2, a)
>>> a
masked_array(data = [0 1 -- 3],
      mask = [False False  True False],
      fill_value=999999)
>>> b = np.arange(4)
>>> b = ma.masked_where(b == 0, b)
>>> b
masked_array(data = [-- 1 2 3],
      mask = [ True False False False],
      fill_value=999999)
>>> ma.masked_where(a == 3, b)
masked_array(data = [-- 1 -- --],
      mask = [ True False  True  True],
      fill_value=999999)
```

Accessing the data

The underlying data of a masked array can be accessed in several ways:

- through the `data` attribute. The output is a view of the array as a `numpy.ndarray` or one of its subclasses, depending on the type of the underlying data at the masked array creation.
- through the `__array__` method. The output is then a `numpy.ndarray`.
- by directly taking a view of the masked array as a `numpy.ndarray` or one of its subclass (which is actually what using the `data` attribute does).
- by using the `getdata` function.

None of these methods is completely satisfactory if some entries have been marked as invalid. As a general rule, where a representation of the array is required without any masked entries, it is recommended to fill the array with the `filled` method.

Accessing the mask

The mask of a masked array is accessible through its `mask` attribute. We must keep in mind that a `True` entry in the mask indicates an *invalid* data.

Another possibility is to use the `getmask` and `getmaskarray` functions. `getmask(x)` outputs the mask of `x` if `x` is a masked array, and the special value `nomask` otherwise. `getmaskarray(x)` outputs the mask of `x` if `x` is a masked array. If `x` has no invalid entry or is not a masked array, the function outputs a boolean array of `False` with as many elements as `x`.

Accessing only the valid entries

To retrieve only the valid entries, we can use the inverse of the mask as an index. The inverse of the mask can be calculated with the `numpy.logical_not` function or simply with the ~ operator:

```
>>> x = ma.array([[1, 2], [3, 4]], mask=[[0, 1], [1, 0]])
>>> x[~x.mask]
masked_array(data = [1 4],
             mask = [False False],
       fill_value = 999999)
```

Another way to retrieve the valid data is to use the `compressed` method, which returns a one-dimensional `ndarray` (or one of its subclasses, depending on the value of the `baseclass` attribute):

```
>>> x.compressed()
array([1, 4])
```

Note that the output of `compressed` is always 1D.

Modifying the mask

Masking an entry

The recommended way to mark one or several specific entries of a masked array as invalid is to assign the special value `masked` to them:

```
>>> x = ma.array([1, 2, 3])
>>> x[0] = ma.masked
>>> x
masked_array(data = [-- 2 3],
             mask = [ True False False],
       fill_value = 999999)
>>> y = ma.array([[1, 2, 3], [4, 5, 6], [7, 8, 9]])
```

```
>>> y[(0, 1, 2), (1, 2, 0)] = ma.masked
>>> y
masked_array(data =
 [[1 -- 3]
  [4 5 --]
  [-- 8 9]],
             mask =
 [[False  True False]
  [False False  True]
  [ True False False]],
       fill_value = 999999)
>>> z = ma.array([1, 2, 3, 4])
>>> z[:-2] = ma.masked
>>> z
masked_array(data = [-- -- 3 4],
             mask = [ True  True False False],
       fill_value = 999999)
```

A second possibility is to modify the `mask` directly, but this usage is discouraged.

Note: When creating a new masked array with a simple, non-structured datatype, the mask is initially set to the special value `nomask`, that corresponds roughly to the boolean `False`. Trying to set an element of `nomask` will fail with a `TypeError` exception, as a boolean does not support item assignment.

All the entries of an array can be masked at once by assigning `True` to the mask:

```
>>> x = ma.array([1, 2, 3], mask=[0, 0, 1])
>>> x.mask = True
>>> x
masked_array(data = [-- -- --],
             mask = [ True  True  True],
       fill_value = 999999)
```

Finally, specific entries can be masked and/or unmasked by assigning to the mask a sequence of booleans:

```
>>> x = ma.array([1, 2, 3])
>>> x.mask = [0, 1, 0]
>>> x
masked_array(data = [1 -- 3],
             mask = [False  True False],
       fill_value = 999999)
```

Unmasking an entry

To unmask one or several specific entries, we can just assign one or several new valid values to them:

```
>>> x = ma.array([1, 2, 3], mask=[0, 0, 1])
>>> x
masked_array(data = [1 2 --],
             mask = [False False  True],
       fill_value = 999999)
>>> x[-1] = 5
>>> x
masked_array(data = [1 2 5],
             mask = [False False False],
       fill_value = 999999)
```

Note: Unmasking an entry by direct assignment will silently fail if the masked array has a *hard* mask, as shown by the `hardmask` attribute. This feature was introduced to prevent overwriting the mask. To force the unmasking of an entry where the array has a hard mask, the mask must first to be softened using the `soften_mask` method before the allocation. It can be re-hardened with `harden_mask`:

```
>>> x = ma.array([1, 2, 3], mask=[0, 0, 1], hard_mask=True)
>>> x
masked_array(data = [1 2 --],
             mask = [False False  True],
       fill_value = 999999)
>>> x[-1] = 5
>>> x
masked_array(data = [1 2 --],
             mask = [False False  True],
       fill_value = 999999)
>>> x.soften_mask()
>>> x[-1] = 5
>>> x
masked_array(data = [1 2 5],
             mask = [False False  False],
       fill_value = 999999)
>>> x.harden_mask()
```

To unmask all masked entries of a masked array (provided the mask isn't a hard mask), the simplest solution is to assign the constant `nomask` to the mask:

```
>>> x = ma.array([1, 2, 3], mask=[0, 0, 1])
>>> x
masked_array(data = [1 2 --],
             mask = [False False  True],
       fill_value = 999999)
>>> x.mask = ma.nomask
>>> x
masked_array(data = [1 2 3],
             mask = [False False False],
       fill_value = 999999)
```

Indexing and slicing

As a `MaskedArray` is a subclass of `numpy.ndarray`, it inherits its mechanisms for indexing and slicing.

When accessing a single entry of a masked array with no named fields, the output is either a scalar (if the corresponding entry of the mask is `False`) or the special value `masked` (if the corresponding entry of the mask is `True`):

```
>>> x = ma.array([1, 2, 3], mask=[0, 0, 1])
>>> x[0]
1
>>> x[-1]
masked_array(data = --,
             mask = True,
       fill_value = 1e+20)
>>> x[-1] is ma.masked
True
```

If the masked array has named fields, accessing a single entry returns a `numpy.void` object if none of the fields are masked, or a 0d masked array with the same dtype as the initial array if at least one of the fields is masked.

```
>>> y = ma.masked_array([(1,2), (3, 4)],
...                     mask=[(0, 0), (0, 1)],
...                    dtype=[('a', int), ('b', int)])
>>> y[0]
(1, 2)
>>> y[-1]
masked_array(data = (3, --),
             mask = (False, True),
       fill_value = (999999, 999999),
            dtype = [('a', '<i4'), ('b', '<i4')])
```

When accessing a slice, the output is a masked array whose `data` attribute is a view of the original data, and whose mask is either `nomask` (if there was no invalid entries in the original array) or a copy of the corresponding slice of the original mask. The copy is required to avoid propagation of any modification of the mask to the original.

```
>>> x = ma.array([1, 2, 3, 4, 5], mask=[0, 1, 0, 0, 1])
>>> mx = x[:3]
>>> mx
masked_array(data = [1 -- 3],
             mask = [False  True False],
       fill_value = 999999)
>>> mx[1] = -1
>>> mx
masked_array(data = [1 -1 3],
             mask = [False  True False],
       fill_value = 999999)
>>> x.mask
array([False,  True, False, False,  True], dtype=bool)
>>> x.data
array([ 1, -1,  3,  4,  5])
```

Accessing a field of a masked array with structured datatype returns a `MaskedArray`.

Operations on masked arrays

Arithmetic and comparison operations are supported by masked arrays. As much as possible, invalid entries of a masked array are not processed, meaning that the corresponding `data` entries *should* be the same before and after the operation.

> **Warning:** We need to stress that this behavior may not be systematic, that masked data may be affected by the operation in some cases and therefore users should not rely on this data remaining unchanged.

The `numpy.ma` module comes with a specific implementation of most ufuncs. Unary and binary functions that have a validity domain (such as `log` or `divide`) return the `masked` constant whenever the input is masked or falls outside the validity domain:

```
>>> ma.log([-1, 0, 1, 2])
masked_array(data = [-- -- 0.0 0.69314718056],
             mask = [ True  True False False],
       fill_value = 1e+20)
```

Masked arrays also support standard numpy ufuncs. The output is then a masked array. The result of a unary ufunc is masked wherever the input is masked. The result of a binary ufunc is masked wherever any of the input is masked. If the ufunc also returns the optional context output (a 3-element tuple containing the name of the ufunc, its arguments and its domain), the context is processed and entries of the output masked array are masked wherever the corresponding input fall outside the validity domain:

```
>>> x = ma.array([-1, 1, 0, 2, 3], mask=[0, 0, 0, 0, 1])
>>> np.log(x)
masked_array(data = [-- -- 0.0 0.69314718056 --],
             mask = [ True  True False False  True],
       fill_value = 1e+20)
```

1.7.3 Examples

Data with a given value representing missing data

Let's consider a list of elements, `x`, where values of -9999. represent missing data. We wish to compute the average value of the data and the vector of anomalies (deviations from the average):

```
>>> import numpy.ma as ma
>>> x = [0.,1.,-9999.,3.,4.]
>>> mx = ma.masked_values (x, -9999.)
>>> print mx.mean()
2.0
>>> print mx - mx.mean()
[-2.0 -1.0 -- 1.0 2.0]
>>> print mx.anom()
[-2.0 -1.0 -- 1.0 2.0]
```

Filling in the missing data

Suppose now that we wish to print that same data, but with the missing values replaced by the average value.

```
>>> print mx.filled(mx.mean())
[ 0.  1.  2.  3.  4.]
```

Numerical operations

Numerical operations can be easily performed without worrying about missing values, dividing by zero, square roots of negative numbers, etc.:

```
>>> import numpy as np, numpy.ma as ma
>>> x = ma.array([1., -1., 3., 4., 5., 6.], mask=[0,0,0,0,1,0])
>>> y = ma.array([1., 2., 0., 4., 5., 6.], mask=[0,0,0,0,0,1])
>>> print np.sqrt(x/y)
[1.0 -- -- 1.0 -- --]
```

Four values of the output are invalid: the first one comes from taking the square root of a negative number, the second from the division by zero, and the last two where the inputs were masked.

Ignoring extreme values

Let's consider an array `d` of random floats between 0 and 1. We wish to compute the average of the values of `d` while ignoring any data outside the range `[0.1, 0.9]`:

```
>>> print ma.masked_outside(d, 0.1, 0.9).mean()
```

1.7.4 Constants of the numpy.ma module

In addition to the MaskedArray class, the numpy.ma module defines several constants.

numpy.ma.**masked**
The masked constant is a special case of MaskedArray, with a float datatype and a null shape. It is used to test whether a specific entry of a masked array is masked, or to mask one or several entries of a masked array:

```
>>> x = ma.array([1, 2, 3], mask=[0, 1, 0])
>>> x[1] is ma.masked
True
>>> x[-1] = ma.masked
>>> x
masked_array(data = [1 -- --],
             mask = [False  True  True],
       fill_value = 999999)
```

numpy.ma.**nomask**
Value indicating that a masked array has no invalid entry. nomask is used internally to speed up computations when the mask is not needed.

numpy.ma.**masked_print_options**
String used in lieu of missing data when a masked array is printed. By default, this string is '--'.

1.7.5 The MaskedArray class

class numpy.ma.**MaskedArray**

A subclass of ndarray designed to manipulate numerical arrays with missing data.

An instance of MaskedArray can be thought as the combination of several elements:

- The data, as a regular numpy.ndarray of any shape or datatype (the data).
- A boolean mask with the same shape as the data, where a True value indicates that the corresponding element of the data is invalid. The special value nomask is also acceptable for arrays without named fields, and indicates that no data is invalid.
- A fill_value, a value that may be used to replace the invalid entries in order to return a standard numpy.ndarray.

Attributes and properties of masked arrays

See Also:

Array Attributes

MaskedArray.**data**
Returns the underlying data, as a view of the masked array. If the underlying data is a subclass of numpy.ndarray, it is returned as such.

```
>>> x = ma.array(np.matrix([[1, 2], [3, 4]]), mask=[[0, 1], [1, 0]])
>>> x.data
matrix([[1, 2],
        [3, 4]])
```

The type of the data can be accessed through the baseclass attribute.

MaskedArray.**mask**
Returns the underlying mask, as an array with the same shape and structure as the data, but where all fields are atomically booleans. A value of `True` indicates an invalid entry.

MaskedArray.**recordmask**
Returns the mask of the array if it has no named fields. For structured arrays, returns a ndarray of booleans where entries are `True` if **all** the fields are masked, `False` otherwise:

```
>>> x = ma.array([(1, 1), (2, 2), (3, 3), (4, 4), (5, 5)],
...              mask=[(0, 0), (1, 0), (1, 1), (0, 1), (0, 0)],
...             dtype=[('a', int), ('b', int)])
>>> x.recordmask
array([False, False,  True, False, False], dtype=bool)
```

MaskedArray.**fill_value**
Returns the value used to fill the invalid entries of a masked array. The value is either a scalar (if the masked array has no named fields), or a 0-D ndarray with the same `dtype` as the masked array if it has named fields.

The default filling value depends on the datatype of the array:

datatype	default
bool	True
int	999999
float	1.e20
complex	1.e20+0j
object	'?'
string	'N/A'

MaskedArray.**baseclass**
Returns the class of the underlying data.

```
>>> x =  ma.array(np.matrix([[1, 2], [3, 4]]), mask=[[0, 0], [1, 0]])
>>> x.baseclass
<class 'numpy.matrixlib.defmatrix.matrix'>
```

MaskedArray.**sharedmask**
Returns whether the mask of the array is shared between several masked arrays. If this is the case, any modification to the mask of one array will be propagated to the others.

MaskedArray.**hardmask**
Returns whether the mask is hard (`True`) or soft (`False`). When the mask is hard, masked entries cannot be unmasked.

As `MaskedArray` is a subclass of `ndarray`, a masked array also inherits all the attributes and properties of a `ndarray` instance.

`MaskedArray.base`	Base object if memory is from some other object.
`MaskedArray.ctypes`	An object to simplify the interaction of the array with the ctypes module.
`MaskedArray.dtype`	Data-type of the array's elements.
`MaskedArray.flags`	Information about the memory layout of the array.
`MaskedArray.itemsize`	Length of one array element in bytes.
`MaskedArray.nbytes`	Total bytes consumed by the elements of the array.
`MaskedArray.ndim`	Number of array dimensions.
`MaskedArray.shape`	Tuple of array dimensions.
`MaskedArray.size`	Number of elements in the array.
`MaskedArray.strides`	Tuple of bytes to step in each dimension when traversing an array.
`MaskedArray.imag`	Imaginary part.

Continued on next page

Table 1.61 – continued from previous page

MaskedArray.real	Real part
MaskedArray.flat	Flat version of the array.
MaskedArray.__array_priority__	int(x=0) -> int or long

MaskedArray.**base**

Base object if memory is from some other object.

Examples

The base of an array that owns its memory is None:

```
>>> x = np.array([1,2,3,4])
>>> x.base is None
True
```

Slicing creates a view, whose memory is shared with x:

```
>>> y = x[2:]
>>> y.base is x
True
```

MaskedArray.**ctypes**

An object to simplify the interaction of the array with the ctypes module.

This attribute creates an object that makes it easier to use arrays when calling shared libraries with the ctypes module. The returned object has, among others, data, shape, and strides attributes (see Notes below) which themselves return ctypes objects that can be used as arguments to a shared library.

Parameters
None

Returns
c : Python object

Possessing attributes data, shape, strides, etc.

See Also:

numpy.ctypeslib

Notes

Below are the public attributes of this object which were documented in "Guide to NumPy" (we have omitted undocumented public attributes, as well as documented private attributes):

- data: A pointer to the memory area of the array as a Python integer. This memory area may contain data that is not aligned, or not in correct byte-order. The memory area may not even be writeable. The array flags and data-type of this array should be respected when passing this attribute to arbitrary C-code to avoid trouble that can include Python crashing. User Beware! The value of this attribute is exactly the same as self._array_interface_['data'][0].
- shape (c_intp*self.ndim): A ctypes array of length self.ndim where the basetype is the C-integer corresponding to dtype('p') on this platform. This base-type could be c_int, c_long, or c_longlong depending on the platform. The c_intp type is defined accordingly in numpy.ctypeslib. The ctypes array contains the shape of the underlying array.
- strides (c_intp*self.ndim): A ctypes array of length self.ndim where the basetype is the same as for the shape attribute. This ctypes array contains the strides information from the underlying array. This strides information is important for showing how many bytes must be jumped to get to the next element in the array.

- data_as(obj): Return the data pointer cast to a particular c-types object. For example, calling self._as_parameter_ is equivalent to self.data_as(ctypes.c_void_p). Perhaps you want to use the data as a pointer to a ctypes array of floating-point data: self.data_as(ctypes.POINTER(ctypes.c_double)).
- shape_as(obj): Return the shape tuple as an array of some other c-types type. For example: self.shape_as(ctypes.c_short).
- strides_as(obj): Return the strides tuple as an array of some other c-types type. For example: self.strides_as(ctypes.c_longlong).

Be careful using the ctypes attribute - especially on temporary arrays or arrays constructed on the fly. For example, calling `(a+b).ctypes.data_as(ctypes.c_void_p)` returns a pointer to memory that is invalid because the array created as (a+b) is deallocated before the next Python statement. You can avoid this problem using either `c=a+b` or `ct=(a+b).ctypes`. In the latter case, ct will hold a reference to the array until ct is deleted or re-assigned.

If the ctypes module is not available, then the ctypes attribute of array objects still returns something useful, but ctypes objects are not returned and errors may be raised instead. In particular, the object will still have the as parameter attribute which will return an integer equal to the data attribute.

Examples

```
>>> import ctypes
>>> x
array([[0, 1],
       [2, 3]])
>>> x.ctypes.data
30439712
>>> x.ctypes.data_as(ctypes.POINTER(ctypes.c_long))
<ctypes.LP_c_long object at 0x01F01300>
>>> x.ctypes.data_as(ctypes.POINTER(ctypes.c_long)).contents
c_long(0)
>>> x.ctypes.data_as(ctypes.POINTER(ctypes.c_longlong)).contents
c_longlong(4294967296L)
>>> x.ctypes.shape
<numpy.core._internal.c_long_Array_2 object at 0x01FFD580>
>>> x.ctypes.shape_as(ctypes.c_long)
<numpy.core._internal.c_long_Array_2 object at 0x01FCE620>
>>> x.ctypes.strides
<numpy.core._internal.c_long_Array_2 object at 0x01FCE620>
>>> x.ctypes.strides_as(ctypes.c_longlong)
<numpy.core._internal.c_longlong_Array_2 object at 0x01F01300>
```

MaskedArray.**dtype**

Data-type of the array's elements.

Parameters
None

Returns
d : numpy dtype object

See Also:

`numpy.dtype`

Examples

```
>>> x
array([[0, 1],
       [2, 3]])
```

```
>>> x.dtype
dtype('int32')
>>> type(x.dtype)
<type 'numpy.dtype'>
```

MaskedArray.**flags**

Information about the memory layout of the array.

Notes

The `flags` object can be accessed dictionary-like (as in `a.flags['WRITEABLE']`), or by using lowercased attribute names (as in `a.flags.writeable`). Short flag names are only supported in dictionary access.

Only the UPDATEIFCOPY, WRITEABLE, and ALIGNED flags can be changed by the user, via direct assignment to the attribute or dictionary entry, or by calling *ndarray.setflags*.

The array flags cannot be set arbitrarily:

- UPDATEIFCOPY can only be set `False`.
- ALIGNED can only be set `True` if the data is truly aligned.
- WRITEABLE can only be set `True` if the array owns its own memory or the ultimate owner of the memory exposes a writeable buffer interface or is a string.

Arrays can be both C-style and Fortran-style contiguous simultaneously. This is clear for 1-dimensional arrays, but can also be true for higher dimensional arrays.

Even for contiguous arrays a stride for a given dimension `arr.strides[dim]` may be *arbitrary* if `arr.shape[dim] == 1` or the array has no elements. It does *not* generally hold that `self.strides[-1] == self.itemsize` for C-style contiguous arrays or `self.strides[0] == self.itemsize` for Fortran-style contiguous arrays is true.

Attributes

C_CONTIGUOUS (C)	The data is in a single, C-style contiguous segment.
F_CONTIGUOUS (F)	The data is in a single, Fortran-style contiguous segment.
OWNDATA (O)	The array owns the memory it uses or borrows it from another object.
WRITEABLE (W)	The data area can be written to. Setting this to False locks the data, making it read-only. A view (slice, etc.) inherits WRITEABLE from its base array at creation time, but a view of a writeable array may be subsequently locked while the base array remains writeable. (The opposite is not true, in that a view of a locked array may not be made writeable. However, currently, locking a base object does not lock any views that already reference it, so under that circumstance it is possible to alter the contents of a locked array via a previously created writeable view onto it.) Attempting to change a non-writeable array raises a RuntimeError exception.
ALIGNED (A)	The data and all elements are aligned appropriately for the hardware.
UPDATEIFCOPY (U)	This array is a copy of some other array. When this array is deallocated, the base array will be updated with the contents of this array.
FNC	F_CONTIGUOUS and not C_CONTIGUOUS.
FORC	F_CONTIGUOUS or C_CONTIGUOUS (one-segment test).
BEHAVED (B)	ALIGNED and WRITEABLE.
CARRAY (CA)	BEHAVED and C_CONTIGUOUS.
FARRAY (FA)	BEHAVED and F_CONTIGUOUS and not C_CONTIGUOUS.

MaskedArray.**itemsize**

Length of one array element in bytes.

Examples

```
>>> x = np.array([1,2,3], dtype=np.float64)
>>> x.itemsize
8
>>> x = np.array([1,2,3], dtype=np.complex128)
>>> x.itemsize
16
```

MaskedArray.**nbytes**

Total bytes consumed by the elements of the array.

Notes

Does not include memory consumed by non-element attributes of the array object.

Examples

```
>>> x = np.zeros((3,5,2), dtype=np.complex128)
>>> x.nbytes
480
>>> np.prod(x.shape) * x.itemsize
480
```

MaskedArray.**ndim**
Number of array dimensions.

Examples

```
>>> x = np.array([1, 2, 3])
>>> x.ndim
1
>>> y = np.zeros((2, 3, 4))
>>> y.ndim
3
```

MaskedArray.**shape**
Tuple of array dimensions.

Notes

May be used to "reshape" the array, as long as this would not require a change in the total number of elements

Examples

```
>>> x = np.array([1, 2, 3, 4])
>>> x.shape
(4,)
>>> y = np.zeros((2, 3, 4))
>>> y.shape
(2, 3, 4)
>>> y.shape = (3, 8)
>>> y
array([[ 0.,  0.,  0.,  0.,  0.,  0.,  0.,  0.],
       [ 0.,  0.,  0.,  0.,  0.,  0.,  0.,  0.],
       [ 0.,  0.,  0.,  0.,  0.,  0.,  0.,  0.]])
>>> y.shape = (3, 6)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: total size of new array must be unchanged
```

MaskedArray.**size**
Number of elements in the array.

Equivalent to `np.prod(a.shape)`, i.e., the product of the array's dimensions.

Examples

```
>>> x = np.zeros((3, 5, 2), dtype=np.complex128)
>>> x.size
30
>>> np.prod(x.shape)
30
```

MaskedArray.**strides**
Tuple of bytes to step in each dimension when traversing an array.

The byte offset of element `(i[0], i[1], ..., i[n])` in an array *a* is:

```
offset = sum(np.array(i) * a.strides)
```

A more detailed explanation of strides can be found in the "ndarray.rst" file in the NumPy reference guide.

See Also:

`numpy.lib.stride_tricks.as_strided`

Notes

Imagine an array of 32-bit integers (each 4 bytes):

```
x = np.array([[0, 1, 2, 3, 4],
              [5, 6, 7, 8, 9]], dtype=np.int32)
```

This array is stored in memory as 40 bytes, one after the other (known as a contiguous block of memory). The strides of an array tell us how many bytes we have to skip in memory to move to the next position along a certain axis. For example, we have to skip 4 bytes (1 value) to move to the next column, but 20 bytes (5 values) to get to the same position in the next row. As such, the strides for the array *x* will be `(20, 4)`.

Examples

```
>>> y = np.reshape(np.arange(2*3*4), (2,3,4))
>>> y
array([[[ 0,  1,  2,  3],
        [ 4,  5,  6,  7],
        [ 8,  9, 10, 11]],
       [[12, 13, 14, 15],
        [16, 17, 18, 19],
        [20, 21, 22, 23]]])
>>> y.strides
(48, 16, 4)
>>> y[1,1,1]
17
>>> offset=sum(y.strides * np.array((1,1,1)))
>>> offset/y.itemsize
17

>>> x = np.reshape(np.arange(5*6*7*8), (5,6,7,8)).transpose(2,3,1,0)
>>> x.strides
(32, 4, 224, 1344)
>>> i = np.array([3,5,2,2])
>>> offset = sum(i * x.strides)
>>> x[3,5,2,2]
813
>>> offset / x.itemsize
813
```

MaskedArray.**imag**
: Imaginary part.

MaskedArray.**real**
: Real part

MaskedArray.**flat**
: Flat version of the array.

MaskedArray.**__array_priority__ = 15**

1.7.6 `MaskedArray` methods

See Also:

Array methods

Conversion

MaskedArray.__float__()	Convert to float.
MaskedArray.__hex__() <==> hex(x)	
MaskedArray.__int__()	Convert to int.
MaskedArray.__long__() <==> long(x)	
MaskedArray.__oct__() <==> oct(x)	
MaskedArray.view([dtype, type])	New view of array with the same data.
MaskedArray.astype(newtype)	Returns a copy of the MaskedArray cast to given newtype.
MaskedArray.byteswap(inplace)	Swap the bytes of the array elements
MaskedArray.compressed()	Return all the non-masked data as a 1-D array.
MaskedArray.filled([fill_value])	Return a copy of self, with masked values filled with a given value.
MaskedArray.tofile(fid[, sep, format])	Save a masked array to a file in binary format.
MaskedArray.toflex()	Transforms a masked array into a flexible-type array.
MaskedArray.tolist([fill_value])	Return the data portion of the masked array as a hierarchical Python list.
MaskedArray.torecords()	Transforms a masked array into a flexible-type array.
MaskedArray.tostring([fill_value, order])	Return the array data as a string containing the raw bytes in the array.

MaskedArray.**__float__**()
Convert to float.

MaskedArray.**__hex__**() <==> *hex(x)*

MaskedArray.**__int__**()
Convert to int.

MaskedArray.**__long__**() <==> *long(x)*

MaskedArray.**__oct__**() <==> *oct(x)*

MaskedArray.**view**(*dtype=None*, *type=None*)
New view of array with the same data.

Parameters

dtype : data-type or ndarray sub-class, optional

Data-type descriptor of the returned view, e.g., float32 or int16. The default, None, results in the view having the same data-type as *a*. This argument can also be specified as an ndarray sub-class, which then specifies the type of the returned object (this is equivalent to setting the `type` parameter).

type : Python type, optional

Type of the returned view, e.g., ndarray or matrix. Again, the default None results in type preservation.

Notes

`a.view()` is used two different ways:

`a.view(some_dtype)` or `a.view(dtype=some_dtype)` constructs a view of the array's memory with a different data-type. This can cause a reinterpretation of the bytes of memory.

`a.view(ndarray_subclass)` or `a.view(type=ndarray_subclass)` just returns an instance of *ndarray_subclass* that looks at the same array (same shape, dtype, etc.) This does not cause a reinterpretation

of the memory.

For `a.view(some_dtype)`, if `some_dtype` has a different number of bytes per entry than the previous dtype (for example, converting a regular array to a structured array), then the behavior of the view cannot be predicted just from the superficial appearance of `a` (shown by `print(a)`). It also depends on exactly how `a` is stored in memory. Therefore if `a` is C-ordered versus fortran-ordered, versus defined as a slice or transpose, etc., the view may give different results.

Examples

```
>>> x = np.array([(1, 2)], dtype=[('a', np.int8), ('b', np.int8)])
```

Viewing array data using a different type and dtype:

```
>>> y = x.view(dtype=np.int16, type=np.matrix)
>>> y
matrix([[513]], dtype=int16)
>>> print type(y)
<class 'numpy.matrixlib.defmatrix.matrix'>
```

Creating a view on a structured array so it can be used in calculations

```
>>> x = np.array([(1, 2),(3,4)], dtype=[('a', np.int8), ('b', np.int8)])
>>> xv = x.view(dtype=np.int8).reshape(-1,2)
>>> xv
array([[1, 2],
       [3, 4]], dtype=int8)
>>> xv.mean(0)
array([ 2.,  3.])
```

Making changes to the view changes the underlying array

```
>>> xv[0,1] = 20
>>> print x
[(1, 20) (3, 4)]
```

Using a view to convert an array to a record array:

```
>>> z = x.view(np.recarray)
>>> z.a
array([1], dtype=int8)
```

Views share data:

```
>>> x[0] = (9, 10)
>>> z[0]
(9, 10)
```

Views that change the dtype size (bytes per entry) should normally be avoided on arrays defined by slices, transposes, fortran-ordering, etc.:

```
>>> x = np.array([[1,2,3],[4,5,6]], dtype=np.int16)
>>> y = x[:, 0:2]
>>> y
array([[1, 2],
       [4, 5]], dtype=int16)
>>> y.view(dtype=[('width', np.int16), ('length', np.int16)])
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: new type not compatible with array.
>>> z = y.copy()
```

```
>>> z.view(dtype=[('width', np.int16), ('length', np.int16)])
array([[(1, 2)],
       [(4, 5)]], dtype=[('width', '<i2'), ('length', '<i2')])
```

MaskedArray.**astype**(*newtype*)

Returns a copy of the MaskedArray cast to given newtype.

Returns

output : MaskedArray

A copy of self cast to input newtype. The returned record shape matches self.shape.

Examples

```
>>> x = np.ma.array([[1,2,3.1],[4,5,6],[7,8,9]], mask=[0] + [1,0]*4)
>>> print x
[[1.0 -- 3.1]
 [-- 5.0 --]
 [7.0 -- 9.0]]
>>> print x.astype(int32)
[[1 -- 3]
 [-- 5 --]
 [7 -- 9]]
```

MaskedArray.**byteswap**(*inplace*)

Swap the bytes of the array elements

Toggle between low-endian and big-endian data representation by returning a byteswapped array, optionally swapped in-place.

Parameters

inplace : bool, optional

If `True`, swap bytes in-place, default is `False`.

Returns

out : ndarray

The byteswapped array. If *inplace* is `True`, this is a view to self.

Examples

```
>>> A = np.array([1, 256, 8755], dtype=np.int16)
>>> map(hex, A)
['0x1', '0x100', '0x2233']
>>> A.byteswap(True)
array([  256,     1, 13090], dtype=int16)
>>> map(hex, A)
['0x100', '0x1', '0x3322']
```

Arrays of strings are not swapped

```
>>> A = np.array(['ceg', 'fac'])
>>> A.byteswap()
array(['ceg', 'fac'],
      dtype='|S3')
```

MaskedArray.**compressed**()

Return all the non-masked data as a 1-D array.

Returns

data : ndarray

A new *ndarray* holding the non-masked data is returned.

Notes

The result is **not** a MaskedArray!

Examples

```
>>> x = np.ma.array(np.arange(5), mask=[0]*2 + [1]*3)
>>> x.compressed()
array([0, 1])
>>> type(x.compressed())
<type 'numpy.ndarray'>
```

MaskedArray.**filled**(*fill_value=None*)

Return a copy of self, with masked values filled with a given value.

Parameters

fill_value : scalar, optional

The value to use for invalid entries (None by default). If None, the `fill_value` attribute of the array is used instead.

Returns

filled_array : ndarray

A copy of `self` with invalid entries replaced by *fill_value* (be it the function argument or the attribute of `self`.

Notes

The result is **not** a MaskedArray!

Examples

```
>>> x = np.ma.array([1,2,3,4,5], mask=[0,0,1,0,1], fill_value=-999)
>>> x.filled()
array([1, 2, -999, 4, -999])
>>> type(x.filled())
<type 'numpy.ndarray'>
```

Subclassing is preserved. This means that if the data part of the masked array is a matrix, `filled` returns a matrix:

```
>>> x = np.ma.array(np.matrix([[1, 2], [3, 4]]), mask=[[0, 1], [1, 0]])
>>> x.filled()
matrix([[     1, 999999],
        [999999,      4]])
```

MaskedArray.**tofile**(*fid*, *sep=''*, *format='%s'*)

Save a masked array to a file in binary format.

Warning: This function is not implemented yet.

Raises

NotImplementedError

When `tofile` is called.

MaskedArray.**toflex**()

Transforms a masked array into a flexible-type array.

The flexible type array that is returned will have two fields:

- the `_data` field stores the `_data` part of the array.
- the `_mask` field stores the `_mask` part of the array.

Parameters
None

Returns
record : ndarray

A new flexible-type *ndarray* with two fields: the first element containing a value, the second element containing the corresponding mask boolean. The returned record shape matches self.shape.

Notes

A side-effect of transforming a masked array into a flexible *ndarray* is that meta information (`fill_value`, ...) will be lost.

Examples

```
>>> x = np.ma.array([[1,2,3],[4,5,6],[7,8,9]], mask=[0] + [1,0]*4)
>>> print x
[[1 -- 3]
 [-- 5 --]
 [7 -- 9]]
>>> print x.toflex()
[[(1, False) (2, True) (3, False)]
 [(4, True) (5, False) (6, True)]
 [(7, False) (8, True) (9, False)]]
```

`MaskedArray.`**`tolist`**(*fill_value=None*)
Return the data portion of the masked array as a hierarchical Python list.

Data items are converted to the nearest compatible Python type. Masked values are converted to `fill_value`. If `fill_value` is None, the corresponding entries in the output list will be `None`.

Parameters
fill_value : scalar, optional

The value to use for invalid entries. Default is None.

Returns
result : list

The Python list representation of the masked array.

Examples

```
>>> x = np.ma.array([[1,2,3], [4,5,6], [7,8,9]], mask=[0] + [1,0]*4)
>>> x.tolist()
[[1, None, 3], [None, 5, None], [7, None, 9]]
>>> x.tolist(-999)
[[1, -999, 3], [-999, 5, -999], [7, -999, 9]]
```

`MaskedArray.`**`torecords`**()
Transforms a masked array into a flexible-type array.

The flexible type array that is returned will have two fields:

- the `_data` field stores the `_data` part of the array.
- the `_mask` field stores the `_mask` part of the array.

Parameters
None

Returns
record : ndarray

A new flexible-type *ndarray* with two fields: the first element containing a value, the second element containing the corresponding mask boolean. The returned record shape matches self.shape.

Notes

A side-effect of transforming a masked array into a flexible *ndarray* is that meta information (`fill_value`, ...) will be lost.

Examples

```
>>> x = np.ma.array([[1,2,3],[4,5,6],[7,8,9]], mask=[0] + [1,0]*4)
>>> print x
[[1 -- 3]
 [-- 5 --]
 [7 -- 9]]
>>> print x.toflex()
[[(1, False) (2, True) (3, False)]
 [(4, True) (5, False) (6, True)]
 [(7, False) (8, True) (9, False)]]
```

`MaskedArray.`**`tostring`**(*fill_value=None*, *order='C'*)
Return the array data as a string containing the raw bytes in the array.

The array is filled with a fill value before the string conversion.

Parameters
fill_value : scalar, optional

Value used to fill in the masked values. Deafult is None, in which case `MaskedArray.fill_value` is used.

order : {'C','F','A'}, optional

Order of the data item in the copy. Default is 'C'.

- 'C' – C order (row major).
- 'F' – Fortran order (column major).
- 'A' – Any, current order of array.
- None – Same as 'A'.

See Also:

`ndarray.tostring`, `tolist`, `tofile`

Notes

As for *ndarray.tostring*, information about the shape, dtype, etc., but also about `fill_value`, will be lost.

Examples

```
>>> x = np.ma.array(np.array([[1, 2], [3, 4]]), mask=[[0, 1], [1, 0]])
>>> x.tostring()
'\x01\x00\x00\x00?B\x0f\x00?B\x0f\x00\x04\x00\x00\x00'
```

Shape manipulation

For reshape, resize, and transpose, the single tuple argument may be replaced with `n` integers which will be interpreted as an n-tuple.

MaskedArray.flatten([order])	Return a copy of the array collapsed into one dimension.
MaskedArray.ravel()	Returns a 1D version of self, as a view.
MaskedArray.reshape(*s, **kwargs)	Give a new shape to the array without changing its data.
MaskedArray.resize(newshape[, refcheck, order])	
MaskedArray.squeeze([axis])	Remove single-dimensional entries from the shape of *a*.
MaskedArray.swapaxes(axis1, axis2)	Return a view of the array with *axis1* and *axis2* interchanged.
MaskedArray.transpose(*axes)	Returns a view of the array with axes transposed.
MaskedArray.T	

MaskedArray.**flatten**(*order='C'*)

Return a copy of the array collapsed into one dimension.

Parameters

order : {'C', 'F', 'A'}, optional

Whether to flatten in C (row-major), Fortran (column-major) order, or preserve the C/Fortran ordering from *a*. The default is 'C'.

Returns

y : ndarray

A copy of the input array, flattened to one dimension.

See Also:

ravel

Return a flattened array.

flat

A 1-D flat iterator over the array.

Examples

```
>>> a = np.array([[1,2], [3,4]])
>>> a.flatten()
array([1, 2, 3, 4])
>>> a.flatten('F')
array([1, 3, 2, 4])
```

MaskedArray.**ravel**()

Returns a 1D version of self, as a view.

Returns

MaskedArray

Output view is of shape `(self.size,)` (or `(np.ma.product(self.shape),)`).

Examples

```
>>> x = np.ma.array([[1,2,3],[4,5,6],[7,8,9]], mask=[0] + [1,0]*4)
>>> print x
[[1 -- 3]
 [-- 5 --]
 [7 -- 9]]
>>> print x.ravel()
[1 -- 3 -- 5 -- 7 -- 9]
```

MaskedArray.**reshape**(*s*, ***kwargs*)

Give a new shape to the array without changing its data.

Returns a masked array containing the same data, but with a new shape. The result is a view on the original array; if this is not possible, a ValueError is raised.

Parameters

shape : int or tuple of ints

The new shape should be compatible with the original shape. If an integer is supplied, then the result will be a 1-D array of that length.

order : {'C', 'F'}, optional

Determines whether the array data should be viewed as in C (row-major) or FORTRAN (column-major) order.

Returns

reshaped_array : array

A new view on the array.

See Also:

reshape

Equivalent function in the masked array module.

numpy.ndarray.reshape

Equivalent method on ndarray object.

numpy.reshape

Equivalent function in the NumPy module.

Notes

The reshaping operation cannot guarantee that a copy will not be made, to modify the shape in place, use `a.shape = s`

Examples

```
>>> x = np.ma.array([[1,2],[3,4]], mask=[1,0,0,1])
>>> print x
[[-- 2]
 [3 --]]
>>> x = x.reshape((4,1))
>>> print x
[[--]
 [2]
 [3]
 [--]]
```

MaskedArray.**resize**(*newshape*, *refcheck=True*, *order=False*)

> **Warning:** This method does nothing, except raise a ValueError exception. A masked array does not own its data and therefore cannot safely be resized in place. Use the numpy.ma.resize function instead.

This method is difficult to implement safely and may be deprecated in future releases of NumPy.

MaskedArray.**squeeze**(*axis=None*)

Remove single-dimensional entries from the shape of *a*.

Refer to numpy.squeeze for full documentation.

See Also:

numpy.squeeze
equivalent function

MaskedArray.**swapaxes**(*axis1*, *axis2*)

Return a view of the array with *axis1* and *axis2* interchanged.

Refer to numpy.swapaxes for full documentation.

See Also:

numpy.swapaxes
equivalent function

MaskedArray.**transpose**(**axes*)

Returns a view of the array with axes transposed.

For a 1-D array, this has no effect. (To change between column and row vectors, first cast the 1-D array into a matrix object.) For a 2-D array, this is the usual matrix transpose. For an n-D array, if axes are given, their order indicates how the axes are permuted (see Examples). If axes are not provided and `a.shape = (i[0], i[1], ... i[n-2], i[n-1])`, then `a.transpose().shape = (i[n-1], i[n-2], ... i[1], i[0])`.

Parameters

axes : None, tuple of ints, or *n* ints

- None or no argument: reverses the order of the axes.
- tuple of ints: *i* in the *j*-th place in the tuple means *a*'s *i*-th axis becomes *a.transpose()*'s *j*-th axis.
- *n* ints: same as an n-tuple of the same ints (this form is intended simply as a "convenience" alternative to the tuple form)

Returns

out : ndarray

View of *a*, with axes suitably permuted.

See Also:

ndarray.T
Array property returning the array transposed.

Examples

```
>>> a = np.array([[1, 2], [3, 4]])
>>> a
array([[1, 2],
       [3, 4]])
>>> a.transpose()
array([[1, 3],
       [2, 4]])
>>> a.transpose((1, 0))
array([[1, 3],
       [2, 4]])
>>> a.transpose(1, 0)
array([[1, 3],
       [2, 4]])
```

MaskedArray.**T**

Item selection and manipulation

For array methods that take an *axis* keyword, it defaults to *None*. If axis is *None*, then the array is treated as a 1-D array. Any other value for *axis* represents the dimension along which the operation should proceed.

MaskedArray.argmax([axis, fill_value, out])	Returns array of indices of the maximum values along the given axis.
MaskedArray.argmin([axis, fill_value, out])	Return array of indices to the minimum values along the given axis.
MaskedArray.argsort([axis, kind, order, ...])	Return an ndarray of indices that sort the array along the specified axis.
MaskedArray.choose(choices[, out, mode])	Use an index array to construct a new array from a set of choices.
MaskedArray.compress(condition[, axis, out])	Return *a* where condition is `True`.
MaskedArray.diagonal([offset, axis1, axis2])	Return specified diagonals.
MaskedArray.fill(value)	Fill the array with a scalar value.
MaskedArray.item(*args)	Copy an element of an array to a standard Python scalar and return it.
MaskedArray.nonzero()	Return the indices of unmasked elements that are not zero.
MaskedArray.put(indices, values[, mode])	Set storage-indexed locations to corresponding values.
MaskedArray.repeat(repeats[, axis])	Repeat elements of an array.
MaskedArray.searchsorted(v[, side, sorter])	Find indices where elements of v should be inserted in a to maintain order.
MaskedArray.sort([axis, kind, order, ...])	Sort the array, in-place
MaskedArray.take(indices[, axis, out, mode])	

MaskedArray.**argmax**(*axis=None*, *fill_value=None*, *out=None*)

Returns array of indices of the maximum values along the given axis. Masked values are treated as if they had the value fill_value.

Parameters

axis : {None, integer}

If None, the index is into the flattened array, otherwise along the specified axis

fill_value : {var}, optional

Value used to fill in the masked values. If None, the output of maximum_fill_value(self._data) is used instead.

out : {None, array}, optional

Array into which the result can be placed. Its type is preserved and it must be of the right shape to hold the output.

Returns

index_array : {integer_array}

Examples

```
>>> a = np.arange(6).reshape(2,3)
>>> a.argmax()
5
>>> a.argmax(0)
array([1, 1, 1])
>>> a.argmax(1)
array([2, 2])
```

MaskedArray.**argmin**(*axis=None*, *fill_value=None*, *out=None*)

Return array of indices to the minimum values along the given axis.

Parameters

axis : {None, integer}

If None, the index is into the flattened array, otherwise along the specified axis

fill_value : {var}, optional

Value used to fill in the masked values. If None, the output of minimum_fill_value(self._data) is used instead.

out : {None, array}, optional

Array into which the result can be placed. Its type is preserved and it must be of the right shape to hold the output.

Returns

{ndarray, scalar}

If multi-dimension input, returns a new ndarray of indices to the minimum values along the given axis. Otherwise, returns a scalar of index to the minimum values along the given axis.

Examples

```
>>> x = np.ma.array(arange(4), mask=[1,1,0,0])
>>> x.shape = (2,2)
>>> print x
[[-- --]
 [2 3]]
>>> print x.argmin(axis=0, fill_value=-1)
[0 0]
>>> print x.argmin(axis=0, fill_value=9)
[1 1]
```

MaskedArray.**argsort**(*axis=None*, *kind='quicksort'*, *order=None*, *fill_value=None*)

Return an ndarray of indices that sort the array along the specified axis. Masked values are filled beforehand to `fill_value`.

Parameters

axis : int, optional

Axis along which to sort. The default is -1 (last axis). If None, the flattened array is used.

fill_value : var, optional

Value used to fill the array before sorting. The default is the `fill_value` attribute of the input array.

kind : {'quicksort', 'mergesort', 'heapsort'}, optional

Sorting algorithm.

order : list, optional

When *a* is an array with fields defined, this argument specifies which fields to compare first, second, etc. Not all fields need be specified.

Returns

index_array : ndarray, int

Array of indices that sort *a* along the specified axis. In other words, `a[index_array]` yields a sorted *a*.

See Also:

sort
Describes sorting algorithms used.

lexsort
Indirect stable sort with multiple keys.

ndarray.sort
Inplace sort.

Notes

See `sort` for notes on the different sorting algorithms.

Examples

```
>>> a = np.ma.array([3,2,1], mask=[False, False, True])
>>> a
masked_array(data = [3 2 --],
             mask = [False False  True],
       fill_value = 999999)
>>> a.argsort()
array([1, 0, 2])
```

`MaskedArray.`**`choose`**(*choices*, *out=None*, *mode='raise'*)
Use an index array to construct a new array from a set of choices.

Refer to `numpy.choose` for full documentation.

See Also:

numpy.choose
equivalent function

`MaskedArray.`**`compress`**(*condition*, *axis=None*, *out=None*)
Return *a* where condition is `True`.

If condition is a `MaskedArray`, missing values are considered as `False`.

Parameters

condition : var

Boolean 1-d array selecting which entries to return. If len(condition) is less than the size of a along the axis, then output is truncated to length of condition array.

axis : {None, int}, optional

Axis along which the operation must be performed.

out : {None, ndarray}, optional

Alternative output array in which to place the result. It must have the same shape as the expected output but the type will be cast if necessary.

Returns

result : MaskedArray

A `MaskedArray` object.

Notes

Please note the difference with `compressed` ! The output of `compress` has a mask, the output of `compressed` does not.

Examples

```
>>> x = np.ma.array([[1,2,3],[4,5,6],[7,8,9]], mask=[0] + [1,0]*4)
>>> print x
[[1 -- 3]
 [-- 5 --]
 [7 -- 9]]
>>> x.compress([1, 0, 1])
masked_array(data = [1 3],
      mask = [False False],
      fill_value=999999)

>>> x.compress([1, 0, 1], axis=1)
masked_array(data =
 [[1 3]
 [-- --]
 [7 9]],
      mask =
 [[False False]
 [ True  True]
 [False False]],
      fill_value=999999)
```

`MaskedArray.`**`diagonal`**(*offset=0*, *axis1=0*, *axis2=1*)

Return specified diagonals.

Refer to `numpy.diagonal` for full documentation.

See Also:

`numpy.diagonal`

equivalent function

`MaskedArray.`**`fill`**(*value*)

Fill the array with a scalar value.

Parameters

value : scalar

All elements of *a* will be assigned this value.

Examples

```
>>> a = np.array([1, 2])
>>> a.fill(0)
>>> a
array([0, 0])
>>> a = np.empty(2)
>>> a.fill(1)
>>> a
array([ 1.,  1.])
```

MaskedArray.**item**(**args*)

Copy an element of an array to a standard Python scalar and return it.

Parameters

***args** : Arguments (variable number and type)

- none: in this case, the method only works for arrays with one element (*a.size == 1*), which element is copied into a standard Python scalar object and returned.
- int_type: this argument is interpreted as a flat index into the array, specifying which element to copy and return.
- tuple of int_types: functions as does a single int_type argument, except that the argument is interpreted as an nd-index into the array.

Returns

z : Standard Python scalar object

A copy of the specified element of the array as a suitable Python scalar

Notes

When the data type of *a* is longdouble or clongdouble, item() returns a scalar array object because there is no available Python scalar that would not lose information. Void arrays return a buffer object for item(), unless fields are defined, in which case a tuple is returned.

`item` is very similar to a[args], except, instead of an array scalar, a standard Python scalar is returned. This can be useful for speeding up access to elements of the array and doing arithmetic on elements of the array using Python's optimized math.

Examples

```
>>> x = np.random.randint(9, size=(3, 3))
>>> x
array([[3, 1, 7],
       [2, 8, 3],
       [8, 5, 3]])
>>> x.item(3)
2
>>> x.item(7)
5
>>> x.item((0, 1))
1
>>> x.item((2, 2))
3
```

MaskedArray.**nonzero**()

Return the indices of unmasked elements that are not zero.

Returns a tuple of arrays, one for each dimension, containing the indices of the non-zero elements in that dimension. The corresponding non-zero values can be obtained with:

```
a[a.nonzero()]
```

To group the indices by element, rather than dimension, use instead:

```
np.transpose(a.nonzero())
```

The result of this is always a 2d array, with a row for each non-zero element.

Parameters
None

Returns
tuple_of_arrays : tuple

Indices of elements that are non-zero.

See Also:

numpy.nonzero
Function operating on ndarrays.

flatnonzero
Return indices that are non-zero in the flattened version of the input array.

ndarray.nonzero
Equivalent ndarray method.

count_nonzero
Counts the number of non-zero elements in the input array.

Examples

```
>>> import numpy.ma as ma
>>> x = ma.array(np.eye(3))
>>> x
masked_array(data =
 [[ 1.  0.  0.]
 [ 0.  1.  0.]
 [ 0.  0.  1.]],
      mask =
 False,
      fill_value=1e+20)
>>> x.nonzero()
(array([0, 1, 2]), array([0, 1, 2]))
```

Masked elements are ignored.

```
>>> x[1, 1] = ma.masked
>>> x
masked_array(data =
 [[1.0 0.0 0.0]
 [0.0 -- 0.0]
 [0.0 0.0 1.0]],
      mask =
 [[False False False]
 [False  True False]
 [False False False]],
      fill_value=1e+20)
>>> x.nonzero()
(array([0, 2]), array([0, 2]))
```

Indices can also be grouped by element.

```
>>> np.transpose(x.nonzero())
array([[0, 0],
       [2, 2]])
```

A common use for `nonzero` is to find the indices of an array, where a condition is True. Given an array *a*, the condition *a* > 3 is a boolean array and since False is interpreted as 0, ma.nonzero(a > 3) yields the indices of the *a* where the condition is true.

```
>>> a = ma.array([[1,2,3],[4,5,6],[7,8,9]])
>>> a > 3
masked_array(data =
 [[False False False]
 [ True  True  True]
 [ True  True  True]],
      mask =
 False,
      fill_value=999999)
>>> ma.nonzero(a > 3)
(array([1, 1, 1, 2, 2, 2]), array([0, 1, 2, 0, 1, 2]))
```

The `nonzero` method of the condition array can also be called.

```
>>> (a > 3).nonzero()
(array([1, 1, 1, 2, 2, 2]), array([0, 1, 2, 0, 1, 2]))
```

`MaskedArray.put`(*indices*, *values*, *mode='raise'*)

Set storage-indexed locations to corresponding values.

Sets self._data.flat[n] = values[n] for each n in indices. If *values* is shorter than `indices` then it will repeat. If *values* has some masked values, the initial mask is updated in consequence, else the corresponding values are unmasked.

Parameters

indices : 1-D array_like

Target indices, interpreted as integers.

values : array_like

Values to place in self._data copy at target indices.

mode : {'raise', 'wrap', 'clip'}, optional

Specifies how out-of-bounds indices will behave. 'raise' : raise an error. 'wrap' : wrap around. 'clip' : clip to the range.

Notes

values can be a scalar or length 1 array.

Examples

```
>>> x = np.ma.array([[1,2,3],[4,5,6],[7,8,9]], mask=[0] + [1,0]*4)
>>> print x
[[1 -- 3]
 [-- 5 --]
 [7 -- 9]]
>>> x.put([0,4,8],[10,20,30])
>>> print x
[[10 -- 3]
```

```
 [-- 20 --]
 [7 -- 30]]

>>> x.put(4,999)
>>> print x
[[10 -- 3]
 [-- 999 --]
 [7 -- 30]]
```

MaskedArray.**repeat**(*repeats*, *axis=None*)

Repeat elements of an array.

Refer to `numpy.repeat` for full documentation.

See Also:

numpy.repeat
equivalent function

MaskedArray.**searchsorted**(*v*, *side='left'*, *sorter=None*)

Find indices where elements of v should be inserted in a to maintain order.

For full documentation, see `numpy.searchsorted`

See Also:

numpy.searchsorted
equivalent function

MaskedArray.**sort**(*axis=-1*, *kind='quicksort'*, *order=None*, *endwith=True*, *fill_value=None*)

Sort the array, in-place

Parameters

a : array_like

Array to be sorted.

axis : int, optional

Axis along which to sort. If None, the array is flattened before sorting. The default is -1, which sorts along the last axis.

kind : {'quicksort', 'mergesort', 'heapsort'}, optional

Sorting algorithm. Default is 'quicksort'.

order : list, optional

When *a* is a structured array, this argument specifies which fields to compare first, second, and so on. This list does not need to include all of the fields.

endwith : {True, False}, optional

Whether missing values (if any) should be forced in the upper indices (at the end of the array) (True) or lower indices (at the beginning).

fill_value : {var}, optional

Value used internally for the masked values. If `fill_value` is not None, it supersedes `endwith`.

Returns

sorted_array : ndarray

Array of the same type and shape as *a*.

See Also:

ndarray.sort
Method to sort an array in-place.

argsort
Indirect sort.

lexsort
Indirect stable sort on multiple keys.

searchsorted
Find elements in a sorted array.

Notes

See `sort` for notes on the different sorting algorithms.

Examples

```
>>> a = ma.array([1, 2, 5, 4, 3],mask=[0, 1, 0, 1, 0])
>>> # Default
>>> a.sort()
>>> print a
[1 3 5 -- --]

>>> a = ma.array([1, 2, 5, 4, 3],mask=[0, 1, 0, 1, 0])
>>> # Put missing values in the front
>>> a.sort(endwith=False)
>>> print a
[-- -- 1 3 5]

>>> a = ma.array([1, 2, 5, 4, 3],mask=[0, 1, 0, 1, 0])
>>> # fill_value takes over endwith
>>> a.sort(endwith=False, fill_value=3)
>>> print a
[1 -- -- 3 5]
```

MaskedArray.**take**(*indices*, *axis=None*, *out=None*, *mode='raise'*)

Pickling and copy

MaskedArray.copy([order])	Return a copy of the array.
MaskedArray.dump(file)	Dump a pickle of the array to the specified file.
MaskedArray.dumps()	Returns the pickle of the array as a string.

MaskedArray.**copy**(*order='C'*)
Return a copy of the array.

Parameters
order : {'C', 'F', 'A', 'K'}, optional

Controls the memory layout of the copy. 'C' means C-order, 'F' means F-order, 'A' means 'F' if *a* is Fortran contiguous, 'C' otherwise. 'K' means match the layout of *a* as

closely as possible. (Note that this function and :func:numpy.copy are very similar, but have different default values for their order= arguments.)

See Also:

`numpy.copy`, `numpy.copyto`

Examples

```
>>> x = np.array([[1,2,3],[4,5,6]], order='F')

>>> y = x.copy()

>>> x.fill(0)

>>> x
array([[0, 0, 0],
       [0, 0, 0]])

>>> y
array([[1, 2, 3],
       [4, 5, 6]])

>>> y.flags['C_CONTIGUOUS']
True
```

`MaskedArray.`**`dump`**(*file*)

Dump a pickle of the array to the specified file. The array can be read back with pickle.load or numpy.load.

Parameters

file : str

A string naming the dump file.

`MaskedArray.`**`dumps`**()

Returns the pickle of the array as a string. pickle.loads or numpy.loads will convert the string back to an array.

Parameters

None

Calculations

`MaskedArray.all`([axis, out])	Check if all of the elements of *a* are true.
`MaskedArray.anom`([axis, dtype])	Compute the anomalies (deviations from the arithmetic mean) along the given ax
`MaskedArray.any`([axis, out])	Check if any of the elements of *a* are true.
`MaskedArray.clip`(a_min, a_max[, out])	Return an array whose values are limited to `[a_min, a_max]`.
`MaskedArray.conj`()	Complex-conjugate all elements.
`MaskedArray.conjugate`()	Return the complex conjugate, element-wise.
`MaskedArray.cumprod`([axis, dtype, out])	Return the cumulative product of the elements along the given axis.
`MaskedArray.cumsum`([axis, dtype, out])	Return the cumulative sum of the elements along the given axis.
`MaskedArray.max`([axis, out, fill_value])	Return the maximum along a given axis.
`MaskedArray.mean`([axis, dtype, out])	Returns the average of the array elements.
`MaskedArray.min`([axis, out, fill_value])	Return the minimum along a given axis.
`MaskedArray.prod`([axis, dtype, out])	Return the product of the array elements over the given axis.
`MaskedArray.product`([axis, dtype, out])	Return the product of the array elements over the given axis.
`MaskedArray.ptp`([axis, out, fill_value])	Return (maximum - minimum) along the the given dimension (i.e.

Continued on next pa

Table 1.66 – continued from previous page

MaskedArray.round([decimals, out])	Return *a* with each element rounded to the given number of decimals.
MaskedArray.std([axis, dtype, out, ddof])	Compute the standard deviation along the specified axis.
MaskedArray.sum([axis, dtype, out])	Return the sum of the array elements over the given axis.
MaskedArray.trace([offset, axis1, axis2, ...])	Return the sum along diagonals of the array.
MaskedArray.var([axis, dtype, out, ddof])	Compute the variance along the specified axis.

MaskedArray.**all**(*axis=None*, *out=None*)

Check if all of the elements of *a* are true.

Performs a logical_and over the given axis and returns the result. Masked values are considered as True during computation. For convenience, the output array is masked where ALL the values along the current axis are masked: if the output would have been a scalar and that all the values are masked, then the output is masked.

Parameters

axis : {None, integer}

Axis to perform the operation over. If None, perform over flattened array.

out : {None, array}, optional

Array into which the result can be placed. Its type is preserved and it must be of the right shape to hold the output.

See Also:

all

equivalent function

Examples

```
>>> np.ma.array([1,2,3]).all()
True
>>> a = np.ma.array([1,2,3], mask=True)
>>> (a.all() is np.ma.masked)
True
```

MaskedArray.**anom**(*axis=None*, *dtype=None*)

Compute the anomalies (deviations from the arithmetic mean) along the given axis.

Returns an array of anomalies, with the same shape as the input and where the arithmetic mean is computed along the given axis.

Parameters

axis : int, optional

Axis over which the anomalies are taken. The default is to use the mean of the flattened array as reference.

dtype : dtype, optional

Type to use in computing the variance. For arrays of integer type
the default is float32; for arrays of float types it is the same as the array type.

See Also:

mean

Compute the mean of the array.

Examples

```
>>> a = np.ma.array([1,2,3])
>>> a.anom()
masked_array(data = [-1.  0.  1.],
             mask = False,
       fill_value = 1e+20)
```

MaskedArray.**any**(*axis=None*, *out=None*)
Check if any of the elements of *a* are true.

Performs a logical_or over the given axis and returns the result. Masked values are considered as False during computation.

Parameters

axis : {None, integer}

Axis to perform the operation over. If None, perform over flattened array and return a scalar.

out : {None, array}, optional

Array into which the result can be placed. Its type is preserved and it must be of the right shape to hold the output.

See Also:

any
equivalent function

MaskedArray.**clip**(*a_min*, *a_max*, *out=None*)
Return an array whose values are limited to `[a_min, a_max]`.

Refer to `numpy.clip` for full documentation.

See Also:

numpy.clip
equivalent function

MaskedArray.**conj**()
Complex-conjugate all elements.

Refer to `numpy.conjugate` for full documentation.

See Also:

numpy.conjugate
equivalent function

MaskedArray.**conjugate**()
Return the complex conjugate, element-wise.

Refer to `numpy.conjugate` for full documentation.

See Also:

numpy.conjugate
equivalent function

MaskedArray.**cumprod**(*axis=None*, *dtype=None*, *out=None*)

Return the cumulative product of the elements along the given axis. The cumulative product is taken over the flattened array by default, otherwise over the specified axis.

Masked values are set to 1 internally during the computation. However, their position is saved, and the result will be masked at the same locations.

Parameters

axis : {None, -1, int}, optional

Axis along which the product is computed. The default (*axis* = None) is to compute over the flattened array.

dtype : {None, dtype}, optional

Determines the type of the returned array and of the accumulator where the elements are multiplied. If `dtype` has the value `None` and the type of `a` is an integer type of precision less than the default platform integer, then the default platform integer precision is used. Otherwise, the dtype is the same as that of `a`.

out : ndarray, optional

Alternative output array in which to place the result. It must have the same shape and buffer length as the expected output but the type will be cast if necessary.

Returns

cumprod : ndarray

A new array holding the result is returned unless out is specified, in which case a reference to out is returned.

Notes

The mask is lost if *out* is not a valid MaskedArray !

Arithmetic is modular when using integer types, and no error is raised on overflow.

MaskedArray.**cumsum**(*axis=None*, *dtype=None*, *out=None*)

Return the cumulative sum of the elements along the given axis. The cumulative sum is calculated over the flattened array by default, otherwise over the specified axis.

Masked values are set to 0 internally during the computation. However, their position is saved, and the result will be masked at the same locations.

Parameters

axis : {None, -1, int}, optional

Axis along which the sum is computed. The default (*axis* = None) is to compute over the flattened array. *axis* may be negative, in which case it counts from the last to the first axis.

dtype : {None, dtype}, optional

Type of the returned array and of the accumulator in which the elements are summed. If `dtype` is not specified, it defaults to the dtype of *a*, unless *a* has an integer dtype with a precision less than that of the default platform integer. In that case, the default platform integer is used.

out : ndarray, optional

Alternative output array in which to place the result. It must have the same shape and buffer length as the expected output but the type will be cast if necessary.

Returns

cumsum : ndarray.

A new array holding the result is returned unless `out` is specified, in which case a reference to `out` is returned.

Notes

The mask is lost if *out* is not a valid `MaskedArray` !

Arithmetic is modular when using integer types, and no error is raised on overflow.

Examples

```
>>> marr = np.ma.array(np.arange(10), mask=[0,0,0,1,1,1,0,0,0,0])
>>> print marr.cumsum()
[0 1 3 -- -- -- 9 16 24 33]
```

`MaskedArray.`**`max`**(*axis=None*, *out=None*, *fill_value=None*)

Return the maximum along a given axis.

Parameters

axis : {None, int}, optional

Axis along which to operate. By default, `axis` is None and the flattened input is used.

out : array_like, optional

Alternative output array in which to place the result. Must be of the same shape and buffer length as the expected output.

fill_value : {var}, optional

Value used to fill in the masked values. If None, use the output of maximum_fill_value().

Returns

amax : array_like

New array holding the result. If `out` was specified, `out` is returned.

See Also:

`maximum_fill_value`

Returns the maximum filling value for a given datatype.

`MaskedArray.`**`mean`**(*axis=None*, *dtype=None*, *out=None*)

Returns the average of the array elements.

Masked entries are ignored. The average is taken over the flattened array by default, otherwise over the specified axis. Refer to `numpy.mean` for the full documentation.

Parameters

a : array_like

Array containing numbers whose mean is desired. If *a* is not an array, a conversion is attempted.

axis : int, optional

Axis along which the means are computed. The default is to compute the mean of the flattened array.

dtype : dtype, optional

Type to use in computing the mean. For integer inputs, the default is float64; for floating point, inputs it is the same as the input dtype.

out : ndarray, optional

Alternative output array in which to place the result. It must have the same shape as the expected output but the type will be cast if necessary.

Returns

mean : ndarray, see dtype parameter above

If *out=None*, returns a new array containing the mean values, otherwise a reference to the output array is returned.

See Also:

numpy.ma.mean
Equivalent function.

numpy.mean
Equivalent function on non-masked arrays.

numpy.ma.average
Weighted average.

Examples

```
>>> a = np.ma.array([1,2,3], mask=[False, False, True])
>>> a
masked_array(data = [1 2 --],
             mask = [False False  True],
       fill_value = 999999)
>>> a.mean()
1.5
```

`MaskedArray.`**`min`**(*axis=None*, *out=None*, *fill_value=None*)
Return the minimum along a given axis.

Parameters

axis : {None, int}, optional

Axis along which to operate. By default, `axis` is None and the flattened input is used.

out : array_like, optional

Alternative output array in which to place the result. Must be of the same shape and buffer length as the expected output.

fill_value : {var}, optional

Value used to fill in the masked values. If None, use the output of `minimum_fill_value`.

Returns

amin : array_like

New array holding the result. If `out` was specified, `out` is returned.

See Also:

minimum_fill_value
Returns the minimum filling value for a given datatype.

MaskedArray.**prod**(*axis=None*, *dtype=None*, *out=None*)

Return the product of the array elements over the given axis. Masked elements are set to 1 internally for computation.

Parameters

axis : {None, int}, optional

Axis over which the product is taken. If None is used, then the product is over all the array elements.

dtype : {None, dtype}, optional

Determines the type of the returned array and of the accumulator where the elements are multiplied. If `dtype` has the value `None` and the type of a is an integer type of precision less than the default platform integer, then the default platform integer precision is used. Otherwise, the dtype is the same as that of a.

out : {None, array}, optional

Alternative output array in which to place the result. It must have the same shape as the expected output but the type will be cast if necessary.

Returns

product_along_axis : {array, scalar}, see dtype parameter above.

Returns an array whose shape is the same as a with the specified axis removed. Returns a 0d array when a is 1d or axis=None. Returns a reference to the specified output array if specified.

See Also:

prod

equivalent function

Notes

Arithmetic is modular when using integer types, and no error is raised on overflow.

Examples

```
>>> np.prod([1.,2.])
2.0
>>> np.prod([1.,2.], dtype=np.int32)
2
>>> np.prod([[1.,2.],[3.,4.]])
24.0
>>> np.prod([[1.,2.],[3.,4.]], axis=1)
array([  2.,  12.])
```

MaskedArray.**product**(*axis=None*, *dtype=None*, *out=None*)

Return the product of the array elements over the given axis. Masked elements are set to 1 internally for computation.

Parameters

axis : {None, int}, optional

Axis over which the product is taken. If None is used, then the product is over all the array elements.

dtype : {None, dtype}, optional

Determines the type of the returned array and of the accumulator where the elements are multiplied. If `dtype` has the value `None` and the type of a is an integer type of precision less than the default platform integer, then the default platform integer precision is used. Otherwise, the dtype is the same as that of a.

out : {None, array}, optional

Alternative output array in which to place the result. It must have the same shape as the expected output but the type will be cast if necessary.

Returns

product_along_axis : {array, scalar}, see dtype parameter above.

Returns an array whose shape is the same as a with the specified axis removed. Returns a 0d array when a is 1d or axis=None. Returns a reference to the specified output array if specified.

See Also:

prod
equivalent function

Notes

Arithmetic is modular when using integer types, and no error is raised on overflow.

Examples

```
>>> np.prod([1.,2.])
2.0
>>> np.prod([1.,2.], dtype=np.int32)
2
>>> np.prod([[1.,2.],[3.,4.]])
24.0
>>> np.prod([[1.,2.],[3.,4.]], axis=1)
array([  2.,  12.])
```

`MaskedArray.`**`ptp`**(*axis=None*, *out=None*, *fill_value=None*)
Return (maximum - minimum) along the the given dimension (i.e. peak-to-peak value).

Parameters

axis : {None, int}, optional

Axis along which to find the peaks. If None (default) the flattened array is used.

out : {None, array_like}, optional

Alternative output array in which to place the result. It must have the same shape and buffer length as the expected output but the type will be cast if necessary.

fill_value : {var}, optional

Value used to fill in the masked values.

Returns

ptp : ndarray.

A new array holding the result, unless `out` was specified, in which case a reference to `out` is returned.

`MaskedArray.`**`round`**(*decimals=0*, *out=None*)
Return *a* with each element rounded to the given number of decimals.

Refer to `numpy.around` for full documentation.

See Also:

`numpy.around`
equivalent function

`MaskedArray.`**`std`**(*axis=None*, *dtype=None*, *out=None*, *ddof=0*)
Compute the standard deviation along the specified axis.

Returns the standard deviation, a measure of the spread of a distribution, of the array elements. The standard deviation is computed for the flattened array by default, otherwise over the specified axis.

Parameters

a : array_like

Calculate the standard deviation of these values.

axis : int, optional

Axis along which the standard deviation is computed. The default is to compute the standard deviation of the flattened array.

dtype : dtype, optional

Type to use in computing the standard deviation. For arrays of integer type the default is float64, for arrays of float types it is the same as the array type.

out : ndarray, optional

Alternative output array in which to place the result. It must have the same shape as the expected output but the type (of the calculated values) will be cast if necessary.

ddof : int, optional

Means Delta Degrees of Freedom. The divisor used in calculations is `N - ddof`, where `N` represents the number of elements. By default *ddof* is zero.

keepdims : bool, optional

If this is set to True, the axes which are reduced are left in the result as dimensions with size one. With this option, the result will broadcast correctly against the original *arr*.

Returns

standard_deviation : ndarray, see dtype parameter above.

If *out* is None, return a new array containing the standard deviation, otherwise return a reference to the output array.

See Also:

`var`, `mean`, `nanmean`, `nanstd`, `nanvar`

`numpy.doc.ufuncs`
Section "Output arguments"

Notes

The standard deviation is the square root of the average of the squared deviations from the mean, i.e., `std = sqrt(mean(abs(x - x.mean())**2))`.

The average squared deviation is normally calculated as `x.sum() / N`, where `N = len(x)`. If, however, *ddof* is specified, the divisor `N - ddof` is used instead. In standard statistical practice, `ddof=1` provides an unbiased estimator of the variance of the infinite population. `ddof=0` provides a maximum likelihood estimate

of the variance for normally distributed variables. The standard deviation computed in this function is the square root of the estimated variance, so even with `ddof=1`, it will not be an unbiased estimate of the standard deviation per se.

Note that, for complex numbers, `std` takes the absolute value before squaring, so that the result is always real and nonnegative.

For floating-point input, the *std* is computed using the same precision the input has. Depending on the input data, this can cause the results to be inaccurate, especially for float32 (see example below). Specifying a higher-accuracy accumulator using the `dtype` keyword can alleviate this issue.

Examples

```
>>> a = np.array([[1, 2], [3, 4]])
>>> np.std(a)
1.1180339887498949
>>> np.std(a, axis=0)
array([ 1.,  1.])
>>> np.std(a, axis=1)
array([ 0.5,  0.5])
```

In single precision, std() can be inaccurate:

```
>>> a = np.zeros((2,512*512), dtype=np.float32)
>>> a[0,:] = 1.0
>>> a[1,:] = 0.1
>>> np.std(a)
0.45172946707416706
```

Computing the standard deviation in float64 is more accurate:

```
>>> np.std(a, dtype=np.float64)
0.44999999925552653
```

`MaskedArray.`**`sum`**(*axis=None*, *dtype=None*, *out=None*)

Return the sum of the array elements over the given axis. Masked elements are set to 0 internally.

Parameters

axis : {None, -1, int}, optional

Axis along which the sum is computed. The default (*axis* = None) is to compute over the flattened array.

dtype : {None, dtype}, optional

Determines the type of the returned array and of the accumulator where the elements are summed. If dtype has the value None and the type of a is an integer type of precision less than the default platform integer, then the default platform integer precision is used. Otherwise, the dtype is the same as that of a.

out : {None, ndarray}, optional

Alternative output array in which to place the result. It must have the same shape and buffer length as the expected output but the type will be cast if necessary.

Returns

sum_along_axis : MaskedArray or scalar

An array with the same shape as self, with the specified axis removed. If self is a 0-d array, or if *axis* is None, a scalar is returned. If an output array is specified, a reference to *out* is returned.

Examples

```
>>> x = np.ma.array([[1,2,3],[4,5,6],[7,8,9]], mask=[0] + [1,0]*4)
>>> print x
[[1 -- 3]
 [-- 5 --]
 [7 -- 9]]
>>> print x.sum()
25
>>> print x.sum(axis=1)
[4 5 16]
>>> print x.sum(axis=0)
[8 5 12]
>>> print type(x.sum(axis=0, dtype=np.int64)[0])
<type 'numpy.int64'>
```

MaskedArray.**trace**(*offset=0*, *axis1=0*, *axis2=1*, *dtype=None*, *out=None*)

Return the sum along diagonals of the array.

Refer to `numpy.trace` for full documentation.

See Also:

numpy.trace
equivalent function

MaskedArray.**var**(*axis=None*, *dtype=None*, *out=None*, *ddof=0*)

Compute the variance along the specified axis.

Returns the variance of the array elements, a measure of the spread of a distribution. The variance is computed for the flattened array by default, otherwise over the specified axis.

Parameters

a : array_like

Array containing numbers whose variance is desired. If *a* is not an array, a conversion is attempted.

axis : int, optional

Axis along which the variance is computed. The default is to compute the variance of the flattened array.

dtype : data-type, optional

Type to use in computing the variance. For arrays of integer type the default is *float32*; for arrays of float types it is the same as the array type.

out : ndarray, optional

Alternate output array in which to place the result. It must have the same shape as the expected output, but the type is cast if necessary.

ddof : int, optional

"Delta Degrees of Freedom": the divisor used in the calculation is `N - ddof`, where `N` represents the number of elements. By default *ddof* is zero.

keepdims : bool, optional

If this is set to True, the axes which are reduced are left in the result as dimensions with size one. With this option, the result will broadcast correctly against the original *arr*.

Returns

variance : ndarray, see dtype parameter above

If `out=None`, returns a new array containing the variance; otherwise, a reference to the output array is returned.

See Also:

`std`, `mean`, `nanmean`, `nanstd`, `nanvar`

numpy.doc.ufuncs

Section "Output arguments"

Notes

The variance is the average of the squared deviations from the mean, i.e., `var = mean(abs(x - x.mean())**2)`.

The mean is normally calculated as `x.sum() / N`, where `N = len(x)`. If, however, *ddof* is specified, the divisor `N - ddof` is used instead. In standard statistical practice, `ddof=1` provides an unbiased estimator of the variance of a hypothetical infinite population. `ddof=0` provides a maximum likelihood estimate of the variance for normally distributed variables.

Note that for complex numbers, the absolute value is taken before squaring, so that the result is always real and nonnegative.

For floating-point input, the variance is computed using the same precision the input has. Depending on the input data, this can cause the results to be inaccurate, especially for *float32* (see example below). Specifying a higher-accuracy accumulator using the `dtype` keyword can alleviate this issue.

Examples

```
>>> a = np.array([[1,2],[3,4]])
>>> np.var(a)
1.25
>>> np.var(a, axis=0)
array([ 1.,  1.])
>>> np.var(a, axis=1)
array([ 0.25,  0.25])
```

In single precision, var() can be inaccurate:

```
>>> a = np.zeros((2,512*512), dtype=np.float32)
>>> a[0,:] = 1.0
>>> a[1,:] = 0.1
>>> np.var(a)
0.20405951142311096
```

Computing the variance in float64 is more accurate:

```
>>> np.var(a, dtype=np.float64)
0.20249999932997387
>>> ((1-0.55)**2 + (0.1-0.55)**2)/2
0.20250000000000001
```

Arithmetic and comparison operations

Comparison operators:

MaskedArray.__lt__	x.__lt__(y) <==> x<y
MaskedArray.__le__	x.__le__(y) <==> x<=y
MaskedArray.__gt__	x.__gt__(y) <==> x>y
MaskedArray.__ge__	x.__ge__(y) <==> x>=y
MaskedArray.__eq__(other)	Check whether other equals self elementwise
MaskedArray.__ne__(other)	Check whether other doesn't equal self elementwise

MaskedArray.__**lt**__
x.__lt__(y) <==> x<y

MaskedArray.__**le**__
x.__le__(y) <==> x<=y

MaskedArray.__**gt**__
x.__gt__(y) <==> x>y

MaskedArray.__**ge**__
x.__ge__(y) <==> x>=y

MaskedArray.__**eq**__(*other*)
Check whether other equals self elementwise

MaskedArray.__**ne**__(*other*)
Check whether other doesn't equal self elementwise

Truth value of an array (bool):

MaskedArray.__nonzero__	x.__nonzero__() <==> x != 0

MaskedArray.__**nonzero**__
x.__nonzero__() <==> x != 0

Arithmetic:

MaskedArray.__abs__() <==> abs(x)	
MaskedArray.__add__(other)	Add other to self, and return a new masked array.
MaskedArray.__radd__(other)	Add other to self, and return a new masked array.
MaskedArray.__sub__(other)	Subtract other to self, and return a new masked array.
MaskedArray.__rsub__(other)	Subtract other to self, and return a new masked array.
MaskedArray.__mul__(other)	Multiply other by self, and return a new masked array.
MaskedArray.__rmul__(other)	Multiply other by self, and return a new masked array.
MaskedArray.__div__(other)	Divide other into self, and return a new masked array.
MaskedArray.__rdiv__	x.__rdiv__(y) <==> y/x
MaskedArray.__truediv__(other)	Divide other into self, and return a new masked array.
MaskedArray.__rtruediv__(other)	Divide other into self, and return a new masked array.
MaskedArray.__floordiv__(other)	Divide other into self, and return a new masked array.
MaskedArray.__rfloordiv__(other)	Divide other into self, and return a new masked array.
MaskedArray.__mod__	x.__mod__(y) <==> x%y
MaskedArray.__rmod__	x.__rmod__(y) <==> y%x
MaskedArray.__divmod__(y) <==> divmod(x, y)	
MaskedArray.__rdivmod__(y) <==> divmod(y, x)	
MaskedArray.__pow__(other)	Raise self to the power other, masking the potential NaNs/Infs

Continued on next page

Table 1.69 – continued from previous page

MaskedArray.__rpow__(other)	Raise self to the power other, masking the potential NaNs/Infs
MaskedArray.__lshift__	x.__lshift__(y) <==> x<<y
MaskedArray.__rlshift__	x.__rlshift__(y) <==> y<<x
MaskedArray.__rshift__	x.__rshift__(y) <==> x>>y
MaskedArray.__rrshift__	x.__rrshift__(y) <==> y>>x
MaskedArray.__and__	x.__and__(y) <==> x&y
MaskedArray.__rand__	x.__rand__(y) <==> y&x
MaskedArray.__or__	x.__or__(y) <==> x|y
MaskedArray.__ror__	x.__ror__(y) <==> y|x
MaskedArray.__xor__	x.__xor__(y) <==> x^y
MaskedArray.__rxor__	x.__rxor__(y) <==> y^x

MaskedArray.**__abs__**() <==> *abs(x)*

MaskedArray.**__add__**(*other*)
Add other to self, and return a new masked array.

MaskedArray.**__radd__**(*other*)
Add other to self, and return a new masked array.

MaskedArray.**__sub__**(*other*)
Subtract other to self, and return a new masked array.

MaskedArray.**__rsub__**(*other*)
Subtract other to self, and return a new masked array.

MaskedArray.**__mul__**(*other*)
Multiply other by self, and return a new masked array.

MaskedArray.**__rmul__**(*other*)
Multiply other by self, and return a new masked array.

MaskedArray.**__div__**(*other*)
Divide other into self, and return a new masked array.

MaskedArray.**__rdiv__**
x.__rdiv__(y) <==> y/x

MaskedArray.**__truediv__**(*other*)
Divide other into self, and return a new masked array.

MaskedArray.**__rtruediv__**(*other*)
Divide other into self, and return a new masked array.

MaskedArray.**__floordiv__**(*other*)
Divide other into self, and return a new masked array.

MaskedArray.**__rfloordiv__**(*other*)
Divide other into self, and return a new masked array.

MaskedArray.**__mod__**
x.__mod__(y) <==> x%y

MaskedArray.**__rmod__**
x.__rmod__(y) <==> y%x

MaskedArray.**__divmod__**(*y*) <==> *divmod(x, y)*

MaskedArray.__**rdivmod**__(*y*) <==> *divmod(y, x)*

MaskedArray.__**pow**__(*other*)
Raise self to the power other, masking the potential NaNs/Infs

MaskedArray.__**rpow**__(*other*)
Raise self to the power other, masking the potential NaNs/Infs

MaskedArray.__**lshift**__
x.__lshift__(y) <==> x<<y

MaskedArray.__**rlshift**__
x.__rlshift__(y) <==> y<<x

MaskedArray.__**rshift**__
x.__rshift__(y) <==> x>>y

MaskedArray.__**rrshift**__
x.__rrshift__(y) <==> y>>x

MaskedArray.__**and**__
x.__and__(y) <==> x&y

MaskedArray.__**rand**__
x.__rand__(y) <==> y&x

MaskedArray.__**or**__
x.__or__(y) <==> x|y

MaskedArray.__**ror**__
x.__ror__(y) <==> y|x

MaskedArray.__**xor**__
x.__xor__(y) <==> x^y

MaskedArray.__**rxor**__
x.__rxor__(y) <==> y^x

Arithmetic, in-place:

MaskedArray.__iadd__(other)	Add other to self in-place.
MaskedArray.__isub__(other)	Subtract other from self in-place.
MaskedArray.__imul__(other)	Multiply self by other in-place.
MaskedArray.__idiv__(other)	Divide self by other in-place.
MaskedArray.__itruediv__(other)	True divide self by other in-place.
MaskedArray.__ifloordiv__(other)	Floor divide self by other in-place.
MaskedArray.__imod__	x.__imod__(y) <==> x%=y
MaskedArray.__ipow__(other)	Raise self to the power other, in place.
MaskedArray.__ilshift__	x.__ilshift__(y) <==> x<<=y
MaskedArray.__irshift__	x.__irshift__(y) <==> x>>=y
MaskedArray.__iand__	x.__iand__(y) <==> x&=y
MaskedArray.__ior__	x.__ior__(y) <==> x|=y
MaskedArray.__ixor__	x.__ixor__(y) <==> x^=y

MaskedArray.__**iadd**__(*other*)
Add other to self in-place.

MaskedArray.__**isub**__(*other*)

Subtract other from self in-place.

MaskedArray.__**imul**__(*other*)
Multiply self by other in-place.

MaskedArray.__**idiv**__(*other*)
Divide self by other in-place.

MaskedArray.__**itruediv**__(*other*)
True divide self by other in-place.

MaskedArray.__**ifloordiv**__(*other*)
Floor divide self by other in-place.

MaskedArray.__**imod**__
x.__imod__(y) <==> x%=y

MaskedArray.__**ipow**__(*other*)
Raise self to the power other, in place.

MaskedArray.__**ilshift**__
x.__ilshift__(y) <==> x<<=y

MaskedArray.__**irshift**__
x.__irshift__(y) <==> x>>=y

MaskedArray.__**iand**__
x.__iand__(y) <==> x&=y

MaskedArray.__**ior**__
x.__ior__(y) <==> x|=y

MaskedArray.__**ixor**__
x.__ixor__(y) <==> x^=y

Representation

MaskedArray.__repr__()	Literal string representation.
MaskedArray.__str__()	String representation.
MaskedArray.ids()	Return the addresses of the data and mask areas.
MaskedArray.iscontiguous()	Return a boolean indicating whether the data is contiguous.

MaskedArray.__**repr**__()
Literal string representation.

MaskedArray.__**str**__()
String representation.

MaskedArray.**ids**()
Return the addresses of the data and mask areas.

Parameters
None

Examples

```
>>> x = np.ma.array([1, 2, 3], mask=[0, 1, 1])
>>> x.ids()
(166670640, 166659832)
```

If the array has no mask, the address of nomask is returned. This address is typically not close to the data in memory:

```
>>> x = np.ma.array([1, 2, 3])
>>> x.ids()
(166691080, 3083169284L)
```

MaskedArray.**iscontiguous**()
Return a boolean indicating whether the data is contiguous.

Parameters
None

Examples

```
>>> x = np.ma.array([1, 2, 3])
>>> x.iscontiguous()
True
```

iscontiguous returns one of the flags of the masked array:

```
>>> x.flags
  C_CONTIGUOUS : True
  F_CONTIGUOUS : True
  OWNDATA : False
  WRITEABLE : True
  ALIGNED : True
  UPDATEIFCOPY : False
```

Special methods

For standard library functions:

MaskedArray.__copy__([order])	Return a copy of the array.
MaskedArray.__deepcopy__([memo])	
MaskedArray.__getstate__()	Return the internal state of the masked array, for pickling
MaskedArray.__reduce__()	Return a 3-tuple for pickling a MaskedArray.
MaskedArray.__setstate__(state)	Restore the internal state of the masked array, for pickling purposes.

MaskedArray.**__copy__**([*order*])
Return a copy of the array.

Parameters
order : {'C', 'F', 'A'}, optional

If order is 'C' (False) then the result is contiguous (default). If order is 'Fortran' (True) then the result has fortran order. If order is 'Any' (None) then the result has fortran order only if the array already is in fortran order.

MaskedArray.**__deepcopy__**(*memo=None*)

MaskedArray.**__getstate__**()
Return the internal state of the masked array, for pickling purposes.

MaskedArray.**__reduce__**()
Return a 3-tuple for pickling a MaskedArray.

MaskedArray.__**setstate**__(*state*)
Restore the internal state of the masked array, for pickling purposes. `state` is typically the output of the `__getstate__` output, and is a 5-tuple:

- class name
- a tuple giving the shape of the data
- a typecode for the data
- a binary string for the data
- a binary string for the mask.

Basic customization:

MaskedArray.__new__([data, mask, dtype, ...])	Create a new masked array from scratch.
MaskedArray.__array__(...)	Returns either a new reference to self if dtype is not given or a new array
MaskedArray.__array_wrap__(obj[, context])	Special hook for ufuncs.

static MaskedArray.__**new**__(*data=None*, *mask=False*, *dtype=None*, *copy=False*, *subok=True*, *ndmin=0*, *fill_value=None*, *keep_mask=True*, *hard_mask=None*, *shrink=True*, ***options*)
Create a new masked array from scratch.

Notes

A masked array can also be created by taking a .view(MaskedArray).

MaskedArray.__**array**__(|*dtype*) → reference if type unchanged, copy otherwise.
Returns either a new reference to self if dtype is not given or a new array of provided data type if dtype is different from the current dtype of the array.

MaskedArray.__**array_wrap**__(*obj*, *context=None*)
Special hook for ufuncs. Wraps the numpy array and sets the mask according to context.

Container customization: (see *Indexing*)

MaskedArray.__len__() <==> len(x)	
MaskedArray.__getitem__(indx)	x.__getitem__(y) <==> x[y]
MaskedArray.__setitem__(indx, value)	x.__setitem__(i, y) <==> x[i]=y
MaskedArray.__delitem__	x.__delitem__(y) <==> del x[y]
MaskedArray.__getslice__(i, j)	x.__getslice__(i, j) <==> x[i:j]
MaskedArray.__setslice__(i, j, value)	x.__setslice__(i, j, value) <==> x[i:j]=value
MaskedArray.__contains__	x.__contains__(y) <==> y in x

MaskedArray.__**len**__(*)* <==> *len(x)*

MaskedArray.__**getitem**__(*indx*)
x.__getitem__(y) <==> x[y]

Return the item described by i, as a masked array.

MaskedArray.__**setitem**__(*indx*, *value*)
x.__setitem__(i, y) <==> x[i]=y

Set item described by index. If value is masked, masks those locations.

MaskedArray.__**delitem**__

x.__delitem__(y) <==> del x[y]

MaskedArray.**__getslice__**(*i*, *j*)
x.__getslice__(i, j) <==> x[i:j]

Return the slice described by (i, j). The use of negative indices is not supported.

MaskedArray.**__setslice__**(*i*, *j*, *value*)
x.__setslice__(i, j, value) <==> x[i:j]=value

Set the slice (i,j) of a to value. If value is masked, mask those locations.

MaskedArray.**__contains__**
x.__contains__(y) <==> y in x

Specific methods

Handling the mask

The following methods can be used to access information about the mask or to manipulate the mask.

MaskedArray.__setmask__(mask[, copy])	Set the mask.
MaskedArray.harden_mask()	Force the mask to hard.
MaskedArray.soften_mask()	Force the mask to soft.
MaskedArray.unshare_mask()	Copy the mask and set the sharedmask flag to False.
MaskedArray.shrink_mask()	Reduce a mask to nomask when possible.

MaskedArray.**__setmask__**(*mask*, *copy=False*)
Set the mask.

MaskedArray.**harden_mask**()
Force the mask to hard.

Whether the mask of a masked array is hard or soft is determined by its hardmask property. harden_mask sets hardmask to True.

See Also:

hardmask

MaskedArray.**soften_mask**()
Force the mask to soft.

Whether the mask of a masked array is hard or soft is determined by its hardmask property. soften_mask sets hardmask to False.

See Also:

hardmask

MaskedArray.**unshare_mask**()
Copy the mask and set the sharedmask flag to False.

Whether the mask is shared between masked arrays can be seen from the sharedmask property. unshare_mask ensures the mask is not shared. A copy of the mask is only made if it was shared.

See Also:

sharedmask

MaskedArray.**shrink_mask**()
Reduce a mask to nomask when possible.

Parameters
None

Returns
None

Examples

```
>>> x = np.ma.array([[1,2 ], [3, 4]], mask=[0]*4)
>>> x.mask
array([[False, False],
       [False, False]], dtype=bool)
>>> x.shrink_mask()
>>> x.mask
False
```

Handling the *fill_value*

MaskedArray.get_fill_value()	Return the filling value of the masked array.
MaskedArray.set_fill_value([value])	Set the filling value of the masked array.

MaskedArray.**get_fill_value**()
Return the filling value of the masked array.

Returns
fill_value : scalar

The filling value.

Examples

```
>>> for dt in [np.int32, np.int64, np.float64, np.complex128]:
...     np.ma.array([0, 1], dtype=dt).get_fill_value()
...
999999
999999
1e+20
(1e+20+0j)

>>> x = np.ma.array([0, 1.], fill_value=-np.inf)
>>> x.get_fill_value()
-inf
```

MaskedArray.**set_fill_value**(*value=None*)
Set the filling value of the masked array.

Parameters
value : scalar, optional

The new filling value. Default is None, in which case a default based on the data type is used.

See Also:

ma.set_fill_value
Equivalent function.

Examples

```
>>> x = np.ma.array([0, 1.], fill_value=-np.inf)
>>> x.fill_value
-inf
>>> x.set_fill_value(np.pi)
>>> x.fill_value
3.1415926535897931
```

Reset to default:

```
>>> x.set_fill_value()
>>> x.fill_value
1e+20
```

Counting the missing elements

`MaskedArray.count`([axis])	Count the non-masked elements of the array along the given axis.

`MaskedArray.`**`count`**(*axis=None*)

Count the non-masked elements of the array along the given axis.

Parameters

axis : int, optional

Axis along which to count the non-masked elements. If *axis* is *None*, all non-masked elements are counted.

Returns

result : int or ndarray

If *axis* is *None*, an integer count is returned. When *axis* is not *None*, an array with shape determined by the lengths of the remaining axes, is returned.

See Also:

`count_masked`

Count masked elements in array or along a given axis.

Examples

```
>>> import numpy.ma as ma
>>> a = ma.arange(6).reshape((2, 3))
>>> a[1, :] = ma.masked
>>> a
masked_array(data =
 [[0 1 2]
 [-- -- --]],
             mask =
 [[False False False]
 [ True  True  True]],
       fill_value = 999999)
>>> a.count()
3
```

When the *axis* keyword is specified an array of appropriate size is returned.

```
>>> a.count(axis=0)
array([1, 1, 1])
```

```
>>> a.count(axis=1)
array([3, 0])
```

1.7.7 Masked array operations

Constants

ma.MaskType	Numpy's Boolean type. Character code: ?. Alias: bool8

numpy.ma.**MaskType**
alias of bool_

Creation

From existing data

ma.masked_array	An array class with possibly masked values.
ma.array(data[, dtype, copy, order, mask, ...])	An array class with possibly masked values.
ma.copy	copy
ma.frombuffer(buffer[, dtype, count, offset])	Interpret a buffer as a 1-dimensional array.
ma.fromfunction(function, shape, **kwargs)	Construct an array by executing a function over each coordinate.
ma.MaskedArray.copy([order])	Return a copy of the array.

numpy.ma.**masked_array**
alias of MaskedArray

numpy.ma.**array**(*data*, *dtype=None*, *copy=False*, *order=False*, *mask=False*, *fill_value=None*, *keep_mask=True*, *hard_mask=False*, *shrink=True*, *subok=True*, *ndmin=0*)
An array class with possibly masked values.

Masked values of True exclude the corresponding element from any computation.

Construction:

```
x = MaskedArray(data, mask=nomask, dtype=None,
                copy=False, subok=True, ndmin=0, fill_value=None,
                keep_mask=True, hard_mask=None, shrink=True)
```

Parameters

data : array_like

Input data.

mask : sequence, optional

Mask. Must be convertible to an array of booleans with the same shape as *data*. True indicates a masked (i.e. invalid) data.

dtype : dtype, optional

Data type of the output. If *dtype* is None, the type of the data argument (data.dtype) is used. If *dtype* is not None and different from data.dtype, a copy is performed.

copy : bool, optional

Whether to copy the input data (True), or to use a reference instead. Default is False.

subok : bool, optional

Whether to return a subclass of `MaskedArray` if possible (True) or a plain `MaskedArray`. Default is True.

ndmin : int, optional

Minimum number of dimensions. Default is 0.

fill_value : scalar, optional

Value used to fill in the masked values when necessary. If None, a default based on the data-type is used.

keep_mask : bool, optional

Whether to combine *mask* with the mask of the input data, if any (True), or to use only *mask* for the output (False). Default is True.

hard_mask : bool, optional

Whether to use a hard mask or not. With a hard mask, masked values cannot be unmasked. Default is False.

shrink : bool, optional

Whether to force compression of an empty mask. Default is True.

`numpy.ma.` **copy = <numpy.ma.core._frommethod instance at 0x1cfa3f8>**

copy a.copy(order='C')

Return a copy of the array.

Parameters

order : {'C', 'F', 'A', 'K'}, optional

Controls the memory layout of the copy. 'C' means C-order, 'F' means F-order, 'A' means 'F' if *a* is Fortran contiguous, 'C' otherwise. 'K' means match the layout of *a* as closely as possible. (Note that this function and :func:numpy.copy are very similar, but have different default values for their order= arguments.)

Examples

```
>>> x = np.array([[1,2,3],[4,5,6]], order='F')

>>> y = x.copy()

>>> x.fill(0)

>>> x
array([[0, 0, 0],
       [0, 0, 0]])

>>> y
array([[1, 2, 3],
       [4, 5, 6]])

>>> y.flags['C_CONTIGUOUS']
True
```

numpy.ma.**frombuffer**(*buffer*, *dtype=float*, *count=-1*, *offset=0*) **= <numpy.ma.core._convert2ma instance at 0x1cfaf38>**

Interpret a buffer as a 1-dimensional array.

Parameters

buffer : buffer_like

An object that exposes the buffer interface.

dtype : data-type, optional

Data-type of the returned array; default: float.

count : int, optional

Number of items to read. `-1` means all data in the buffer.

offset : int, optional

Start reading the buffer from this offset; default: 0.

Notes

If the buffer has data that is not in machine byte-order, this should be specified as part of the data-type, e.g.:

```
>>> dt = np.dtype(int)
>>> dt = dt.newbyteorder('>')
>>> np.frombuffer(buf, dtype=dt)
```

The data of the resulting array will not be byteswapped, but will be interpreted correctly.

Examples

```
>>> s = 'hello world'
>>> np.frombuffer(s, dtype='S1', count=5, offset=6)
array(['w', 'o', 'r', 'l', 'd'],
      dtype='|S1')
```

numpy.ma.**fromfunction**(*function*, *shape*, ***kwargs*) **= <numpy.ma.core._convert2ma instance at 0x1cfaf80>**

Construct an array by executing a function over each coordinate.

The resulting array therefore has a value `fn(x, y, z)` at coordinate `(x, y, z)`.

Parameters

function : callable

The function is called with N parameters, where N is the rank of `shape`. Each parameter represents the coordinates of the array varying along a specific axis. For example, if `shape` were `(2, 2)`, then the parameters in turn be (0, 0), (0, 1), (1, 0), (1, 1).

shape : (N,) tuple of ints

Shape of the output array, which also determines the shape of the coordinate arrays passed to *function*.

dtype : data-type, optional

Data-type of the coordinate arrays passed to *function*. By default, *dtype* is float.

Returns

fromfunction : any

The result of the call to *function* is passed back directly. Therefore the shape of `fromfunction` is completely determined by *function*. If *function* returns a scalar value, the shape of `fromfunction` would match the `shape` parameter.

See Also:

`indices`, `meshgrid`

Notes

Keywords other than *dtype* are passed to *function*.

Examples

```
>>> np.fromfunction(lambda i, j: i == j, (3, 3), dtype=int)
array([[ True, False, False],
       [False,  True, False],
       [False, False,  True]], dtype=bool)

>>> np.fromfunction(lambda i, j: i + j, (3, 3), dtype=int)
array([[0, 1, 2],
       [1, 2, 3],
       [2, 3, 4]])
```

`MaskedArray.`**`copy`**(*order='C'*)

Return a copy of the array.

Parameters

order : {'C', 'F', 'A', 'K'}, optional

Controls the memory layout of the copy. 'C' means C-order, 'F' means F-order, 'A' means 'F' if *a* is Fortran contiguous, 'C' otherwise. 'K' means match the layout of *a* as closely as possible. (Note that this function and :func:numpy.copy are very similar, but have different default values for their order= arguments.)

See Also:

`numpy.copy`, `numpy.copyto`

Examples

```
>>> x = np.array([[1,2,3],[4,5,6]], order='F')

>>> y = x.copy()

>>> x.fill(0)

>>> x
array([[0, 0, 0],
       [0, 0, 0]])

>>> y
array([[1, 2, 3],
       [4, 5, 6]])

>>> y.flags['C_CONTIGUOUS']
True
```

Ones and zeros

ma.empty(shape[, dtype, order])	Return a new array of given shape and type, without initializing entries.
ma.empty_like(a[, dtype, order, subok])	Return a new array with the same shape and type as a given array.
ma.masked_all(shape[, dtype])	Empty masked array with all elements masked.
ma.masked_all_like(arr)	Empty masked array with the properties of an existing array.
ma.ones(shape[, dtype, order])	Return a new array of given shape and type, filled with ones.
ma.zeros(shape[, dtype, order])	Return a new array of given shape and type, filled with zeros.

numpy.ma.**empty**(*shape*, *dtype=float*, *order='C'*) **= <numpy.ma.core._convert2ma instance at 0x1cfae60>**

Return a new array of given shape and type, without initializing entries.

Parameters

shape : int or tuple of int

Shape of the empty array

dtype : data-type, optional

Desired output data-type.

order : {'C', 'F'}, optional

Whether to store multi-dimensional data in C (row-major) or Fortran (column-major) order in memory.

See Also:

empty_like, zeros, ones

Notes

empty, unlike zeros, does not set the array values to zero, and may therefore be marginally faster. On the other hand, it requires the user to manually set all the values in the array, and should be used with caution.

Examples

```
>>> np.empty([2, 2])
array([[ -9.74499359e+001,   6.69583040e-309],
       [  2.13182611e-314,   3.06959433e-309]])         #random

>>> np.empty([2, 2], dtype=int)
array([[-1073741821, -1067949133],
       [  496041986,    19249760]])                     #random
```

numpy.ma.**empty_like**(*a*, *dtype=None*, *order='K'*, *subok=True*) **= <numpy.ma.core._convert2ma instance at 0x1cfaef0>**

Return a new array with the same shape and type as a given array.

Parameters

a : array_like

The shape and data-type of *a* define these same attributes of the returned array.

dtype : data-type, optional

New in version 1.6.0. Overrides the data type of the result.

order : {'C', 'F', 'A', or 'K'}, optional

New in version 1.6.0. Overrides the memory layout of the result. 'C' means C-order, 'F' means F-order, 'A' means 'F' if a is Fortran contiguous, 'C' otherwise. 'K' means match the layout of a as closely as possible.

subok : bool, optional.

If True, then the newly created array will use the sub-class type of 'a', otherwise it will be a base-class array. Defaults to True.

Returns

out : ndarray

Array of uninitialized (arbitrary) data with the same shape and type as *a*.

See Also:

ones_like
Return an array of ones with shape and type of input.

zeros_like
Return an array of zeros with shape and type of input.

empty
Return a new uninitialized array.

ones
Return a new array setting values to one.

zeros
Return a new array setting values to zero.

Notes

This function does *not* initialize the returned array; to do that use *zeros_like* or *ones_like* instead. It may be marginally faster than the functions that do set the array values.

Examples

```
>>> a = ([1,2,3], [4,5,6])                         # a is array-like
>>> np.empty_like(a)
array([[-1073741821, -1073741821,           3],    #random
       [          0,           0, -1073741821]])
>>> a = np.array([[1., 2., 3.],[4.,5.,6.]])
>>> np.empty_like(a)
array([[ -2.00000715e+000,   1.48219694e-323,  -2.00000572e+000],#random
       [  4.38791518e-305,  -2.00000715e+000,   4.17269252e-309]])
```

numpy.ma.**masked_all**(*shape*, *dtype=<type 'float'>*)
Empty masked array with all elements masked.

Return an empty masked array of the given shape and dtype, where all the data are masked.

Parameters

shape : tuple

Shape of the required MaskedArray.

dtype : dtype, optional

Data type of the output.

Returns

a : MaskedArray

A masked array with all data masked.

See Also:

masked_all_like
Empty masked array modelled on an existing array.

Examples

```
>>> import numpy.ma as ma
>>> ma.masked_all((3, 3))
masked_array(data =
 [[-- -- --]
 [-- -- --]
 [-- -- --]],
      mask =
 [[ True  True  True]
 [ True  True  True]
 [ True  True  True]],
      fill_value=1e+20)
```

The *dtype* parameter defines the underlying data type.

```
>>> a = ma.masked_all((3, 3))
>>> a.dtype
dtype('float64')
>>> a = ma.masked_all((3, 3), dtype=np.int32)
>>> a.dtype
dtype('int32')
```

numpy.ma.**masked_all_like**(*arr*)
Empty masked array with the properties of an existing array.

Return an empty masked array of the same shape and dtype as the array *arr*, where all the data are masked.

Parameters
arr : ndarray

An array describing the shape and dtype of the required MaskedArray.

Returns
a : MaskedArray

A masked array with all data masked.

Raises
AttributeError

If *arr* doesn't have a shape attribute (i.e. not an ndarray)

See Also:

masked_all
Empty masked array with all elements masked.

Examples

```
>>> import numpy.ma as ma
>>> arr = np.zeros((2, 3), dtype=np.float32)
>>> arr
array([[ 0.,  0.,  0.],
       [ 0.,  0.,  0.]], dtype=float32)
>>> ma.masked_all_like(arr)
masked_array(data =
 [[-- -- --]
```

```
 [-- -- --]],
      mask =
 [[ True  True  True]
 [ True  True  True]],
      fill_value=1e+20)
```

The dtype of the masked array matches the dtype of *arr*.

```
>>> arr.dtype
dtype('float32')
>>> ma.masked_all_like(arr).dtype
dtype('float32')
```

numpy.ma.**ones**(*shape*, *dtype=None*, *order='C'*) = **<numpy.ma.core._convert2ma instance at 0x1cfc098>**

Return a new array of given shape and type, filled with ones.

Parameters

shape : int or sequence of ints

Shape of the new array, e.g., `(2, 3)` or `2`.

dtype : data-type, optional

The desired data-type for the array, e.g., `numpy.int8`. Default is `numpy.float64`.

order : {'C', 'F'}, optional

Whether to store multidimensional data in C- or Fortran-contiguous (row- or column-wise) order in memory.

Returns

out : ndarray

Array of ones with the given shape, dtype, and order.

See Also:

`zeros`, `ones_like`

Examples

```
>>> np.ones(5)
array([ 1.,  1.,  1.,  1.,  1.])

>>> np.ones((5,), dtype=np.int)
array([1, 1, 1, 1, 1])

>>> np.ones((2, 1))
array([[ 1.],
       [ 1.]])

>>> s = (2,2)
>>> np.ones(s)
array([[ 1.,  1.],
       [ 1.,  1.]])
```

numpy.ma.**zeros**(*shape*, *dtype=float*, *order='C'*) = **<numpy.ma.core._convert2ma instance at 0x1cfc128>**

Return a new array of given shape and type, filled with zeros.

Parameters

shape : int or sequence of ints

Shape of the new array, e.g., `(2, 3)` or `2`.

dtype : data-type, optional

The desired data-type for the array, e.g., `numpy.int8`. Default is `numpy.float64`.

order : {'C', 'F'}, optional

Whether to store multidimensional data in C- or Fortran-contiguous (row- or column-wise) order in memory.

Returns

out : ndarray

Array of zeros with the given shape, dtype, and order.

See Also:

zeros_like
Return an array of zeros with shape and type of input.

ones_like
Return an array of ones with shape and type of input.

empty_like
Return an empty array with shape and type of input.

ones
Return a new array setting values to one.

empty
Return a new uninitialized array.

Examples

```
>>> np.zeros(5)
array([ 0.,  0.,  0.,  0.,  0.])

>>> np.zeros((5,), dtype=numpy.int)
array([0, 0, 0, 0, 0])

>>> np.zeros((2, 1))
array([[ 0.],
       [ 0.]])

>>> s = (2,2)
>>> np.zeros(s)
array([[ 0.,  0.],
       [ 0.,  0.]])

>>> np.zeros((2,), dtype=[('x', 'i4'), ('y', 'i4')]) # custom dtype
array([(0, 0), (0, 0)],
      dtype=[('x', '<i4'), ('y', '<i4')])
```

Inspecting the array

`ma.all`(self[, axis, out])	Check if all of the elements of *a* are true.

Continued on next page

Table 1.81 – continued from previous page

ma.any(self[, axis, out])	Check if any of the elements of *a* are true.
ma.count(a[, axis])	Count the non-masked elements of the array along the given axis.
ma.count_masked(arr[, axis])	Count the number of masked elements along the given axis.
ma.getmask(a)	Return the mask of a masked array, or nomask.
ma.getmaskarray(arr)	Return the mask of a masked array, or full boolean array of False.
ma.getdata(a[, subok])	Return the data of a masked array as an ndarray.
ma.nonzero(self)	Return the indices of unmasked elements that are not zero.
ma.shape(obj)	Return the shape of an array.
ma.size(obj[, axis])	Return the number of elements along a given axis.
ma.MaskedArray.data	Return the current data, as a view of the original
ma.MaskedArray.mask	Mask
ma.MaskedArray.recordmask	Return the mask of the records.
ma.MaskedArray.all([axis, out])	Check if all of the elements of *a* are true.
ma.MaskedArray.any([axis, out])	Check if any of the elements of *a* are true.
ma.MaskedArray.count([axis])	Count the non-masked elements of the array along the given axis.
ma.MaskedArray.nonzero()	Return the indices of unmasked elements that are not zero.
ma.shape(obj)	Return the shape of an array.
ma.size(obj[, axis])	Return the number of elements along a given axis.

numpy.ma.**all**(*self*, *axis=None*, *out=None*) **= <numpy.ma.core._frommethod instance at 0x1cf2f80>**

Check if all of the elements of *a* are true.

Performs a logical_and over the given axis and returns the result. Masked values are considered as True during computation. For convenience, the output array is masked where ALL the values along the current axis are masked: if the output would have been a scalar and that all the values are masked, then the output is masked.

Parameters

axis : {None, integer}

Axis to perform the operation over. If None, perform over flattened array.

out : {None, array}, optional

Array into which the result can be placed. Its type is preserved and it must be of the right shape to hold the output.

See Also:

all

equivalent function

Examples

```
>>> np.ma.array([1,2,3]).all()
True
>>> a = np.ma.array([1,2,3], mask=True)
>>> (a.all() is np.ma.masked)
True
```

numpy.ma.**any**(*self*, *axis=None*, *out=None*) **= <numpy.ma.core._frommethod instance at 0x1cfa1b8>**

Check if any of the elements of *a* are true.

Performs a logical_or over the given axis and returns the result. Masked values are considered as False during computation.

Parameters

axis : {None, integer}

Axis to perform the operation over. If None, perform over flattened array and return a scalar.

out : {None, array}, optional

Array into which the result can be placed. Its type is preserved and it must be of the right shape to hold the output.

See Also:

any
equivalent function

numpy.ma.**count**(*a*, *axis=None*)
Count the non-masked elements of the array along the given axis.

Parameters
axis : int, optional

Axis along which to count the non-masked elements. If *axis* is *None*, all non-masked elements are counted.

Returns
result : int or ndarray

If *axis* is *None*, an integer count is returned. When *axis* is not *None*, an array with shape determined by the lengths of the remaining axes, is returned.

See Also:

count_masked
Count masked elements in array or along a given axis.

Examples

```
>>> import numpy.ma as ma
>>> a = ma.arange(6).reshape((2, 3))
>>> a[1, :] = ma.masked
>>> a
masked_array(data =
 [[0 1 2]
 [-- -- --]],
             mask =
 [[False False False]
 [ True  True  True]],
       fill_value = 999999)
>>> a.count()
3
```

When the *axis* keyword is specified an array of appropriate size is returned.

```
>>> a.count(axis=0)
array([1, 1, 1])
>>> a.count(axis=1)
array([3, 0])
```

numpy.ma.**count_masked**(*arr*, *axis=None*)
Count the number of masked elements along the given axis.

Parameters
arr : array_like

An array with (possibly) masked elements.

axis : int, optional

Axis along which to count. If None (default), a flattened version of the array is used.

Returns

count : int, ndarray

The total number of masked elements (axis=None) or the number of masked elements along each slice of the given axis.

See Also:

`MaskedArray.count`
Count non-masked elements.

Examples

```
>>> import numpy.ma as ma
>>> a = np.arange(9).reshape((3,3))
>>> a = ma.array(a)
>>> a[1, 0] = ma.masked
>>> a[1, 2] = ma.masked
>>> a[2, 1] = ma.masked
>>> a
masked_array(data =
 [[0 1 2]
 [-- 4 --]
 [6 -- 8]],
      mask =
 [[False False False]
 [ True False  True]
 [False  True False]],
      fill_value=999999)
>>> ma.count_masked(a)
3
```

When the *axis* keyword is used an array is returned.

```
>>> ma.count_masked(a, axis=0)
array([1, 1, 1])
>>> ma.count_masked(a, axis=1)
array([0, 2, 1])
```

numpy.ma.**getmask**(*a*)
Return the mask of a masked array, or nomask.

Return the mask of *a* as an ndarray if *a* is a `MaskedArray` and the mask is not `nomask`, else return `nomask`. To guarantee a full array of booleans of the same shape as a, use `getmaskarray`.

Parameters

a : array_like

Input `MaskedArray` for which the mask is required.

See Also:

`getdata`
Return the data of a masked array as an ndarray.

getmaskarray
Return the mask of a masked array, or full array of False.

Examples

```
>>> import numpy.ma as ma
>>> a = ma.masked_equal([[1,2],[3,4]], 2)
>>> a
masked_array(data =
 [[1 --]
 [3 4]],
      mask =
 [[False  True]
 [False False]],
      fill_value=999999)
>>> ma.getmask(a)
array([[False,  True],
       [False, False]], dtype=bool)
```

Equivalently use the `MaskedArray` *mask* attribute.

```
>>> a.mask
array([[False,  True],
       [False, False]], dtype=bool)
```

Result when mask == `nomask`

```
>>> b = ma.masked_array([[1,2],[3,4]])
>>> b
masked_array(data =
 [[1 2]
 [3 4]],
      mask =
 False,
      fill_value=999999)
>>> ma.nomask
False
>>> ma.getmask(b) == ma.nomask
True
>>> b.mask == ma.nomask
True
```

numpy.ma.**getmaskarray**(*arr*)
Return the mask of a masked array, or full boolean array of False.

Return the mask of *arr* as an ndarray if *arr* is a `MaskedArray` and the mask is not `nomask`, else return a full boolean array of False of the same shape as *arr*.

Parameters
arr : array_like

Input `MaskedArray` for which the mask is required.

See Also:

getmask
Return the mask of a masked array, or nomask.

getdata
Return the data of a masked array as an ndarray.

Examples

```
>>> import numpy.ma as ma
>>> a = ma.masked_equal([[1,2],[3,4]], 2)
>>> a
masked_array(data =
 [[1 --]
 [3 4]],
      mask =
 [[False  True]
 [False False]],
      fill_value=999999)
>>> ma.getmaskarray(a)
array([[False,  True],
       [False, False]], dtype=bool)
```

Result when mask == `nomask`

```
>>> b = ma.masked_array([[1,2],[3,4]])
>>> b
masked_array(data =
 [[1 2]
 [3 4]],
      mask =
 False,
      fill_value=999999)
>>> >ma.getmaskarray(b)
array([[False, False],
       [False, False]], dtype=bool)
```

numpy.ma.**getdata**(*a*, *subok=True*)

Return the data of a masked array as an ndarray.

Return the data of *a* (if any) as an ndarray if *a* is a `MaskedArray`, else return *a* as a ndarray or subclass (depending on *subok*) if not.

Parameters

a : array_like

Input `MaskedArray`, alternatively a ndarray or a subclass thereof.

subok : bool

Whether to force the output to be a *pure* ndarray (False) or to return a subclass of ndarray if appropriate (True, default).

See Also:

getmask

Return the mask of a masked array, or nomask.

getmaskarray

Return the mask of a masked array, or full array of False.

Examples

```
>>> import numpy.ma as ma
>>> a = ma.masked_equal([[1,2],[3,4]], 2)
>>> a
masked_array(data =
 [[1 --]
```

```
 [3 4]],
      mask =
 [[False  True]
 [False False]],
      fill_value=999999)
>>> ma.getdata(a)
array([[1, 2],
       [3, 4]])
```

Equivalently use the `MaskedArray` *data* attribute.

```
>>> a.data
array([[1, 2],
       [3, 4]])
```

numpy.ma.**nonzero**(*self*) **= <numpy.ma.core._frommethod instance at 0x1cfa638>**

Return the indices of unmasked elements that are not zero.

Returns a tuple of arrays, one for each dimension, containing the indices of the non-zero elements in that dimension. The corresponding non-zero values can be obtained with:

```
a[a.nonzero()]
```

To group the indices by element, rather than dimension, use instead:

```
np.transpose(a.nonzero())
```

The result of this is always a 2d array, with a row for each non-zero element.

Parameters
None

Returns
tuple_of_arrays : tuple

Indices of elements that are non-zero.

See Also:

numpy.nonzero
Function operating on ndarrays.

flatnonzero
Return indices that are non-zero in the flattened version of the input array.

ndarray.nonzero
Equivalent ndarray method.

count_nonzero
Counts the number of non-zero elements in the input array.

Examples

```
>>> import numpy.ma as ma
>>> x = ma.array(np.eye(3))
>>> x
masked_array(data =
 [[ 1.  0.  0.]
 [ 0.  1.  0.]
 [ 0.  0.  1.]],
      mask =
```

```
 False,
      fill_value=1e+20)
>>> x.nonzero()
(array([0, 1, 2]), array([0, 1, 2]))
```

Masked elements are ignored.

```
>>> x[1, 1] = ma.masked
>>> x
masked_array(data =
 [[1.0 0.0 0.0]
 [0.0 -- 0.0]
 [0.0 0.0 1.0]],
      mask =
 [[False False False]
 [False  True False]
 [False False False]],
      fill_value=1e+20)
>>> x.nonzero()
(array([0, 2]), array([0, 2]))
```

Indices can also be grouped by element.

```
>>> np.transpose(x.nonzero())
array([[0, 0],
       [2, 2]])
```

A common use for `nonzero` is to find the indices of an array, where a condition is True. Given an array *a*, the condition *a* > 3 is a boolean array and since False is interpreted as 0, ma.nonzero(a > 3) yields the indices of the *a* where the condition is true.

```
>>> a = ma.array([[1,2,3],[4,5,6],[7,8,9]])
>>> a > 3
masked_array(data =
 [[False False False]
 [ True  True  True]
 [ True  True  True]],
      mask =
 False,
      fill_value=999999)
>>> ma.nonzero(a > 3)
(array([1, 1, 1, 2, 2, 2]), array([0, 1, 2, 0, 1, 2]))
```

The `nonzero` method of the condition array can also be called.

```
>>> (a > 3).nonzero()
(array([1, 1, 1, 2, 2, 2]), array([0, 1, 2, 0, 1, 2]))
```

`numpy.ma.`**`shape`**(*obj*)

Return the shape of an array.

Parameters

a : array_like

Input array.

Returns

shape : tuple of ints

The elements of the shape tuple give the lengths of the corresponding array dimensions.

See Also:

`alen`

ndarray.shape
Equivalent array method.

Examples

```
>>> np.shape(np.eye(3))
(3, 3)
>>> np.shape([[1, 2]])
(1, 2)
>>> np.shape([0])
(1,)
>>> np.shape(0)
()

>>> a = np.array([(1, 2), (3, 4)], dtype=[('x', 'i4'), ('y', 'i4')])
>>> np.shape(a)
(2,)
>>> a.shape
(2,)
```

numpy.ma.**size**(*obj*, *axis=None*)
Return the number of elements along a given axis.

Parameters
a : array_like

Input data.

axis : int, optional

Axis along which the elements are counted. By default, give the total number of elements.

Returns
element_count : int

Number of elements along the specified axis.

See Also:

shape
dimensions of array

ndarray.shape
dimensions of array

ndarray.size
number of elements in array

Examples

```
>>> a = np.array([[1,2,3],[4,5,6]])
>>> np.size(a)
6
>>> np.size(a,1)
3
>>> np.size(a,0)
2
```

MaskedArray.**data**
Return the current data, as a view of the original underlying data.

MaskedArray.**mask**
Mask

MaskedArray.**recordmask**
Return the mask of the records. A record is masked when all the fields are masked.

MaskedArray.**all**(*axis=None*, *out=None*)
Check if all of the elements of *a* are true.

Performs a `logical_and` over the given axis and returns the result. Masked values are considered as True during computation. For convenience, the output array is masked where ALL the values along the current axis are masked: if the output would have been a scalar and that all the values are masked, then the output is `masked`.

Parameters

axis : {None, integer}

Axis to perform the operation over. If None, perform over flattened array.

out : {None, array}, optional

Array into which the result can be placed. Its type is preserved and it must be of the right shape to hold the output.

See Also:

all
equivalent function

Examples

```
>>> np.ma.array([1,2,3]).all()
True
>>> a = np.ma.array([1,2,3], mask=True)
>>> (a.all() is np.ma.masked)
True
```

MaskedArray.**any**(*axis=None*, *out=None*)
Check if any of the elements of *a* are true.

Performs a logical_or over the given axis and returns the result. Masked values are considered as False during computation.

Parameters

axis : {None, integer}

Axis to perform the operation over. If None, perform over flattened array and return a scalar.

out : {None, array}, optional

Array into which the result can be placed. Its type is preserved and it must be of the right shape to hold the output.

See Also:

any
equivalent function

MaskedArray.**count**(*axis=None*)

Count the non-masked elements of the array along the given axis.

Parameters

axis : int, optional

Axis along which to count the non-masked elements. If *axis* is *None*, all non-masked elements are counted.

Returns

result : int or ndarray

If *axis* is *None*, an integer count is returned. When *axis* is not *None*, an array with shape determined by the lengths of the remaining axes, is returned.

See Also:

count_masked

Count masked elements in array or along a given axis.

Examples

```
>>> import numpy.ma as ma
>>> a = ma.arange(6).reshape((2, 3))
>>> a[1, :] = ma.masked
>>> a
masked_array(data =
 [[0 1 2]
 [-- -- --]],
             mask =
 [[False False False]
 [ True  True  True]],
       fill_value = 999999)
>>> a.count()
3
```

When the *axis* keyword is specified an array of appropriate size is returned.

```
>>> a.count(axis=0)
array([1, 1, 1])
>>> a.count(axis=1)
array([3, 0])
```

MaskedArray.**nonzero**()

Return the indices of unmasked elements that are not zero.

Returns a tuple of arrays, one for each dimension, containing the indices of the non-zero elements in that dimension. The corresponding non-zero values can be obtained with:

```
a[a.nonzero()]
```

To group the indices by element, rather than dimension, use instead:

```
np.transpose(a.nonzero())
```

The result of this is always a 2d array, with a row for each non-zero element.

Parameters

None

Returns

tuple_of_arrays : tuple

Indices of elements that are non-zero.

See Also:

numpy.nonzero
Function operating on ndarrays.

flatnonzero
Return indices that are non-zero in the flattened version of the input array.

ndarray.nonzero
Equivalent ndarray method.

count_nonzero
Counts the number of non-zero elements in the input array.

Examples

```
>>> import numpy.ma as ma
>>> x = ma.array(np.eye(3))
>>> x
masked_array(data =
 [[ 1.  0.  0.]
 [ 0.  1.  0.]
 [ 0.  0.  1.]],
      mask =
 False,
      fill_value=1e+20)
>>> x.nonzero()
(array([0, 1, 2]), array([0, 1, 2]))
```

Masked elements are ignored.

```
>>> x[1, 1] = ma.masked
>>> x
masked_array(data =
 [[1.0 0.0 0.0]
 [0.0 -- 0.0]
 [0.0 0.0 1.0]],
      mask =
 [[False False False]
 [False  True False]
 [False False False]],
      fill_value=1e+20)
>>> x.nonzero()
(array([0, 2]), array([0, 2]))
```

Indices can also be grouped by element.

```
>>> np.transpose(x.nonzero())
array([[0, 0],
       [2, 2]])
```

A common use for `nonzero` is to find the indices of an array, where a condition is True. Given an array *a*, the condition *a* > 3 is a boolean array and since False is interpreted as 0, ma.nonzero(a > 3) yields the indices of the *a* where the condition is true.

```
>>> a = ma.array([[1,2,3],[4,5,6],[7,8,9]])
>>> a > 3
masked_array(data =
```

```
 [[False False False]
 [ True  True  True]
 [ True  True  True]],
      mask =
 False,
      fill_value=999999)
>>> ma.nonzero(a > 3)
(array([1, 1, 1, 2, 2, 2]), array([0, 1, 2, 0, 1, 2]))
```

The `nonzero` method of the condition array can also be called.

```
>>> (a > 3).nonzero()
(array([1, 1, 1, 2, 2, 2]), array([0, 1, 2, 0, 1, 2]))
```

`numpy.ma.`**`shape`**(*obj*)

Return the shape of an array.

Parameters

a : array_like

Input array.

Returns

shape : tuple of ints

The elements of the shape tuple give the lengths of the corresponding array dimensions.

See Also:

`alen`

`ndarray.shape`

Equivalent array method.

Examples

```
>>> np.shape(np.eye(3))
(3, 3)
>>> np.shape([[1, 2]])
(1, 2)
>>> np.shape([0])
(1,)
>>> np.shape(0)
()

>>> a = np.array([(1, 2), (3, 4)], dtype=[('x', 'i4'), ('y', 'i4')])
>>> np.shape(a)
(2,)
>>> a.shape
(2,)
```

`numpy.ma.`**`size`**(*obj*, *axis=None*)

Return the number of elements along a given axis.

Parameters

a : array_like

Input data.

axis : int, optional

Axis along which the elements are counted. By default, give the total number of elements.

Returns

element_count : int

Number of elements along the specified axis.

See Also:

shape
dimensions of array

ndarray.shape
dimensions of array

ndarray.size
number of elements in array

Examples

```
>>> a = np.array([[1,2,3],[4,5,6]])
>>> np.size(a)
6
>>> np.size(a,1)
3
>>> np.size(a,0)
2
```

Manipulating a MaskedArray

Changing the shape

ma.ravel(self)	Returns a 1D version of self, as a view.
ma.reshape(a, new_shape[, order])	Returns an array containing the same data with a new shape.
ma.resize(x, new_shape)	Return a new masked array with the specified size and shape.
ma.MaskedArray.flatten([order])	Return a copy of the array collapsed into one dimension.
ma.MaskedArray.ravel()	Returns a 1D version of self, as a view.
ma.MaskedArray.reshape(*s, **kwargs)	Give a new shape to the array without changing its data.
ma.MaskedArray.resize(newshape[, refcheck, ...])	

numpy.ma.**ravel**(*self*) **= <numpy.ma.core._frommethod instance at 0x1cfa7e8>**
Returns a 1D version of self, as a view.

Returns

MaskedArray

Output view is of shape `(self.size,)` (or `(np.ma.product(self.shape),)`).

Examples

```
>>> x = np.ma.array([[1,2,3],[4,5,6],[7,8,9]], mask=[0] + [1,0]*4)
>>> print x
[[1 -- 3]
```

```
 [-- 5 --]
 [7 -- 9]]
>>> print x.ravel()
[1 -- 3 -- 5 -- 7 -- 9]
```

numpy.ma.**reshape**(*a*, *new_shape*, *order='C'*)

Returns an array containing the same data with a new shape.

Refer to `MaskedArray.reshape` for full documentation.

See Also:

MaskedArray.reshape
equivalent function

numpy.ma.**resize**(*x*, *new_shape*)

Return a new masked array with the specified size and shape.

This is the masked equivalent of the `numpy.resize` function. The new array is filled with repeated copies of *x* (in the order that the data are stored in memory). If *x* is masked, the new array will be masked, and the new mask will be a repetition of the old one.

See Also:

numpy.resize
Equivalent function in the top level NumPy module.

Examples

```
>>> import numpy.ma as ma
>>> a = ma.array([[1, 2] ,[3, 4]])
>>> a[0, 1] = ma.masked
>>> a
masked_array(data =
 [[1 --]
 [3 4]],
             mask =
 [[False  True]
 [False False]],
       fill_value = 999999)
>>> np.resize(a, (3, 3))
array([[1, 2, 3],
       [4, 1, 2],
       [3, 4, 1]])
>>> ma.resize(a, (3, 3))
masked_array(data =
 [[1 -- 3]
 [4 1 --]
 [3 4 1]],
             mask =
 [[False  True False]
 [False False  True]
 [False False False]],
       fill_value = 999999)
```

A MaskedArray is always returned, regardless of the input type.

```
>>> a = np.array([[1, 2] ,[3, 4]])
>>> ma.resize(a, (3, 3))
```

```
masked_array(data =
 [[1 2 3]
 [4 1 2]
 [3 4 1]],
             mask =
 False,
       fill_value = 999999)
```

MaskedArray.**flatten**(*order='C'*)

Return a copy of the array collapsed into one dimension.

Parameters

order : {'C', 'F', 'A'}, optional

Whether to flatten in C (row-major), Fortran (column-major) order, or preserve the C/Fortran ordering from *a*. The default is 'C'.

Returns

y : ndarray

A copy of the input array, flattened to one dimension.

See Also:

ravel

Return a flattened array.

flat

A 1-D flat iterator over the array.

Examples

```
>>> a = np.array([[1,2], [3,4]])
>>> a.flatten()
array([1, 2, 3, 4])
>>> a.flatten('F')
array([1, 3, 2, 4])
```

MaskedArray.**ravel**()

Returns a 1D version of self, as a view.

Returns

MaskedArray

Output view is of shape `(self.size,)` (or `(np.ma.product(self.shape),)`).

Examples

```
>>> x = np.ma.array([[1,2,3],[4,5,6],[7,8,9]], mask=[0] + [1,0]*4)
>>> print x
[[1 -- 3]
 [-- 5 --]
 [7 -- 9]]
>>> print x.ravel()
[1 -- 3 -- 5 -- 7 -- 9]
```

MaskedArray.**reshape**(**s*, ***kwargs*)

Give a new shape to the array without changing its data.

Returns a masked array containing the same data, but with a new shape. The result is a view on the original array; if this is not possible, a ValueError is raised.

Parameters

shape : int or tuple of ints

The new shape should be compatible with the original shape. If an integer is supplied, then the result will be a 1-D array of that length.

order : {'C', 'F'}, optional

Determines whether the array data should be viewed as in C (row-major) or FORTRAN (column-major) order.

Returns

reshaped_array : array

A new view on the array.

See Also:

reshape
Equivalent function in the masked array module.

numpy.ndarray.reshape
Equivalent method on ndarray object.

numpy.reshape
Equivalent function in the NumPy module.

Notes

The reshaping operation cannot guarantee that a copy will not be made, to modify the shape in place, use `a.shape = s`

Examples

```
>>> x = np.ma.array([[1,2],[3,4]], mask=[1,0,0,1])
>>> print x
[[-- 2]
 [3 --]]
>>> x = x.reshape((4,1))
>>> print x
[[--]
 [2]
 [3]
 [--]]
```

MaskedArray.**resize**(*newshape*, *refcheck=True*, *order=False*)

Warning: This method does nothing, except raise a ValueError exception. A masked array does not own its data and therefore cannot safely be resized in place. Use the `numpy.ma.resize` function instead.

This method is difficult to implement safely and may be deprecated in future releases of NumPy.

Modifying axes

`ma.swapaxes`	swapaxes
`ma.transpose`(a[, axes])	Permute the dimensions of an array.

Continued on next page

Table 1.83 – continued from previous page

ma.MaskedArray.swapaxes(axis1, axis2)	Return a view of the array with *axis1* and *axis2* interchanged.
ma.MaskedArray.transpose(*axes)	Returns a view of the array with axes transposed.

numpy.ma.**swapaxes = <numpy.ma.core._frommethod instance at 0x1cfab00>**
swapaxes a.swapaxes(axis1, axis2)

Return a view of the array with *axis1* and *axis2* interchanged.

Refer to numpy.swapaxes for full documentation.

See Also:

numpy.swapaxes
equivalent function

numpy.ma.**transpose**(*a*, *axes=None*)
Permute the dimensions of an array.

This function is exactly equivalent to numpy.transpose.

See Also:

numpy.transpose
Equivalent function in top-level NumPy module.

Examples

```
>>> import numpy.ma as ma
>>> x = ma.arange(4).reshape((2,2))
>>> x[1, 1] = ma.masked
>>>> x
masked_array(data =
 [[0 1]
 [2 --]],
             mask =
 [[False False]
 [False  True]],
       fill_value = 999999)
>>> ma.transpose(x)
masked_array(data =
 [[0 2]
 [1 --]],
             mask =
 [[False False]
 [False  True]],
       fill_value = 999999)
```

MaskedArray.**swapaxes**(*axis1*, *axis2*)
Return a view of the array with *axis1* and *axis2* interchanged.

Refer to numpy.swapaxes for full documentation.

See Also:

numpy.swapaxes
equivalent function

MaskedArray.**transpose**(**axes*)

Returns a view of the array with axes transposed.

For a 1-D array, this has no effect. (To change between column and row vectors, first cast the 1-D array into a matrix object.) For a 2-D array, this is the usual matrix transpose. For an n-D array, if axes are given, their order indicates how the axes are permuted (see Examples). If axes are not provided and `a.shape = (i[0], i[1], ... i[n-2], i[n-1])`, then `a.transpose().shape = (i[n-1], i[n-2], ... i[1], i[0])`.

Parameters

axes : None, tuple of ints, or *n* ints

- None or no argument: reverses the order of the axes.
- tuple of ints: *i* in the *j*-th place in the tuple means *a*'s *i*-th axis becomes *a.transpose()*'s *j*-th axis.
- *n* ints: same as an n-tuple of the same ints (this form is intended simply as a "convenience" alternative to the tuple form)

Returns

out : ndarray

View of *a*, with axes suitably permuted.

See Also:

ndarray.T

Array property returning the array transposed.

Examples

```
>>> a = np.array([[1, 2], [3, 4]])
>>> a
array([[1, 2],
       [3, 4]])
>>> a.transpose()
array([[1, 3],
       [2, 4]])
>>> a.transpose((1, 0))
array([[1, 3],
       [2, 4]])
>>> a.transpose(1, 0)
array([[1, 3],
       [2, 4]])
```

Changing the number of dimensions

ma.atleast_1d(*arys)	Convert inputs to arrays with at least one dimension.
ma.atleast_2d(*arys)	View inputs as arrays with at least two dimensions.
ma.atleast_3d(*arys)	View inputs as arrays with at least three dimensions.
ma.expand_dims(x, axis)	Expand the shape of an array.
ma.squeeze(a[, axis])	Remove single-dimensional entries from the shape of an array.
ma.MaskedArray.squeeze([axis])	Remove single-dimensional entries from the shape of *a*.
ma.column_stack(tup)	Stack 1-D arrays as columns into a 2-D array.
ma.concatenate(arrays[, axis])	Concatenate a sequence of arrays along the given axis.
ma.dstack(tup)	Stack arrays in sequence depth wise (along third axis).
ma.hstack(tup)	Stack arrays in sequence horizontally (column wise).

Continued on next page

Table 1.84 – continued from previous page

ma.hsplit(ary, indices_or_sections)	Split an array into multiple sub-arrays horizontally (column-wise).
ma.mr_	Translate slice objects to concatenation along the first axis.
ma.row_stack(tup)	Stack arrays in sequence vertically (row wise).
ma.vstack(tup)	Stack arrays in sequence vertically (row wise).

numpy.ma.**atleast_1d**(**arys*) **= <numpy.ma.extras._fromnxfunction instance at 0x1cfc830>**

Convert inputs to arrays with at least one dimension.

Scalar inputs are converted to 1-dimensional arrays, whilst higher-dimensional inputs are preserved.

Parameters

arys1, arys2, ... : array_like

One or more input arrays.

Returns

ret : ndarray

An array, or sequence of arrays, each with `a.ndim >= 1`. Copies are made only if necessary.

Notes

The function is applied to both the _data and the _mask, if any.

Examples

```
>>> np.atleast_1d(1.0)
array([ 1.])

>>> x = np.arange(9.0).reshape(3,3)
>>> np.atleast_1d(x)
array([[ 0.,  1.,  2.],
       [ 3.,  4.,  5.],
       [ 6.,  7.,  8.]])
>>> np.atleast_1d(x) is x
True

>>> np.atleast_1d(1, [3, 4])
[array([1]), array([3, 4])]
```

numpy.ma.**atleast_2d**(**arys*) **= <numpy.ma.extras._fromnxfunction instance at 0x1cfc950>**

View inputs as arrays with at least two dimensions.

Parameters

arys1, arys2, ... : array_like

One or more array-like sequences. Non-array inputs are converted to arrays. Arrays that already have two or more dimensions are preserved.

Returns

res, res2, ... : ndarray

An array, or tuple of arrays, each with `a.ndim >= 2`. Copies are avoided where possible, and views with two or more dimensions are returned.

Notes

The function is applied to both the _data and the _mask, if any.

Examples

```
>>> np.atleast_2d(3.0)
array([[ 3.]])

>>> x = np.arange(3.0)
>>> np.atleast_2d(x)
array([[ 0.,  1.,  2.]])
>>> np.atleast_2d(x).base is x
True

>>> np.atleast_2d(1, [1, 2], [[1, 2]])
[array([[1]]), array([[1, 2]]), array([[1, 2]])]
```

numpy.ma.**atleast_3d**(**arys*) **= <numpy.ma.extras._fromnxfunction instance at 0x1cfc9e0>**

View inputs as arrays with at least three dimensions.

Parameters

arys1, arys2, ... : array_like

One or more array-like sequences. Non-array inputs are converted to arrays. Arrays that already have three or more dimensions are preserved.

Returns

res1, res2, ... : ndarray

An array, or tuple of arrays, each with `a.ndim >= 3`. Copies are avoided where possible, and views with three or more dimensions are returned. For example, a 1-D array of shape `(N,)` becomes a view of shape `(1, N, 1)`, and a 2-D array of shape `(M, N)` becomes a view of shape `(M, N, 1)`.

Notes

The function is applied to both the _data and the _mask, if any.

Examples

```
>>> np.atleast_3d(3.0)
array([[[ 3.]]])

>>> x = np.arange(3.0)
>>> np.atleast_3d(x).shape
(1, 3, 1)

>>> x = np.arange(12.0).reshape(4,3)
>>> np.atleast_3d(x).shape
(4, 3, 1)
>>> np.atleast_3d(x).base is x
True

>>> for arr in np.atleast_3d([1, 2], [[1, 2]], [[[1, 2]]]):
...     print arr, arr.shape
...
[[[1]
```

```
  [2]]] (1, 2, 1)
[[[1]
  [2]]] (1, 2, 1)
[[[1 2]]] (1, 1, 2)
```

numpy.ma.**expand_dims**(*x*, *axis*)

Expand the shape of an array.

Expands the shape of the array by including a new axis before the one specified by the *axis* parameter. This function behaves the same as `numpy.expand_dims` but preserves masked elements.

See Also:

numpy.expand_dims
Equivalent function in top-level NumPy module.

Examples

```
>>> import numpy.ma as ma
>>> x = ma.array([1, 2, 4])
>>> x[1] = ma.masked
>>> x
masked_array(data = [1 -- 4],
             mask = [False  True False],
       fill_value = 999999)
>>> np.expand_dims(x, axis=0)
array([[1, 2, 4]])
>>> ma.expand_dims(x, axis=0)
masked_array(data =
 [[1 -- 4]],
             mask =
 [[False  True False]],
       fill_value = 999999)
```

The same result can be achieved using slicing syntax with *np.newaxis*.

```
>>> x[np.newaxis, :]
masked_array(data =
 [[1 -- 4]],
             mask =
 [[False  True False]],
       fill_value = 999999)
```

numpy.ma.**squeeze**(*a*, *axis=None*)

Remove single-dimensional entries from the shape of an array.

Parameters

a : array_like

Input data.

axis : None or int or tuple of ints, optional

New in version 1.7.0. Selects a subset of the single-dimensional entries in the shape. If an axis is selected with shape entry greater than one, an error is raised.

Returns

squeezed : ndarray

The input array, but with with all or a subset of the dimensions of length 1 removed. This is always *a* itself or a view into *a*.

Examples

```
>>> x = np.array([[[0], [1], [2]]])
>>> x.shape
(1, 3, 1)
>>> np.squeeze(x).shape
(3,)
>>> np.squeeze(x, axis=(2,)).shape
(1, 3)
```

MaskedArray.**squeeze**(*axis=None*)

Remove single-dimensional entries from the shape of *a*.

Refer to numpy.squeeze for full documentation.

See Also:

numpy.squeeze
equivalent function

numpy.ma.**column_stack**(*tup*) **= <numpy.ma.extras._fromnxfunction instance at 0x1cfcb90>**

Stack 1-D arrays as columns into a 2-D array.

Take a sequence of 1-D arrays and stack them as columns to make a single 2-D array. 2-D arrays are stacked as-is, just like with hstack. 1-D arrays are turned into 2-D columns first.

Parameters

tup : sequence of 1-D or 2-D arrays.

Arrays to stack. All of them must have the same first dimension.

Returns

stacked : 2-D array

The array formed by stacking the given arrays.

Notes

The function is applied to both the _data and the _mask, if any.

Examples

```
>>> a = np.array((1,2,3))
>>> b = np.array((2,3,4))
>>> np.column_stack((a,b))
array([[1, 2],
       [2, 3],
       [3, 4]])
```

numpy.ma.**concatenate**(*arrays*, *axis=0*)

Concatenate a sequence of arrays along the given axis.

Parameters

arrays : sequence of array_like

The arrays must have the same shape, except in the dimension corresponding to *axis* (the first, by default).

axis : int, optional

The axis along which the arrays will be joined. Default is 0.

Returns

result : MaskedArray

The concatenated array with any masked entries preserved.

See Also:

`numpy.concatenate`
Equivalent function in the top-level NumPy module.

Examples

```
>>> import numpy.ma as ma
>>> a = ma.arange(3)
>>> a[1] = ma.masked
>>> b = ma.arange(2, 5)
>>> a
masked_array(data = [0 -- 2],
             mask = [False  True False],
       fill_value = 999999)
>>> b
masked_array(data = [2 3 4],
             mask = False,
       fill_value = 999999)
>>> ma.concatenate([a, b])
masked_array(data = [0 -- 2 2 3 4],
             mask = [False  True False False False False],
       fill_value = 999999)
```

numpy.ma.**dstack**(*tup*) **= <numpy.ma.extras._fromnxfunction instance at 0x1cfcc20>**

Stack arrays in sequence depth wise (along third axis).

Takes a sequence of arrays and stack them along the third axis to make a single array. Rebuilds arrays divided by *dsplit*. This is a simple way to stack 2D arrays (images) into a single 3D array for processing.

Parameters

tup : sequence of arrays

Arrays to stack. All of them must have the same shape along all but the third axis.

Returns

stacked : ndarray

The array formed by stacking the given arrays.

See Also:

`vstack`
Stack along first axis.

`hstack`
Stack along second axis.

`concatenate`
Join arrays.

dsplit
Split array along third axis.

Notes

The function is applied to both the _data and the _mask, if any.

Examples

```
>>> a = np.array((1,2,3))
>>> b = np.array((2,3,4))
>>> np.dstack((a,b))
array([[[1, 2],
        [2, 3],
        [3, 4]]])

>>> a = np.array([[1],[2],[3]])
>>> b = np.array([[2],[3],[4]])
>>> np.dstack((a,b))
array([[[1, 2]],
       [[2, 3]],
       [[3, 4]]])
```

numpy.ma.**hstack**(*tup*) **= <numpy.ma.extras._fromnxfunction instance at 0x1cfcb00>**

Stack arrays in sequence horizontally (column wise).

Take a sequence of arrays and stack them horizontally to make a single array. Rebuild arrays divided by hsplit.

Parameters
tup : sequence of ndarrays

All arrays must have the same shape along all but the second axis.

Returns
stacked : ndarray

The array formed by stacking the given arrays.

See Also:

vstack
Stack arrays in sequence vertically (row wise).

dstack
Stack arrays in sequence depth wise (along third axis).

concatenate
Join a sequence of arrays together.

hsplit
Split array along second axis.

Notes

The function is applied to both the _data and the _mask, if any.

Examples

```
>>> a = np.array((1,2,3))
>>> b = np.array((2,3,4))
>>> np.hstack((a,b))
array([1, 2, 3, 2, 3, 4])
>>> a = np.array([[1],[2],[3]])
>>> b = np.array([[2],[3],[4]])
>>> np.hstack((a,b))
array([[1, 2],
       [2, 3],
       [3, 4]])
```

numpy.ma.**hsplit**(*ary*, *indices_or_sections*) **= <numpy.ma.extras._fromnxfunction instance at 0x1cfcc68>**

Split an array into multiple sub-arrays horizontally (column-wise).

Please refer to the *split* documentation. `hsplit` is equivalent to *split* with `axis=1`, the array is always split along the second axis regardless of the array dimension.

See Also:

split
Split an array into multiple sub-arrays of equal size.

Notes

The function is applied to both the _data and the _mask, if any.

Examples

```
>>> x = np.arange(16.0).reshape(4, 4)
>>> x
array([[  0.,   1.,   2.,   3.],
       [  4.,   5.,   6.,   7.],
       [  8.,   9.,  10.,  11.],
       [ 12.,  13.,  14.,  15.]])
>>> np.hsplit(x, 2)
[array([[  0.,   1.],
       [  4.,   5.],
       [  8.,   9.],
       [ 12.,  13.]]),
 array([[  2.,   3.],
       [  6.,   7.],
       [ 10.,  11.],
       [ 14.,  15.]])]
>>> np.hsplit(x, np.array([3, 6]))
[array([[  0.,   1.,   2.],
       [  4.,   5.,   6.],
       [  8.,   9.,  10.],
       [ 12.,  13.,  14.]]),
 array([[  3.],
       [  7.],
       [ 11.],
       [ 15.]]),
 array([], dtype=float64)]
```

With a higher dimensional array the split is still along the second axis.

```
>>> x = np.arange(8.0).reshape(2, 2, 2)
>>> x
array([[[ 0.,  1.],
        [ 2.,  3.]],
       [[ 4.,  5.],
        [ 6.,  7.]]])
>>> np.hsplit(x, 2)
[array([[[ 0.,  1.]],
       [[ 4.,  5.]]]),
 array([[[ 2.,  3.]],
       [[ 6.,  7.]]])]
```

numpy.ma.**mr_** = <numpy.ma.extras.mr_class object at 0x1cf7f50>

Translate slice objects to concatenation along the first axis.

This is the masked array version of *lib.index_tricks.RClass*.

See Also:

lib.index_tricks.RClass

Examples

```
>>> np.ma.mr_[np.ma.array([1,2,3]), 0, 0, np.ma.array([4,5,6])]
array([1, 2, 3, 0, 0, 4, 5, 6])
```

numpy.ma.**row_stack**(*tup*) = <numpy.ma.extras._fromnxfunction instance at 0x1cfca70>

Stack arrays in sequence vertically (row wise).

Take a sequence of arrays and stack them vertically to make a single array. Rebuild arrays divided by *vsplit*.

Parameters

tup : sequence of ndarrays

Tuple containing arrays to be stacked. The arrays must have the same shape along all but the first axis.

Returns

stacked : ndarray

The array formed by stacking the given arrays.

See Also:

hstack

Stack arrays in sequence horizontally (column wise).

dstack

Stack arrays in sequence depth wise (along third dimension).

concatenate

Join a sequence of arrays together.

vsplit

Split array into a list of multiple sub-arrays vertically.

Notes

The function is applied to both the _data and the _mask, if any.

Examples

```
>>> a = np.array([1, 2, 3])
>>> b = np.array([2, 3, 4])
>>> np.vstack((a,b))
array([[1, 2, 3],
       [2, 3, 4]])

>>> a = np.array([[1], [2], [3]])
>>> b = np.array([[2], [3], [4]])
>>> np.vstack((a,b))
array([[1],
       [2],
       [3],
       [2],
       [3],
       [4]])
```

numpy.ma.**vstack**(*tup*) **= <numpy.ma.extras._fromnxfunction instance at 0x1cfca70>**

Stack arrays in sequence vertically (row wise).

Take a sequence of arrays and stack them vertically to make a single array. Rebuild arrays divided by *vsplit*.

Parameters

tup : sequence of ndarrays

Tuple containing arrays to be stacked. The arrays must have the same shape along all but the first axis.

Returns

stacked : ndarray

The array formed by stacking the given arrays.

See Also:

hstack
Stack arrays in sequence horizontally (column wise).

dstack
Stack arrays in sequence depth wise (along third dimension).

concatenate
Join a sequence of arrays together.

vsplit
Split array into a list of multiple sub-arrays vertically.

Notes

The function is applied to both the _data and the _mask, if any.

Examples

```
>>> a = np.array([1, 2, 3])
>>> b = np.array([2, 3, 4])
>>> np.vstack((a,b))
array([[1, 2, 3],
       [2, 3, 4]])

>>> a = np.array([[1], [2], [3]])
>>> b = np.array([[2], [3], [4]])
>>> np.vstack((a,b))
array([[1],
       [2],
       [3],
       [2],
       [3],
       [4]])
```

Joining arrays

ma.column_stack(tup)	Stack 1-D arrays as columns into a 2-D array.
ma.concatenate(arrays[, axis])	Concatenate a sequence of arrays along the given axis.
ma.dstack(tup)	Stack arrays in sequence depth wise (along third axis).
ma.hstack(tup)	Stack arrays in sequence horizontally (column wise).
ma.vstack(tup)	Stack arrays in sequence vertically (row wise).

numpy.ma.**column_stack**(*tup*) **= <numpy.ma.extras._fromnxfunction instance at 0x1cfcb90>**

Stack 1-D arrays as columns into a 2-D array.

Take a sequence of 1-D arrays and stack them as columns to make a single 2-D array. 2-D arrays are stacked as-is, just like with hstack. 1-D arrays are turned into 2-D columns first.

Parameters

tup : sequence of 1-D or 2-D arrays.

Arrays to stack. All of them must have the same first dimension.

Returns

stacked : 2-D array

The array formed by stacking the given arrays.

Notes

The function is applied to both the _data and the _mask, if any.

Examples

```
>>> a = np.array((1,2,3))
>>> b = np.array((2,3,4))
>>> np.column_stack((a,b))
array([[1, 2],
       [2, 3],
       [3, 4]])
```

numpy.ma.**concatenate**(*arrays*, *axis=0*)

Concatenate a sequence of arrays along the given axis.

Parameters

arrays : sequence of array_like

The arrays must have the same shape, except in the dimension corresponding to *axis* (the first, by default).

axis : int, optional

The axis along which the arrays will be joined. Default is 0.

Returns

result : MaskedArray

The concatenated array with any masked entries preserved.

See Also:

`numpy.concatenate`
Equivalent function in the top-level NumPy module.

Examples

```
>>> import numpy.ma as ma
>>> a = ma.arange(3)
>>> a[1] = ma.masked
>>> b = ma.arange(2, 5)
>>> a
masked_array(data = [0 -- 2],
             mask = [False  True False],
       fill_value = 999999)
>>> b
masked_array(data = [2 3 4],
             mask = False,
       fill_value = 999999)
>>> ma.concatenate([a, b])
masked_array(data = [0 -- 2 2 3 4],
             mask = [False  True False False False False],
       fill_value = 999999)
```

numpy.ma.**dstack**(*tup*) **= <numpy.ma.extras._fromnxfunction instance at 0x1cfcc20>**

Stack arrays in sequence depth wise (along third axis).

Takes a sequence of arrays and stack them along the third axis to make a single array. Rebuilds arrays divided by *dsplit*. This is a simple way to stack 2D arrays (images) into a single 3D array for processing.

Parameters

tup : sequence of arrays

Arrays to stack. All of them must have the same shape along all but the third axis.

Returns

stacked : ndarray

The array formed by stacking the given arrays.

See Also:

vstack
Stack along first axis.

hstack
Stack along second axis.

concatenate
Join arrays.

dsplit
Split array along third axis.

Notes

The function is applied to both the _data and the _mask, if any.

Examples

```
>>> a = np.array((1,2,3))
>>> b = np.array((2,3,4))
>>> np.dstack((a,b))
array([[[1, 2],
        [2, 3],
        [3, 4]]])

>>> a = np.array([[1],[2],[3]])
>>> b = np.array([[2],[3],[4]])
>>> np.dstack((a,b))
array([[[1, 2]],
       [[2, 3]],
       [[3, 4]]])
```

numpy.ma.**hstack**(*tup*) **= <numpy.ma.extras._fromnxfunction instance at 0x1cfcb00>**

Stack arrays in sequence horizontally (column wise).

Take a sequence of arrays and stack them horizontally to make a single array. Rebuild arrays divided by hsplit.

Parameters
tup : sequence of ndarrays

All arrays must have the same shape along all but the second axis.

Returns
stacked : ndarray

The array formed by stacking the given arrays.

See Also:

vstack
Stack arrays in sequence vertically (row wise).

dstack
Stack arrays in sequence depth wise (along third axis).

concatenate
Join a sequence of arrays together.

hsplit
Split array along second axis.

Notes

The function is applied to both the _data and the _mask, if any.

Examples

```
>>> a = np.array((1,2,3))
>>> b = np.array((2,3,4))
>>> np.hstack((a,b))
array([1, 2, 3, 2, 3, 4])
>>> a = np.array([[1],[2],[3]])
>>> b = np.array([[2],[3],[4]])
>>> np.hstack((a,b))
array([[1, 2],
       [2, 3],
       [3, 4]])
```

numpy.ma.**vstack**(*tup*) **= <numpy.ma.extras._fromnxfunction instance at 0x1cfca70>**

Stack arrays in sequence vertically (row wise).

Take a sequence of arrays and stack them vertically to make a single array. Rebuild arrays divided by *vsplit*.

Parameters
tup : sequence of ndarrays

Tuple containing arrays to be stacked. The arrays must have the same shape along all but the first axis.

Returns
stacked : ndarray

The array formed by stacking the given arrays.

See Also:

hstack
Stack arrays in sequence horizontally (column wise).

dstack
Stack arrays in sequence depth wise (along third dimension).

concatenate
Join a sequence of arrays together.

vsplit
Split array into a list of multiple sub-arrays vertically.

Notes

The function is applied to both the _data and the _mask, if any.

Examples

```
>>> a = np.array([1, 2, 3])
>>> b = np.array([2, 3, 4])
>>> np.vstack((a,b))
array([[1, 2, 3],
       [2, 3, 4]])

>>> a = np.array([[1], [2], [3]])
>>> b = np.array([[2], [3], [4]])
>>> np.vstack((a,b))
array([[1],
       [2],
       [3],
       [2],
       [3],
       [4]])
```

Operations on masks

Creating a mask

ma.make_mask(m[, copy, shrink, dtype])	Create a boolean mask from an array.
ma.make_mask_none(newshape[, dtype])	Return a boolean mask of the given shape, filled with False.
ma.mask_or(m1, m2[, copy, shrink])	Combine two masks with the logical_or operator.
ma.make_mask_descr(ndtype)	Construct a dtype description list from a given dtype.

numpy.ma.**make_mask**(*m*, *copy=False*, *shrink=True*, *dtype=<type 'numpy.bool_'>*)

Create a boolean mask from an array.

Return *m* as a boolean mask, creating a copy if necessary or requested. The function can accept any sequence that is convertible to integers, or nomask. Does not require that contents must be 0s and 1s, values of 0 are interepreted as False, everything else as True.

Parameters

m : array_like

Potential mask.

copy : bool, optional

Whether to return a copy of *m* (True) or *m* itself (False).

shrink : bool, optional

Whether to shrink *m* to nomask if all its values are False.

dtype : dtype, optional

Data-type of the output mask. By default, the output mask has a dtype of MaskType (bool). If the dtype is flexible, each field has a boolean dtype.

Returns

result : ndarray

A boolean mask derived from *m*.

Examples

```
>>> import numpy.ma as ma
>>> m = [True, False, True, True]
>>> ma.make_mask(m)
array([ True, False,  True,  True], dtype=bool)
>>> m = [1, 0, 1, 1]
>>> ma.make_mask(m)
array([ True, False,  True,  True], dtype=bool)
>>> m = [1, 0, 2, -3]
>>> ma.make_mask(m)
array([ True, False,  True,  True], dtype=bool)
```

Effect of the *shrink* parameter.

```
>>> m = np.zeros(4)
>>> m
array([ 0.,  0.,  0.,  0.])
>>> ma.make_mask(m)
False
>>> ma.make_mask(m, shrink=False)
array([False, False, False, False], dtype=bool)
```

Using a flexible *dtype*.

```
>>> m = [1, 0, 1, 1]
>>> n = [0, 1, 0, 0]
>>> arr = []
>>> for man, mouse in zip(m, n):
...     arr.append((man, mouse))
>>> arr
[(1, 0), (0, 1), (1, 0), (1, 0)]
>>> dtype = np.dtype({'names':['man', 'mouse'],
                      'formats':[np.int, np.int]})
>>> arr = np.array(arr, dtype=dtype)
>>> arr
array([(1, 0), (0, 1), (1, 0), (1, 0)],
      dtype=[('man', '<i4'), ('mouse', '<i4')])
>>> ma.make_mask(arr, dtype=dtype)
array([(True, False), (False, True), (True, False), (True, False)],
      dtype=[('man', '|b1'), ('mouse', '|b1')])
```

numpy.ma.**make_mask_none**(*newshape*, *dtype=None*)

Return a boolean mask of the given shape, filled with False.

This function returns a boolean ndarray with all entries False, that can be used in common mask manipulations. If a complex dtype is specified, the type of each field is converted to a boolean type.

Parameters

newshape : tuple

A tuple indicating the shape of the mask.

dtype : {None, dtype}, optional

If None, use a MaskType instance. Otherwise, use a new datatype with the same fields as *dtype*, converted to boolean types.

Returns

result : ndarray

An ndarray of appropriate shape and dtype, filled with False.

See Also:

make_mask
Create a boolean mask from an array.

make_mask_descr
Construct a dtype description list from a given dtype.

Examples

```
>>> import numpy.ma as ma
>>> ma.make_mask_none((3,))
array([False, False, False], dtype=bool)
```

Defining a more complex dtype.

```
>>> dtype = np.dtype({'names':['foo', 'bar'],
                      'formats':[np.float32, np.int]})
>>> dtype
dtype([('foo', '<f4'), ('bar', '<i4')])
>>> ma.make_mask_none((3,), dtype=dtype)
array([(False, False), (False, False), (False, False)],
      dtype=[('foo', '|b1'), ('bar', '|b1')])
```

numpy.ma.**mask_or**(*m1*, *m2*, *copy=False*, *shrink=True*)
Combine two masks with the `logical_or` operator.

The result may be a view on *m1* or *m2* if the other is `nomask` (i.e. False).

Parameters

m1, m2 : array_like

Input masks.

copy : bool, optional

If copy is False and one of the inputs is `nomask`, return a view of the other input mask. Defaults to False.

shrink : bool, optional

Whether to shrink the output to `nomask` if all its values are False. Defaults to True.

Returns

mask : output mask

The result masks values that are masked in either *m1* or *m2*.

Raises

ValueError

If *m1* and *m2* have different flexible dtypes.

Examples

```
>>> m1 = np.ma.make_mask([0, 1, 1, 0])
>>> m2 = np.ma.make_mask([1, 0, 0, 0])
>>> np.ma.mask_or(m1, m2)
array([ True,  True,  True, False], dtype=bool)
```

numpy.ma.**make_mask_descr**(*ndtype*)
Construct a dtype description list from a given dtype.

Returns a new dtype object, with the type of all fields in *ndtype* to a boolean type. Field names are not altered.

Parameters

ndtype : dtype

The dtype to convert.

Returns

result : dtype

A dtype that looks like *ndtype*, the type of all fields is boolean.

Examples

```
>>> import numpy.ma as ma
>>> dtype = np.dtype({'names':['foo', 'bar'],
                      'formats':[np.float32, np.int]})
>>> dtype
dtype([('foo', '<f4'), ('bar', '<i4')])
>>> ma.make_mask_descr(dtype)
dtype([('foo', '|b1'), ('bar', '|b1')])
>>> ma.make_mask_descr(np.float32)
<type 'numpy.bool_'>
```

Accessing a mask

ma.getmask(a)	Return the mask of a masked array, or nomask.
ma.getmaskarray(arr)	Return the mask of a masked array, or full boolean array of False.
ma.masked_array.mask	Mask

numpy.ma.**getmask**(*a*)

Return the mask of a masked array, or nomask.

Return the mask of *a* as an ndarray if *a* is a MaskedArray and the mask is not nomask, else return nomask. To guarantee a full array of booleans of the same shape as a, use getmaskarray.

Parameters

a : array_like

Input MaskedArray for which the mask is required.

See Also:

getdata

Return the data of a masked array as an ndarray.

getmaskarray

Return the mask of a masked array, or full array of False.

Examples

```
>>> import numpy.ma as ma
>>> a = ma.masked_equal([[1,2],[3,4]], 2)
>>> a
masked_array(data =
 [[1 --]
 [3 4]],
      mask =
 [[False  True]
```

```
 [False False]],
      fill_value=999999)
>>> ma.getmask(a)
array([[False,  True],
       [False, False]], dtype=bool)
```

Equivalently use the `MaskedArray` *mask* attribute.

```
>>> a.mask
array([[False,  True],
       [False, False]], dtype=bool)
```

Result when mask == `nomask`

```
>>> b = ma.masked_array([[1,2],[3,4]])
>>> b
masked_array(data =
 [[1 2]
 [3 4]],
      mask =
 False,
      fill_value=999999)
>>> ma.nomask
False
>>> ma.getmask(b) == ma.nomask
True
>>> b.mask == ma.nomask
True
```

numpy.ma.**getmaskarray**(*arr*)

Return the mask of a masked array, or full boolean array of False.

Return the mask of *arr* as an ndarray if *arr* is a `MaskedArray` and the mask is not `nomask`, else return a full boolean array of False of the same shape as *arr*.

Parameters

arr : array_like

Input `MaskedArray` for which the mask is required.

See Also:

getmask

Return the mask of a masked array, or nomask.

getdata

Return the data of a masked array as an ndarray.

Examples

```
>>> import numpy.ma as ma
>>> a = ma.masked_equal([[1,2],[3,4]], 2)
>>> a
masked_array(data =
 [[1 --]
 [3 4]],
      mask =
 [[False  True]
 [False False]],
      fill_value=999999)
```

```
>>> ma.getmaskarray(a)
array([[False,  True],
       [False, False]], dtype=bool)
```

Result when mask == `nomask`

```
>>> b = ma.masked_array([[1,2],[3,4]])
>>> b
masked_array(data =
 [[1 2]
 [3 4]],
      mask =
 False,
      fill_value=999999)
>>> >ma.getmaskarray(b)
array([[False, False],
       [False, False]], dtype=bool)
```

masked_array.**mask**
Mask

Finding masked data

ma.flatnotmasked_contiguous(a)	Find contiguous unmasked data in a masked array along the given axis.
ma.flatnotmasked_edges(a)	Find the indices of the first and last unmasked values.
ma.notmasked_contiguous(a[, axis])	Find contiguous unmasked data in a masked array along the given axis.
ma.notmasked_edges(a[, axis])	Find the indices of the first and last unmasked values along an axis.

numpy.ma.**flatnotmasked_contiguous**(*a*)
Find contiguous unmasked data in a masked array along the given axis.

Parameters
a : narray

The input array.

Returns
slice_list : list

A sorted sequence of slices (start index, end index).

See Also:

flatnotmasked_edges, notmasked_contiguous, notmasked_edges, clump_masked, clump_unmasked

Notes

Only accepts 2-D arrays at most.

Examples

```
>>> a = np.ma.arange(10)
>>> np.ma.extras.flatnotmasked_contiguous(a)
slice(0, 10, None)

>>> mask = (a < 3) | (a > 8) | (a == 5)
>>> a[mask] = np.ma.masked
```

```
>>> np.array(a[~a.mask])
array([3, 4, 6, 7, 8])

>>> np.ma.extras.flatnotmasked_contiguous(a)
[slice(3, 5, None), slice(6, 9, None)]
>>> a[:] = np.ma.masked
>>> print np.ma.extras.flatnotmasked_edges(a)
None
```

numpy.ma.**flatnotmasked_edges**(*a*)

Find the indices of the first and last unmasked values.

Expects a 1-D `MaskedArray`, returns None if all values are masked.

Parameters

arr : array_like

Input 1-D `MaskedArray`

Returns

edges : ndarray or None

The indices of first and last non-masked value in the array. Returns None if all values are masked.

See Also:

`flatnotmasked_contiguous`, `notmasked_contiguous`, `notmasked_edges`, `clump_masked`, `clump_unmasked`

Notes

Only accepts 1-D arrays.

Examples

```
>>> a = np.ma.arange(10)
>>> flatnotmasked_edges(a)
[0,-1]

>>> mask = (a < 3) | (a > 8) | (a == 5)
>>> a[mask] = np.ma.masked
>>> np.array(a[~a.mask])
array([3, 4, 6, 7, 8])

>>> flatnotmasked_edges(a)
array([3, 8])

>>> a[:] = np.ma.masked
>>> print flatnotmasked_edges(ma)
None
```

numpy.ma.**notmasked_contiguous**(*a*, *axis=None*)

Find contiguous unmasked data in a masked array along the given axis.

Parameters

a : array_like

The input array.

axis : int, optional

Axis along which to perform the operation. If None (default), applies to a flattened version of the array.

Returns

endpoints : list

A list of slices (start and end indexes) of unmasked indexes in the array.

See Also:

flatnotmasked_edges, flatnotmasked_contiguous, notmasked_edges, clump_masked, clump_unmasked

Notes

Only accepts 2-D arrays at most.

Examples

```
>>> a = np.arange(9).reshape((3, 3))
>>> mask = np.zeros_like(a)
>>> mask[1:, 1:] = 1

>>> ma = np.ma.array(a, mask=mask)
>>> np.array(ma[~ma.mask])
array([0, 1, 2, 3, 6])

>>> np.ma.extras.notmasked_contiguous(ma)
[slice(0, 4, None), slice(6, 7, None)]
```

numpy.ma.**notmasked_edges**(*a*, *axis=None*)

Find the indices of the first and last unmasked values along an axis.

If all values are masked, return None. Otherwise, return a list of two tuples, corresponding to the indices of the first and last unmasked values respectively.

Parameters

a : array_like

The input array.

axis : int, optional

Axis along which to perform the operation. If None (default), applies to a flattened version of the array.

Returns

edges : ndarray or list

An array of start and end indexes if there are any masked data in the array. If there are no masked data in the array, *edges* is a list of the first and last index.

See Also:

flatnotmasked_contiguous, flatnotmasked_edges, notmasked_contiguous, clump_masked, clump_unmasked

Examples

```
>>> a = np.arange(9).reshape((3, 3))
>>> m = np.zeros_like(a)
>>> m[1:, 1:] = 1
```

```
>>> am = np.ma.array(a, mask=m)
>>> np.array(am[~am.mask])
array([0, 1, 2, 3, 6])

>>> np.ma.extras.notmasked_edges(ma)
array([0, 6])
```

Modifying a mask

ma.mask_cols(a[, axis])	Mask columns of a 2D array that contain masked values.
ma.mask_or(m1, m2[, copy, shrink])	Combine two masks with the logical_or operator.
ma.mask_rowcols(a[, axis])	Mask rows and/or columns of a 2D array that contain masked values.
ma.mask_rows(a[, axis])	Mask rows of a 2D array that contain masked values.
ma.harden_mask(self)	Force the mask to hard.
ma.soften_mask(self)	Force the mask to soft.
ma.MaskedArray.harden_mask()	Force the mask to hard.
ma.MaskedArray.soften_mask()	Force the mask to soft.
ma.MaskedArray.shrink_mask()	Reduce a mask to nomask when possible.
ma.MaskedArray.unshare_mask()	Copy the mask and set the sharedmask flag to False.

numpy.ma.**mask_cols**(*a*, *axis=None*)

Mask columns of a 2D array that contain masked values.

This function is a shortcut to mask_rowcols with *axis* equal to 1.

See Also:

mask_rowcols
: Mask rows and/or columns of a 2D array.

masked_where
: Mask where a condition is met.

Examples

```
>>> import numpy.ma as ma
>>> a = np.zeros((3, 3), dtype=np.int)
>>> a[1, 1] = 1
>>> a
array([[0, 0, 0],
       [0, 1, 0],
       [0, 0, 0]])
>>> a = ma.masked_equal(a, 1)
>>> a
masked_array(data =
 [[0 0 0]
 [0 -- 0]
 [0 0 0]],
      mask =
 [[False False False]
 [False  True False]
 [False False False]],
      fill_value=999999)
>>> ma.mask_cols(a)
masked_array(data =
 [[0 -- 0]
```

```
[0 -- 0]
[0 -- 0]],
     mask =
[[False  True False]
[False  True False]
[False  True False]],
     fill_value=999999)
```

numpy.ma.**mask_or**(*m1*, *m2*, *copy=False*, *shrink=True*)

Combine two masks with the `logical_or` operator.

The result may be a view on *m1* or *m2* if the other is `nomask` (i.e. False).

Parameters

m1, m2 : array_like

Input masks.

copy : bool, optional

If copy is False and one of the inputs is `nomask`, return a view of the other input mask. Defaults to False.

shrink : bool, optional

Whether to shrink the output to `nomask` if all its values are False. Defaults to True.

Returns

mask : output mask

The result masks values that are masked in either *m1* or *m2*.

Raises

ValueError

If *m1* and *m2* have different flexible dtypes.

Examples

```
>>> m1 = np.ma.make_mask([0, 1, 1, 0])
>>> m2 = np.ma.make_mask([1, 0, 0, 0])
>>> np.ma.mask_or(m1, m2)
array([ True,  True,  True, False], dtype=bool)
```

numpy.ma.**mask_rowcols**(*a*, *axis=None*)

Mask rows and/or columns of a 2D array that contain masked values.

Mask whole rows and/or columns of a 2D array that contain masked values. The masking behavior is selected using the *axis* parameter.

- If *axis* is None, rows *and* columns are masked.
- If *axis* is 0, only rows are masked.
- If *axis* is 1 or -1, only columns are masked.

Parameters

a : array_like, MaskedArray

The array to mask. If not a MaskedArray instance (or if no array elements are masked). The result is a MaskedArray with *mask* set to `nomask` (False). Must be a 2D array.

axis : int, optional

Axis along which to perform the operation. If None, applies to a flattened version of the array.

Returns

a : MaskedArray

A modified version of the input array, masked depending on the value of the *axis* parameter.

Raises

NotImplementedError

If input array *a* is not 2D.

See Also:

mask_rows
Mask rows of a 2D array that contain masked values.

mask_cols
Mask cols of a 2D array that contain masked values.

masked_where
Mask where a condition is met.

Notes

The input array's mask is modified by this function.

Examples

```
>>> import numpy.ma as ma
>>> a = np.zeros((3, 3), dtype=np.int)
>>> a[1, 1] = 1
>>> a
array([[0, 0, 0],
       [0, 1, 0],
       [0, 0, 0]])
>>> a = ma.masked_equal(a, 1)
>>> a
masked_array(data =
 [[0 0 0]
 [0 -- 0]
 [0 0 0]],
      mask =
 [[False False False]
 [False  True False]
 [False False False]],
      fill_value=999999)
>>> ma.mask_rowcols(a)
masked_array(data =
 [[0 -- 0]
 [-- -- --]
 [0 -- 0]],
      mask =
 [[False  True False]
 [ True  True  True]
 [False  True False]],
      fill_value=999999)
```

numpy.ma.**mask_rows**(*a*, *axis=None*)

Mask rows of a 2D array that contain masked values.

This function is a shortcut to `mask_rowcols` with *axis* equal to 0.

See Also:

mask_rowcols
Mask rows and/or columns of a 2D array.

masked_where
Mask where a condition is met.

Examples

```
>>> import numpy.ma as ma
>>> a = np.zeros((3, 3), dtype=np.int)
>>> a[1, 1] = 1
>>> a
array([[0, 0, 0],
       [0, 1, 0],
       [0, 0, 0]])
>>> a = ma.masked_equal(a, 1)
>>> a
masked_array(data =
 [[0 0 0]
 [0 -- 0]
 [0 0 0]],
      mask =
 [[False False False]
 [False  True False]
 [False False False]],
      fill_value=999999)
>>> ma.mask_rows(a)
masked_array(data =
 [[0 0 0]
 [-- -- --]
 [0 0 0]],
      mask =
 [[False False False]
 [ True  True  True]
 [False False False]],
      fill_value=999999)
```

numpy.ma.**harden_mask**(*self*) **= <numpy.ma.core._frommethod instance at 0x1cfa4d0>**

Force the mask to hard.

Whether the mask of a masked array is hard or soft is determined by its *hardmask* property. `harden_mask` sets *hardmask* to True.

See Also:

`hardmask`

numpy.ma.**soften_mask**(*self*) **= <numpy.ma.core._frommethod instance at 0x1cfa908>**

Force the mask to soft.

Whether the mask of a masked array is hard or soft is determined by its *hardmask* property. `soften_mask` sets *hardmask* to False.

See Also:

hardmask

MaskedArray.**harden_mask**()
Force the mask to hard.

Whether the mask of a masked array is hard or soft is determined by its hardmask property. harden_mask sets hardmask to True.

See Also:

hardmask

MaskedArray.**soften_mask**()
Force the mask to soft.

Whether the mask of a masked array is hard or soft is determined by its hardmask property. soften_mask sets hardmask to False.

See Also:

hardmask

MaskedArray.**shrink_mask**()
Reduce a mask to nomask when possible.

Parameters
None

Returns
None

Examples

```
>>> x = np.ma.array([[1,2 ], [3, 4]], mask=[0]*4)
>>> x.mask
array([[False, False],
       [False, False]], dtype=bool)
>>> x.shrink_mask()
>>> x.mask
False
```

MaskedArray.**unshare_mask**()
Copy the mask and set the sharedmask flag to False.

Whether the mask is shared between masked arrays can be seen from the sharedmask property. unshare_mask ensures the mask is not shared. A copy of the mask is only made if it was shared.

See Also:

sharedmask

Conversion operations

> to a masked array

ma.asarray(a[, dtype, order])	Convert the input to a masked array of the given data-type.
ma.asanyarray(a[, dtype])	Convert the input to a masked array, conserving subclasses.
ma.fix_invalid(a[, mask, copy, fill_value])	Return input with invalid data masked and replaced by a fill value.

Continued on next page

Table 1.90 – continued from previous page

ma.masked_equal(x, value[, copy])	Mask an array where equal to a given value.
ma.masked_greater(x, value[, copy])	Mask an array where greater than a given value.
ma.masked_greater_equal(x, value[, copy])	Mask an array where greater than or equal to a given value.
ma.masked_inside(x, v1, v2[, copy])	Mask an array inside a given interval.
ma.masked_invalid(a[, copy])	Mask an array where invalid values occur (NaNs or infs).
ma.masked_less(x, value[, copy])	Mask an array where less than a given value.
ma.masked_less_equal(x, value[, copy])	Mask an array where less than or equal to a given value.
ma.masked_not_equal(x, value[, copy])	Mask an array where *not* equal to a given value.
ma.masked_object(x, value[, copy, shrink])	Mask the array *x* where the data are exactly equal to value.
ma.masked_outside(x, v1, v2[, copy])	Mask an array outside a given interval.
ma.masked_values(x, value[, rtol, atol, ...])	Mask using floating point equality.
ma.masked_where(condition, a[, copy])	Mask an array where a condition is met.

numpy.ma.**asarray**(*a*, *dtype=None*, *order=None*)

Convert the input to a masked array of the given data-type.

No copy is performed if the input is already an *ndarray*. If *a* is a subclass of MaskedArray, a base class MaskedArray is returned.

Parameters

a : array_like

Input data, in any form that can be converted to a masked array. This includes lists, lists of tuples, tuples, tuples of tuples, tuples of lists, ndarrays and masked arrays.

dtype : dtype, optional

By default, the data-type is inferred from the input data.

order : {'C', 'F'}, optional

Whether to use row-major ('C') or column-major ('FORTRAN') memory representation. Default is 'C'.

Returns

out : MaskedArray

Masked array interpretation of *a*.

See Also:

asanyarray

Similar to asarray, but conserves subclasses.

Examples

```
>>> x = np.arange(10.).reshape(2, 5)
>>> x
array([[ 0.,  1.,  2.,  3.,  4.],
       [ 5.,  6.,  7.,  8.,  9.]])
>>> np.ma.asarray(x)
masked_array(data =
 [[ 0.  1.  2.  3.  4.]
 [ 5.  6.  7.  8.  9.]],
             mask =
 False,
       fill_value = 1e+20)
```

```
>>> type(np.ma.asarray(x))
<class 'numpy.ma.core.MaskedArray'>
```

numpy.ma.**asanyarray**(*a*, *dtype=None*)

Convert the input to a masked array, conserving subclasses.

If *a* is a subclass of MaskedArray, its class is conserved. No copy is performed if the input is already an *ndarray*.

Parameters

a : array_like

Input data, in any form that can be converted to an array.

dtype : dtype, optional

By default, the data-type is inferred from the input data.

order : {'C', 'F'}, optional

Whether to use row-major ('C') or column-major ('FORTRAN') memory representation. Default is 'C'.

Returns

out : MaskedArray

MaskedArray interpretation of *a*.

See Also:

asarray

Similar to asanyarray, but does not conserve subclass.

Examples

```
>>> x = np.arange(10.).reshape(2, 5)
>>> x
array([[ 0.,  1.,  2.,  3.,  4.],
       [ 5.,  6.,  7.,  8.,  9.]])
>>> np.ma.asanyarray(x)
masked_array(data =
 [[ 0.  1.  2.  3.  4.]
 [ 5.  6.  7.  8.  9.]],
             mask =
 False,
       fill_value = 1e+20)
>>> type(np.ma.asanyarray(x))
<class 'numpy.ma.core.MaskedArray'>
```

numpy.ma.**fix_invalid**(*a*, *mask=False*, *copy=True*, *fill_value=None*)

Return input with invalid data masked and replaced by a fill value.

Invalid data means values of *nan*, *inf*, etc.

Parameters

a : array_like

Input array, a (subclass of) ndarray.

copy : bool, optional

Whether to use a copy of *a* (True) or to fix *a* in place (False). Default is True.

fill_value : scalar, optional

Value used for fixing invalid data. Default is None, in which case the `a.fill_value` is used.

Returns

b : MaskedArray

The input array with invalid entries fixed.

Notes

A copy is performed by default.

Examples

```
>>> x = np.ma.array([1., -1, np.nan, np.inf], mask=[1] + [0]*3)
>>> x
masked_array(data = [-- -1.0 nan inf],
             mask = [ True False False False],
       fill_value = 1e+20)
>>> np.ma.fix_invalid(x)
masked_array(data = [-- -1.0 -- --],
             mask = [ True False  True  True],
       fill_value = 1e+20)

>>> fixed = np.ma.fix_invalid(x)
>>> fixed.data
array([  1.00000000e+00,  -1.00000000e+00,   1.00000000e+20,
         1.00000000e+20])
>>> x.data
array([  1.,  -1.,  NaN,  Inf])
```

numpy.ma.**masked_equal**(*x*, *value*, *copy=True*)

Mask an array where equal to a given value.

This function is a shortcut to `masked_where`, with *condition* = (x == value). For floating point arrays, consider using `masked_values(x, value)`.

See Also:

masked_where

Mask where a condition is met.

masked_values

Mask using floating point equality.

Examples

```
>>> import numpy.ma as ma
>>> a = np.arange(4)
>>> a
array([0, 1, 2, 3])
>>> ma.masked_equal(a, 2)
masked_array(data = [0 1 -- 3],
      mask = [False False  True False],
      fill_value=999999)
```

numpy.ma.**masked_greater**(*x*, *value*, *copy=True*)

Mask an array where greater than a given value.

This function is a shortcut to `masked_where`, with *condition* = (x > value).

See Also:

masked_where
Mask where a condition is met.

Examples

```
>>> import numpy.ma as ma
>>> a = np.arange(4)
>>> a
array([0, 1, 2, 3])
>>> ma.masked_greater(a, 2)
masked_array(data = [0 1 2 --],
      mask = [False False False  True],
      fill_value=999999)
```

numpy.ma.**masked_greater_equal**(*x*, *value*, *copy=True*)
Mask an array where greater than or equal to a given value.

This function is a shortcut to `masked_where`, with *condition* = (x >= value).

See Also:

masked_where
Mask where a condition is met.

Examples

```
>>> import numpy.ma as ma
>>> a = np.arange(4)
>>> a
array([0, 1, 2, 3])
>>> ma.masked_greater_equal(a, 2)
masked_array(data = [0 1 -- --],
      mask = [False False  True  True],
      fill_value=999999)
```

numpy.ma.**masked_inside**(*x*, *v1*, *v2*, *copy=True*)
Mask an array inside a given interval.

Shortcut to `masked_where`, where *condition* is True for *x* inside the interval [v1,v2] (v1 <= x <= v2). The boundaries *v1* and *v2* can be given in either order.

See Also:

masked_where
Mask where a condition is met.

Notes

The array *x* is prefilled with its filling value.

Examples

```
>>> import numpy.ma as ma
>>> x = [0.31, 1.2, 0.01, 0.2, -0.4, -1.1]
>>> ma.masked_inside(x, -0.3, 0.3)
masked_array(data = [0.31 1.2 -- -- -0.4 -1.1],
```

```
      mask = [False False  True  True False False],
      fill_value=1e+20)
```

The order of *v1* and *v2* doesn't matter.

```
>>> ma.masked_inside(x, 0.3, -0.3)
masked_array(data = [0.31 1.2 -- -- -0.4 -1.1],
      mask = [False False  True  True False False],
      fill_value=1e+20)
```

numpy.ma.**masked_invalid**(*a*, *copy=True*)

Mask an array where invalid values occur (NaNs or infs).

This function is a shortcut to `masked_where`, with *condition* = ~(np.isfinite(a)). Any pre-existing mask is conserved. Only applies to arrays with a dtype where NaNs or infs make sense (i.e. floating point types), but accepts any array_like object.

See Also:

masked_where
Mask where a condition is met.

Examples

```
>>> import numpy.ma as ma
>>> a = np.arange(5, dtype=np.float)
>>> a[2] = np.NaN
>>> a[3] = np.PINF
>>> a
array([  0.,   1.,  NaN,  Inf,   4.])
>>> ma.masked_invalid(a)
masked_array(data = [0.0 1.0 -- -- 4.0],
      mask = [False False  True  True False],
      fill_value=1e+20)
```

numpy.ma.**masked_less**(*x*, *value*, *copy=True*)

Mask an array where less than a given value.

This function is a shortcut to `masked_where`, with *condition* = (x < value).

See Also:

masked_where
Mask where a condition is met.

Examples

```
>>> import numpy.ma as ma
>>> a = np.arange(4)
>>> a
array([0, 1, 2, 3])
>>> ma.masked_less(a, 2)
masked_array(data = [-- -- 2 3],
      mask = [ True  True False False],
      fill_value=999999)
```

numpy.ma.**masked_less_equal**(*x*, *value*, *copy=True*)

Mask an array where less than or equal to a given value.

This function is a shortcut to `masked_where`, with *condition* = (x <= value).

See Also:

masked_where
Mask where a condition is met.

Examples

```
>>> import numpy.ma as ma
>>> a = np.arange(4)
>>> a
array([0, 1, 2, 3])
>>> ma.masked_less_equal(a, 2)
masked_array(data = [-- -- -- 3],
      mask = [ True  True  True False],
      fill_value=999999)
```

numpy.ma.**masked_not_equal**(*x*, *value*, *copy=True*)
Mask an array where *not* equal to a given value.

This function is a shortcut to `masked_where`, with *condition* = (x != value).

See Also:

masked_where
Mask where a condition is met.

Examples

```
>>> import numpy.ma as ma
>>> a = np.arange(4)
>>> a
array([0, 1, 2, 3])
>>> ma.masked_not_equal(a, 2)
masked_array(data = [-- -- 2 --],
      mask = [ True  True False  True],
      fill_value=999999)
```

numpy.ma.**masked_object**(*x*, *value*, *copy=True*, *shrink=True*)
Mask the array *x* where the data are exactly equal to value.

This function is similar to `masked_values`, but only suitable for object arrays: for floating point, use `masked_values` instead.

Parameters
x : array_like

Array to mask

value : object

Comparison value

copy : {True, False}, optional

Whether to return a copy of *x*.

shrink : {True, False}, optional

Whether to collapse a mask full of False to nomask

Returns
result : MaskedArray

The result of masking *x* where equal to *value*.

See Also:

masked_where
Mask where a condition is met.

masked_equal
Mask where equal to a given value (integers).

masked_values
Mask using floating point equality.

Examples

```
>>> import numpy.ma as ma
>>> food = np.array(['green_eggs', 'ham'], dtype=object)
>>> # don't eat spoiled food
>>> eat = ma.masked_object(food, 'green_eggs')
>>> print eat
[-- ham]
>>> # plain ol' ham is boring
>>> fresh_food = np.array(['cheese', 'ham', 'pineapple'], dtype=object)
>>> eat = ma.masked_object(fresh_food, 'green_eggs')
>>> print eat
[cheese ham pineapple]
```

Note that *mask* is set to `nomask` if possible.

```
>>> eat
masked_array(data = [cheese ham pineapple],
      mask = False,
      fill_value=?)
```

numpy.ma.**masked_outside**(*x*, *v1*, *v2*, *copy=True*)
Mask an array outside a given interval.

Shortcut to `masked_where`, where *condition* is True for *x* outside the interval [v1,v2] (x < v1)|(x > v2). The boundaries *v1* and *v2* can be given in either order.

See Also:

masked_where
Mask where a condition is met.

Notes

The array *x* is prefilled with its filling value.

Examples

```
>>> import numpy.ma as ma
>>> x = [0.31, 1.2, 0.01, 0.2, -0.4, -1.1]
>>> ma.masked_outside(x, -0.3, 0.3)
masked_array(data = [-- -- 0.01 0.2 -- --],
      mask = [ True  True False False  True  True],
      fill_value=1e+20)
```

The order of *v1* and *v2* doesn't matter.

```
>>> ma.masked_outside(x, 0.3, -0.3)
masked_array(data = [-- -- 0.01 0.2 -- --],
      mask = [ True  True False False  True  True],
      fill_value=1e+20)
```

numpy.ma.**masked_values**(*x*, *value*, *rtol=1e-05*, *atol=1e-08*, *copy=True*, *shrink=True*)

Mask using floating point equality.

Return a MaskedArray, masked where the data in array *x* are approximately equal to *value*, i.e. where the following condition is True

(abs(x - value) <= atol+rtol*abs(value))

The fill_value is set to *value* and the mask is set to `nomask` if possible. For integers, consider using `masked_equal`.

Parameters

x : array_like

Array to mask.

value : float

Masking value.

rtol : float, optional

Tolerance parameter.

atol : float, optional

Tolerance parameter (1e-8).

copy : bool, optional

Whether to return a copy of *x*.

shrink : bool, optional

Whether to collapse a mask full of False to `nomask`.

Returns

result : MaskedArray

The result of masking *x* where approximately equal to *value*.

See Also:

masked_where

Mask where a condition is met.

masked_equal

Mask where equal to a given value (integers).

Examples

```
>>> import numpy.ma as ma
>>> x = np.array([1, 1.1, 2, 1.1, 3])
>>> ma.masked_values(x, 1.1)
masked_array(data = [1.0 -- 2.0 -- 3.0],
      mask = [False  True False  True False],
      fill_value=1.1)
```

Note that *mask* is set to `nomask` if possible.

```
>>> ma.masked_values(x, 1.5)
masked_array(data = [ 1.   1.1  2.   1.1  3. ],
      mask = False,
      fill_value=1.5)
```

For integers, the fill value will be different in general to the result of `masked_equal`.

```
>>> x = np.arange(5)
>>> x
array([0, 1, 2, 3, 4])
>>> ma.masked_values(x, 2)
masked_array(data = [0 1 -- 3 4],
      mask = [False False  True False False],
      fill_value=2)
>>> ma.masked_equal(x, 2)
masked_array(data = [0 1 -- 3 4],
      mask = [False False  True False False],
      fill_value=999999)
```

numpy.ma.**masked_where**(*condition*, *a*, *copy=True*)

Mask an array where a condition is met.

Return *a* as an array masked where *condition* is True. Any masked values of *a* or *condition* are also masked in the output.

Parameters

condition : array_like

Masking condition. When *condition* tests floating point values for equality, consider using `masked_values` instead.

a : array_like

Array to mask.

copy : bool

If True (default) make a copy of *a* in the result. If False modify *a* in place and return a view.

Returns

result : MaskedArray

The result of masking *a* where *condition* is True.

See Also:

masked_values
Mask using floating point equality.

masked_equal
Mask where equal to a given value.

masked_not_equal
Mask where *not* equal to a given value.

masked_less_equal
Mask where less than or equal to a given value.

masked_greater_equal
Mask where greater than or equal to a given value.

masked_less
Mask where less than a given value.

masked_greater
Mask where greater than a given value.

masked_inside
Mask inside a given interval.

masked_outside
Mask outside a given interval.

masked_invalid
Mask invalid values (NaNs or infs).

Examples

```
>>> import numpy.ma as ma
>>> a = np.arange(4)
>>> a
array([0, 1, 2, 3])
>>> ma.masked_where(a <= 2, a)
masked_array(data = [-- -- -- 3],
      mask = [ True  True  True False],
      fill_value=999999)
```

Mask array *b* conditional on *a*.

```
>>> b = ['a', 'b', 'c', 'd']
>>> ma.masked_where(a == 2, b)
masked_array(data = [a b -- d],
      mask = [False False  True False],
      fill_value=N/A)
```

Effect of the `copy` argument.

```
>>> c = ma.masked_where(a <= 2, a)
>>> c
masked_array(data = [-- -- -- 3],
      mask = [ True  True  True False],
      fill_value=999999)
>>> c[0] = 99
>>> c
masked_array(data = [99 -- -- 3],
      mask = [False  True  True False],
      fill_value=999999)
>>> a
array([0, 1, 2, 3])
>>> c = ma.masked_where(a <= 2, a, copy=False)
>>> c[0] = 99
>>> c
masked_array(data = [99 -- -- 3],
      mask = [False  True  True False],
      fill_value=999999)
>>> a
array([99,  1,  2,  3])
```

When *condition* or *a* contain masked values.

```
>>> a = np.arange(4)
>>> a = ma.masked_where(a == 2, a)
>>> a
masked_array(data = [0 1 -- 3],
      mask = [False False  True False],
      fill_value=999999)
>>> b = np.arange(4)
>>> b = ma.masked_where(b == 0, b)
>>> b
masked_array(data = [-- 1 2 3],
      mask = [ True False False False],
      fill_value=999999)
>>> ma.masked_where(a == 3, b)
masked_array(data = [-- 1 -- --],
      mask = [ True False  True  True],
      fill_value=999999)
```

> to a ndarray

ma.compress_cols(a)	Suppress whole columns of a 2-D array that contain masked values.
ma.compress_rowcols(x[, axis])	Suppress the rows and/or columns of a 2-D array that contain
ma.compress_rows(a)	Suppress whole rows of a 2-D array that contain masked values.
ma.compressed(x)	Return all the non-masked data as a 1-D array.
ma.filled(a[, fill_value])	Return input as an array with masked data replaced by a fill value.
ma.MaskedArray.compressed()	Return all the non-masked data as a 1-D array.
ma.MaskedArray.filled([fill_value])	Return a copy of self, with masked values filled with a given value.

numpy.ma.**compress_cols**(*a*)

Suppress whole columns of a 2-D array that contain masked values.

This is equivalent to `np.ma.extras.compress_rowcols(a, 1)`, see `extras.compress_rowcols` for details.

See Also:

`extras.compress_rowcols`

numpy.ma.**compress_rowcols**(*x*, *axis=None*)

Suppress the rows and/or columns of a 2-D array that contain masked values.

The suppression behavior is selected with the *axis* parameter.

- If axis is None, both rows and columns are suppressed.
- If axis is 0, only rows are suppressed.
- If axis is 1 or -1, only columns are suppressed.

Parameters

axis : int, optional

Axis along which to perform the operation. Default is None.

Returns

compressed_array : ndarray

The compressed array.

Examples

```
>>> x = np.ma.array(np.arange(9).reshape(3, 3), mask=[[1, 0, 0],
...                                                   [1, 0, 0],
...                                                   [0, 0, 0]])
>>> x
masked_array(data =
 [[-- 1 2]
 [-- 4 5]
 [6 7 8]],
             mask =
 [[ True False False]
 [ True False False]
 [False False False]],
       fill_value = 999999)

>>> np.ma.extras.compress_rowcols(x)
array([[7, 8]])
>>> np.ma.extras.compress_rowcols(x, 0)
array([[6, 7, 8]])
>>> np.ma.extras.compress_rowcols(x, 1)
array([[1, 2],
       [4, 5],
       [7, 8]])
```

numpy.ma.**compress_rows**(*a*)

Suppress whole rows of a 2-D array that contain masked values.

This is equivalent to `np.ma.extras.compress_rowcols(a, 0)`, see `extras.compress_rowcols` for details.

See Also:

`extras.compress_rowcols`

numpy.ma.**compressed**(*x*)

Return all the non-masked data as a 1-D array.

This function is equivalent to calling the "compressed" method of a `MaskedArray`, see `MaskedArray.compressed` for details.

See Also:

`MaskedArray.compressed`
Equivalent method.

numpy.ma.**filled**(*a*, *fill_value=None*)

Return input as an array with masked data replaced by a fill value.

If *a* is not a `MaskedArray`, *a* itself is returned. If *a* is a `MaskedArray` and *fill_value* is None, *fill_value* is set to `a.fill_value`.

Parameters

a : MaskedArray or array_like

An input object.

fill_value : scalar, optional

Filling value. Default is None.

Returns
a : ndarray

The filled array.

See Also:

`compressed`

Examples

```
>>> x = np.ma.array(np.arange(9).reshape(3, 3), mask=[[1, 0, 0],
...                                                   [1, 0, 0],
...                                                   [0, 0, 0]])
>>> x.filled()
array([[999999,      1,      2],
       [999999,      4,      5],
       [     6,      7,      8]])
```

`MaskedArray.`**`compressed`**`()`
Return all the non-masked data as a 1-D array.

Returns
data : ndarray

A new *ndarray* holding the non-masked data is returned.

Notes

The result is **not** a MaskedArray!

Examples

```
>>> x = np.ma.array(np.arange(5), mask=[0]*2 + [1]*3)
>>> x.compressed()
array([0, 1])
>>> type(x.compressed())
<type 'numpy.ndarray'>
```

`MaskedArray.`**`filled`**`(`*`fill_value=None`*`)`
Return a copy of self, with masked values filled with a given value.

Parameters
fill_value : scalar, optional

The value to use for invalid entries (None by default). If None, the `fill_value` attribute of the array is used instead.

Returns
filled_array : ndarray

A copy of `self` with invalid entries replaced by *fill_value* (be it the function argument or the attribute of `self`.

Notes

The result is **not** a MaskedArray!

Examples

```
>>> x = np.ma.array([1,2,3,4,5], mask=[0,0,1,0,1], fill_value=-999)
>>> x.filled()
array([1, 2, -999, 4, -999])
>>> type(x.filled())
<type 'numpy.ndarray'>
```

Subclassing is preserved. This means that if the data part of the masked array is a matrix, `filled` returns a matrix:

```
>>> x = np.ma.array(np.matrix([[1, 2], [3, 4]]), mask=[[0, 1], [1, 0]])
>>> x.filled()
matrix([[     1, 999999],
        [999999,      4]])
```

> to another object

ma.MaskedArray.tofile(fid[, sep, format])	Save a masked array to a file in binary format.
ma.MaskedArray.tolist([fill_value])	Return the data portion of the masked array as a hierarchical Python list.
ma.MaskedArray.torecords()	Transforms a masked array into a flexible-type array.
ma.MaskedArray.tostring([fill_value, order])	Return the array data as a string containing the raw bytes in the array.

MaskedArray.**tofile**(*fid*, *sep=''*, *format='%s'*)

Save a masked array to a file in binary format.

> **Warning:** This function is not implemented yet.

Raises

NotImplementedError

When `tofile` is called.

MaskedArray.**tolist**(*fill_value=None*)

Return the data portion of the masked array as a hierarchical Python list.

Data items are converted to the nearest compatible Python type. Masked values are converted to `fill_value`. If `fill_value` is None, the corresponding entries in the output list will be `None`.

Parameters

fill_value : scalar, optional

The value to use for invalid entries. Default is None.

Returns

result : list

The Python list representation of the masked array.

Examples

```
>>> x = np.ma.array([[1,2,3], [4,5,6], [7,8,9]], mask=[0] + [1,0]*4)
>>> x.tolist()
[[1, None, 3], [None, 5, None], [7, None, 9]]
>>> x.tolist(-999)
[[1, -999, 3], [-999, 5, -999], [7, -999, 9]]
```

MaskedArray.**torecords**()

Transforms a masked array into a flexible-type array.

The flexible type array that is returned will have two fields:

- the `_data` field stores the `_data` part of the array.
- the `_mask` field stores the `_mask` part of the array.

Parameters
None

Returns
record : ndarray

A new flexible-type *ndarray* with two fields: the first element containing a value, the second element containing the corresponding mask boolean. The returned record shape matches self.shape.

Notes

A side-effect of transforming a masked array into a flexible *ndarray* is that meta information (`fill_value`, ...) will be lost.

Examples

```
>>> x = np.ma.array([[1,2,3],[4,5,6],[7,8,9]], mask=[0] + [1,0]*4)
>>> print x
[[1 -- 3]
 [-- 5 --]
 [7 -- 9]]
>>> print x.toflex()
[[(1, False) (2, True) (3, False)]
 [(4, True) (5, False) (6, True)]
 [(7, False) (8, True) (9, False)]]
```

`MaskedArray.`**`tostring`**(*fill_value=None*, *order='C'*)
Return the array data as a string containing the raw bytes in the array.

The array is filled with a fill value before the string conversion.

Parameters
fill_value : scalar, optional

Value used to fill in the masked values. Deafult is None, in which case `MaskedArray.fill_value` is used.

order : {'C','F','A'}, optional

Order of the data item in the copy. Default is 'C'.

- 'C' – C order (row major).
- 'F' – Fortran order (column major).
- 'A' – Any, current order of array.
- None – Same as 'A'.

See Also:

`ndarray.tostring`, `tolist`, `tofile`

Notes

As for *ndarray.tostring*, information about the shape, dtype, etc., but also about `fill_value`, will be lost.

Examples

```
>>> x = np.ma.array(np.array([[1, 2], [3, 4]]), mask=[[0, 1], [1, 0]])
>>> x.tostring()
'\x01\x00\x00\x00?B\x0f\x00?B\x0f\x00\x04\x00\x00\x00'
```

Pickling and unpickling

ma.dump(a, F)	Pickle a masked array to a file.
ma.dumps(a)	Return a string corresponding to the pickling of a masked array.
ma.load(F)	Wrapper around cPickle.load which accepts either a file-like object
ma.loads(strg)	Load a pickle from the current string.

numpy.ma.**dump**(*a*, *F*)

Pickle a masked array to a file.

This is a wrapper around cPickle.dump.

Parameters

a : MaskedArray

The array to be pickled.

F : str or file-like object

The file to pickle *a* to. If a string, the full path to the file.

numpy.ma.**dumps**(*a*)

Return a string corresponding to the pickling of a masked array.

This is a wrapper around cPickle.dumps.

Parameters

a : MaskedArray

The array for which the string representation of the pickle is returned.

numpy.ma.**load**(*F*)

Wrapper around cPickle.load which accepts either a file-like object or a filename.

Parameters

F : str or file

The file or file name to load.

See Also:

dump

Pickle an array

Notes

This is different from numpy.load, which does not use cPickle but loads the NumPy binary .npy format.

numpy.ma.**loads**(*strg*)

Load a pickle from the current string.

The result of cPickle.loads(strg) is returned.

Parameters

strg : str

The string to load.

See Also:

dumps
Return a string corresponding to the pickling of a masked array.

Filling a masked array

ma.common_fill_value(a, b)	Return the common filling value of two masked arrays, if any.
ma.default_fill_value(obj)	Return the default fill value for the argument object.
ma.maximum_fill_value(obj)	Return the minimum value that can be represented by the dtype of an object.
ma.maximum_fill_value(obj)	Return the minimum value that can be represented by the dtype of an object.
ma.set_fill_value(a, fill_value)	Set the filling value of a, if a is a masked array.
ma.MaskedArray.get_fill_value()	Return the filling value of the masked array.
ma.MaskedArray.set_fill_value([value])	Set the filling value of the masked array.
ma.MaskedArray.fill_value	Filling value.

numpy.ma.**common_fill_value**(*a*, *b*)
Return the common filling value of two masked arrays, if any.

If `a.fill_value == b.fill_value`, return the fill value, otherwise return None.

Parameters
a, b : MaskedArray

The masked arrays for which to compare fill values.

Returns
fill_value : scalar or None

The common fill value, or None.

Examples

```
>>> x = np.ma.array([0, 1.], fill_value=3)
>>> y = np.ma.array([0, 1.], fill_value=3)
>>> np.ma.common_fill_value(x, y)
3.0
```

numpy.ma.**default_fill_value**(*obj*)
Return the default fill value for the argument object.

The default filling value depends on the datatype of the input array or the type of the input scalar:

datatype	default
bool	True
int	999999
float	1.e20
complex	1.e20+0j
object	'?'
string	'N/A'

Parameters
obj : ndarray, dtype or scalar

The array data-type or scalar for which the default fill value is returned.

Returns

fill_value : scalar

The default fill value.

Examples

```
>>> np.ma.default_fill_value(1)
999999
>>> np.ma.default_fill_value(np.array([1.1, 2., np.pi]))
1e+20
>>>  np.ma.default_fill_value(np.dtype(complex))
(1e+20+0j)
```

numpy.ma.**maximum_fill_value**(*obj*)

Return the minimum value that can be represented by the dtype of an object.

This function is useful for calculating a fill value suitable for taking the maximum of an array with a given dtype.

Parameters

obj : {ndarray, dtype}

An object that can be queried for it's numeric type.

Returns

val : scalar

The minimum representable value.

Raises

TypeError

If *obj* isn't a suitable numeric type.

See Also:

minimum_fill_value

The inverse function.

set_fill_value

Set the filling value of a masked array.

MaskedArray.fill_value

Return current fill value.

Examples

```
>>> import numpy.ma as ma
>>> a = np.int8()
>>> ma.maximum_fill_value(a)
-128
>>> a = np.int32()
>>> ma.maximum_fill_value(a)
-2147483648
```

An array of numeric data can also be passed.

```
>>> a = np.array([1, 2, 3], dtype=np.int8)
>>> ma.maximum_fill_value(a)
-128
>>> a = np.array([1, 2, 3], dtype=np.float32)
```

```
>>> ma.maximum_fill_value(a)
-inf
```

numpy.ma.**maximum_fill_value**(*obj*)

Return the minimum value that can be represented by the dtype of an object.

This function is useful for calculating a fill value suitable for taking the maximum of an array with a given dtype.

Parameters

obj : {ndarray, dtype}

An object that can be queried for it's numeric type.

Returns

val : scalar

The minimum representable value.

Raises

TypeError

If *obj* isn't a suitable numeric type.

See Also:

minimum_fill_value

The inverse function.

set_fill_value

Set the filling value of a masked array.

MaskedArray.fill_value

Return current fill value.

Examples

```
>>> import numpy.ma as ma
>>> a = np.int8()
>>> ma.maximum_fill_value(a)
-128
>>> a = np.int32()
>>> ma.maximum_fill_value(a)
-2147483648
```

An array of numeric data can also be passed.

```
>>> a = np.array([1, 2, 3], dtype=np.int8)
>>> ma.maximum_fill_value(a)
-128
>>> a = np.array([1, 2, 3], dtype=np.float32)
>>> ma.maximum_fill_value(a)
-inf
```

numpy.ma.**set_fill_value**(*a*, *fill_value*)

Set the filling value of a, if a is a masked array.

This function changes the fill value of the masked array *a* in place. If *a* is not a masked array, the function returns silently, without doing anything.

Parameters

a : array_like

Input array.

fill_value : dtype

Filling value. A consistency test is performed to make sure the value is compatible with the dtype of *a*.

Returns

None

Nothing returned by this function.

See Also:

maximum_fill_value
Return the default fill value for a dtype.

MaskedArray.fill_value
Return current fill value.

MaskedArray.set_fill_value
Equivalent method.

Examples

```
>>> import numpy.ma as ma
>>> a = np.arange(5)
>>> a
array([0, 1, 2, 3, 4])
>>> a = ma.masked_where(a < 3, a)
>>> a
masked_array(data = [-- -- -- 3 4],
      mask = [ True  True  True False False],
      fill_value=999999)
>>> ma.set_fill_value(a, -999)
>>> a
masked_array(data = [-- -- -- 3 4],
      mask = [ True  True  True False False],
      fill_value=-999)
```

Nothing happens if *a* is not a masked array.

```
>>> a = range(5)
>>> a
[0, 1, 2, 3, 4]
>>> ma.set_fill_value(a, 100)
>>> a
[0, 1, 2, 3, 4]
>>> a = np.arange(5)
>>> a
array([0, 1, 2, 3, 4])
>>> ma.set_fill_value(a, 100)
>>> a
array([0, 1, 2, 3, 4])
```

MaskedArray.**get_fill_value**()
Return the filling value of the masked array.

Returns

fill_value : scalar

The filling value.

Examples

```
>>> for dt in [np.int32, np.int64, np.float64, np.complex128]:
...     np.ma.array([0, 1], dtype=dt).get_fill_value()
...
999999
999999
1e+20
(1e+20+0j)

>>> x = np.ma.array([0, 1.], fill_value=-np.inf)
>>> x.get_fill_value()
-inf
```

MaskedArray.**set_fill_value**(*value=None*)

Set the filling value of the masked array.

Parameters

value : scalar, optional

The new filling value. Default is None, in which case a default based on the data type is used.

See Also:

ma.set_fill_value

Equivalent function.

Examples

```
>>> x = np.ma.array([0, 1.], fill_value=-np.inf)
>>> x.fill_value
-inf
>>> x.set_fill_value(np.pi)
>>> x.fill_value
3.1415926535897931
```

Reset to default:

```
>>> x.set_fill_value()
>>> x.fill_value
1e+20
```

MaskedArray.**fill_value**

Filling value.

Masked arrays arithmetics

Arithmetics

ma.anom(self[, axis, dtype])	Compute the anomalies (deviations from the arithmetic mean) along the given a
ma.anomalies(self[, axis, dtype])	Compute the anomalies (deviations from the arithmetic mean) along the given a
ma.average(a[, axis, weights, returned])	Return the weighted average of array over the given axis.
ma.conjugate(x[, out])	Return the complex conjugate, element-wise.
ma.corrcoef(x[, y, rowvar, bias, ...])	Return correlation coefficients of the input array.

Continued on next p

Table 1.95 – continued from previous page

ma.cov(x[, y, rowvar, bias, allow_masked, ddof])	Estimate the covariance matrix.
ma.cumsum(self[, axis, dtype, out])	Return the cumulative sum of the elements along the given axis.
ma.cumprod(self[, axis, dtype, out])	Return the cumulative product of the elements along the given axis.
ma.mean(self[, axis, dtype, out])	Returns the average of the array elements.
ma.median(a[, axis, out, overwrite_input])	Compute the median along the specified axis.
ma.power(a, b[, third])	Returns element-wise base array raised to power from second array.
ma.prod(self[, axis, dtype, out])	Return the product of the array elements over the given axis.
ma.std(self[, axis, dtype, out, ddof])	Compute the standard deviation along the specified axis.
ma.sum(self[, axis, dtype, out])	Return the sum of the array elements over the given axis.
ma.var(self[, axis, dtype, out, ddof])	Compute the variance along the specified axis.
ma.MaskedArray.anom([axis, dtype])	Compute the anomalies (deviations from the arithmetic mean) along the given a
ma.MaskedArray.cumprod([axis, dtype, out])	Return the cumulative product of the elements along the given axis.
ma.MaskedArray.cumsum([axis, dtype, out])	Return the cumulative sum of the elements along the given axis.
ma.MaskedArray.mean([axis, dtype, out])	Returns the average of the array elements.
ma.MaskedArray.prod([axis, dtype, out])	Return the product of the array elements over the given axis.
ma.MaskedArray.std([axis, dtype, out, ddof])	Compute the standard deviation along the specified axis.
ma.MaskedArray.sum([axis, dtype, out])	Return the sum of the array elements over the given axis.
ma.MaskedArray.var([axis, dtype, out, ddof])	Compute the variance along the specified axis.

numpy.ma.**anom**(*self*, *axis=None*, *dtype=None*) **= <numpy.ma.core._frommethod instance at 0x1cfa0e0>**

Compute the anomalies (deviations from the arithmetic mean) along the given axis.

Returns an array of anomalies, with the same shape as the input and where the arithmetic mean is computed along the given axis.

Parameters

axis : int, optional

Axis over which the anomalies are taken. The default is to use the mean of the flattened array as reference.

dtype : dtype, optional

Type to use in computing the variance. For arrays of integer type the default is float32; for arrays of float types it is the same as the array type.

See Also:

mean

Compute the mean of the array.

Examples

```
>>> a = np.ma.array([1,2,3])
>>> a.anom()
masked_array(data = [-1.  0.  1.],
             mask = False,
       fill_value = 1e+20)
```

numpy.ma.**anomalies**(*self*, *axis=None*, *dtype=None*) **= <numpy.ma.core._frommethod instance at 0x1cfa0e0>**

Compute the anomalies (deviations from the arithmetic mean) along the given axis.

Returns an array of anomalies, with the same shape as the input and where the arithmetic mean is computed along the given axis.

Parameters

axis : int, optional

Axis over which the anomalies are taken. The default is to use the mean of the flattened array as reference.

dtype : dtype, optional

Type to use in computing the variance. For arrays of integer type
the default is float32; for arrays of float types it is the same as the array type.

See Also:

mean
Compute the mean of the array.

Examples

```
>>> a = np.ma.array([1,2,3])
>>> a.anom()
masked_array(data = [-1.  0.  1.],
             mask = False,
       fill_value = 1e+20)
```

numpy.ma.**average**(*a*, *axis=None*, *weights=None*, *returned=False*)
Return the weighted average of array over the given axis.

Parameters

a : array_like

Data to be averaged. Masked entries are not taken into account in the computation.

axis : int, optional

Axis along which the variance is computed. The default is to compute the variance of the flattened array.

weights : array_like, optional

The importance that each element has in the computation of the average. The weights array can either be 1-D (in which case its length must be the size of *a* along the given axis) or of the same shape as *a*. If `weights=None`, then all data in *a* are assumed to have a weight equal to one. If *weights* is complex, the imaginary parts are ignored.

returned : bool, optional

Flag indicating whether a tuple `(result, sum of weights)` should be returned as output (True), or just the result (False). Default is False.

Returns

average, [sum_of_weights] : (tuple of) scalar or MaskedArray

The average along the specified axis. When returned is *True*, return a tuple with the average as the first element and the sum of the weights as the second element. The return type is *np.float64* if *a* is of integer type, otherwise it is of the same type as *a*. If returned, *sum_of_weights* is of the same type as `average`.

Examples

```
>>> a = np.ma.array([1., 2., 3., 4.], mask=[False, False, True, True])
>>> np.ma.average(a, weights=[3, 1, 0, 0])
1.25
```

```
>>> x = np.ma.arange(6.).reshape(3, 2)
>>> print x
[[ 0.  1.]
 [ 2.  3.]
 [ 4.  5.]]
>>> avg, sumweights = np.ma.average(x, axis=0, weights=[1, 2, 3],
...                                 returned=True)
>>> print avg
[2.66666666667 3.66666666667]
```

numpy.ma.**conjugate**(*x*[, *out*]) **= <numpy.ma.core._MaskedUnaryOperation instance at 0x1cf0170>**

Return the complex conjugate, element-wise.

The complex conjugate of a complex number is obtained by changing the sign of its imaginary part.

Parameters

x : array_like

Input value.

Returns

y : ndarray

The complex conjugate of *x*, with same dtype as *y*.

Examples

```
>>> np.conjugate(1+2j)
(1-2j)

>>> x = np.eye(2) + 1j * np.eye(2)
>>> np.conjugate(x)
array([[ 1.-1.j,  0.-0.j],
       [ 0.-0.j,  1.-1.j]])
```

numpy.ma.**corrcoef**(*x*, *y=None*, *rowvar=True*, *bias=False*, *allow_masked=True*, *ddof=None*)

Return correlation coefficients of the input array.

Except for the handling of missing data this function does the same as `numpy.corrcoef`. For more details and examples, see `numpy.corrcoef`.

Parameters

x : array_like

A 1-D or 2-D array containing multiple variables and observations. Each row of *x* represents a variable, and each column a single observation of all those variables. Also see *rowvar* below.

y : array_like, optional

An additional set of variables and observations. *y* has the same shape as *x*.

rowvar : bool, optional

If *rowvar* is True (default), then each row represents a variable, with observations in the columns. Otherwise, the relationship is transposed: each column represents a variable, while the rows contain observations.

bias : bool, optional

Default normalization (False) is by `(N-1)`, where `N` is the number of observations given (unbiased estimate). If *bias* is 1, then normalization is by `N`. This keyword can be overridden by the keyword `ddof` in numpy versions >= 1.5.

allow_masked : bool, optional

If True, masked values are propagated pair-wise: if a value is masked in *x*, the corresponding value is masked in *y*. If False, raises an exception.

ddof : {None, int}, optional

New in version 1.5. If not `None` normalization is by `(N - ddof)`, where `N` is the number of observations; this overrides the value implied by `bias`. The default value is `None`.

See Also:

numpy.corrcoef
Equivalent function in top-level NumPy module.

cov
Estimate the covariance matrix.

numpy.ma.**cov**(*x*, *y=None*, *rowvar=True*, *bias=False*, *allow_masked=True*, *ddof=None*)
Estimate the covariance matrix.

Except for the handling of missing data this function does the same as `numpy.cov`. For more details and examples, see `numpy.cov`.

By default, masked values are recognized as such. If *x* and *y* have the same shape, a common mask is allocated: if `x[i,j]` is masked, then `y[i,j]` will also be masked. Setting *allow_masked* to False will raise an exception if values are missing in either of the input arrays.

Parameters

x : array_like

A 1-D or 2-D array containing multiple variables and observations. Each row of *x* represents a variable, and each column a single observation of all those variables. Also see *rowvar* below.

y : array_like, optional

An additional set of variables and observations. *y* has the same form as *x*.

rowvar : bool, optional

If *rowvar* is True (default), then each row represents a variable, with observations in the columns. Otherwise, the relationship is transposed: each column represents a variable, while the rows contain observations.

bias : bool, optional

Default normalization (False) is by `(N-1)`, where `N` is the number of observations given (unbiased estimate). If *bias* is True, then normalization is by `N`. This keyword can be overridden by the keyword `ddof` in numpy versions >= 1.5.

allow_masked : bool, optional

If True, masked values are propagated pair-wise: if a value is masked in *x*, the corresponding value is masked in *y*. If False, raises a *ValueError* exception when some values are missing.

ddof : {None, int}, optional

New in version 1.5. If not `None` normalization is by `(N - ddof)`, where `N` is the number of observations; this overrides the value implied by `bias`. The default value is `None`.

Raises

ValueError

Raised if some values are missing and *allow_masked* is False.

See Also:

`numpy.cov`

numpy.ma.**cumsum**(*self*, *axis=None*, *dtype=None*, *out=None*) **= <numpy.ma.core._frommethod instance at 0x1cfa368>**

Return the cumulative sum of the elements along the given axis. The cumulative sum is calculated over the flattened array by default, otherwise over the specified axis.

Masked values are set to 0 internally during the computation. However, their position is saved, and the result will be masked at the same locations.

Parameters

axis : {None, -1, int}, optional

Axis along which the sum is computed. The default (*axis* = None) is to compute over the flattened array. *axis* may be negative, in which case it counts from the last to the first axis.

dtype : {None, dtype}, optional

Type of the returned array and of the accumulator in which the elements are summed. If *dtype* is not specified, it defaults to the dtype of *a*, unless *a* has an integer dtype with a precision less than that of the default platform integer. In that case, the default platform integer is used.

out : ndarray, optional

Alternative output array in which to place the result. It must have the same shape and buffer length as the expected output but the type will be cast if necessary.

Returns

cumsum : ndarray.

A new array holding the result is returned unless `out` is specified, in which case a reference to `out` is returned.

Notes

The mask is lost if *out* is not a valid `MaskedArray` !

Arithmetic is modular when using integer types, and no error is raised on overflow.

Examples

```
>>> marr = np.ma.array(np.arange(10), mask=[0,0,0,1,1,1,0,0,0,0])
>>> print marr.cumsum()
[0 1 3 -- -- -- 9 16 24 33]
```

numpy.ma.**cumprod**(*self*, *axis=None*, *dtype=None*, *out=None*) **= <numpy.ma.core._frommethod instance at 0x1cfa2d8>**

Return the cumulative product of the elements along the given axis. The cumulative product is taken over the flattened array by default, otherwise over the specified axis.

Masked values are set to 1 internally during the computation. However, their position is saved, and the result will be masked at the same locations.

Parameters

axis : {None, -1, int}, optional

Axis along which the product is computed. The default (*axis* = None) is to compute over the flattened array.

dtype : {None, dtype}, optional

Determines the type of the returned array and of the accumulator where the elements are multiplied. If `dtype` has the value `None` and the type of `a` is an integer type of precision less than the default platform integer, then the default platform integer precision is used. Otherwise, the dtype is the same as that of `a`.

out : ndarray, optional

Alternative output array in which to place the result. It must have the same shape and buffer length as the expected output but the type will be cast if necessary.

Returns

cumprod : ndarray

A new array holding the result is returned unless out is specified, in which case a reference to out is returned.

Notes

The mask is lost if *out* is not a valid MaskedArray !

Arithmetic is modular when using integer types, and no error is raised on overflow.

`numpy.ma.`**`mean`**(*self*, *axis=None*, *dtype=None*, *out=None*) **= <numpy.ma.core._frommethod instance at 0x1cfa5a8>**

Returns the average of the array elements.

Masked entries are ignored. The average is taken over the flattened array by default, otherwise over the specified axis. Refer to `numpy.mean` for the full documentation.

Parameters

a : array_like

Array containing numbers whose mean is desired. If *a* is not an array, a conversion is attempted.

axis : int, optional

Axis along which the means are computed. The default is to compute the mean of the flattened array.

dtype : dtype, optional

Type to use in computing the mean. For integer inputs, the default is float64; for floating point, inputs it is the same as the input dtype.

out : ndarray, optional

Alternative output array in which to place the result. It must have the same shape as the expected output but the type will be cast if necessary.

Returns

mean : ndarray, see dtype parameter above

If *out=None*, returns a new array containing the mean values, otherwise a reference to the output array is returned.

See Also:

`numpy.ma.mean`

Equivalent function.

numpy.mean
Equivalent function on non-masked arrays.

numpy.ma.average
Weighted average.

Examples

```
>>> a = np.ma.array([1,2,3], mask=[False, False, True])
>>> a
masked_array(data = [1 2 --],
             mask = [False False  True],
       fill_value = 999999)
>>> a.mean()
1.5
```

numpy.ma.**median**(*a*, *axis=None*, *out=None*, *overwrite_input=False*)
Compute the median along the specified axis.

Returns the median of the array elements.

Parameters

a : array_like

Input array or object that can be converted to an array.

axis : int, optional

Axis along which the medians are computed. The default (None) is to compute the median along a flattened version of the array.

out : ndarray, optional

Alternative output array in which to place the result. It must have the same shape and buffer length as the expected output but the type will be cast if necessary.

overwrite_input : bool, optional

If True, then allow use of memory of input array (a) for calculations. The input array will be modified by the call to median. This will save memory when you do not need to preserve the contents of the input array. Treat the input as undefined, but it will probably be fully or partially sorted. Default is False. Note that, if *overwrite_input* is True, and the input is not already an *ndarray*, an error will be raised.

Returns

median : ndarray

A new array holding the result is returned unless out is specified, in which case a reference to out is returned. Return data-type is *float64* for integers and floats smaller than *float64*, or the input data-type, otherwise.

See Also:

`mean`

Notes

Given a vector `V` with `N` non masked values, the median of `V` is the middle value of a sorted copy of `V` (`Vs`) - i.e. `Vs[(N-1)/2]`, when `N` is odd, or `{Vs[N/2 - 1] + Vs[N/2]}/2` when `N` is even.

Examples

```
>>> x = np.ma.array(np.arange(8), mask=[0]*4 + [1]*4)
>>> np.ma.extras.median(x)
1.5

>>> x = np.ma.array(np.arange(10).reshape(2, 5), mask=[0]*6 + [1]*4)
>>> np.ma.extras.median(x)
2.5
>>> np.ma.extras.median(x, axis=-1, overwrite_input=True)
masked_array(data = [ 2.  5.],
             mask = False,
       fill_value = 1e+20)
```

numpy.ma.**power**(*a*, *b*, *third=None*)

Returns element-wise base array raised to power from second array.

This is the masked array version of `numpy.power`. For details see `numpy.power`.

See Also:

`numpy.power`

Notes

The *out* argument to `numpy.power` is not supported, *third* has to be None.

numpy.ma.**prod**(*self*, *axis=None*, *dtype=None*, *out=None*) **= <numpy.ma.core._frommethod instance at 0x1cfa6c8>**

Return the product of the array elements over the given axis. Masked elements are set to 1 internally for computation.

Parameters

axis : {None, int}, optional

Axis over which the product is taken. If None is used, then the product is over all the array elements.

dtype : {None, dtype}, optional

Determines the type of the returned array and of the accumulator where the elements are multiplied. If `dtype` has the value `None` and the type of a is an integer type of precision less than the default platform integer, then the default platform integer precision is used. Otherwise, the dtype is the same as that of a.

out : {None, array}, optional

Alternative output array in which to place the result. It must have the same shape as the expected output but the type will be cast if necessary.

Returns

product_along_axis : {array, scalar}, see dtype parameter above.

Returns an array whose shape is the same as a with the specified axis removed. Returns a 0d array when a is 1d or axis=None. Returns a reference to the specified output array if specified.

See Also:

prod

equivalent function

Notes

Arithmetic is modular when using integer types, and no error is raised on overflow.

Examples

```
>>> np.prod([1.,2.])
2.0
>>> np.prod([1.,2.], dtype=np.int32)
2
>>> np.prod([[1.,2.],[3.,4.]])
24.0
>>> np.prod([[1.,2.],[3.,4.]], axis=1)
array([  2.,  12.])
```

numpy.ma.**std**(*self*, *axis=None*, *dtype=None*, *out=None*, *ddof=0*) **= <numpy.ma.core._frommethod instance at 0x1cfa9e0>**

Compute the standard deviation along the specified axis.

Returns the standard deviation, a measure of the spread of a distribution, of the array elements. The standard deviation is computed for the flattened array by default, otherwise over the specified axis.

Parameters

a : array_like

Calculate the standard deviation of these values.

axis : int, optional

Axis along which the standard deviation is computed. The default is to compute the standard deviation of the flattened array.

dtype : dtype, optional

Type to use in computing the standard deviation. For arrays of integer type the default is float64, for arrays of float types it is the same as the array type.

out : ndarray, optional

Alternative output array in which to place the result. It must have the same shape as the expected output but the type (of the calculated values) will be cast if necessary.

ddof : int, optional

Means Delta Degrees of Freedom. The divisor used in calculations is `N - ddof`, where `N` represents the number of elements. By default *ddof* is zero.

keepdims : bool, optional

If this is set to True, the axes which are reduced are left in the result as dimensions with size one. With this option, the result will broadcast correctly against the original *arr*.

Returns

standard_deviation : ndarray, see dtype parameter above.

If *out* is None, return a new array containing the standard deviation, otherwise return a reference to the output array.

See Also:

`var`, `mean`, `nanmean`, `nanstd`, `nanvar`

numpy.doc.ufuncs

Section “Output arguments”

Notes

The standard deviation is the square root of the average of the squared deviations from the mean, i.e., `std = sqrt(mean(abs(x - x.mean())**2))`.

The average squared deviation is normally calculated as `x.sum() / N`, where `N = len(x)`. If, however, *ddof* is specified, the divisor `N - ddof` is used instead. In standard statistical practice, `ddof=1` provides an unbiased estimator of the variance of the infinite population. `ddof=0` provides a maximum likelihood estimate of the variance for normally distributed variables. The standard deviation computed in this function is the square root of the estimated variance, so even with `ddof=1`, it will not be an unbiased estimate of the standard deviation per se.

Note that, for complex numbers, `std` takes the absolute value before squaring, so that the result is always real and nonnegative.

For floating-point input, the *std* is computed using the same precision the input has. Depending on the input data, this can cause the results to be inaccurate, especially for float32 (see example below). Specifying a higher-accuracy accumulator using the *dtype* keyword can alleviate this issue.

Examples

```
>>> a = np.array([[1, 2], [3, 4]])
>>> np.std(a)
1.1180339887498949
>>> np.std(a, axis=0)
array([ 1.,  1.])
>>> np.std(a, axis=1)
array([ 0.5,  0.5])
```

In single precision, std() can be inaccurate:

```
>>> a = np.zeros((2,512*512), dtype=np.float32)
>>> a[0,:] = 1.0
>>> a[1,:] = 0.1
>>> np.std(a)
0.45172946707416706
```

Computing the standard deviation in float64 is more accurate:

```
>>> np.std(a, dtype=np.float64)
0.44999999925552653
```

numpy.ma.**sum**(*self*, *axis=None*, *dtype=None*, *out=None*) **= <numpy.ma.core._frommethod instance at 0x1cfaa70>**

Return the sum of the array elements over the given axis. Masked elements are set to 0 internally.

Parameters

axis : {None, -1, int}, optional

Axis along which the sum is computed. The default (*axis* = None) is to compute over the flattened array.

dtype : {None, dtype}, optional

Determines the type of the returned array and of the accumulator where the elements are summed. If dtype has the value None and the type of a is an integer type of precision less than the default platform integer, then the default platform integer precision is used. Otherwise, the dtype is the same as that of a.

out : {None, ndarray}, optional

Alternative output array in which to place the result. It must have the same shape and buffer length as the expected output but the type will be cast if necessary.

Returns

sum_along_axis : MaskedArray or scalar

An array with the same shape as self, with the specified axis removed. If self is a 0-d array, or if *axis* is None, a scalar is returned. If an output array is specified, a reference to *out* is returned.

Examples

```
>>> x = np.ma.array([[1,2,3],[4,5,6],[7,8,9]], mask=[0] + [1,0]*4)
>>> print x
[[1 -- 3]
 [-- 5 --]
 [7 -- 9]]
>>> print x.sum()
25
>>> print x.sum(axis=1)
[4 5 16]
>>> print x.sum(axis=0)
[8 5 12]
>>> print type(x.sum(axis=0, dtype=np.int64)[0])
<type 'numpy.int64'>
```

numpy.ma.**var**(*self*, *axis=None*, *dtype=None*, *out=None*, *ddof=0*) **= <numpy.ma.core._frommethod instance at 0x1cfab90>**

Compute the variance along the specified axis.

Returns the variance of the array elements, a measure of the spread of a distribution. The variance is computed for the flattened array by default, otherwise over the specified axis.

Parameters

a : array_like

Array containing numbers whose variance is desired. If *a* is not an array, a conversion is attempted.

axis : int, optional

Axis along which the variance is computed. The default is to compute the variance of the flattened array.

dtype : data-type, optional

Type to use in computing the variance. For arrays of integer type the default is *float32*; for arrays of float types it is the same as the array type.

out : ndarray, optional

Alternate output array in which to place the result. It must have the same shape as the expected output, but the type is cast if necessary.

ddof : int, optional

"Delta Degrees of Freedom": the divisor used in the calculation is `N - ddof`, where `N` represents the number of elements. By default *ddof* is zero.

keepdims : bool, optional

If this is set to True, the axes which are reduced are left in the result as dimensions with size one. With this option, the result will broadcast correctly against the original *arr*.

Returns

variance : ndarray, see dtype parameter above

If `out=None`, returns a new array containing the variance; otherwise, a reference to the output array is returned.

See Also:

`std`, `mean`, `nanmean`, `nanstd`, `nanvar`

numpy.doc.ufuncs
Section "Output arguments"

Notes

The variance is the average of the squared deviations from the mean, i.e., `var = mean(abs(x - x.mean())**2)`.

The mean is normally calculated as `x.sum() / N`, where `N = len(x)`. If, however, *ddof* is specified, the divisor `N - ddof` is used instead. In standard statistical practice, `ddof=1` provides an unbiased estimator of the variance of a hypothetical infinite population. `ddof=0` provides a maximum likelihood estimate of the variance for normally distributed variables.

Note that for complex numbers, the absolute value is taken before squaring, so that the result is always real and nonnegative.

For floating-point input, the variance is computed using the same precision the input has. Depending on the input data, this can cause the results to be inaccurate, especially for *float32* (see example below). Specifying a higher-accuracy accumulator using the `dtype` keyword can alleviate this issue.

Examples

```
>>> a = np.array([[1,2],[3,4]])
>>> np.var(a)
1.25
>>> np.var(a, axis=0)
array([ 1.,  1.])
>>> np.var(a, axis=1)
array([ 0.25,  0.25])
```

In single precision, var() can be inaccurate:

```
>>> a = np.zeros((2,512*512), dtype=np.float32)
>>> a[0,:] = 1.0
>>> a[1,:] = 0.1
>>> np.var(a)
0.20405951142311096
```

Computing the variance in float64 is more accurate:

```
>>> np.var(a, dtype=np.float64)
0.20249999932997387
>>> ((1-0.55)**2 + (0.1-0.55)**2)/2
0.20250000000000001
```

`MaskedArray.`**anom**(*axis=None*, *dtype=None*)
Compute the anomalies (deviations from the arithmetic mean) along the given axis.

Returns an array of anomalies, with the same shape as the input and where the arithmetic mean is computed along the given axis.

Parameters

axis : int, optional

Axis over which the anomalies are taken. The default is to use the mean of the flattened array as reference.

dtype : dtype, optional

Type to use in computing the variance. For arrays of integer type
the default is float32; for arrays of float types it is the same as the array type.

See Also:

mean
Compute the mean of the array.

Examples

```
>>> a = np.ma.array([1,2,3])
>>> a.anom()
masked_array(data = [-1.  0.  1.],
             mask = False,
       fill_value = 1e+20)
```

`MaskedArray.`**`cumprod`**(*axis=None*, *dtype=None*, *out=None*)

Return the cumulative product of the elements along the given axis. The cumulative product is taken over the flattened array by default, otherwise over the specified axis.

Masked values are set to 1 internally during the computation. However, their position is saved, and the result will be masked at the same locations.

Parameters

axis : {None, -1, int}, optional

Axis along which the product is computed. The default (*axis* = None) is to compute over the flattened array.

dtype : {None, dtype}, optional

Determines the type of the returned array and of the accumulator where the elements are multiplied. If `dtype` has the value `None` and the type of `a` is an integer type of precision less than the default platform integer, then the default platform integer precision is used. Otherwise, the dtype is the same as that of `a`.

out : ndarray, optional

Alternative output array in which to place the result. It must have the same shape and buffer length as the expected output but the type will be cast if necessary.

Returns

cumprod : ndarray

A new array holding the result is returned unless out is specified, in which case a reference to out is returned.

Notes

The mask is lost if *out* is not a valid MaskedArray !

Arithmetic is modular when using integer types, and no error is raised on overflow.

MaskedArray.**cumsum**(*axis=None*, *dtype=None*, *out=None*)

Return the cumulative sum of the elements along the given axis. The cumulative sum is calculated over the flattened array by default, otherwise over the specified axis.

Masked values are set to 0 internally during the computation. However, their position is saved, and the result will be masked at the same locations.

Parameters

axis : {None, -1, int}, optional

Axis along which the sum is computed. The default (*axis* = None) is to compute over the flattened array. *axis* may be negative, in which case it counts from the last to the first axis.

dtype : {None, dtype}, optional

Type of the returned array and of the accumulator in which the elements are summed. If `dtype` is not specified, it defaults to the dtype of *a*, unless *a* has an integer dtype with a precision less than that of the default platform integer. In that case, the default platform integer is used.

out : ndarray, optional

Alternative output array in which to place the result. It must have the same shape and buffer length as the expected output but the type will be cast if necessary.

Returns

cumsum : ndarray.

A new array holding the result is returned unless `out` is specified, in which case a reference to `out` is returned.

Notes

The mask is lost if *out* is not a valid `MaskedArray` !

Arithmetic is modular when using integer types, and no error is raised on overflow.

Examples

```
>>> marr = np.ma.array(np.arange(10), mask=[0,0,0,1,1,1,0,0,0,0])
>>> print marr.cumsum()
[0 1 3 -- -- -- 9 16 24 33]
```

MaskedArray.**mean**(*axis=None*, *dtype=None*, *out=None*)

Returns the average of the array elements.

Masked entries are ignored. The average is taken over the flattened array by default, otherwise over the specified axis. Refer to `numpy.mean` for the full documentation.

Parameters

a : array_like

Array containing numbers whose mean is desired. If *a* is not an array, a conversion is attempted.

axis : int, optional

Axis along which the means are computed. The default is to compute the mean of the flattened array.

dtype : dtype, optional

Type to use in computing the mean. For integer inputs, the default is float64; for floating point, inputs it is the same as the input dtype.

out : ndarray, optional

Alternative output array in which to place the result. It must have the same shape as the expected output but the type will be cast if necessary.

Returns

mean : ndarray, see dtype parameter above

If *out=None*, returns a new array containing the mean values, otherwise a reference to the output array is returned.

See Also:

numpy.ma.mean
Equivalent function.

numpy.mean
Equivalent function on non-masked arrays.

numpy.ma.average
Weighted average.

Examples

```
>>> a = np.ma.array([1,2,3], mask=[False, False, True])
>>> a
masked_array(data = [1 2 --],
             mask = [False False  True],
       fill_value = 999999)
>>> a.mean()
1.5
```

MaskedArray.**prod**(*axis=None*, *dtype=None*, *out=None*)
Return the product of the array elements over the given axis. Masked elements are set to 1 internally for computation.

Parameters

axis : {None, int}, optional

Axis over which the product is taken. If None is used, then the product is over all the array elements.

dtype : {None, dtype}, optional

Determines the type of the returned array and of the accumulator where the elements are multiplied. If `dtype` has the value `None` and the type of a is an integer type of precision less than the default platform integer, then the default platform integer precision is used. Otherwise, the dtype is the same as that of a.

out : {None, array}, optional

Alternative output array in which to place the result. It must have the same shape as the expected output but the type will be cast if necessary.

Returns

product_along_axis : {array, scalar}, see dtype parameter above.

Returns an array whose shape is the same as a with the specified axis removed. Returns a 0d array when a is 1d or axis=None. Returns a reference to the specified output array if specified.

See Also:

prod
equivalent function

Notes

Arithmetic is modular when using integer types, and no error is raised on overflow.

Examples

```
>>> np.prod([1.,2.])
2.0
>>> np.prod([1.,2.], dtype=np.int32)
2
>>> np.prod([[1.,2.],[3.,4.]])
24.0
>>> np.prod([[1.,2.],[3.,4.]], axis=1)
array([  2.,  12.])
```

`MaskedArray.`**`std`**(*axis=None*, *dtype=None*, *out=None*, *ddof=0*)
Compute the standard deviation along the specified axis.

Returns the standard deviation, a measure of the spread of a distribution, of the array elements. The standard deviation is computed for the flattened array by default, otherwise over the specified axis.

Parameters

a : array_like

Calculate the standard deviation of these values.

axis : int, optional

Axis along which the standard deviation is computed. The default is to compute the standard deviation of the flattened array.

dtype : dtype, optional

Type to use in computing the standard deviation. For arrays of integer type the default is float64, for arrays of float types it is the same as the array type.

out : ndarray, optional

Alternative output array in which to place the result. It must have the same shape as the expected output but the type (of the calculated values) will be cast if necessary.

ddof : int, optional

Means Delta Degrees of Freedom. The divisor used in calculations is `N - ddof`, where `N` represents the number of elements. By default *ddof* is zero.

keepdims : bool, optional

If this is set to True, the axes which are reduced are left in the result as dimensions with size one. With this option, the result will broadcast correctly against the original *arr*.

Returns

standard_deviation : ndarray, see dtype parameter above.

If *out* is None, return a new array containing the standard deviation, otherwise return a reference to the output array.

See Also:

`var`, `mean`, `nanmean`, `nanstd`, `nanvar`

numpy.doc.ufuncs
Section "Output arguments"

Notes

The standard deviation is the square root of the average of the squared deviations from the mean, i.e., `std = sqrt(mean(abs(x - x.mean())**2))`.

The average squared deviation is normally calculated as `x.sum() / N`, where `N = len(x)`. If, however, *ddof* is specified, the divisor `N - ddof` is used instead. In standard statistical practice, `ddof=1` provides an unbiased estimator of the variance of the infinite population. `ddof=0` provides a maximum likelihood estimate of the variance for normally distributed variables. The standard deviation computed in this function is the square root of the estimated variance, so even with `ddof=1`, it will not be an unbiased estimate of the standard deviation per se.

Note that, for complex numbers, `std` takes the absolute value before squaring, so that the result is always real and nonnegative.

For floating-point input, the *std* is computed using the same precision the input has. Depending on the input data, this can cause the results to be inaccurate, especially for float32 (see example below). Specifying a higher-accuracy accumulator using the `dtype` keyword can alleviate this issue.

Examples

```
>>> a = np.array([[1, 2], [3, 4]])
>>> np.std(a)
1.1180339887498949
>>> np.std(a, axis=0)
array([ 1.,  1.])
>>> np.std(a, axis=1)
array([ 0.5,  0.5])
```

In single precision, std() can be inaccurate:

```
>>> a = np.zeros((2,512*512), dtype=np.float32)
>>> a[0,:] = 1.0
>>> a[1,:] = 0.1
>>> np.std(a)
0.45172946707416706
```

Computing the standard deviation in float64 is more accurate:

```
>>> np.std(a, dtype=np.float64)
0.44999999925552653
```

MaskedArray.**sum**(*axis=None*, *dtype=None*, *out=None*)
Return the sum of the array elements over the given axis. Masked elements are set to 0 internally.

Parameters

axis : {None, -1, int}, optional

Axis along which the sum is computed. The default (*axis* = None) is to compute over the flattened array.

dtype : {None, dtype}, optional

Determines the type of the returned array and of the accumulator where the elements are summed. If dtype has the value None and the type of a is an integer type of precision

less than the default platform integer, then the default platform integer precision is used. Otherwise, the dtype is the same as that of a.

out : {None, ndarray}, optional

Alternative output array in which to place the result. It must have the same shape and buffer length as the expected output but the type will be cast if necessary.

Returns

sum_along_axis : MaskedArray or scalar

An array with the same shape as self, with the specified axis removed. If self is a 0-d array, or if *axis* is None, a scalar is returned. If an output array is specified, a reference to *out* is returned.

Examples

```
>>> x = np.ma.array([[1,2,3],[4,5,6],[7,8,9]], mask=[0] + [1,0]*4)
>>> print x
[[1 -- 3]
 [-- 5 --]
 [7 -- 9]]
>>> print x.sum()
25
>>> print x.sum(axis=1)
[4 5 16]
>>> print x.sum(axis=0)
[8 5 12]
>>> print type(x.sum(axis=0, dtype=np.int64)[0])
<type 'numpy.int64'>
```

`MaskedArray.`**`var`**(*axis=None*, *dtype=None*, *out=None*, *ddof=0*)

Compute the variance along the specified axis.

Returns the variance of the array elements, a measure of the spread of a distribution. The variance is computed for the flattened array by default, otherwise over the specified axis.

Parameters

a : array_like

Array containing numbers whose variance is desired. If *a* is not an array, a conversion is attempted.

axis : int, optional

Axis along which the variance is computed. The default is to compute the variance of the flattened array.

dtype : data-type, optional

Type to use in computing the variance. For arrays of integer type the default is *float32*; for arrays of float types it is the same as the array type.

out : ndarray, optional

Alternate output array in which to place the result. It must have the same shape as the expected output, but the type is cast if necessary.

ddof : int, optional

"Delta Degrees of Freedom": the divisor used in the calculation is `N - ddof`, where `N` represents the number of elements. By default *ddof* is zero.

keepdims : bool, optional

If this is set to True, the axes which are reduced are left in the result as dimensions with size one. With this option, the result will broadcast correctly against the original *arr*.

Returns

variance : ndarray, see dtype parameter above

If `out=None`, returns a new array containing the variance; otherwise, a reference to the output array is returned.

See Also:

`std`, `mean`, `nanmean`, `nanstd`, `nanvar`

`numpy.doc.ufuncs`
Section "Output arguments"

Notes

The variance is the average of the squared deviations from the mean, i.e., `var = mean(abs(x - x.mean())**2)`.

The mean is normally calculated as `x.sum() / N`, where `N = len(x)`. If, however, *ddof* is specified, the divisor `N - ddof` is used instead. In standard statistical practice, `ddof=1` provides an unbiased estimator of the variance of a hypothetical infinite population. `ddof=0` provides a maximum likelihood estimate of the variance for normally distributed variables.

Note that for complex numbers, the absolute value is taken before squaring, so that the result is always real and nonnegative.

For floating-point input, the variance is computed using the same precision the input has. Depending on the input data, this can cause the results to be inaccurate, especially for *float32* (see example below). Specifying a higher-accuracy accumulator using the `dtype` keyword can alleviate this issue.

Examples

```
>>> a = np.array([[1,2],[3,4]])
>>> np.var(a)
1.25
>>> np.var(a, axis=0)
array([ 1.,  1.])
>>> np.var(a, axis=1)
array([ 0.25,  0.25])
```

In single precision, var() can be inaccurate:

```
>>> a = np.zeros((2,512*512), dtype=np.float32)
>>> a[0,:] = 1.0
>>> a[1,:] = 0.1
>>> np.var(a)
0.20405951142311096
```

Computing the variance in float64 is more accurate:

```
>>> np.var(a, dtype=np.float64)
0.20249999932997387
>>> ((1-0.55)**2 + (0.1-0.55)**2)/2
0.20250000000000001
```

Minimum/maximum

Continued on next page

Table 1.96 – continued from previous page

ma.argmax(a[, axis, fill_value])	Function version of the eponymous method.
ma.argmin(a[, axis, fill_value])	Returns array of indices of the maximum values along the given axis.
ma.max(obj[, axis, out, fill_value])	Return the maximum along a given axis.
ma.min(obj[, axis, out, fill_value])	Return the minimum along a given axis.
ma.ptp(obj[, axis, out, fill_value])	Return (maximum - minimum) along the the given dimension (i.e.
ma.MaskedArray.argmax([axis, fill_value, out])	Returns array of indices of the maximum values along the given axis.
ma.MaskedArray.argmin([axis, fill_value, out])	Return array of indices to the minimum values along the given axis.
ma.MaskedArray.max([axis, out, fill_value])	Return the maximum along a given axis.
ma.MaskedArray.min([axis, out, fill_value])	Return the minimum along a given axis.
ma.MaskedArray.ptp([axis, out, fill_value])	Return (maximum - minimum) along the the given dimension (i.e.

numpy.ma.**argmax**(*a*, *axis=None*, *fill_value=None*)

Function version of the eponymous method.

numpy.ma.**argmin**(*a*, *axis=None*, *fill_value=None*)

Returns array of indices of the maximum values along the given axis. Masked values are treated as if they had the value fill_value.

Parameters

axis : {None, integer}

If None, the index is into the flattened array, otherwise along the specified axis

fill_value : {var}, optional

Value used to fill in the masked values. If None, the output of maximum_fill_value(self._data) is used instead.

out : {None, array}, optional

Array into which the result can be placed. Its type is preserved and it must be of the right shape to hold the output.

Returns

index_array : {integer_array}

Examples

```
>>> a = np.arange(6).reshape(2,3)
>>> a.argmax()
5
>>> a.argmax(0)
array([1, 1, 1])
>>> a.argmax(1)
array([2, 2])
```

numpy.ma.**max**(*obj*, *axis=None*, *out=None*, *fill_value=None*)

Return the maximum along a given axis.

Parameters

axis : {None, int}, optional

Axis along which to operate. By default, `axis` is None and the flattened input is used.

out : array_like, optional

Alternative output array in which to place the result. Must be of the same shape and buffer length as the expected output.

fill_value : {var}, optional

Value used to fill in the masked values. If None, use the output of maximum_fill_value().

Returns

amax : array_like

New array holding the result. If `out` was specified, `out` is returned.

See Also:

maximum_fill_value

Returns the maximum filling value for a given datatype.

numpy.ma.**min**(*obj*, *axis=None*, *out=None*, *fill_value=None*)

Return the minimum along a given axis.

Parameters

axis : {None, int}, optional

Axis along which to operate. By default, `axis` is None and the flattened input is used.

out : array_like, optional

Alternative output array in which to place the result. Must be of the same shape and buffer length as the expected output.

fill_value : {var}, optional

Value used to fill in the masked values. If None, use the output of `minimum_fill_value`.

Returns

amin : array_like

New array holding the result. If `out` was specified, `out` is returned.

See Also:

minimum_fill_value

Returns the minimum filling value for a given datatype.

numpy.ma.**ptp**(*obj*, *axis=None*, *out=None*, *fill_value=None*)

Return (maximum - minimum) along the the given dimension (i.e. peak-to-peak value).

Parameters

axis : {None, int}, optional

Axis along which to find the peaks. If None (default) the flattened array is used.

out : {None, array_like}, optional

Alternative output array in which to place the result. It must have the same shape and buffer length as the expected output but the type will be cast if necessary.

fill_value : {var}, optional

Value used to fill in the masked values.

Returns

ptp : ndarray.

A new array holding the result, unless `out` was specified, in which case a reference to `out` is returned.

`MaskedArray.`**`argmax`**(*axis=None*, *fill_value=None*, *out=None*)

Returns array of indices of the maximum values along the given axis. Masked values are treated as if they had the value fill_value.

Parameters

axis : {None, integer}

If None, the index is into the flattened array, otherwise along the specified axis

fill_value : {var}, optional

Value used to fill in the masked values. If None, the output of maximum_fill_value(self._data) is used instead.

out : {None, array}, optional

Array into which the result can be placed. Its type is preserved and it must be of the right shape to hold the output.

Returns

index_array : {integer_array}

Examples

```
>>> a = np.arange(6).reshape(2,3)
>>> a.argmax()
5
>>> a.argmax(0)
array([1, 1, 1])
>>> a.argmax(1)
array([2, 2])
```

`MaskedArray.`**`argmin`**(*axis=None*, *fill_value=None*, *out=None*)

Return array of indices to the minimum values along the given axis.

Parameters

axis : {None, integer}

If None, the index is into the flattened array, otherwise along the specified axis

fill_value : {var}, optional

Value used to fill in the masked values. If None, the output of minimum_fill_value(self._data) is used instead.

out : {None, array}, optional

Array into which the result can be placed. Its type is preserved and it must be of the right shape to hold the output.

Returns

{ndarray, scalar}

If multi-dimension input, returns a new ndarray of indices to the minimum values along the given axis. Otherwise, returns a scalar of index to the minimum values along the given axis.

Examples

```
>>> x = np.ma.array(arange(4), mask=[1,1,0,0])
>>> x.shape = (2,2)
>>> print x
[[-- --]
 [2 3]]
>>> print x.argmin(axis=0, fill_value=-1)
[0 0]
>>> print x.argmin(axis=0, fill_value=9)
[1 1]
```

MaskedArray.**max**(*axis=None*, *out=None*, *fill_value=None*)

Return the maximum along a given axis.

Parameters

axis : {None, int}, optional

Axis along which to operate. By default, `axis` is None and the flattened input is used.

out : array_like, optional

Alternative output array in which to place the result. Must be of the same shape and buffer length as the expected output.

fill_value : {var}, optional

Value used to fill in the masked values. If None, use the output of maximum_fill_value().

Returns

amax : array_like

New array holding the result. If `out` was specified, `out` is returned.

See Also:

maximum_fill_value

Returns the maximum filling value for a given datatype.

MaskedArray.**min**(*axis=None*, *out=None*, *fill_value=None*)

Return the minimum along a given axis.

Parameters

axis : {None, int}, optional

Axis along which to operate. By default, `axis` is None and the flattened input is used.

out : array_like, optional

Alternative output array in which to place the result. Must be of the same shape and buffer length as the expected output.

fill_value : {var}, optional

Value used to fill in the masked values. If None, use the output of `minimum_fill_value`.

Returns

amin : array_like

New array holding the result. If `out` was specified, `out` is returned.

See Also:

minimum_fill_value
Returns the minimum filling value for a given datatype.

MaskedArray.**ptp**(*axis=None*, *out=None*, *fill_value=None*)
Return (maximum - minimum) along the the given dimension (i.e. peak-to-peak value).

Parameters
axis : {None, int}, optional

Axis along which to find the peaks. If None (default) the flattened array is used.

out : {None, array_like}, optional

Alternative output array in which to place the result. It must have the same shape and buffer length as the expected output but the type will be cast if necessary.

fill_value : {var}, optional

Value used to fill in the masked values.

Returns
ptp : ndarray.

A new array holding the result, unless `out` was specified, in which case a reference to `out` is returned.

Sorting

ma.argsort(a[, axis, kind, order, fill_value])	Return an ndarray of indices that sort the array along the specified axis.
ma.sort(a[, axis, kind, order, endwith, ...])	Sort the array, in-place
ma.MaskedArray.argsort([axis, kind, order, ...])	Return an ndarray of indices that sort the array along the specified axis.
ma.MaskedArray.sort([axis, kind, order, ...])	Sort the array, in-place

numpy.ma.**argsort**(*a*, *axis=None*, *kind='quicksort'*, *order=None*, *fill_value=None*)
Return an ndarray of indices that sort the array along the specified axis. Masked values are filled beforehand to *fill_value*.

Parameters
axis : int, optional

Axis along which to sort. The default is -1 (last axis). If None, the flattened array is used.

fill_value : var, optional

Value used to fill the array before sorting. The default is the *fill_value* attribute of the input array.

kind : {'quicksort', 'mergesort', 'heapsort'}, optional

Sorting algorithm.

order : list, optional

When *a* is an array with fields defined, this argument specifies which fields to compare first, second, etc. Not all fields need be specified.

Returns
index_array : ndarray, int

Array of indices that sort *a* along the specified axis. In other words, `a[index_array]` yields a sorted *a*.

See Also:

`sort`
Describes sorting algorithms used.

`lexsort`
Indirect stable sort with multiple keys.

`ndarray.sort`
Inplace sort.

Notes

See `sort` for notes on the different sorting algorithms.

Examples

```
>>> a = np.ma.array([3,2,1], mask=[False, False, True])
>>> a
masked_array(data = [3 2 --],
             mask = [False False  True],
       fill_value = 999999)
>>> a.argsort()
array([1, 0, 2])
```

`numpy.ma.`**`sort`**(*a*, *axis=-1*, *kind='quicksort'*, *order=None*, *endwith=True*, *fill_value=None*)
Sort the array, in-place

Parameters

a : array_like

Array to be sorted.

axis : int, optional

Axis along which to sort. If None, the array is flattened before sorting. The default is -1, which sorts along the last axis.

kind : {'quicksort', 'mergesort', 'heapsort'}, optional

Sorting algorithm. Default is 'quicksort'.

order : list, optional

When *a* is a structured array, this argument specifies which fields to compare first, second, and so on. This list does not need to include all of the fields.

endwith : {True, False}, optional

Whether missing values (if any) should be forced in the upper indices (at the end of the array) (True) or lower indices (at the beginning).

fill_value : {var}, optional

Value used internally for the masked values. If `fill_value` is not None, it supersedes `endwith`.

Returns

sorted_array : ndarray

Array of the same type and shape as *a*.

See Also:

ndarray.sort
Method to sort an array in-place.

argsort
Indirect sort.

lexsort
Indirect stable sort on multiple keys.

searchsorted
Find elements in a sorted array.

Notes

See `sort` for notes on the different sorting algorithms.

Examples

```
>>> a = ma.array([1, 2, 5, 4, 3],mask=[0, 1, 0, 1, 0])
>>> # Default
>>> a.sort()
>>> print a
[1 3 5 -- --]

>>> a = ma.array([1, 2, 5, 4, 3],mask=[0, 1, 0, 1, 0])
>>> # Put missing values in the front
>>> a.sort(endwith=False)
>>> print a
[-- -- 1 3 5]

>>> a = ma.array([1, 2, 5, 4, 3],mask=[0, 1, 0, 1, 0])
>>> # fill_value takes over endwith
>>> a.sort(endwith=False, fill_value=3)
>>> print a
[1 -- -- 3 5]
```

`MaskedArray.`**argsort**(*axis=None*, *kind='quicksort'*, *order=None*, *fill_value=None*)
Return an ndarray of indices that sort the array along the specified axis. Masked values are filled beforehand to `fill_value`.

Parameters

axis : int, optional

Axis along which to sort. The default is -1 (last axis). If None, the flattened array is used.

fill_value : var, optional

Value used to fill the array before sorting. The default is the `fill_value` attribute of the input array.

kind : {'quicksort', 'mergesort', 'heapsort'}, optional

Sorting algorithm.

order : list, optional

When *a* is an array with fields defined, this argument specifies which fields to compare first, second, etc. Not all fields need be specified.

Returns

index_array : ndarray, int

Array of indices that sort *a* along the specified axis. In other words, `a[index_array]` yields a sorted *a*.

See Also:

sort
Describes sorting algorithms used.

lexsort
Indirect stable sort with multiple keys.

ndarray.sort
Inplace sort.

Notes

See `sort` for notes on the different sorting algorithms.

Examples

```
>>> a = np.ma.array([3,2,1], mask=[False, False, True])
>>> a
masked_array(data = [3 2 --],
             mask = [False False  True],
       fill_value = 999999)
>>> a.argsort()
array([1, 0, 2])
```

`MaskedArray.`**sort**(*axis=-1*, *kind='quicksort'*, *order=None*, *endwith=True*, *fill_value=None*)
Sort the array, in-place

Parameters

a : array_like

Array to be sorted.

axis : int, optional

Axis along which to sort. If None, the array is flattened before sorting. The default is -1, which sorts along the last axis.

kind : {'quicksort', 'mergesort', 'heapsort'}, optional

Sorting algorithm. Default is 'quicksort'.

order : list, optional

When *a* is a structured array, this argument specifies which fields to compare first, second, and so on. This list does not need to include all of the fields.

endwith : {True, False}, optional

Whether missing values (if any) should be forced in the upper indices (at the end of the array) (True) or lower indices (at the beginning).

fill_value : {var}, optional

Value used internally for the masked values. If `fill_value` is not None, it supersedes `endwith`.

Returns

sorted_array : ndarray

Array of the same type and shape as *a*.

See Also:

ndarray.sort
Method to sort an array in-place.

argsort
Indirect sort.

lexsort
Indirect stable sort on multiple keys.

searchsorted
Find elements in a sorted array.

Notes

See `sort` for notes on the different sorting algorithms.

Examples

```
>>> a = ma.array([1, 2, 5, 4, 3],mask=[0, 1, 0, 1, 0])
>>> # Default
>>> a.sort()
>>> print a
[1 3 5 -- --]

>>> a = ma.array([1, 2, 5, 4, 3],mask=[0, 1, 0, 1, 0])
>>> # Put missing values in the front
>>> a.sort(endwith=False)
>>> print a
[-- -- 1 3 5]

>>> a = ma.array([1, 2, 5, 4, 3],mask=[0, 1, 0, 1, 0])
>>> # fill_value takes over endwith
>>> a.sort(endwith=False, fill_value=3)
>>> print a
[1 -- -- 3 5]
```

Algebra

ma.diag(v[, k])	Extract a diagonal or construct a diagonal array.
ma.dot(a, b[, strict])	Return the dot product of two arrays.
ma.identity(n[, dtype])	Return the identity array.
ma.inner(a, b)	Inner product of two arrays.
ma.innerproduct(a, b)	Inner product of two arrays.
ma.outer(a, b)	Compute the outer product of two vectors.
ma.outerproduct(a, b)	Compute the outer product of two vectors.
ma.trace(self[, offset, axis1, axis2, ...])	Return the sum along diagonals of the array.
ma.transpose(a[, axes])	Permute the dimensions of an array.
ma.MaskedArray.trace([offset, axis1, axis2, ...])	Return the sum along diagonals of the array.
ma.MaskedArray.transpose(*axes)	Returns a view of the array with axes transposed.

numpy.ma.**diag**(*v*, *k=0*)
Extract a diagonal or construct a diagonal array.

This function is the equivalent of numpy.diag that takes masked values into account, see numpy.diag for details.

See Also:

numpy.diag
Equivalent function for ndarrays.

numpy.ma.**dot**(*a*, *b*, *strict=False*)
Return the dot product of two arrays.

Note: Works only with 2-D arrays at the moment.

This function is the equivalent of numpy.dot that takes masked values into account, see numpy.dot for details.

Parameters
a, b : ndarray

Inputs arrays.

strict : bool, optional

Whether masked data are propagated (True) or set to 0 (False) for the computation. Default is False. Propagating the mask means that if a masked value appears in a row or column, the whole row or column is considered masked.

See Also:

numpy.dot
Equivalent function for ndarrays.

Examples

```
>>> a = ma.array([[1, 2, 3], [4, 5, 6]], mask=[[1, 0, 0], [0, 0, 0]])
>>> b = ma.array([[1, 2], [3, 4], [5, 6]], mask=[[1, 0], [0, 0], [0, 0]])
>>> np.ma.dot(a, b)
masked_array(data =
 [[21 26]
 [45 64]],
             mask =
 [[False False]
 [False False]],
       fill_value = 999999)
>>> np.ma.dot(a, b, strict=True)
masked_array(data =
 [[-- --]
 [-- 64]],
             mask =
 [[ True  True]
 [ True False]],
       fill_value = 999999)
```

numpy.ma.**identity**(*n*, *dtype=None*) **= <numpy.ma.core._convert2ma instance at 0x1cfaea8>**
Return the identity array.

The identity array is a square array with ones on the main diagonal.

Parameters
n : int

Number of rows (and columns) in *n* x *n* output.

dtype : data-type, optional

Data-type of the output. Defaults to `float`.

Returns

out : ndarray

n x *n* array with its main diagonal set to one, and all other elements 0.

Examples

```
>>> np.identity(3)
array([[ 1.,  0.,  0.],
       [ 0.,  1.,  0.],
       [ 0.,  0.,  1.]])
```

numpy.ma.**inner**(*a*, *b*)

Inner product of two arrays.

Ordinary inner product of vectors for 1-D arrays (without complex conjugation), in higher dimensions a sum product over the last axes.

Parameters

a, b : array_like

If *a* and *b* are nonscalar, their last dimensions of must match.

Returns

out : ndarray

out.shape = a.shape[:-1] + b.shape[:-1]

Raises

ValueError

If the last dimension of *a* and *b* has different size.

See Also:

tensordot

Sum products over arbitrary axes.

dot

Generalised matrix product, using second last dimension of *b*.

einsum

Einstein summation convention.

Notes

Masked values are replaced by 0.

Examples

Ordinary inner product for vectors:

```
>>> a = np.array([1,2,3])
>>> b = np.array([0,1,0])
>>> np.inner(a, b)
2
```

A multidimensional example:

```
>>> a = np.arange(24).reshape((2,3,4))
>>> b = np.arange(4)
>>> np.inner(a, b)
array([[ 14,  38,  62],
       [ 86, 110, 134]])
```

An example where *b* is a scalar:

```
>>> np.inner(np.eye(2), 7)
array([[ 7.,  0.],
       [ 0.,  7.]])
```

numpy.ma.**innerproduct**(*a*, *b*)

Inner product of two arrays.

Ordinary inner product of vectors for 1-D arrays (without complex conjugation), in higher dimensions a sum product over the last axes.

Parameters

a, b : array_like

If *a* and *b* are nonscalar, their last dimensions of must match.

Returns

out : ndarray

out.shape = a.shape[:-1] + b.shape[:-1]

Raises

ValueError

If the last dimension of *a* and *b* has different size.

See Also:

tensordot

Sum products over arbitrary axes.

dot

Generalised matrix product, using second last dimension of *b*.

einsum

Einstein summation convention.

Notes

Masked values are replaced by 0.

Examples

Ordinary inner product for vectors:

```
>>> a = np.array([1,2,3])
>>> b = np.array([0,1,0])
>>> np.inner(a, b)
2
```

A multidimensional example:

```
>>> a = np.arange(24).reshape((2,3,4))
>>> b = np.arange(4)
>>> np.inner(a, b)
```

```
array([[ 14,  38,  62],
       [ 86, 110, 134]])
```

An example where *b* is a scalar:

```
>>> np.inner(np.eye(2), 7)
array([[ 7.,  0.],
       [ 0.,  7.]])
```

numpy.ma.**outer**(*a*, *b*)

Compute the outer product of two vectors.

Given two vectors, `a = [a0, a1, ..., aM]` and `b = [b0, b1, ..., bN]`, the outer product [R48] is:

```
[[a0*b0  a0*b1 ... a0*bN ]
 [a1*b0    .
 [ ...          .
 [aM*b0            aM*bN ]]
```

Parameters

a : (M,) array_like

First input vector. Input is flattened if not already 1-dimensional.

b : (N,) array_like

Second input vector. Input is flattened if not already 1-dimensional.

Returns

out : (M, N) ndarray

```
out[i, j] = a[i] * b[j]
```

See Also:

`inner`, `einsum`

Notes

Masked values are replaced by 0.

References

[R48]

Examples

Make a (*very* coarse) grid for computing a Mandelbrot set:

```
>>> rl = np.outer(np.ones((5,)), np.linspace(-2, 2, 5))
>>> rl
array([[-2., -1.,  0.,  1.,  2.],
       [-2., -1.,  0.,  1.,  2.],
       [-2., -1.,  0.,  1.,  2.],
       [-2., -1.,  0.,  1.,  2.],
       [-2., -1.,  0.,  1.,  2.]])
>>> im = np.outer(1j*np.linspace(2, -2, 5), np.ones((5,)))
>>> im
array([[ 0.+2.j,  0.+2.j,  0.+2.j,  0.+2.j,  0.+2.j],
       [ 0.+1.j,  0.+1.j,  0.+1.j,  0.+1.j,  0.+1.j],
       [ 0.+0.j,  0.+0.j,  0.+0.j,  0.+0.j,  0.+0.j],
```

```
       [ 0.-1.j,  0.-1.j,  0.-1.j,  0.-1.j,  0.-1.j],
       [ 0.-2.j,  0.-2.j,  0.-2.j,  0.-2.j,  0.-2.j]])
>>> grid = rl + im
>>> grid
array([[-2.+2.j, -1.+2.j,  0.+2.j,  1.+2.j,  2.+2.j],
       [-2.+1.j, -1.+1.j,  0.+1.j,  1.+1.j,  2.+1.j],
       [-2.+0.j, -1.+0.j,  0.+0.j,  1.+0.j,  2.+0.j],
       [-2.-1.j, -1.-1.j,  0.-1.j,  1.-1.j,  2.-1.j],
       [-2.-2.j, -1.-2.j,  0.-2.j,  1.-2.j,  2.-2.j]])
```

An example using a "vector" of letters:

```
>>> x = np.array(['a', 'b', 'c'], dtype=object)
>>> np.outer(x, [1, 2, 3])
array([[a, aa, aaa],
       [b, bb, bbb],
       [c, cc, ccc]], dtype=object)
```

numpy.ma.**outerproduct**(*a*, *b*)

Compute the outer product of two vectors.

Given two vectors, `a = [a0, a1, ..., aM]` and `b = [b0, b1, ..., bN]`, the outer product [R49] is:

```
[[a0*b0  a0*b1 ... a0*bN ]
 [a1*b0    .
 [ ...          .
 [aM*b0            aM*bN ]]
```

Parameters

a : (M,) array_like

First input vector. Input is flattened if not already 1-dimensional.

b : (N,) array_like

Second input vector. Input is flattened if not already 1-dimensional.

Returns

out : (M, N) ndarray

```
out[i, j] = a[i] * b[j]
```

See Also:

`inner`, `einsum`

Notes

Masked values are replaced by 0.

References

[R49]

Examples

Make a (*very* coarse) grid for computing a Mandelbrot set:

```
>>> rl = np.outer(np.ones((5,)), np.linspace(-2, 2, 5))
>>> rl
array([[-2., -1.,  0.,  1.,  2.],
       [-2., -1.,  0.,  1.,  2.],
       [-2., -1.,  0.,  1.,  2.],
       [-2., -1.,  0.,  1.,  2.],
       [-2., -1.,  0.,  1.,  2.]])
>>> im = np.outer(1j*np.linspace(2, -2, 5), np.ones((5,)))
>>> im
array([[ 0.+2.j,  0.+2.j,  0.+2.j,  0.+2.j,  0.+2.j],
       [ 0.+1.j,  0.+1.j,  0.+1.j,  0.+1.j,  0.+1.j],
       [ 0.+0.j,  0.+0.j,  0.+0.j,  0.+0.j,  0.+0.j],
       [ 0.-1.j,  0.-1.j,  0.-1.j,  0.-1.j,  0.-1.j],
       [ 0.-2.j,  0.-2.j,  0.-2.j,  0.-2.j,  0.-2.j]])
>>> grid = rl + im
>>> grid
array([[-2.+2.j, -1.+2.j,  0.+2.j,  1.+2.j,  2.+2.j],
       [-2.+1.j, -1.+1.j,  0.+1.j,  1.+1.j,  2.+1.j],
       [-2.+0.j, -1.+0.j,  0.+0.j,  1.+0.j,  2.+0.j],
       [-2.-1.j, -1.-1.j,  0.-1.j,  1.-1.j,  2.-1.j],
       [-2.-2.j, -1.-2.j,  0.-2.j,  1.-2.j,  2.-2.j]])
```

An example using a “vector” of letters:

```
>>> x = np.array(['a', 'b', 'c'], dtype=object)
>>> np.outer(x, [1, 2, 3])
array([[a, aa, aaa],
       [b, bb, bbb],
       [c, cc, ccc]], dtype=object)
```

numpy.ma.**trace**(*self*, *offset=0*, *axis1=0*, *axis2=1*, *dtype=None*, *out=None*) *a.trace(offset=0, axis1=0, axis2=1, dtype=None, out=None)* **= <numpy.ma.core._frommethod instance at 0x1cfab48>**

Return the sum along diagonals of the array.

Refer to `numpy.trace` for full documentation.

See Also:

numpy.trace
equivalent function

numpy.ma.**transpose**(*a*, *axes=None*)
Permute the dimensions of an array.

This function is exactly equivalent to `numpy.transpose`.

See Also:

numpy.transpose
Equivalent function in top-level NumPy module.

Examples

```
>>> import numpy.ma as ma
>>> x = ma.arange(4).reshape((2,2))
>>> x[1, 1] = ma.masked
>>>> x
```

```
masked_array(data =
 [[0 1]
 [2 --]],
             mask =
 [[False False]
 [False  True]],
       fill_value = 999999)
>>> ma.transpose(x)
masked_array(data =
 [[0 2]
 [1 --]],
             mask =
 [[False False]
 [False  True]],
       fill_value = 999999)
```

MaskedArray.**trace**(*offset=0*, *axis1=0*, *axis2=1*, *dtype=None*, *out=None*)

Return the sum along diagonals of the array.

Refer to `numpy.trace` for full documentation.

See Also:

numpy.trace
equivalent function

MaskedArray.**transpose**(**axes*)

Returns a view of the array with axes transposed.

For a 1-D array, this has no effect. (To change between column and row vectors, first cast the 1-D array into a matrix object.) For a 2-D array, this is the usual matrix transpose. For an n-D array, if axes are given, their order indicates how the axes are permuted (see Examples). If axes are not provided and `a.shape = (i[0], i[1], ... i[n-2], i[n-1])`, then `a.transpose().shape = (i[n-1], i[n-2], ... i[1], i[0])`.

Parameters

axes : None, tuple of ints, or *n* ints

- None or no argument: reverses the order of the axes.
- tuple of ints: *i* in the *j*-th place in the tuple means *a*'s *i*-th axis becomes *a.transpose()*'s *j*-th axis.
- *n* ints: same as an n-tuple of the same ints (this form is intended simply as a "convenience" alternative to the tuple form)

Returns

out : ndarray

View of *a*, with axes suitably permuted.

See Also:

ndarray.T
Array property returning the array transposed.

Examples

```
>>> a = np.array([[1, 2], [3, 4]])
>>> a
array([[1, 2],
       [3, 4]])
>>> a.transpose()
array([[1, 3],
       [2, 4]])
>>> a.transpose((1, 0))
array([[1, 3],
       [2, 4]])
>>> a.transpose(1, 0)
array([[1, 3],
       [2, 4]])
```

Polynomial fit

ma.vander(x[, n])	Generate a Van der Monde matrix.
ma.polyfit(x, y, deg[, rcond, full, w, cov])	Least squares polynomial fit.

numpy.ma.**vander**(*x*, *n=None*)

Generate a Van der Monde matrix.

The columns of the output matrix are decreasing powers of the input vector. Specifically, the *i*-th output column is the input vector raised element-wise to the power of `N - i - 1`. Such a matrix with a geometric progression in each row is named for Alexandre-Theophile Vandermonde.

Parameters

x : array_like

1-D input array.

N : int, optional

Order of (number of columns in) the output. If *N* is not specified, a square array is returned (`N = len(x)`).

Returns

out : ndarray

Van der Monde matrix of order *N*. The first column is `x^(N-1)`, the second `x^(N-2)` and so forth.

Notes

Masked values in the input array result in rows of zeros.

Examples

```
>>> x = np.array([1, 2, 3, 5])
>>> N = 3
>>> np.vander(x, N)
array([[ 1,  1,  1],
       [ 4,  2,  1],
       [ 9,  3,  1],
       [25,  5,  1]])

>>> np.column_stack([x**(N-1-i) for i in range(N)])
array([[ 1,  1,  1],
       [ 4,  2,  1],
```

```
       [ 9,  3,  1],
       [25,  5,  1]])

>>> x = np.array([1, 2, 3, 5])
>>> np.vander(x)
array([[  1,   1,   1,   1],
       [  8,   4,   2,   1],
       [ 27,   9,   3,   1],
       [125,  25,   5,   1]])
```

The determinant of a square Vandermonde matrix is the product of the differences between the values of the input vector:

```
>>> np.linalg.det(np.vander(x))
48.000000000000043
>>> (5-3)*(5-2)*(5-1)*(3-2)*(3-1)*(2-1)
48
```

numpy.ma.**polyfit**(*x*, *y*, *deg*, *rcond=None*, *full=False*, *w=None*, *cov=False*)

Least squares polynomial fit.

Fit a polynomial `p(x) = p[0] * x**deg + ... + p[deg]` of degree *deg* to points *(x, y)*. Returns a vector of coefficients *p* that minimises the squared error.

Parameters

x : array_like, shape (M,)

x-coordinates of the M sample points `(x[i], y[i])`.

y : array_like, shape (M,) or (M, K)

y-coordinates of the sample points. Several data sets of sample points sharing the same x-coordinates can be fitted at once by passing in a 2D-array that contains one dataset per column.

deg : int

Degree of the fitting polynomial

rcond : float, optional

Relative condition number of the fit. Singular values smaller than this relative to the largest singular value will be ignored. The default value is len(x)*eps, where eps is the relative precision of the float type, about 2e-16 in most cases.

full : bool, optional

Switch determining nature of return value. When it is False (the default) just the coefficients are returned, when True diagnostic information from the singular value decomposition is also returned.

w : array_like, shape (M,), optional

weights to apply to the y-coordinates of the sample points.

cov : bool, optional

Return the estimate and the covariance matrix of the estimate If full is True, then cov is not returned.

Returns

p : ndarray, shape (M,) or (M, K)

Polynomial coefficients, highest power first. If *y* was 2-D, the coefficients for *k*-th data set are in `p[:,k]`.

residuals, rank, singular_values, rcond : present only if *full* = True

Residuals of the least-squares fit, the effective rank of the scaled Vandermonde coefficient matrix, its singular values, and the specified value of *rcond*. For more details, see *linalg.lstsq*.

V : ndaray, shape (M,M) or (M,M,K)

The covariance matrix of the polynomial coefficient estimates. The diagonal of this matrix are the variance estimates for each coefficient. If y is a 2-d array, then the covariance matrix for the *k*-th data set are in `V[:,:,k]`

Warns

RankWarning

The rank of the coefficient matrix in the least-squares fit is deficient. The warning is only raised if *full* = False.

The warnings can be turned off by

```
>>> import warnings
>>> warnings.simplefilter('ignore', np.RankWarning)
```

See Also:

`polyval`
Computes polynomial values.

`linalg.lstsq`
Computes a least-squares fit.

`scipy.interpolate.UnivariateSpline`
Computes spline fits.

Notes

Any masked values in x is propagated in y, and vice-versa.

References

[R50], [R51]

Examples

```
>>> x = np.array([0.0, 1.0, 2.0, 3.0,  4.0,  5.0])
>>> y = np.array([0.0, 0.8, 0.9, 0.1, -0.8, -1.0])
>>> z = np.polyfit(x, y, 3)
>>> z
array([ 0.08703704, -0.81349206,  1.69312169, -0.03968254])
```

It is convenient to use *poly1d* objects for dealing with polynomials:

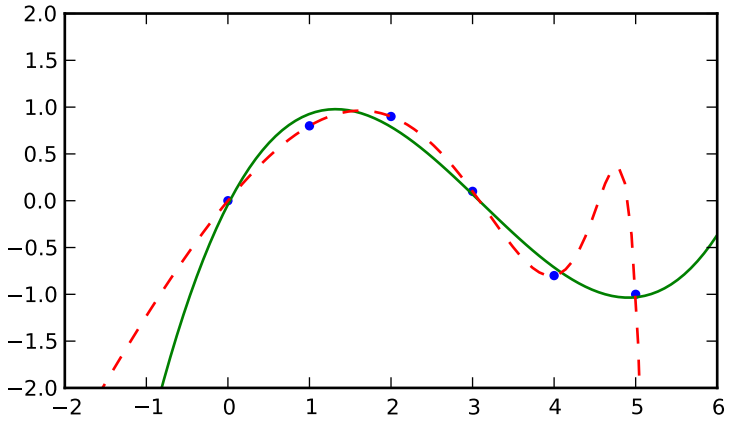
```
>>> p = np.poly1d(z)
>>> p(0.5)
0.6143849206349179
>>> p(3.5)
-0.34732142857143039
>>> p(10)
22.579365079365115
```

High-order polynomials may oscillate wildly:

```
>>> p30 = np.poly1d(np.polyfit(x, y, 30))
/... RankWarning: Polyfit may be poorly conditioned...
>>> p30(4)
-0.80000000000000204
>>> p30(5)
-0.99999999999999445
>>> p30(4.5)
-0.10547061179440398
```

Illustration:

```
>>> import matplotlib.pyplot as plt
>>> xp = np.linspace(-2, 6, 100)
>>> plt.plot(x, y, '.', xp, p(xp), '-', xp, p30(xp), '--')
[<matplotlib.lines.Line2D object at 0x...>, <matplotlib.lines.Line2D object at 0x...>, <matplotl
>>> plt.ylim(-2,2)
(-2, 2)
>>> plt.show()
```



Clipping and rounding

ma.around	Round an array to the given number of decimals.
ma.clip(a, a_min, a_max[, out])	Clip (limit) the values in an array.
ma.round(a[, decimals, out])	Return a copy of a, rounded to 'decimals' places.
ma.MaskedArray.clip(a_min, a_max[, out])	Return an array whose values are limited to [a_min, a_max].
ma.MaskedArray.round([decimals, out])	Return *a* with each element rounded to the given number of decimals.

numpy.ma.**around = <numpy.ma.core._MaskedUnaryOperation instance at 0x1cf05a8>**

Round an array to the given number of decimals.

Refer to around for full documentation.

See Also:

around

equivalent function

numpy.ma.**clip**(*a*, *a_min*, *a_max*, *out=None*)

Clip (limit) the values in an array.

Given an interval, values outside the interval are clipped to the interval edges. For example, if an interval of `[0, 1]` is specified, values smaller than 0 become 0, and values larger than 1 become 1.

Parameters

a : array_like

Array containing elements to clip.

a_min : scalar or array_like

Minimum value.

a_max : scalar or array_like

Maximum value. If *a_min* or *a_max* are array_like, then they will be broadcasted to the shape of *a*.

out : ndarray, optional

The results will be placed in this array. It may be the input array for in-place clipping. *out* must be of the right shape to hold the output. Its type is preserved.

Returns

clipped_array : ndarray

An array with the elements of *a*, but where values < *a_min* are replaced with *a_min*, and those > *a_max* with *a_max*.

See Also:

numpy.doc.ufuncs

Section "Output arguments"

Examples

```
>>> a = np.arange(10)
>>> np.clip(a, 1, 8)
array([1, 1, 2, 3, 4, 5, 6, 7, 8, 8])
>>> a
array([0, 1, 2, 3, 4, 5, 6, 7, 8, 9])
>>> np.clip(a, 3, 6, out=a)
array([3, 3, 3, 3, 4, 5, 6, 6, 6, 6])
>>> a = np.arange(10)
>>> a
array([0, 1, 2, 3, 4, 5, 6, 7, 8, 9])
>>> np.clip(a, [3,4,1,1,1,4,4,4,4,4], 8)
array([3, 4, 2, 3, 4, 5, 6, 7, 8, 8])
```

numpy.ma.**round**(*a*, *decimals=0*, *out=None*)

Return a copy of a, rounded to 'decimals' places.

When 'decimals' is negative, it specifies the number of positions to the left of the decimal point. The real and imaginary parts of complex numbers are rounded separately. Nothing is done if the array is not of float type and 'decimals' is greater than or equal to 0.

Parameters

decimals : int

Number of decimals to round to. May be negative.

out : array_like

Existing array to use for output. If not given, returns a default copy of a.

Notes

If out is given and does not have a mask attribute, the mask of a is lost!

`MaskedArray.`**`clip`**(*a_min*, *a_max*, *out=None*)

Return an array whose values are limited to `[a_min, a_max]`.

Refer to `numpy.clip` for full documentation.

See Also:

`numpy.clip`
equivalent function

`MaskedArray.`**`round`**(*decimals=0*, *out=None*)

Return *a* with each element rounded to the given number of decimals.

Refer to `numpy.around` for full documentation.

See Also:

`numpy.around`
equivalent function

Miscellanea

`ma.allequal`(a, b[, fill_value])	Return True if all entries of a and b are equal, using
`ma.allclose`(a, b[, masked_equal, rtol, atol])	Returns True if two arrays are element-wise equal within a tolerance.
`ma.apply_along_axis`(func1d, axis, arr, ...)	Apply a function to 1-D slices along the given axis.
`ma.arange`([start,] stop[, step,][, dtype])	Return evenly spaced values within a given interval.
`ma.choose`(indices, choices[, out, mode])	Use an index array to construct a new array from a set of choices.
`ma.ediff1d`(arr[, to_end, to_begin])	Compute the differences between consecutive elements of an array.
`ma.indices`(dimensions[, dtype])	Return an array representing the indices of a grid.
`ma.where`(condition[, x, y])	Return a masked array with elements from x or y, depending on condition.

`numpy.ma.`**`allequal`**(*a*, *b*, *fill_value=True*)

Return True if all entries of a and b are equal, using fill_value as a truth value where either or both are masked.

Parameters

a, b : array_like

Input arrays to compare.

fill_value : bool, optional

Whether masked values in a or b are considered equal (True) or not (False).

Returns

y : bool

Returns True if the two arrays are equal within the given tolerance, False otherwise. If either array contains NaN, then False is returned.

See Also:

`all`, `any`, `numpy.ma.allclose`

Examples

```
>>> a = ma.array([1e10, 1e-7, 42.0], mask=[0, 0, 1])
>>> a
masked_array(data = [10000000000.0 1e-07 --],
      mask = [False False  True],
      fill_value=1e+20)

>>> b = array([1e10, 1e-7, -42.0])
>>> b
array([  1.00000000e+10,   1.00000000e-07,  -4.20000000e+01])
>>> ma.allequal(a, b, fill_value=False)
False
>>> ma.allequal(a, b)
True
```

numpy.ma.**allclose**(*a*, *b*, *masked_equal=True*, *rtol=1e-05*, *atol=1e-08*)

Returns True if two arrays are element-wise equal within a tolerance.

This function is equivalent to `allclose` except that masked values are treated as equal (default) or unequal, depending on the `masked_equal` argument.

Parameters

a, b : array_like

Input arrays to compare.

masked_equal : bool, optional

Whether masked values in *a* and *b* are considered equal (True) or not (False). They are considered equal by default.

rtol : float, optional

Relative tolerance. The relative difference is equal to `rtol * b`. Default is 1e-5.

atol : float, optional

Absolute tolerance. The absolute difference is equal to *atol*. Default is 1e-8.

Returns

y : bool

Returns True if the two arrays are equal within the given tolerance, False otherwise. If either array contains NaN, then False is returned.

See Also:

`all`, `any`

numpy.allclose

the non-masked `allclose`.

Notes

If the following equation is element-wise True, then `allclose` returns True:

```
absolute('a' - 'b') <= ('atol' + 'rtol' * absolute('b'))
```

Return True if all elements of *a* and *b* are equal subject to given tolerances.

Examples

```
>>> a = ma.array([1e10, 1e-7, 42.0], mask=[0, 0, 1])
>>> a
masked_array(data = [10000000000.0 1e-07 --],
             mask = [False False  True],
       fill_value = 1e+20)
>>> b = ma.array([1e10, 1e-8, -42.0], mask=[0, 0, 1])
>>> ma.allclose(a, b)
False

>>> a = ma.array([1e10, 1e-8, 42.0], mask=[0, 0, 1])
>>> b = ma.array([1.00001e10, 1e-9, -42.0], mask=[0, 0, 1])
>>> ma.allclose(a, b)
True
>>> ma.allclose(a, b, masked_equal=False)
False
```

Masked values are not compared directly.

```
>>> a = ma.array([1e10, 1e-8, 42.0], mask=[0, 0, 1])
>>> b = ma.array([1.00001e10, 1e-9, 42.0], mask=[0, 0, 1])
>>> ma.allclose(a, b)
True
>>> ma.allclose(a, b, masked_equal=False)
False
```

numpy.ma.**apply_along_axis**(*func1d*, *axis*, *arr*, **args*, ***kwargs*)

Apply a function to 1-D slices along the given axis.

Execute *func1d(a, *args)* where *func1d* operates on 1-D arrays and *a* is a 1-D slice of *arr* along *axis*.

Parameters

func1d : function

This function should accept 1-D arrays. It is applied to 1-D slices of *arr* along the specified axis.

axis : integer

Axis along which *arr* is sliced.

arr : ndarray

Input array.

args : any

Additional arguments to *func1d*.

Returns

apply_along_axis : ndarray

The output array. The shape of *outarr* is identical to the shape of *arr*, except along the *axis* dimension, where the length of *outarr* is equal to the size of the return value of *func1d*. If *func1d* returns a scalar *outarr* will have one fewer dimensions than *arr*.

See Also:

apply_over_axes

Apply a function repeatedly over multiple axes.

Examples

```
>>> def my_func(a):
...     """Average first and last element of a 1-D array"""
...     return (a[0] + a[-1]) * 0.5
>>> b = np.array([[1,2,3], [4,5,6], [7,8,9]])
>>> np.apply_along_axis(my_func, 0, b)
array([ 4.,  5.,  6.])
>>> np.apply_along_axis(my_func, 1, b)
array([ 2.,  5.,  8.])
```

For a function that doesn't return a scalar, the number of dimensions in *outarr* is the same as *arr*.

```
>>> b = np.array([[8,1,7], [4,3,9], [5,2,6]])
>>> np.apply_along_axis(sorted, 1, b)
array([[1, 7, 8],
       [3, 4, 9],
       [2, 5, 6]])
```

numpy.ma.**arange**([*start*], *stop*[, *step*], *dtype=None*) **= <numpy.ma.core._convert2ma instance at 0x1cfad40>**

Return evenly spaced values within a given interval.

Values are generated within the half-open interval `[start, stop)` (in other words, the interval including *start* but excluding *stop*). For integer arguments the function is equivalent to the Python built-in range function, but returns an ndarray rather than a list.

When using a non-integer step, such as 0.1, the results will often not be consistent. It is better to use `linspace` for these cases.

Parameters

start : number, optional

Start of interval. The interval includes this value. The default start value is 0.

stop : number

End of interval. The interval does not include this value, except in some cases where *step* is not an integer and floating point round-off affects the length of *out*.

step : number, optional

Spacing between values. For any output *out*, this is the distance between two adjacent values, `out[i+1] - out[i]`. The default step size is 1. If *step* is specified, *start* must also be given.

dtype : dtype

The type of the output array. If *dtype* is not given, infer the data type from the other input arguments.

Returns

arange : ndarray

Array of evenly spaced values.

For floating point arguments, the length of the result is `ceil((stop - start)/step)`. Because of floating point overflow, this rule may result in the last element of *out* being greater than *stop*.

See Also:

`linspace`

Evenly spaced numbers with careful handling of endpoints.

ogrid
Arrays of evenly spaced numbers in N-dimensions.

mgrid
Grid-shaped arrays of evenly spaced numbers in N-dimensions.

Examples

```
>>> np.arange(3)
array([0, 1, 2])
>>> np.arange(3.0)
array([ 0.,  1.,  2.])
>>> np.arange(3,7)
array([3, 4, 5, 6])
>>> np.arange(3,7,2)
array([3, 5])
```

numpy.ma.**choose**(*indices*, *choices*, *out=None*, *mode='raise'*)
Use an index array to construct a new array from a set of choices.

Given an array of integers and a set of n choice arrays, this method will create a new array that merges each of the choice arrays. Where a value in *a* is i, the new array will have the value that choices[i] contains in the same place.

Parameters
a : ndarray of ints

This array must contain integers in `[0, n-1]`, where n is the number of choices.

choices : sequence of arrays

Choice arrays. The index array and all of the choices should be broadcastable to the same shape.

out : array, optional

If provided, the result will be inserted into this array. It should be of the appropriate shape and *dtype*.

mode : {'raise', 'wrap', 'clip'}, optional

Specifies how out-of-bounds indices will behave.

- 'raise' : raise an error
- 'wrap' : wrap around
- 'clip' : clip to the range

Returns
merged_array : array

See Also:

choose
equivalent function

Examples

```
>>> choice = np.array([[1,1,1], [2,2,2], [3,3,3]])
>>> a = np.array([2, 1, 0])
>>> np.ma.choose(a, choice)
masked_array(data = [3 2 1],
```

```
        mask = False,
        fill_value=999999)
```

numpy.ma.**ediff1d**(*arr*, *to_end=None*, *to_begin=None*)

Compute the differences between consecutive elements of an array.

This function is the equivalent of `numpy.ediff1d` that takes masked values into account, see `numpy.ediff1d` for details.

See Also:

numpy.ediff1d
Equivalent function for ndarrays.

numpy.ma.**indices**(*dimensions*, *dtype=<type 'int'>*)

Return an array representing the indices of a grid.

Compute an array where the subarrays contain index values 0,1,... varying only along the corresponding axis.

Parameters

dimensions : sequence of ints

The shape of the grid.

dtype : dtype, optional

Data type of the result.

Returns

grid : ndarray

The array of grid indices, `grid.shape = (len(dimensions),) + tuple(dimensions).`

See Also:

`mgrid`, `meshgrid`

Notes

The output shape is obtained by prepending the number of dimensions in front of the tuple of dimensions, i.e. if *dimensions* is a tuple `(r0, ..., rN-1)` of length `N`, the output shape is `(N,r0,...,rN-1)`.

The subarrays `grid[k]` contains the N-D array of indices along the `k-th` axis. Explicitly:

```
grid[k,i0,i1,...,iN-1] = ik
```

Examples

```
>>> grid = np.indices((2, 3))
>>> grid.shape
(2, 2, 3)
>>> grid[0]        # row indices
array([[0, 0, 0],
       [1, 1, 1]])
>>> grid[1]        # column indices
array([[0, 1, 2],
       [0, 1, 2]])
```

The indices can be used as an index into an array.

```
>>> x = np.arange(20).reshape(5, 4)
>>> row, col = np.indices((2, 3))
>>> x[row, col]
array([[0, 1, 2],
       [4, 5, 6]])
```

Note that it would be more straightforward in the above example to extract the required elements directly with `x[:2, :3]`.

numpy.ma.**where**(*condition*, *x=None*, *y=None*)

Return a masked array with elements from x or y, depending on condition.

Returns a masked array, shaped like condition, where the elements are from *x* when *condition* is True, and from *y* otherwise. If neither *x* nor *y* are given, the function returns a tuple of indices where *condition* is True (the result of `condition.nonzero()`).

Parameters

condition : array_like, bool

The condition to meet. For each True element, yield the corresponding element from *x*, otherwise from *y*.

x, y : array_like, optional

Values from which to choose. *x* and *y* need to have the same shape as condition, or be broadcast-able to that shape.

Returns

out : MaskedArray or tuple of ndarrays

The resulting masked array if *x* and *y* were given, otherwise the result of `condition.nonzero()`.

See Also:

numpy.where

Equivalent function in the top-level NumPy module.

Examples

```
>>> x = np.ma.array(np.arange(9.).reshape(3, 3), mask=[[0, 1, 0],
...                                                    [1, 0, 1],
...                                                    [0, 1, 0]])
>>> print x
[[0.0 -- 2.0]
 [-- 4.0 --]
 [6.0 -- 8.0]]
>>> np.ma.where(x > 5)    # return the indices where x > 5
(array([2, 2]), array([0, 2]))

>>> print np.ma.where(x > 5, x, -3.1416)
[[-3.1416 -- -3.1416]
 [-- -3.1416 --]
 [6.0 -- 8.0]]
```

1.8 The Array Interface

Note: This page describes the numpy-specific API for accessing the contents of a numpy array from other C extensions. **PEP 3118** – `The Revised Buffer Protocol` introduces similar, standardized API to Python 2.6 and 3.0 for any extension module to use. Cython's buffer array support uses the **PEP 3118** API; see the Cython numpy tutorial. Cython provides a way to write code that supports the buffer protocol with Python versions older than 2.6 because it has a backward-compatible implementation utilizing the array interface described here.

---

version
3

The array interface (sometimes called array protocol) was created in 2005 as a means for array-like Python objects to re-use each other's data buffers intelligently whenever possible. The homogeneous N-dimensional array interface is a default mechanism for objects to share N-dimensional array memory and information. The interface consists of a Python-side and a C-side using two attributes. Objects wishing to be considered an N-dimensional array in application code should support at least one of these attributes. Objects wishing to support an N-dimensional array in application code should look for at least one of these attributes and use the information provided appropriately.

This interface describes homogeneous arrays in the sense that each item of the array has the same "type". This type can be very simple or it can be a quite arbitrary and complicated C-like structure.

There are two ways to use the interface: A Python side and a C-side. Both are separate attributes.

1.8.1 Python side

This approach to the interface consists of the object having an `__array_interface__` attribute.

`__array_interface__`
A dictionary of items (3 required and 5 optional). The optional keys in the dictionary have implied defaults if they are not provided.

The keys are:

shape (required)

Tuple whose elements are the array size in each dimension. Each entry is an integer (a Python int or long). Note that these integers could be larger than the platform "int" or "long" could hold (a Python int is a C long). It is up to the code using this attribute to handle this appropriately; either by raising an error when overflow is possible, or by using `Py_LONG_LONG` as the C type for the shapes.

typestr (required)

A string providing the basic type of the homogenous array The basic string format consists of 3 parts: a character describing the byteorder of the data (<: little-endian, >: big-endian, |: not-relevant), a character code giving the basic type of the array, and an integer providing the number of bytes the type uses.

The basic type character codes are:

`t`	Bit field (following integer gives the number of bits in the bit field).
`b`	Boolean (integer type where all values are only True or False)
`i`	Integer
`u`	Unsigned integer
`f`	Floating point
`c`	Complex floating point
`O`	Object (i.e. the memory contains a pointer to `PyObject`)
`S`	String (fixed-length sequence of char)
`U`	Unicode (fixed-length sequence of `Py_UNICODE`)
`V`	Other (void * – each item is a fixed-size chunk of memory)

descr (optional)

A list of tuples providing a more detailed description of the memory layout for each item in the homogeneous array. Each tuple in the list has two or three elements. Normally, this attribute would be used when *typestr* is `V[0-9]+`, but this is not a requirement. The only requirement is that the number of bytes represented in the *typestr* key is the same as the total number of bytes represented here. The idea is to support descriptions of C-like structs (records) that make up array elements. The elements of each tuple in the list are

1. A string providing a name associated with this portion of the record. This could also be a tuple of `('full name', 'basic_name')` where basic name would be a valid Python variable name representing the full name of the field.
2. Either a basic-type description string as in *typestr* or another list (for nested records)
3. An optional shape tuple providing how many times this part of the record should be repeated. No repeats are assumed if this is not given. Very complicated structures can be described using this generic interface. Notice, however, that each element of the array is still of the same data-type. Some examples of using this interface are given below.

Default: `[('', typestr)]`

data (optional)

A 2-tuple whose first argument is an integer (a long integer if necessary) that points to the data-area storing the array contents. This pointer must point to the first element of data (in other words any offset is always ignored in this case). The second entry in the tuple is a read-only flag (true means the data area is read-only).

This attribute can also be an object exposing the `buffer interface` which will be used to share the data. If this key is not present (or returns `None`), then memory sharing will be done through the buffer interface of the object itself. In this case, the offset key can be used to indicate the start of the buffer. A reference to the object exposing the array interface must be stored by the new object if the memory area is to be secured.

Default: `None`

strides (optional)

Either `None` to indicate a C-style contiguous array or a Tuple of strides which provides the number of bytes needed to jump to the next array element in the corresponding dimension. Each entry must be an integer (a Python `int` or `long`). As with shape, the values may be larger than can be represented by a C "int" or "long"; the calling code should handle this appropiately, either by raising an error, or by using `Py_LONG_LONG` in C. The default is `None` which implies a C-style contiguous memory buffer. In this model, the last dimension of the array varies the fastest. For example, the default strides tuple for an object whose array entries are 8 bytes long and whose shape is (10,20,30) would be (4800, 240, 8)

Default: `None` (C-style contiguous)

mask (optional)

`None` or an object exposing the array interface. All elements of the mask array should be interpreted only as true or not true indicating which elements of this array are valid. The shape of this object should be *"broadcastable"* to the shape of the original array.

Default: `None` (All array values are valid)

offset (optional)

An integer offset into the array data region. This can only be used when data is `None` or returns a `buffer` object.

Default: 0.

version (required)

An integer showing the version of the interface (i.e. 3 for this version). Be careful not to use this to invalidate objects exposing future versions of the interface.

1.8.2 C-struct access

This approach to the array interface allows for faster access to an array using only one attribute lookup and a well-defined C-structure.

__array_struct__

A `PyCObject` whose `voidptr` member contains a pointer to a filled `PyArrayInterface` structure. Memory for the structure is dynamically created and the `PyCObject` is also created with an appropriate destructor so the retriever of this attribute simply has to apply `Py_DECREF` to the object returned by this attribute when it is finished. Also, either the data needs to be copied out, or a reference to the object exposing this attribute must be held to ensure the data is not freed. Objects exposing the `__array_struct__` interface must also not reallocate their memory if other objects are referencing them.

The PyArrayInterface structure is defined in `numpy/ndarrayobject.h` as:

```
typedef struct {
  int two;              /* contains the integer 2 -- simple sanity check */
  int nd;               /* number of dimensions */
  char typekind;        /* kind in array --- character code of typestr */
  int itemsize;         /* size of each element */
  int flags;            /* flags indicating how the data should be interpreted */
                        /*   must set ARR_HAS_DESCR bit to validate descr */
  Py_intptr_t *shape;   /* A length-nd array of shape information */
  Py_intptr_t *strides; /* A length-nd array of stride information */
  void *data;           /* A pointer to the first element of the array */
  PyObject *descr;      /* NULL or data-description (same as descr key
                           of __array_interface__) -- must set ARR_HAS_DESCR
                           flag or this will be ignored. */
} PyArrayInterface;
```

The flags member may consist of 5 bits showing how the data should be interpreted and one bit showing how the Interface should be interpreted. The data-bits are `CONTIGUOUS` (0x1), `FORTRAN` (0x2), `ALIGNED` (0x100), `NOTSWAPPED` (0x200), and `WRITEABLE` (0x400). A final flag `ARR_HAS_DESCR` (0x800) indicates whether or not this structure has the arrdescr field. The field should not be accessed unless this flag is present.

New since June 16, 2006:

In the past most implementations used the "desc" member of the `PyCObject` itself (do not confuse this with the "descr" member of the `PyArrayInterface` structure above — they are two separate things) to hold the pointer to the object exposing the interface. This is now an explicit part of the interface. Be sure to own a reference to the object when the `PyCObject` is created using `PyCObject_FromVoidPtrAndDesc`.

1.8.3 Type description examples

For clarity it is useful to provide some examples of the type description and corresponding `__array_interface__` 'descr' entries. Thanks to Scott Gilbert for these examples:

In every case, the 'descr' key is optional, but of course provides more information which may be important for various applications:

```
* Float data
    typestr == '>f4'
    descr == [('','>f4')]

* Complex double
    typestr == '>c8'
    descr == [('real','>f4'), ('imag','>f4')]

* RGB Pixel data
    typestr == '|V3'
    descr == [('r','|u1'), ('g','|u1'), ('b','|u1')]

* Mixed endian (weird but could happen).
    typestr == '|V8' (or '>u8')
    descr == [('big','>i4'), ('little','<i4')]

* Nested structure
    struct {
        int ival;
        struct {
            unsigned short sval;
            unsigned char bval;
            unsigned char cval;
        } sub;
    }
    typestr == '|V8' (or '<u8' if you want)
    descr == [('ival','<i4'), ('sub', [('sval','<u2'), ('bval','|u1'), ('cval','|u1') ]) ]

* Nested array
    struct {
        int ival;
        double data[16*4];
    }
    typestr == '|V516'
    descr == [('ival','>i4'), ('data','>f8',(16,4))]

* Padded structure
    struct {
        int ival;
        double dval;
    }
    typestr == '|V16'
    descr == [('ival','>i4'),('','|V4'),('dval','>f8')]
```

It should be clear that any record type could be described using this interface.

1.8.4 Differences with Array interface (Version 2)

The version 2 interface was very similar. The differences were largely asthetic. In particular:

1. The PyArrayInterface structure had no descr member at the end (and therefore no flag ARR_HAS_DESCR)
2. The desc member of the PyCObject returned from __array_struct__ was not specified. Usually, it was the object exposing the array (so that a reference to it could be kept and destroyed when the C-object was destroyed). Now it must be a tuple whose first element is a string with "PyArrayInterface Version #" and whose second element is the object exposing the array.

3. The tuple returned from __array_interface__['data'] used to be a hex-string (now it is an integer or a long integer).
4. There was no __array_interface__ attribute instead all of the keys (except for version) in the __array_interface__ dictionary were their own attribute: Thus to obtain the Python-side information you had to access separately the attributes:
   - __array_data__
   - __array_shape__
   - __array_strides__
   - __array_typestr__
   - __array_descr__
   - __array_offset__
   - __array_mask__

1.9 Datetimes and Timedeltas

New in version 1.7.0. Starting in NumPy 1.7, there are core array data types which natively support datetime functionality. The data type is called "datetime64", so named because "datetime" is already taken by the datetime library included in Python.

Note: The datetime API is *experimental* in 1.7.0, and may undergo changes in future versions of NumPy.

1.9.1 Basic Datetimes

The most basic way to create datetimes is from strings in ISO 8601 date or datetime format. The unit for internal storage is automatically selected from the form of the string, and can be either a *date unit* or a *time unit*. The date units are years ('Y'), months ('M'), weeks ('W'), and days ('D'), while the time units are hours ('h'), minutes ('m'), seconds ('s'), milliseconds ('ms'), and some additional SI-prefix seconds-based units.

Example

A simple ISO date:

```
>>> np.datetime64('2005-02-25')
numpy.datetime64('2005-02-25')
```

Using months for the unit:

```
>>> np.datetime64('2005-02')
numpy.datetime64('2005-02')
```

Specifying just the month, but forcing a 'days' unit:

```
>>> np.datetime64('2005-02', 'D')
numpy.datetime64('2005-02-01')
```

Using UTC "Zulu" time:

```
>>> np.datetime64('2005-02-25T03:30Z')
numpy.datetime64('2005-02-24T21:30-0600')
```

ISO 8601 specifies to use the local time zone if none is explicitly given:

```
>>> np.datetime64('2005-02-25T03:30')
numpy.datetime64('2005-02-25T03:30-0600')
```

When creating an array of datetimes from a string, it is still possible to automatically select the unit from the inputs, by using the datetime type with generic units.

Example

```
>>> np.array(['2007-07-13', '2006-01-13', '2010-08-13'], dtype='datetime64')
array(['2007-07-13', '2006-01-13', '2010-08-13'], dtype='datetime64[D]')

>>> np.array(['2001-01-01T12:00', '2002-02-03T13:56:03.172'], dtype='datetime64')
array(['2001-01-01T12:00:00.000-0600', '2002-02-03T13:56:03.172-0600'], dtype='datetime64[ms]')
```

The datetime type works with many common NumPy functions, for example `arange` can be used to generate ranges of dates.

Example

All the dates for one month:

```
>>> np.arange('2005-02', '2005-03', dtype='datetime64[D]')
array(['2005-02-01', '2005-02-02', '2005-02-03', '2005-02-04',
       '2005-02-05', '2005-02-06', '2005-02-07', '2005-02-08',
       '2005-02-09', '2005-02-10', '2005-02-11', '2005-02-12',
       '2005-02-13', '2005-02-14', '2005-02-15', '2005-02-16',
       '2005-02-17', '2005-02-18', '2005-02-19', '2005-02-20',
       '2005-02-21', '2005-02-22', '2005-02-23', '2005-02-24',
       '2005-02-25', '2005-02-26', '2005-02-27', '2005-02-28'],
       dtype='datetime64[D]')
```

The datetime object represents a single moment in time. If two datetimes have different units, they may still be representing the same moment of time, and converting from a bigger unit like months to a smaller unit like days is considered a 'safe' cast because the moment of time is still being represented exactly.

Example

```
>>> np.datetime64('2005') == np.datetime64('2005-01-01')
True

>>> np.datetime64('2010-03-14T15Z') == np.datetime64('2010-03-14T15:00:00.00Z')
True
```

An important exception to this rule is between datetimes with *date units* and datetimes with *time units*. This is because this kind of conversion generally requires a choice of timezone and particular time of day on the given date.

Example

```
>>> np.datetime64('2003-12-25', 's')
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: Cannot parse "2003-12-25" as unit 's' using casting rule 'same_kind'
```

```
>>> np.datetime64('2003-12-25') == np.datetime64('2003-12-25T00Z')
False
```

1.9.2 Datetime and Timedelta Arithmetic

NumPy allows the subtraction of two Datetime values, an operation which produces a number with a time unit. Because NumPy doesn't have a physical quantities system in its core, the timedelta64 data type was created to complement datetime64.

Datetimes and Timedeltas work together to provide ways for simple datetime calculations.

Example

```
>>> np.datetime64('2009-01-01') - np.datetime64('2008-01-01')
numpy.timedelta64(366,'D')

>>> np.datetime64('2009') + np.timedelta64(20, 'D')
numpy.datetime64('2009-01-21')

>>> np.datetime64('2011-06-15T00:00') + np.timedelta64(12, 'h')
numpy.datetime64('2011-06-15T12:00-0500')

>>> np.timedelta64(1,'W') / np.timedelta64(1,'D')
7.0
```

There are two Timedelta units ('Y', years and 'M', months) which are treated specially, because how much time they represent changes depending on when they are used. While a timedelta day unit is equivalent to 24 hours, there is no way to convert a month unit into days, because different months have different numbers of days.

Example

```
>>> a = np.timedelta64(1, 'Y')

>>> np.timedelta64(a, 'M')
numpy.timedelta64(12,'M')

>>> np.timedelta64(a, 'D')
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: Cannot cast NumPy timedelta64 scalar from metadata [Y] to [D] according to the rule 'same_
```

1.9.3 Datetime Units

The Datetime and Timedelta data types support a large number of time units, as well as generic units which can be coerced into any of the other units based on input data.

Datetimes are always stored based on POSIX time (though having a TAI mode which allows for accounting of leap-seconds is proposed), with a epoch of 1970-01-01T00:00Z. This means the supported dates are always a symmetric interval around the epoch, called "time span" in the table below.

The length of the span is the range of a 64-bit integer times the length of the date or unit. For example, the time span for 'W' (week) is exactly 7 times longer than the time span for 'D' (day), and the time span for 'D' (day) is exactly 24 times longer than the time span for 'h' (hour).

Here are the date units:

Code	Meaning	Time span (relative)	Time span (absolute)
Y	year	+/- 9.2e18 years	[9.2e18 BC, 9.2e18 AD]
M	month	+/- 7.6e17 years	[7.6e17 BC, 7.6e17 AD]
W	week	+/- 1.7e17 years	[1.7e17 BC, 1.7e17 AD]
D	day	+/- 2.5e16 years	[2.5e16 BC, 2.5e16 AD]

And here are the time units:

Code	Meaning	Time span (relative)	Time span (absolute)
h	hour	+/- 1.0e15 years	[1.0e15 BC, 1.0e15 AD]
m	minute	+/- 1.7e13 years	[1.7e13 BC, 1.7e13 AD]
s	second	+/- 2.9e12 years	[2.9e9 BC, 2.9e9 AD]
ms	millisecond	+/- 2.9e9 years	[2.9e6 BC, 2.9e6 AD]
us	microsecond	+/- 2.9e6 years	[290301 BC, 294241 AD]
ns	nanosecond	+/- 292 years	[1678 AD, 2262 AD]
ps	picosecond	+/- 106 days	[1969 AD, 1970 AD]
fs	femtosecond	+/- 2.6 hours	[1969 AD, 1970 AD]
as	attosecond	+/- 9.2 seconds	[1969 AD, 1970 AD]

1.9.4 Business Day Functionality

To allow the datetime to be used in contexts where only certain days of the week are valid, NumPy includes a set of "busday" (business day) functions.

The default for busday functions is that the only valid days are Monday through Friday (the usual business days). The implementation is based on a "weekmask" containing 7 Boolean flags to indicate valid days; custom weekmasks are possible that specify other sets of valid days.

The "busday" functions can additionally check a list of "holiday" dates, specific dates that are not valid days.

The function `busday_offset` allows you to apply offsets specified in business days to datetimes with a unit of 'D' (day).

Example

```
>>> np.busday_offset('2011-06-23', 1)
numpy.datetime64('2011-06-24')

>>> np.busday_offset('2011-06-23', 2)
numpy.datetime64('2011-06-27')
```

When an input date falls on the weekend or a holiday, `busday_offset` first applies a rule to roll the date to a valid business day, then applies the offset. The default rule is 'raise', which simply raises an exception. The rules most typically used are 'forward' and 'backward'.

Example

```
>>> np.busday_offset('2011-06-25', 2)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: Non-business day date in busday_offset

>>> np.busday_offset('2011-06-25', 0, roll='forward')
numpy.datetime64('2011-06-27')

>>> np.busday_offset('2011-06-25', 2, roll='forward')
numpy.datetime64('2011-06-29')
```

```
>>> np.busday_offset('2011-06-25', 0, roll='backward')
numpy.datetime64('2011-06-24')

>>> np.busday_offset('2011-06-25', 2, roll='backward')
numpy.datetime64('2011-06-28')
```

In some cases, an appropriate use of the roll and the offset is necessary to get a desired answer.

Example

The first business day on or after a date:

```
>>> np.busday_offset('2011-03-20', 0, roll='forward')
numpy.datetime64('2011-03-21','D')
>>> np.busday_offset('2011-03-22', 0, roll='forward')
numpy.datetime64('2011-03-22','D')
```

The first business day strictly after a date:

```
>>> np.busday_offset('2011-03-20', 1, roll='backward')
numpy.datetime64('2011-03-21','D')
>>> np.busday_offset('2011-03-22', 1, roll='backward')
numpy.datetime64('2011-03-23','D')
```

The function is also useful for computing some kinds of days like holidays. In Canada and the U.S., Mother's day is on the second Sunday in May, which can be computed with a custom weekmask.

Example

```
>>> np.busday_offset('2012-05', 1, roll='forward', weekmask='Sun')
numpy.datetime64('2012-05-13','D')
```

When performance is important for manipulating many business dates with one particular choice of weekmask and holidays, there is an object `busdaycalendar` which stores the data necessary in an optimized form.

np.is_busday():

To test a datetime64 value to see if it is a valid day, use `is_busday`.

Example

```
>>> np.is_busday(np.datetime64('2011-07-15'))  # a Friday
True
>>> np.is_busday(np.datetime64('2011-07-16')) # a Saturday
False
>>> np.is_busday(np.datetime64('2011-07-16'), weekmask="Sat Sun")
True
>>> a = np.arange(np.datetime64('2011-07-11'), np.datetime64('2011-07-18'))
>>> np.is_busday(a)
array([ True,  True,  True,  True,  True, False, False], dtype='bool')
```

---

np.busday_count():

To find how many valid days there are in a specified range of datetime64 dates, use `busday_count`:

Example

```
>>> np.busday_count(np.datetime64('2011-07-11'), np.datetime64('2011-07-18'))
5
>>> np.busday_count(np.datetime64('2011-07-18'), np.datetime64('2011-07-11'))
-5
```

If you have an array of datetime64 day values, and you want a count of how many of them are valid dates, you can do this:

Example

```
>>> a = np.arange(np.datetime64('2011-07-11'), np.datetime64('2011-07-18'))
>>> np.count_nonzero(np.is_busday(a))
5
```

Custom Weekmasks

Here are several examples of custom weekmask values. These examples specify the "busday" default of Monday through Friday being valid days.

Some examples:

```
# Positional sequences; positions are Monday through Sunday.
# Length of the sequence must be exactly 7.
weekmask = [1, 1, 1, 1, 1, 0, 0]
# list or other sequence; 0 == invalid day, 1 == valid day
weekmask = "1111100"
# string '0' == invalid day, '1' == valid day

# string abbreviations from this list: Mon Tue Wed Thu Fri Sat Sun
weekmask = "Mon Tue Wed Thu Fri"
# any amount of whitespace is allowed; abbreviations are case-sensitive.
weekmask = "MonTue Wed  Thu\tFri"
```

1.9.5 Differences Between 1.6 and 1.7 Datetimes

The NumPy 1.6 release includes a more primitive datetime data type than 1.7. This section documents many of the changes that have taken place.

String Parsing

The datetime string parser in NumPy 1.6 is very liberal in what it accepts, and silently allows invalid input without raising errors. The parser in NumPy 1.7 is quite strict about only accepting ISO 8601 dates, with a few convenience extensions. 1.6 always creates microsecond (us) units by default, whereas 1.7 detects a unit based on the format of the string. Here is a comparison.:

```
# NumPy 1.6.1
>>> np.datetime64('1979-03-22')
1979-03-22 00:00:00
```

```
# NumPy 1.7.0
>>> np.datetime64('1979-03-22')
numpy.datetime64('1979-03-22')

# NumPy 1.6.1, unit default microseconds
>>> np.datetime64('1979-03-22').dtype
dtype('datetime64[us]')
# NumPy 1.7.0, unit of days detected from string
>>> np.datetime64('1979-03-22').dtype
dtype('<M8[D]')

# NumPy 1.6.1, ignores invalid part of string
>>> np.datetime64('1979-03-2corruptedstring')
1979-03-02 00:00:00
# NumPy 1.7.0, raises error for invalid input
>>> np.datetime64('1979-03-2corruptedstring')
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: Error parsing datetime string "1979-03-2corruptedstring" at position 8

# NumPy 1.6.1, 'nat' produces today's date
>>> np.datetime64('nat')
2012-04-30 00:00:00
# NumPy 1.7.0, 'nat' produces not-a-time
>>> np.datetime64('nat')
numpy.datetime64('NaT')

# NumPy 1.6.1, 'garbage' produces today's date
>>> np.datetime64('garbage')
2012-04-30 00:00:00
# NumPy 1.7.0, 'garbage' raises an exception
>>> np.datetime64('garbage')
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: Error parsing datetime string "garbage" at position 0

# NumPy 1.6.1, can't specify unit in scalar constructor
>>> np.datetime64('1979-03-22T19:00', 'h')
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: function takes at most 1 argument (2 given)
# NumPy 1.7.0, unit in scalar constructor
>>> np.datetime64('1979-03-22T19:00', 'h')
numpy.datetime64('1979-03-22T19:00-0500','h')

# NumPy 1.6.1, reads ISO 8601 strings w/o TZ as UTC
>>> np.array(['1979-03-22T19:00'], dtype='M8[h]')
array([1979-03-22 19:00:00], dtype=datetime64[h])
# NumPy 1.7.0, reads ISO 8601 strings w/o TZ as local (ISO specifies this)
>>> np.array(['1979-03-22T19:00'], dtype='M8[h]')
array(['1979-03-22T19-0500'], dtype='datetime64[h]')

# NumPy 1.6.1, doesn't parse all ISO 8601 strings correctly
>>> np.array(['1979-03-22T12'], dtype='M8[h]')
array([1979-03-22 00:00:00], dtype=datetime64[h])
>>> np.array(['1979-03-22T12:00'], dtype='M8[h]')
array([1979-03-22 12:00:00], dtype=datetime64[h])
# NumPy 1.7.0, handles this case correctly
```

```
>>> np.array(['1979-03-22T12'], dtype='M8[h]')
array(['1979-03-22T12-0500'], dtype='datetime64[h]')
>>> np.array(['1979-03-22T12:00'], dtype='M8[h]')
array(['1979-03-22T12-0500'], dtype='datetime64[h]')
```

Unit Conversion

The 1.6 implementation of datetime does not convert between units correctly.:

```
# NumPy 1.6.1, the representation value is untouched
>>> np.array(['1979-03-22'], dtype='M8[D]')
array([1979-03-22 00:00:00], dtype=datetime64[D])
>>> np.array(['1979-03-22'], dtype='M8[D]').astype('M8[M]')
array([2250-08-01 00:00:00], dtype=datetime64[M])
# NumPy 1.7.0, the representation is scaled accordingly
>>> np.array(['1979-03-22'], dtype='M8[D]')
array(['1979-03-22'], dtype='datetime64[D]')
>>> np.array(['1979-03-22'], dtype='M8[D]').astype('M8[M]')
array(['1979-03'], dtype='datetime64[M]')
```

Datetime Arithmetic

The 1.6 implementation of datetime only works correctly for a small subset of arithmetic operations. Here we show some simple cases.:

```
# NumPy 1.6.1, produces invalid results if units are incompatible
>>> a = np.array(['1979-03-22T12'], dtype='M8[h]')
>>> b = np.array([3*60], dtype='m8[m]')
>>> a + b
array([1970-01-01 00:00:00.080988], dtype=datetime64[us])
# NumPy 1.7.0, promotes to higher-resolution unit
>>> a = np.array(['1979-03-22T12'], dtype='M8[h]')
>>> b = np.array([3*60], dtype='m8[m]')
>>> a + b
array(['1979-03-22T15:00-0500'], dtype='datetime64[m]')

# NumPy 1.6.1, arithmetic works if everything is microseconds
>>> a = np.array(['1979-03-22T12:00'], dtype='M8[us]')
>>> b = np.array([3*60*60*1000000], dtype='m8[us]')
>>> a + b
array([1979-03-22 15:00:00], dtype=datetime64[us])
# NumPy 1.7.0
>>> a = np.array(['1979-03-22T12:00'], dtype='M8[us]')
>>> b = np.array([3*60*60*1000000], dtype='m8[us]')
>>> a + b
array(['1979-03-22T15:00:00.000000-0500'], dtype='datetime64[us]')
```

CHAPTER

TWO

UNIVERSAL FUNCTIONS (UFUNC)

A universal function (or *ufunc* for short) is a function that operates on ndarrays in an element-by-element fashion, supporting *array broadcasting*, *type casting*, and several other standard features. That is, a ufunc is a "*vectorized*" wrapper for a function that takes a fixed number of scalar inputs and produces a fixed number of scalar outputs.

In Numpy, universal functions are instances of the numpy.ufunc class. Many of the built-in functions are implemented in compiled C code, but ufunc instances can also be produced using the frompyfunc factory function.

2.1 Broadcasting

Each universal function takes array inputs and produces array outputs by performing the core function element-wise on the inputs. Standard broadcasting rules are applied so that inputs not sharing exactly the same shapes can still be usefully operated on. Broadcasting can be understood by four rules:

1. All input arrays with ndim smaller than the input array of largest ndim, have 1's prepended to their shapes.
2. The size in each dimension of the output shape is the maximum of all the input sizes in that dimension.
3. An input can be used in the calculation if its size in a particular dimension either matches the output size in that dimension, or has value exactly 1.
4. If an input has a dimension size of 1 in its shape, the first data entry in that dimension will be used for all calculations along that dimension. In other words, the stepping machinery of the *ufunc* will simply not step along that dimension (the *stride* will be 0 for that dimension).

Broadcasting is used throughout NumPy to decide how to handle disparately shaped arrays; for example, all arithmetic operations (+, −, ⋆, ...) between ndarrays broadcast the arrays before operation. A set of arrays is called "*broadcastable*" to the same shape if the above rules produce a valid result, *i.e.*, one of the following is true:

1. The arrays all have exactly the same shape.
2. The arrays all have the same number of dimensions and the length of each dimensions is either a common length or 1.
3. The arrays that have too few dimensions can have their shapes prepended with a dimension of length 1 to satisfy property 2.

Example

If a.shape is (5,1), b.shape is (1,6), c.shape is (6,) and d.shape is () so that *d* is a scalar, then *a*, *b*, *c*, and *d* are all broadcastable to dimension (5,6); and

- *a* acts like a (5,6) array where a[:,0] is broadcast to the other columns,
- *b* acts like a (5,6) array where b[0,:] is broadcast to the other rows,

- *c* acts like a (1,6) array and therefore like a (5,6) array where `c[:]` is broadcast to every row, and finally,
- *d* acts like a (5,6) array where the single value is repeated.

2.2 Output type determination

The output of the ufunc (and its methods) is not necessarily an `ndarray`, if all input arguments are not `ndarrays`.

All output arrays will be passed to the `__array_prepare__` and `__array_wrap__` methods of the input (besides `ndarrays`, and scalars) that defines it **and** has the highest `__array_priority__` of any other input to the universal function. The default `__array_priority__` of the ndarray is 0.0, and the default `__array_priority__` of a subtype is 1.0. Matrices have `__array_priority__` equal to 10.0.

All ufuncs can also take output arguments. If necessary, output will be cast to the data-type(s) of the provided output array(s). If a class with an `__array__` method is used for the output, results will be written to the object returned by `__array__`. Then, if the class also has an `__array_prepare__` method, it is called so metadata may be determined based on the context of the ufunc (the context consisting of the ufunc itself, the arguments passed to the ufunc, and the ufunc domain.) The array object returned by `__array_prepare__` is passed to the ufunc for computation. Finally, if the class also has an `__array_wrap__` method, the returned `ndarray` result will be passed to that method just before passing control back to the caller.

2.3 Use of internal buffers

Internally, buffers are used for misaligned data, swapped data, and data that has to be converted from one data type to another. The size of internal buffers is settable on a per-thread basis. There can be up to $2(n_{\text{inputs}} + n_{\text{outputs}})$ buffers of the specified size created to handle the data from all the inputs and outputs of a ufunc. The default size of a buffer is 10,000 elements. Whenever buffer-based calculation would be needed, but all input arrays are smaller than the buffer size, those misbehaved or incorrectly-typed arrays will be copied before the calculation proceeds. Adjusting the size of the buffer may therefore alter the speed at which ufunc calculations of various sorts are completed. A simple interface for setting this variable is accessible using the function

`setbufsize`(size)	Set the size of the buffer used in ufuncs.

numpy.**setbufsize**(*size*)

Set the size of the buffer used in ufuncs.

Parameters

size : int

Size of buffer.

2.4 Error handling

Universal functions can trip special floating-point status registers in your hardware (such as divide-by-zero). If available on your platform, these registers will be regularly checked during calculation. Error handling is controlled on a per-thread basis, and can be configured using the functions

`seterr`([all, divide, over, under, invalid])	Set how floating-point errors are handled.
`seterrcall`(func)	Set the floating-point error callback function or log object.

numpy.**seterr**(*all=None*, *divide=None*, *over=None*, *under=None*, *invalid=None*)

Set how floating-point errors are handled.

Note that operations on integer scalar types (such as `int16`) are handled like floating point, and are affected by these settings.

Parameters

all : {'ignore', 'warn', 'raise', 'call', 'print', 'log'}, optional

Set treatment for all types of floating-point errors at once:

- ignore: Take no action when the exception occurs.
- warn: Print a *RuntimeWarning* (via the Python `warnings` module).
- raise: Raise a *FloatingPointError*.
- call: Call a function specified using the `seterrcall` function.
- print: Print a warning directly to `stdout`.
- log: Record error in a Log object specified by `seterrcall`.

The default is not to change the current behavior.

divide : {'ignore', 'warn', 'raise', 'call', 'print', 'log'}, optional

Treatment for division by zero.

over : {'ignore', 'warn', 'raise', 'call', 'print', 'log'}, optional

Treatment for floating-point overflow.

under : {'ignore', 'warn', 'raise', 'call', 'print', 'log'}, optional

Treatment for floating-point underflow.

invalid : {'ignore', 'warn', 'raise', 'call', 'print', 'log'}, optional

Treatment for invalid floating-point operation.

Returns

old_settings : dict

Dictionary containing the old settings.

See Also:

seterrcall

Set a callback function for the 'call' mode.

`geterr`, `geterrcall`, `errstate`

Notes

The floating-point exceptions are defined in the IEEE 754 standard [1]:

•Division by zero: infinite result obtained from finite numbers.

•Overflow: result too large to be expressed.

•Underflow: result so close to zero that some precision was lost.

•Invalid operation: result is not an expressible number, typically indicates that a NaN was produced.

Examples

```
>>> old_settings = np.seterr(all='ignore')  #seterr to known value
>>> np.seterr(over='raise')
{'over': 'ignore', 'divide': 'ignore', 'invalid': 'ignore',
 'under': 'ignore'}
>>> np.seterr(all='ignore')  # reset to default
{'over': 'raise', 'divide': 'ignore', 'invalid': 'ignore', 'under': 'ignore'}

>>> np.int16(32000) * np.int16(3)
30464
>>> old_settings = np.seterr(all='warn', over='raise')
>>> np.int16(32000) * np.int16(3)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
FloatingPointError: overflow encountered in short_scalars

>>> old_settings = np.seterr(all='print')
>>> np.geterr()
{'over': 'print', 'divide': 'print', 'invalid': 'print', 'under': 'print'}
>>> np.int16(32000) * np.int16(3)
Warning: overflow encountered in short_scalars
30464
```

numpy.**seterrcall**(*func*)

Set the floating-point error callback function or log object.

There are two ways to capture floating-point error messages. The first is to set the error-handler to 'call', using `seterr`. Then, set the function to call using this function.

The second is to set the error-handler to 'log', using `seterr`. Floating-point errors then trigger a call to the 'write' method of the provided object.

Parameters

func : callable f(err, flag) or object with write method

Function to call upon floating-point errors ('call'-mode) or object whose 'write' method is used to log such message ('log'-mode).

The call function takes two arguments. The first is the type of error (one of "divide", "over", "under", or "invalid"), and the second is the status flag. The flag is a byte, whose least-significant bits indicate the status:

```
[0 0 0 0 invalid over under invalid]
```

In other words, `flags = divide + 2*over + 4*under + 8*invalid`.

If an object is provided, its write method should take one argument, a string.

Returns

h : callable, log instance or None

The old error handler.

See Also:

`seterr`, `geterr`, `geterrcall`

Examples

Callback upon error:

```
>>> def err_handler(type, flag):
...     print "Floating point error (%s), with flag %s" % (type, flag)
...

>>> saved_handler = np.seterrcall(err_handler)
>>> save_err = np.seterr(all='call')

>>> np.array([1, 2, 3]) / 0.0
Floating point error (divide by zero), with flag 1
array([ Inf,  Inf,  Inf])

>>> np.seterrcall(saved_handler)
<function err_handler at 0x...>
>>> np.seterr(**save_err)
{'over': 'call', 'divide': 'call', 'invalid': 'call', 'under': 'call'}
```

Log error message:

```
>>> class Log(object):
...     def write(self, msg):
...         print "LOG: %s" % msg
...

>>> log = Log()
>>> saved_handler = np.seterrcall(log)
>>> save_err = np.seterr(all='log')

>>> np.array([1, 2, 3]) / 0.0
LOG: Warning: divide by zero encountered in divide

array([ Inf,  Inf,  Inf])

>>> np.seterrcall(saved_handler)
<__main__.Log object at 0x...>
>>> np.seterr(**save_err)
{'over': 'log', 'divide': 'log', 'invalid': 'log', 'under': 'log'}
```

2.5 Casting Rules

Note: In NumPy 1.6.0, a type promotion API was created to encapsulate the mechansim for determining output types. See the functions `result_type`, `promote_types`, and `min_scalar_type` for more details.

At the core of every ufunc is a one-dimensional strided loop that implements the actual function for a specific type combination. When a ufunc is created, it is given a static list of inner loops and a corresponding list of type signatures over which the ufunc operates. The ufunc machinery uses this list to determine which inner loop to use for a particular case. You can inspect the `.types` attribute for a particular ufunc to see which type combinations have a defined inner loop and which output type they produce (*character codes* are used in said output for brevity).

Casting must be done on one or more of the inputs whenever the ufunc does not have a core loop implementation for the input types provided. If an implementation for the input types cannot be found, then the algorithm searches for an implementation with a type signature to which all of the inputs can be cast "safely." The first one it finds in its internal list of loops is selected and performed, after all necessary type casting. Recall that internal copies during ufuncs (even for casting) are limited to the size of an internal buffer (which is user settable).

Note: Universal functions in NumPy are flexible enough to have mixed type signatures. Thus, for example, a universal function could be defined that works with floating-point and integer values. See `ldexp` for an example.

By the above description, the casting rules are essentially implemented by the question of when a data type can be cast "safely" to another data type. The answer to this question can be determined in Python with a function call: `can_cast(fromtype, totype)`. The Figure below shows the results of this call for the 24 internally supported types on the author's 64-bit system. You can generate this table for your system with the code given in the Figure.

Figure

Code segment showing the "can cast safely" table for a 32-bit system.

```
>>> def print_table(ntypes):
...     print 'X',
...     for char in ntypes: print char,
...     print
...     for row in ntypes:
...         print row,
...         for col in ntypes:
...             print int(np.can_cast(row, col)),
...         print
>>> print_table(np.typecodes['All'])
X ? b h i l q p B H I L Q P e f d g F D G S U V O M m
? 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
b 0 1 1 1 1 1 1 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 0 0
h 0 0 1 1 1 1 1 0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 0 0
i 0 0 0 1 1 1 1 0 0 0 0 0 0 0 0 1 1 0 1 1 1 1 1 1 0 0
l 0 0 0 0 1 1 1 0 0 0 0 0 0 0 0 1 1 0 1 1 1 1 1 1 0 0
q 0 0 0 0 1 1 1 0 0 0 0 0 0 0 0 1 1 0 1 1 1 1 1 1 0 0
p 0 0 0 0 1 1 1 0 0 0 0 0 0 0 0 1 1 0 1 1 1 1 1 1 0 0
B 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0
H 0 0 0 1 1 1 1 0 1 1 1 1 1 0 1 1 1 1 1 1 1 1 1 0 0
I 0 0 0 0 1 1 1 0 0 1 1 1 1 0 0 1 1 0 1 1 1 1 1 1 0 0
L 0 0 0 0 0 0 0 0 0 0 1 1 1 0 0 1 1 0 1 1 1 1 1 1 0 0
Q 0 0 0 0 0 0 0 0 0 0 0 1 1 0 0 1 1 0 1 1 1 1 1 1 0 0
P 0 0 0 0 0 0 0 0 0 0 0 1 1 0 0 1 1 0 1 1 1 1 1 1 0 0
e 0 0 0 0 0 0 0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 0 0
f 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 0 0
d 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 1 0 1 1 1 1 1 1 0 0
g 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 0 1 1 1 1 1 0 0
F 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 1 1 1 1 1 1 0 0
D 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 1 1 1 1 1 0 0
G 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 1 1 1 1 0 0
S 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 1 1 1 0 0
U 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 1 1 0 0
V 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 1 0 0
O 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 1 0 0
M 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 1 0
m 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 1
```

You should note that, while included in the table for completeness, the 'S', 'U', and 'V' types cannot be operated on by ufuncs. Also, note that on a 32-bit system the integer types may have different sizes, resulting in a slightly altered table.

Mixed scalar-array operations use a different set of casting rules that ensure that a scalar cannot "upcast" an array unless the scalar is of a fundamentally different kind of data (*i.e.*, under a different hierarchy in the data-type hierarchy) than the array. This rule enables you to use scalar constants in your code (which, as Python types, are interpreted

accordingly in ufuncs) without worrying about whether the precision of the scalar constant will cause upcasting on your large (small precision) array.

2.6 ufunc

2.6.1 Optional keyword arguments

All ufuncs take optional keyword arguments. Most of these represent advanced usage and will not typically be used.

out

New in version 1.6. The first output can provided as either a positional or a keyword parameter.

where

New in version 1.7. Accepts a boolean array which is broadcast together with the operands. Values of True indicate to calculate the ufunc at that position, values of False indicate to leave the value in the output alone.

casting

New in version 1.6. Provides a policy for what kind of casting is permitted. For compatibility with previous versions of NumPy, this defaults to 'unsafe'. May be 'no', 'equiv', 'safe', 'same_kind', or 'unsafe'. See `can_cast` for explanations of the parameter values.

In a future version of numpy, this argument will default to 'same_kind'. As part of this transition, starting in version 1.7, ufuncs will produce a DeprecationWarning for calls which are allowed under the 'unsafe' rules, but not under the 'same_kind' rules.

order

New in version 1.6. Specifies the calculation iteration order/memory layout of the output array. Defaults to 'K'. 'C' means the output should be C-contiguous, 'F' means F-contiguous, 'A' means F-contiguous if the inputs are F-contiguous and not also not C-contiguous, C-contiguous otherwise, and 'K' means to match the element ordering of the inputs as closely as possible.

dtype

New in version 1.6. Overrides the dtype of the calculation and output arrays. Similar to *sig*.

subok

New in version 1.6. Defaults to true. If set to false, the output will always be a strict array, not a subtype.

sig

Either a data-type, a tuple of data-types, or a special signature string indicating the input and output types of a ufunc. This argument allows you to provide a specific signature for the 1-d loop to use in the underlying calculation. If the loop specified does not exist for the ufunc, then a TypeError is raised. Normally, a suitable loop is found automatically by comparing the input types with what is available and searching for a loop with data-types to which all inputs can be cast safely. This keyword argument lets you bypass that search and choose a particular loop. A list of available signatures is provided by the **types** attribute of the ufunc object.

extobj

a list of length 1, 2, or 3 specifying the ufunc buffer-size, the error mode integer, and the error call-back function. Normally, these values are looked up in a thread-specific dictionary. Passing them here circumvents that look up and uses the low-level specification provided for the error mode. This may be

useful, for example, as an optimization for calculations requiring many ufunc calls on small arrays in a loop.

2.6.2 Attributes

There are some informational attributes that universal functions possess. None of the attributes can be set.

__doc__	A docstring for each ufunc. The first part of the docstring is dynamically generated from the number of outputs, the name, and the number of inputs. The second part of the docstring is provided at creation time and stored with the ufunc.
__name__	The name of the ufunc.

`ufunc.nin`	The number of inputs.
`ufunc.nout`	The number of outputs.
`ufunc.nargs`	The number of arguments.
`ufunc.ntypes`	The number of types.
`ufunc.types`	Returns a list with types grouped input->output.
`ufunc.identity`	The identity value.

`ufunc.`**`nin`**

The number of inputs.

Data attribute containing the number of arguments the ufunc treats as input.

Examples

```
>>> np.add.nin
2
>>> np.multiply.nin
2
>>> np.power.nin
2
>>> np.exp.nin
1
```

`ufunc.`**`nout`**

The number of outputs.

Data attribute containing the number of arguments the ufunc treats as output.

Notes

Since all ufuncs can take output arguments, this will always be (at least) 1.

Examples

```
>>> np.add.nout
1
>>> np.multiply.nout
1
>>> np.power.nout
1
>>> np.exp.nout
1
```

`ufunc.`**`nargs`**

The number of arguments.

Data attribute containing the number of arguments the ufunc takes, including optional ones.

Notes

Typically this value will be one more than what you might expect because all ufuncs take the optional "out" argument.

Examples

```
>>> np.add.nargs
3
>>> np.multiply.nargs
3
>>> np.power.nargs
3
>>> np.exp.nargs
2
```

ufunc.**ntypes**

The number of types.

The number of numerical NumPy types - of which there are 18 total - on which the ufunc can operate.

See Also:

numpy.ufunc.types

Examples

```
>>> np.add.ntypes
18
>>> np.multiply.ntypes
18
>>> np.power.ntypes
17
>>> np.exp.ntypes
7
>>> np.remainder.ntypes
14
```

ufunc.**types**

Returns a list with types grouped input->output.

Data attribute listing the data-type "Domain-Range" groupings the ufunc can deliver. The data-types are given using the character codes.

See Also:

numpy.ufunc.ntypes

Examples

```
>>> np.add.types
['??->?', 'bb->b', 'BB->B', 'hh->h', 'HH->H', 'ii->i', 'II->I', 'll->l',
'LL->L', 'qq->q', 'QQ->Q', 'ff->f', 'dd->d', 'gg->g', 'FF->F', 'DD->D',
'GG->G', 'OO->O']

>>> np.multiply.types
['??->?', 'bb->b', 'BB->B', 'hh->h', 'HH->H', 'ii->i', 'II->I', 'll->l',
'LL->L', 'qq->q', 'QQ->Q', 'ff->f', 'dd->d', 'gg->g', 'FF->F', 'DD->D',
'GG->G', 'OO->O']
```

```
>>> np.power.types
['bb->b', 'BB->B', 'hh->h', 'HH->H', 'ii->i', 'II->I', 'll->l', 'LL->L',
'qq->q', 'QQ->Q', 'ff->f', 'dd->d', 'gg->g', 'FF->F', 'DD->D', 'GG->G',
'OO->O']

>>> np.exp.types
['f->f', 'd->d', 'g->g', 'F->F', 'D->D', 'G->G', 'O->O']

>>> np.remainder.types
['bb->b', 'BB->B', 'hh->h', 'HH->H', 'ii->i', 'II->I', 'll->l', 'LL->L',
'qq->q', 'QQ->Q', 'ff->f', 'dd->d', 'gg->g', 'OO->O']
```

ufunc.**identity**

The identity value.

Data attribute containing the identity element for the ufunc, if it has one. If it does not, the attribute value is None.

Examples

```
>>> np.add.identity
0
>>> np.multiply.identity
1
>>> np.power.identity
1
>>> print np.exp.identity
None
```

2.6.3 Methods

All ufuncs have four methods. However, these methods only make sense on ufuncs that take two input arguments and return one output argument. Attempting to call these methods on other ufuncs will cause a `ValueError`. The reduce-like methods all take an *axis* keyword and a *dtype* keyword, and the arrays must all have dimension >= 1. The *axis* keyword specifies the axis of the array over which the reduction will take place and may be negative, but must be an integer. The *dtype* keyword allows you to manage a very common problem that arises when naively using *{op}.reduce*. Sometimes you may have an array of a certain data type and wish to add up all of its elements, but the result does not fit into the data type of the array. This commonly happens if you have an array of single-byte integers. The *dtype* keyword allows you to alter the data type over which the reduction takes place (and therefore the type of the output). Thus, you can ensure that the output is a data type with precision large enough to handle your output. The responsibility of altering the reduce type is mostly up to you. There is one exception: if no *dtype* is given for a reduction on the "add" or "multiply" operations, then if the input type is an integer (or Boolean) data-type and smaller than the size of the `int_` data type, it will be internally upcast to the `int_` (or `uint`) data-type.

Ufuncs also have a fifth method that allows in place operations to be performed using fancy indexing. No buffering is used on the dimensions where fancy indexing is used, so the fancy index can list an item more than once and the operation will be performed on the result of the previous operation for that item.

`ufunc.reduce`(a[, axis, dtype, out, keepdims])	Reduces *a*'s dimension by one, by applying ufunc along one axis.
`ufunc.accumulate`(array[, axis, dtype, out])	Accumulate the result of applying the operator to all elements.
`ufunc.reduceat`(a, indices[, axis, dtype, out])	Performs a (local) reduce with specified slices over a single axis.
`ufunc.outer`(A, B)	Apply the ufunc *op* to all pairs (a, b) with a in *A* and b in *B*.
`ufunc.at`(a, indices[, b])	Performs unbuffered in place operation on operand 'a' for elements specified by

ufunc.**reduce**(*a*, *axis=0*, *dtype=None*, *out=None*, *keepdims=False*)

Reduces a's dimension by one, by applying ufunc along one axis.

Let $a.shape = (N_0, ..., N_i, ..., N_{M-1})$. Then $ufunc.reduce(a, axis = i)[k_0, .., k_{i-1}, k_{i+1}, .., k_{M-1}]$ = the result of iterating *j* over $range(N_i)$, cumulatively applying ufunc to each $a[k_0, .., k_{i-1}, j, k_{i+1}, .., k_{M-1}]$. For a one-dimensional array, reduce produces results equivalent to:

```
r = op.identity # op = ufunc
for i in range(len(A)):
  r = op(r, A[i])
return r
```

For example, add.reduce() is equivalent to sum().

Parameters

a : array_like

The array to act on.

axis : None or int or tuple of ints, optional

Axis or axes along which a reduction is performed. The default (*axis* = 0) is perform a reduction over the first dimension of the input array. *axis* may be negative, in which case it counts from the last to the first axis. New in version 1.7.0. If this is *None*, a reduction is performed over all the axes. If this is a tuple of ints, a reduction is performed on multiple axes, instead of a single axis or all the axes as before.

For operations which are either not commutative or not associative, doing a reduction over multiple axes is not well-defined. The ufuncs do not currently raise an exception in this case, but will likely do so in the future.

dtype : data-type code, optional

The type used to represent the intermediate results. Defaults to the data-type of the output array if this is provided, or the data-type of the input array if no output array is provided.

out : ndarray, optional

A location into which the result is stored. If not provided, a freshly-allocated array is returned.

keepdims : bool, optional

If this is set to True, the axes which are reduced are left in the result as dimensions with size one. With this option, the result will broadcast correctly against the original *arr*.

Returns

r : ndarray

The reduced array. If *out* was supplied, *r* is a reference to it.

Examples

```
>>> np.multiply.reduce([2,3,5])
30
```

A multi-dimensional array example:

```
>>> X = np.arange(8).reshape((2,2,2))
>>> X
array([[[0, 1],
        [2, 3]],
       [[4, 5],
```

```
        [6, 7]]])
>>> np.add.reduce(X, 0)
array([[ 4,  6],
       [ 8, 10]])
>>> np.add.reduce(X) # confirm: default axis value is 0
array([[ 4,  6],
       [ 8, 10]])
>>> np.add.reduce(X, 1)
array([[ 2,  4],
       [10, 12]])
>>> np.add.reduce(X, 2)
array([[ 1,  5],
       [ 9, 13]])
```

ufunc.**accumulate**(*array*, *axis=0*, *dtype=None*, *out=None*)

Accumulate the result of applying the operator to all elements.

For a one-dimensional array, accumulate produces results equivalent to:

```
r = np.empty(len(A))
t = op.identity        # op = the ufunc being applied to A's  elements
for i in range(len(A)):
    t = op(t, A[i])
    r[i] = t
return r
```

For example, add.accumulate() is equivalent to np.cumsum().

For a multi-dimensional array, accumulate is applied along only one axis (axis zero by default; see Examples below) so repeated use is necessary if one wants to accumulate over multiple axes.

Parameters

array : array_like

The array to act on.

axis : int, optional

The axis along which to apply the accumulation; default is zero.

dtype : data-type code, optional

The data-type used to represent the intermediate results. Defaults to the data-type of the output array if such is provided, or the the data-type of the input array if no output array is provided.

out : ndarray, optional

A location into which the result is stored. If not provided a freshly-allocated array is returned.

Returns

r : ndarray

The accumulated values. If *out* was supplied, *r* is a reference to *out*.

Examples

1-D array examples:

```
>>> np.add.accumulate([2, 3, 5])
array([ 2,  5, 10])
```

```
>>> np.multiply.accumulate([2, 3, 5])
array([ 2,  6, 30])
```

2-D array examples:

```
>>> I = np.eye(2)
>>> I
array([[ 1.,  0.],
       [ 0.,  1.]])
```

Accumulate along axis 0 (rows), down columns:

```
>>> np.add.accumulate(I, 0)
array([[ 1.,  0.],
       [ 1.,  1.]])
>>> np.add.accumulate(I) # no axis specified = axis zero
array([[ 1.,  0.],
       [ 1.,  1.]])
```

Accumulate along axis 1 (columns), through rows:

```
>>> np.add.accumulate(I, 1)
array([[ 1.,  1.],
       [ 0.,  1.]])
```

ufunc.**reduceat**(*a*, *indices*, *axis=0*, *dtype=None*, *out=None*)

Performs a (local) reduce with specified slices over a single axis.

For i in `range(len(indices))`, `reduceat` computes `ufunc.reduce(a[indices[i]:indices[i+1]])`, which becomes the i-th generalized "row" parallel to *axis* in the final result (i.e., in a 2-D array, for example, if *axis = 0*, it becomes the i-th row, but if *axis = 1*, it becomes the i-th column). There are two exceptions to this:

- when `i = len(indices) - 1` (so for the last index), `indices[i+1] = a.shape[axis]`.
- if `indices[i] >= indices[i + 1]`, the i-th generalized "row" is simply `a[indices[i]]`.

The shape of the output depends on the size of `indices`, and may be larger than *a* (this happens if `len(indices) > a.shape[axis]`).

Parameters

a : array_like

The array to act on.

indices : array_like

Paired indices, comma separated (not colon), specifying slices to reduce.

axis : int, optional

The axis along which to apply the reduceat.

dtype : data-type code, optional

The type used to represent the intermediate results. Defaults to the data type of the output array if this is provided, or the data type of the input array if no output array is provided.

out : ndarray, optional

A location into which the result is stored. If not provided a freshly-allocated array is returned.

Returns

r : ndarray

The reduced values. If *out* was supplied, *r* is a reference to *out*.

Notes

A descriptive example:

If *a* is 1-D, the function *ufunc.accumulate(a)* is the same as `ufunc.reduceat(a, indices)[::2]` where `indices` is `range(len(array) - 1)` with a zero placed in every other element: `indices = zeros(2 * len(a) - 1),indices[1::2] = range(1, len(a))`.

Don't be fooled by this attribute's name: *reduceat(a)* is not necessarily smaller than *a*.

Examples

To take the running sum of four successive values:

```
>>> np.add.reduceat(np.arange(8),[0,4, 1,5, 2,6, 3,7])[::2]
array([ 6, 10, 14, 18])
```

A 2-D example:

```
>>> x = np.linspace(0, 15, 16).reshape(4,4)
>>> x
array([[  0.,   1.,   2.,   3.],
       [  4.,   5.,   6.,   7.],
       [  8.,   9.,  10.,  11.],
       [ 12.,  13.,  14.,  15.]])

# reduce such that the result has the following five rows:
# [row1 + row2 + row3]
# [row4]
# [row2]
# [row3]
# [row1 + row2 + row3 + row4]

>>> np.add.reduceat(x, [0, 3, 1, 2, 0])
array([[ 12.,  15.,  18.,  21.],
       [ 12.,  13.,  14.,  15.],
       [  4.,   5.,   6.,   7.],
       [  8.,   9.,  10.,  11.],
       [ 24.,  28.,  32.,  36.]])

# reduce such that result has the following two columns:
# [col1 * col2 * col3, col4]

>>> np.multiply.reduceat(x, [0, 3], 1)
array([[    0.,     3.],
       [  120.,     7.],
       [  720.,    11.],
       [ 2184.,    15.]])
```

`ufunc.`**`outer`**(*A*, *B*)

Apply the ufunc *op* to all pairs (a, b) with a in *A* and b in *B*.

Let `M = A.ndim`, `N = B.ndim`. Then the result, *C*, of `op.outer(A, B)` is an array of dimension M + N

such that:

$$C[i_0, ..., i_{M-1}, j_0, ..., j_{N-1}] = op(A[i_0, ..., i_{M-1}], B[j_0, ..., j_{N-1}])$$

For *A* and *B* one-dimensional, this is equivalent to:

```
r = empty(len(A),len(B))
for i in range(len(A)):
    for j in range(len(B)):
        r[i,j] = op(A[i], B[j]) # op = ufunc in question
```

Parameters

A : array_like

First array

B : array_like

Second array

Returns

r : ndarray

Output array

See Also:

`numpy.outer`

Examples

```
>>> np.multiply.outer([1, 2, 3], [4, 5, 6])
array([[ 4,  5,  6],
       [ 8, 10, 12],
       [12, 15, 18]])
```

A multi-dimensional example:

```
>>> A = np.array([[1, 2, 3], [4, 5, 6]])
>>> A.shape
(2, 3)
>>> B = np.array([[1, 2, 3, 4]])
>>> B.shape
(1, 4)
>>> C = np.multiply.outer(A, B)
>>> C.shape; C
(2, 3, 1, 4)
array([[[[ 1,  2,  3,  4]],
        [[ 2,  4,  6,  8]],
        [[ 3,  6,  9, 12]]],
       [[[ 4,  8, 12, 16]],
        [[ 5, 10, 15, 20]],
        [[ 6, 12, 18, 24]]]])
```

`ufunc.at`(*a*, *indices*, *b=None*)

Performs unbuffered in place operation on operand 'a' for elements specified by 'indices'. For addition ufunc, this method is equivalent to *a[indices] += b*, except that results are accumulated for elements that are indexed more than once. For example, *a[[0,0]] += 1* will only increment the first element once because of buffering, whereas *add.at(a, [0,0], 1)* will increment the first element twice.

Parameters

a : array_like

The array to perform in place operation on.

indices : array_like or tuple

Array like index object or slice object for indexing into first operand. If first operand has multiple dimensions, indices can be a tuple of array like index objects or slice objects.

b : array_like

Second operand for ufuncs requiring two operands. Operand must be broadcastable over first operand after indexing or slicing.

Examples

Set items 0 and 1 to their negative values:

```
>>> a = np.array([1, 2, 3, 4])
>>> np.negative.at(a, [0, 1])
>>> print(a)
array([-1, -2, 3, 4])
```

Increment items 0 and 1, and increment item 2 twice:

```
>>> a = np.array([1, 2, 3, 4])
>>> np.add.at(a, [0, 1, 2, 2], 1)
>>> print(a)
array([2, 3, 5, 4])
```

Add items 0 and 1 in first array to second array, and store results in first array:

```
>>> a = np.array([1, 2, 3, 4])
>>> b = np.array([1, 2])
>>> np.add.at(a, [0, 1], b)
>>> print(a)
array([2, 4, 3, 4])
```

Warning: A reduce-like operation on an array with a data-type that has a range "too small" to handle the result will silently wrap. One should use `dtype` to increase the size of the data-type over which reduction takes place.

2.7 Available ufuncs

There are currently more than 60 universal functions defined in `numpy` on one or more types, covering a wide variety of operations. Some of these ufuncs are called automatically on arrays when the relevant infix notation is used (*e.g.*, `add(a, b)` is called internally when `a + b` is written and *a* or *b* is an `ndarray`). Nevertheless, you may still want to use the ufunc call in order to use the optional output argument(s) to place the output(s) in an object (or objects) of your choice.

Recall that each ufunc operates element-by-element. Therefore, each ufunc will be described as if acting on a set of scalar inputs to return a set of scalar outputs.

Note: The ufunc still returns its output(s) even if you use the optional output argument(s).

2.7.1 Math operations

add(x1, x2[, out])	Add arguments element-wise.
subtract(x1, x2[, out])	Subtract arguments, element-wise.
multiply(x1, x2[, out])	Multiply arguments element-wise.
divide(x1, x2[, out])	Divide arguments element-wise.
logaddexp(x1, x2[, out])	Logarithm of the sum of exponentiations of the inputs.
logaddexp2(x1, x2[, out])	Logarithm of the sum of exponentiations of the inputs in base-2.
true_divide(x1, x2[, out])	Returns a true division of the inputs, element-wise.
floor_divide(x1, x2[, out])	Return the largest integer smaller or equal to the division of the inputs.
negative(x[, out])	Returns an array with the negative of each element of the original array.
power(x1, x2[, out])	First array elements raised to powers from second array, element-wise.
remainder(x1, x2[, out])	Return element-wise remainder of division.
mod(x1, x2[, out])	Return element-wise remainder of division.
fmod(x1, x2[, out])	Return the element-wise remainder of division.
absolute(x[, out])	Calculate the absolute value element-wise.
rint(x[, out])	Round elements of the array to the nearest integer.
sign(x[, out])	Returns an element-wise indication of the sign of a number.
conj(x[, out])	Return the complex conjugate, element-wise.
exp(x[, out])	Calculate the exponential of all elements in the input array.
exp2(x[, out])	Calculate *2**p* for all *p* in the input array.
log(x[, out])	Natural logarithm, element-wise.
log2(x[, out])	Base-2 logarithm of *x*.
log10(x[, out])	Return the base 10 logarithm of the input array, element-wise.
expm1(x[, out])	Calculate `exp(x) - 1` for all elements in the array.
log1p(x[, out])	Return the natural logarithm of one plus the input array, element-wise.
sqrt(x[, out])	Return the positive square-root of an array, element-wise.
square(x[, out])	Return the element-wise square of the input.
reciprocal(x[, out])	Return the reciprocal of the argument, element-wise.
ones_like(a[, dtype, order, subok])	Return an array of ones with the same shape and type as a given array.

Tip: The optional output arguments can be used to help you save memory for large calculations. If your arrays are large, complicated expressions can take longer than absolutely necessary due to the creation and (later) destruction of temporary calculation spaces. For example, the expression `G = a * b + c` is equivalent to `t1 = A * B; G = T1 + C; del t1`. It will be more quickly executed as `G = A * B; add(G, C, G)` which is the same as `G = A * B; G += C`.

2.7.2 Trigonometric functions

All trigonometric functions use radians when an angle is called for. The ratio of degrees to radians is $180^\circ/\pi$.

sin(x[, out])	Trigonometric sine, element-wise.
cos(x[, out])	Cosine elementwise.
tan(x[, out])	Compute tangent element-wise.
arcsin(x[, out])	Inverse sine, element-wise.
arccos(x[, out])	Trigonometric inverse cosine, element-wise.
arctan(x[, out])	Trigonometric inverse tangent, element-wise.
arctan2(x1, x2[, out])	Element-wise arc tangent of `x1/x2` choosing the quadrant correctly.

Continued on next page

Table 2.6 – continued from previous page

hypot(x1, x2[, out])	Given the "legs" of a right triangle, return its hypotenuse.
sinh(x[, out])	Hyperbolic sine, element-wise.
cosh(x[, out])	Hyperbolic cosine, element-wise.
tanh(x[, out])	Compute hyperbolic tangent element-wise.
arcsinh(x[, out])	Inverse hyperbolic sine elementwise.
arccosh(x[, out])	Inverse hyperbolic cosine, elementwise.
arctanh(x[, out])	Inverse hyperbolic tangent elementwise.
deg2rad(x[, out])	Convert angles from degrees to radians.
rad2deg(x[, out])	Convert angles from radians to degrees.

2.7.3 Bit-twiddling functions

These function all require integer arguments and they manipulate the bit-pattern of those arguments.

bitwise_and(x1, x2[, out])	Compute the bit-wise AND of two arrays element-wise.
bitwise_or(x1, x2[, out])	Compute the bit-wise OR of two arrays element-wise.
bitwise_xor(x1, x2[, out])	Compute the bit-wise XOR of two arrays element-wise.
invert(x[, out])	Compute bit-wise inversion, or bit-wise NOT, element-wise.
left_shift(x1, x2[, out])	Shift the bits of an integer to the left.
right_shift(x1, x2[, out])	Shift the bits of an integer to the right.

2.7.4 Comparison functions

greater(x1, x2[, out])	Return the truth value of (x1 > x2) element-wise.
greater_equal(x1, x2[, out])	Return the truth value of (x1 >= x2) element-wise.
less(x1, x2[, out])	Return the truth value of (x1 < x2) element-wise.
less_equal(x1, x2[, out])	Return the truth value of (x1 =< x2) element-wise.
not_equal(x1, x2[, out])	Return (x1 != x2) element-wise.
equal(x1, x2[, out])	Return (x1 == x2) element-wise.

Warning: Do not use the Python keywords `and` and `or` to combine logical array expressions. These keywords will test the truth value of the entire array (not element-by-element as you might expect). Use the bitwise operators & and | instead.

logical_and(x1, x2[, out])	Compute the truth value of x1 AND x2 elementwise.
logical_or(x1, x2[, out])	Compute the truth value of x1 OR x2 elementwise.
logical_xor(x1, x2[, out])	Compute the truth value of x1 XOR x2, element-wise.
logical_not(x[, out])	Compute the truth value of NOT x elementwise.

Warning: The bit-wise operators & and | are the proper way to perform element-by-element array comparisons. Be sure you understand the operator precedence: `(a > 2) & (a < 5)` is the proper syntax because `a > 2 & a < 5` will result in an error due to the fact that `2 & a` is evaluated first.

maximum(x1, x2[, out])	Element-wise maximum of array elements.

Tip: The Python function `max()` will find the maximum over a one-dimensional array, but it will do so using a slower sequence interface. The reduce method of the maximum ufunc is much faster. Also, the `max()` method will not give answers you might expect for arrays with greater than one dimension. The reduce method of minimum also allows you to compute a total minimum over an array.

`minimum`(x1, x2[, out])	Element-wise minimum of array elements.

Warning: the behavior of `maximum(a, b)` is different than that of `max(a, b)`. As a ufunc, `maximum(a, b)` performs an element-by-element comparison of *a* and *b* and chooses each element of the result according to which element in the two arrays is larger. In contrast, `max(a, b)` treats the objects *a* and *b* as a whole, looks at the (total) truth value of `a > b` and uses it to return either *a* or *b* (as a whole). A similar difference exists between `minimum(a, b)` and `min(a, b)`.

`fmax`(x1, x2[, out])	Element-wise maximum of array elements.
`fmin`(x1, x2[, out])	Element-wise minimum of array elements.

2.7.5 Floating functions

Recall that all of these functions work element-by-element over an array, returning an array output. The description details only a single operation.

`isreal`(x)	Returns a bool array, where True if input element is real.
`iscomplex`(x)	Returns a bool array, where True if input element is complex.
`isfinite`(x[, out])	Test element-wise for finite-ness (not infinity or not Not a Number).
`isinf`(x[, out])	Test element-wise for positive or negative infinity.
`isnan`(x[, out])	Test element-wise for Not a Number (NaN), return result as a bool array.
`signbit`(x[, out])	Returns element-wise True where signbit is set (less than zero).
`copysign`(x1, x2[, out])	Change the sign of x1 to that of x2, element-wise.
`nextafter`(x1, x2[, out])	Return the next representable floating-point value after x1 in the direction of x2 element-wise.
`modf`(x[, out1, out2])	Return the fractional and integral parts of an array, element-wise.
`ldexp`(x1, x2[, out])	Compute y = x1 * 2**x2.
`frexp`(x[, out1, out2])	Split the number, x, into a normalized fraction (y1) and exponent (y2)
`fmod`(x1, x2[, out])	Return the element-wise remainder of division.
`floor`(x[, out])	Return the floor of the input, element-wise.
`ceil`(x[, out])	Return the ceiling of the input, element-wise.
`trunc`(x[, out])	Return the truncated value of the input, element-wise.

CHAPTER

THREE

ROUTINES

In this chapter routine docstrings are presented, grouped by functionality. Many docstrings contain example code, which demonstrates basic usage of the routine. The examples assume that NumPy is imported with:

```
>>> import numpy as np
```

A convenient way to execute examples is the `%doctest_mode` mode of IPython, which allows for pasting of multi-line examples and preserves indentation.

3.1 Array creation routines

See Also:

Array creation

3.1.1 Ones and zeros

empty(shape[, dtype, order])	Return a new array of given shape and type, without initializing entries.
empty_like(a[, dtype, order, subok])	Return a new array with the same shape and type as a given array.
eye(N[, M, k, dtype])	Return a 2-D array with ones on the diagonal and zeros elsewhere.
identity(n[, dtype])	Return the identity array.
ones(shape[, dtype, order])	Return a new array of given shape and type, filled with ones.
ones_like(a[, dtype, order, subok])	Return an array of ones with the same shape and type as a given array.
zeros(shape[, dtype, order])	Return a new array of given shape and type, filled with zeros.
zeros_like(a[, dtype, order, subok])	Return an array of zeros with the same shape and type as a given array.

numpy.**empty**(*shape*, *dtype=float*, *order='C'*)

Return a new array of given shape and type, without initializing entries.

Parameters

shape : int or tuple of int

Shape of the empty array

dtype : data-type, optional

Desired output data-type.

order : {'C', 'F'}, optional

Whether to store multi-dimensional data in C (row-major) or Fortran (column-major) order in memory.

See Also:

`empty_like`, `zeros`, `ones`

Notes

`empty`, unlike `zeros`, does not set the array values to zero, and may therefore be marginally faster. On the other hand, it requires the user to manually set all the values in the array, and should be used with caution.

Examples

```
>>> np.empty([2, 2])
array([[ -9.74499359e+001,   6.69583040e-309],
       [  2.13182611e-314,   3.06959433e-309]])         #random

>>> np.empty([2, 2], dtype=int)
array([[-1073741821, -1067949133],
       [  496041986,    19249760]])                     #random
```

numpy.**empty_like**(*a*, *dtype=None*, *order='K'*, *subok=True*)

Return a new array with the same shape and type as a given array.

Parameters

a : array_like

The shape and data-type of *a* define these same attributes of the returned array.

dtype : data-type, optional

New in version 1.6.0. Overrides the data type of the result.

order : {'C', 'F', 'A', or 'K'}, optional

New in version 1.6.0. Overrides the memory layout of the result. 'C' means C-order, 'F' means F-order, 'A' means 'F' if `a` is Fortran contiguous, 'C' otherwise. 'K' means match the layout of `a` as closely as possible.

subok : bool, optional.

If True, then the newly created array will use the sub-class type of 'a', otherwise it will be a base-class array. Defaults to True.

Returns

out : ndarray

Array of uninitialized (arbitrary) data with the same shape and type as *a*.

See Also:

ones_like
Return an array of ones with shape and type of input.

zeros_like
Return an array of zeros with shape and type of input.

empty
Return a new uninitialized array.

ones
Return a new array setting values to one.

zeros
Return a new array setting values to zero.

Notes

This function does *not* initialize the returned array; to do that use `zeros_like` or `ones_like` instead. It may be marginally faster than the functions that do set the array values.

Examples

```
>>> a = ([1,2,3], [4,5,6])                         # a is array-like
>>> np.empty_like(a)
array([[-1073741821, -1073741821,           3],    #random
       [          0,           0, -1073741821]])
>>> a = np.array([[1., 2., 3.],[4.,5.,6.]])
>>> np.empty_like(a)
array([[ -2.00000715e+000,   1.48219694e-323,  -2.00000572e+000],#random
       [  4.38791518e-305,  -2.00000715e+000,   4.17269252e-309]])
```

numpy.**eye**(*N*, *M=None*, *k=0*, *dtype=<type 'float'>*)
Return a 2-D array with ones on the diagonal and zeros elsewhere.

Parameters
N : int

Number of rows in the output.

M : int, optional

Number of columns in the output. If None, defaults to *N*.

k : int, optional

Index of the diagonal: 0 (the default) refers to the main diagonal, a positive value refers to an upper diagonal, and a negative value to a lower diagonal.

dtype : data-type, optional

Data-type of the returned array.

Returns
I : ndarray of shape (N,M)

An array where all elements are equal to zero, except for the *k*-th diagonal, whose values are equal to one.

See Also:

identity
(almost) equivalent function

diag
diagonal 2-D array from a 1-D array specified by the user.

Examples

```
>>> np.eye(2, dtype=int)
array([[1, 0],
       [0, 1]])
>>> np.eye(3, k=1)
array([[ 0.,  1.,  0.],
       [ 0.,  0.,  1.],
       [ 0.,  0.,  0.]])
```

numpy.**identity**(*n*, *dtype=None*)

Return the identity array.

The identity array is a square array with ones on the main diagonal.

Parameters

n : int

Number of rows (and columns) in *n* x *n* output.

dtype : data-type, optional

Data-type of the output. Defaults to `float`.

Returns

out : ndarray

n x *n* array with its main diagonal set to one, and all other elements 0.

Examples

```
>>> np.identity(3)
array([[ 1.,  0.,  0.],
       [ 0.,  1.,  0.],
       [ 0.,  0.,  1.]])
```

numpy.**ones**(*shape*, *dtype=None*, *order='C'*)

Return a new array of given shape and type, filled with ones.

Parameters

shape : int or sequence of ints

Shape of the new array, e.g., `(2, 3)` or `2`.

dtype : data-type, optional

The desired data-type for the array, e.g., `numpy.int8`. Default is `numpy.float64`.

order : {'C', 'F'}, optional

Whether to store multidimensional data in C- or Fortran-contiguous (row- or column-wise) order in memory.

Returns

out : ndarray

Array of ones with the given shape, dtype, and order.

See Also:

`zeros`, `ones_like`

Examples

```
>>> np.ones(5)
array([ 1.,  1.,  1.,  1.,  1.])

>>> np.ones((5,), dtype=np.int)
array([1, 1, 1, 1, 1])

>>> np.ones((2, 1))
array([[ 1.],
       [ 1.]])
```

```
>>> s = (2,2)
>>> np.ones(s)
array([[ 1.,  1.],
       [ 1.,  1.]])
```

numpy.**ones_like**(*a*, *dtype=None*, *order='K'*, *subok=True*)

Return an array of ones with the same shape and type as a given array.

Parameters

a : array_like

The shape and data-type of *a* define these same attributes of the returned array.

dtype : data-type, optional

New in version 1.6.0. Overrides the data type of the result.

order : {'C', 'F', 'A', or 'K'}, optional

New in version 1.6.0. Overrides the memory layout of the result. 'C' means C-order, 'F' means F-order, 'A' means 'F' if *a* is Fortran contiguous, 'C' otherwise. 'K' means match the layout of *a* as closely as possible.

subok : bool, optional.

If True, then the newly created array will use the sub-class type of 'a', otherwise it will be a base-class array. Defaults to True.

Returns

out : ndarray

Array of ones with the same shape and type as *a*.

See Also:

zeros_like

Return an array of zeros with shape and type of input.

empty_like

Return an empty array with shape and type of input.

zeros

Return a new array setting values to zero.

ones

Return a new array setting values to one.

empty

Return a new uninitialized array.

Examples

```
>>> x = np.arange(6)
>>> x = x.reshape((2, 3))
>>> x
array([[0, 1, 2],
       [3, 4, 5]])
>>> np.ones_like(x)
array([[1, 1, 1],
       [1, 1, 1]])
```

```
>>> y = np.arange(3, dtype=np.float)
>>> y
array([ 0.,  1.,  2.])
>>> np.ones_like(y)
array([ 1.,  1.,  1.])
```

numpy.**zeros**(*shape*, *dtype=float*, *order='C'*)

Return a new array of given shape and type, filled with zeros.

Parameters

shape : int or sequence of ints

Shape of the new array, e.g., `(2, 3)` or `2`.

dtype : data-type, optional

The desired data-type for the array, e.g., `numpy.int8`. Default is `numpy.float64`.

order : {'C', 'F'}, optional

Whether to store multidimensional data in C- or Fortran-contiguous (row- or column-wise) order in memory.

Returns

out : ndarray

Array of zeros with the given shape, dtype, and order.

See Also:

zeros_like

Return an array of zeros with shape and type of input.

ones_like

Return an array of ones with shape and type of input.

empty_like

Return an empty array with shape and type of input.

ones

Return a new array setting values to one.

empty

Return a new uninitialized array.

Examples

```
>>> np.zeros(5)
array([ 0.,  0.,  0.,  0.,  0.])

>>> np.zeros((5,), dtype=numpy.int)
array([0, 0, 0, 0, 0])

>>> np.zeros((2, 1))
array([[ 0.],
       [ 0.]])

>>> s = (2,2)
>>> np.zeros(s)
array([[ 0.,  0.],
       [ 0.,  0.]])
```

```
>>> np.zeros((2,), dtype=[('x', 'i4'), ('y', 'i4')]) # custom dtype
array([(0, 0), (0, 0)],
      dtype=[('x', '<i4'), ('y', '<i4')])
```

numpy.**zeros_like**(*a*, *dtype=None*, *order='K'*, *subok=True*)

Return an array of zeros with the same shape and type as a given array.

Parameters

a : array_like

The shape and data-type of *a* define these same attributes of the returned array.

dtype : data-type, optional

New in version 1.6.0. Overrides the data type of the result.

order : {'C', 'F', 'A', or 'K'}, optional

New in version 1.6.0. Overrides the memory layout of the result. 'C' means C-order, 'F' means F-order, 'A' means 'F' if *a* is Fortran contiguous, 'C' otherwise. 'K' means match the layout of *a* as closely as possible.

subok : bool, optional.

If True, then the newly created array will use the sub-class type of 'a', otherwise it will be a base-class array. Defaults to True.

Returns

out : ndarray

Array of zeros with the same shape and type as *a*.

See Also:

ones_like
Return an array of ones with shape and type of input.

empty_like
Return an empty array with shape and type of input.

zeros
Return a new array setting values to zero.

ones
Return a new array setting values to one.

empty
Return a new uninitialized array.

Examples

```
>>> x = np.arange(6)
>>> x = x.reshape((2, 3))
>>> x
array([[0, 1, 2],
       [3, 4, 5]])
>>> np.zeros_like(x)
array([[0, 0, 0],
       [0, 0, 0]])
```

```
>>> y = np.arange(3, dtype=np.float)
>>> y
array([ 0.,  1.,  2.])
>>> np.zeros_like(y)
array([ 0.,  0.,  0.])
```

3.1.2 From existing data

array(object[, dtype, copy, order, subok, ndmin])	Create an array.
asarray(a[, dtype, order])	Convert the input to an array.
asanyarray(a[, dtype, order])	Convert the input to an ndarray, but pass ndarray subclasses through.
ascontiguousarray(a[, dtype])	Return a contiguous array in memory (C order).
asmatrix(data[, dtype])	Interpret the input as a matrix.
copy(a[, order])	Return an array copy of the given object.
frombuffer(buffer[, dtype, count, offset])	Interpret a buffer as a 1-dimensional array.
fromfile(file[, dtype, count, sep])	Construct an array from data in a text or binary file.
fromfunction(function, shape, **kwargs)	Construct an array by executing a function over each coordinate.
fromiter(iterable, dtype[, count])	Create a new 1-dimensional array from an iterable object.
fromstring(string[, dtype, count, sep])	A new 1-D array initialized from raw binary or text data in a string.
loadtxt(fname[, dtype, comments, delimiter, ...])	Load data from a text file.

numpy.**array**(*object*, *dtype=None*, *copy=True*, *order=None*, *subok=False*, *ndmin=0*)

Create an array.

Parameters

object : array_like

An array, any object exposing the array interface, an object whose __array__ method returns an array, or any (nested) sequence.

dtype : data-type, optional

The desired data-type for the array. If not given, then the type will be determined as the minimum type required to hold the objects in the sequence. This argument can only be used to 'upcast' the array. For downcasting, use the .astype(t) method.

copy : bool, optional

If true (default), then the object is copied. Otherwise, a copy will only be made if __array__ returns a copy, if obj is a nested sequence, or if a copy is needed to satisfy any of the other requirements (dtype, *order*, etc.).

order : {'C', 'F', 'A'}, optional

Specify the order of the array. If order is 'C' (default), then the array will be in C-contiguous order (last-index varies the fastest). If order is 'F', then the returned array will be in Fortran-contiguous order (first-index varies the fastest). If order is 'A', then the returned array may be in any order (either C-, Fortran-contiguous, or even discontiguous).

subok : bool, optional

If True, then sub-classes will be passed-through, otherwise the returned array will be forced to be a base-class array (default).

ndmin : int, optional

Specifies the minimum number of dimensions that the resulting array should have. Ones will be pre-pended to the shape as needed to meet this requirement.

Returns

out : ndarray

An array object satisfying the specified requirements.

See Also:

`empty`, `empty_like`, `zeros`, `zeros_like`, `ones`, `ones_like`, `fill`

Examples

```
>>> np.array([1, 2, 3])
array([1, 2, 3])
```

Upcasting:

```
>>> np.array([1, 2, 3.0])
array([ 1.,  2.,  3.])
```

More than one dimension:

```
>>> np.array([[1, 2], [3, 4]])
array([[1, 2],
       [3, 4]])
```

Minimum dimensions 2:

```
>>> np.array([1, 2, 3], ndmin=2)
array([[1, 2, 3]])
```

Type provided:

```
>>> np.array([1, 2, 3], dtype=complex)
array([ 1.+0.j,  2.+0.j,  3.+0.j])
```

Data-type consisting of more than one element:

```
>>> x = np.array([(1,2),(3,4)],dtype=[('a','<i4'),('b','<i4')])
>>> x['a']
array([1, 3])
```

Creating an array from sub-classes:

```
>>> np.array(np.mat('1 2; 3 4'))
array([[1, 2],
       [3, 4]])

>>> np.array(np.mat('1 2; 3 4'), subok=True)
matrix([[1, 2],
        [3, 4]])
```

numpy.**asarray**(*a*, *dtype=None*, *order=None*)

Convert the input to an array.

Parameters

a : array_like

Input data, in any form that can be converted to an array. This includes lists, lists of tuples, tuples, tuples of tuples, tuples of lists and ndarrays.

dtype : data-type, optional

By default, the data-type is inferred from the input data.

order : {'C', 'F'}, optional

Whether to use row-major ('C') or column-major ('F' for FORTRAN) memory representation. Defaults to 'C'.

Returns

out : ndarray

Array interpretation of *a*. No copy is performed if the input is already an ndarray. If *a* is a subclass of ndarray, a base class ndarray is returned.

See Also:

asanyarray
Similar function which passes through subclasses.

ascontiguousarray
Convert input to a contiguous array.

asfarray
Convert input to a floating point ndarray.

asfortranarray
Convert input to an ndarray with column-major memory order.

asarray_chkfinite
Similar function which checks input for NaNs and Infs.

fromiter
Create an array from an iterator.

fromfunction
Construct an array by executing a function on grid positions.

Examples

Convert a list into an array:

```
>>> a = [1, 2]
>>> np.asarray(a)
array([1, 2])
```

Existing arrays are not copied:

```
>>> a = np.array([1, 2])
>>> np.asarray(a) is a
True
```

If `dtype` is set, array is copied only if dtype does not match:

```
>>> a = np.array([1, 2], dtype=np.float32)
>>> np.asarray(a, dtype=np.float32) is a
True
>>> np.asarray(a, dtype=np.float64) is a
False
```

Contrary to `asanyarray`, ndarray subclasses are not passed through:

```
>>> issubclass(np.matrix, np.ndarray)
True
>>> a = np.matrix([[1, 2]])
>>> np.asarray(a) is a
False
>>> np.asanyarray(a) is a
True
```

numpy.**asanyarray**(*a*, *dtype=None*, *order=None*)

Convert the input to an ndarray, but pass ndarray subclasses through.

Parameters

a : array_like

Input data, in any form that can be converted to an array. This includes scalars, lists, lists of tuples, tuples, tuples of tuples, tuples of lists, and ndarrays.

dtype : data-type, optional

By default, the data-type is inferred from the input data.

order : {'C', 'F'}, optional

Whether to use row-major ('C') or column-major ('F') memory representation. Defaults to 'C'.

Returns

out : ndarray or an ndarray subclass

Array interpretation of *a*. If *a* is an ndarray or a subclass of ndarray, it is returned as-is and no copy is performed.

See Also:

asarray
Similar function which always returns ndarrays.

ascontiguousarray
Convert input to a contiguous array.

asfarray
Convert input to a floating point ndarray.

asfortranarray
Convert input to an ndarray with column-major memory order.

asarray_chkfinite
Similar function which checks input for NaNs and Infs.

fromiter
Create an array from an iterator.

fromfunction
Construct an array by executing a function on grid positions.

Examples

Convert a list into an array:

```
>>> a = [1, 2]
>>> np.asanyarray(a)
array([1, 2])
```

Instances of ndarray subclasses are passed through as-is:

```
>>> a = np.matrix([1, 2])
>>> np.asanyarray(a) is a
True
```

numpy.**ascontiguousarray**(*a*, *dtype=None*)

Return a contiguous array in memory (C order).

Parameters

a : array_like

Input array.

dtype : str or dtype object, optional

Data-type of returned array.

Returns

out : ndarray

Contiguous array of same shape and content as *a*, with type dtype if specified.

See Also:

asfortranarray

Convert input to an ndarray with column-major memory order.

require

Return an ndarray that satisfies requirements.

ndarray.flags

Information about the memory layout of the array.

Examples

```
>>> x = np.arange(6).reshape(2,3)
>>> np.ascontiguousarray(x, dtype=np.float32)
array([[ 0.,  1.,  2.],
       [ 3.,  4.,  5.]], dtype=float32)
>>> x.flags['C_CONTIGUOUS']
True
```

numpy.**asmatrix**(*data*, *dtype=None*)

Interpret the input as a matrix.

Unlike matrix, asmatrix does not make a copy if the input is already a matrix or an ndarray. Equivalent to matrix(data, copy=False).

Parameters

data : array_like

Input data.

Returns

mat : matrix

data interpreted as a matrix.

Examples

```
>>> x = np.array([[1, 2], [3, 4]])
```

```
>>> m = np.asmatrix(x)

>>> x[0,0] = 5

>>> m
matrix([[5, 2],
        [3, 4]])
```

numpy.**copy**(*a*, *order='K'*)

Return an array copy of the given object.

Parameters

a : array_like

Input data.

order : {'C', 'F', 'A', 'K'}, optional

Controls the memory layout of the copy. 'C' means C-order, 'F' means F-order, 'A' means 'F' if *a* is Fortran contiguous, 'C' otherwise. 'K' means match the layout of *a* as closely as possible. (Note that this function and :meth:ndarray.copy are very similar, but have different default values for their order= arguments.)

Returns

arr : ndarray

Array interpretation of *a*.

Notes

This is equivalent to

```
>>> np.array(a, copy=True)
```

Examples

Create an array x, with a reference y and a copy z:

```
>>> x = np.array([1, 2, 3])
>>> y = x
>>> z = np.copy(x)
```

Note that, when we modify x, y changes, but not z:

```
>>> x[0] = 10
>>> x[0] == y[0]
True
>>> x[0] == z[0]
False
```

numpy.**frombuffer**(*buffer*, *dtype=float*, *count=-1*, *offset=0*)

Interpret a buffer as a 1-dimensional array.

Parameters

buffer : buffer_like

An object that exposes the buffer interface.

dtype : data-type, optional

Data-type of the returned array; default: float.

count : int, optional

Number of items to read. `-1` means all data in the buffer.

offset : int, optional

Start reading the buffer from this offset; default: 0.

Notes

If the buffer has data that is not in machine byte-order, this should be specified as part of the data-type, e.g.:

```
>>> dt = np.dtype(int)
>>> dt = dt.newbyteorder('>')
>>> np.frombuffer(buf, dtype=dt)
```

The data of the resulting array will not be byteswapped, but will be interpreted correctly.

Examples

```
>>> s = 'hello world'
>>> np.frombuffer(s, dtype='S1', count=5, offset=6)
array(['w', 'o', 'r', 'l', 'd'],
      dtype='|S1')
```

numpy.**fromfile**(*file*, *dtype=float*, *count=-1*, *sep=''*)

Construct an array from data in a text or binary file.

A highly efficient way of reading binary data with a known data-type, as well as parsing simply formatted text files. Data written using the *tofile* method can be read using this function.

Parameters

file : file or str

Open file object or filename.

dtype : data-type

Data type of the returned array. For binary files, it is used to determine the size and byte-order of the items in the file.

count : int

Number of items to read. `-1` means all items (i.e., the complete file).

sep : str

Separator between items if file is a text file. Empty ("") separator means the file should be treated as binary. Spaces (" ") in the separator match zero or more whitespace characters. A separator consisting only of spaces must match at least one whitespace.

See Also:

`load`, `save`, `ndarray.tofile`

`loadtxt`

More flexible way of loading data from a text file.

Notes

Do not rely on the combination of *tofile* and `fromfile` for data storage, as the binary files generated are are not platform independent. In particular, no byte-order or data-type information is saved. Data can be stored in the platform independent `.npy` format using `save` and `load` instead.

Examples

Construct an ndarray:

```
>>> dt = np.dtype([('time', [('min', int), ('sec', int)]),
...                ('temp', float)])
>>> x = np.zeros((1,), dtype=dt)
>>> x['time']['min'] = 10; x['temp'] = 98.25
>>> x
array([((10, 0), 98.25)],
      dtype=[('time', [('min', '<i4'), ('sec', '<i4')]), ('temp', '<f8')])
```

Save the raw data to disk:

```
>>> import os
>>> fname = os.tmpnam()
>>> x.tofile(fname)
```

Read the raw data from disk:

```
>>> np.fromfile(fname, dtype=dt)
array([((10, 0), 98.25)],
      dtype=[('time', [('min', '<i4'), ('sec', '<i4')]), ('temp', '<f8')])
```

The recommended way to store and load data:

```
>>> np.save(fname, x)
>>> np.load(fname + '.npy')
array([((10, 0), 98.25)],
      dtype=[('time', [('min', '<i4'), ('sec', '<i4')]), ('temp', '<f8')])
```

numpy.**fromfunction**(*function*, *shape*, ***kwargs*)

Construct an array by executing a function over each coordinate.

The resulting array therefore has a value `fn(x, y, z)` at coordinate `(x, y, z)`.

Parameters

function : callable

The function is called with N parameters, where N is the rank of `shape`. Each parameter represents the coordinates of the array varying along a specific axis. For example, if `shape` were `(2, 2)`, then the parameters in turn be (0, 0), (0, 1), (1, 0), (1, 1).

shape : (N,) tuple of ints

Shape of the output array, which also determines the shape of the coordinate arrays passed to *function*.

dtype : data-type, optional

Data-type of the coordinate arrays passed to *function*. By default, `dtype` is float.

Returns

fromfunction : any

The result of the call to *function* is passed back directly. Therefore the shape of `fromfunction` is completely determined by *function*. If *function* returns a scalar value, the shape of `fromfunction` would match the `shape` parameter.

See Also:

`indices`, `meshgrid`

Notes

Keywords other than `dtype` are passed to *function*.

Examples

```
>>> np.fromfunction(lambda i, j: i == j, (3, 3), dtype=int)
array([[ True, False, False],
       [False,  True, False],
       [False, False,  True]], dtype=bool)

>>> np.fromfunction(lambda i, j: i + j, (3, 3), dtype=int)
array([[0, 1, 2],
       [1, 2, 3],
       [2, 3, 4]])
```

numpy.**fromiter**(*iterable*, *dtype*, *count=-1*)

Create a new 1-dimensional array from an iterable object.

Parameters

iterable : iterable object

An iterable object providing data for the array.

dtype : data-type

The data-type of the returned array.

count : int, optional

The number of items to read from *iterable*. The default is -1, which means all data is read.

Returns

out : ndarray

The output array.

Notes

Specify *count* to improve performance. It allows `fromiter` to pre-allocate the output array, instead of resizing it on demand.

Examples

```
>>> iterable = (x*x for x in range(5))
>>> np.fromiter(iterable, np.float)
array([  0.,   1.,   4.,   9.,  16.])
```

numpy.**fromstring**(*string*, *dtype=float*, *count=-1*, *sep=''*)

A new 1-D array initialized from raw binary or text data in a string.

Parameters

string : str

A string containing the data.

dtype : data-type, optional

The data type of the array; default: float. For binary input data, the data must be in exactly this format.

count : int, optional

Read this number of `dtype` elements from the data. If this is negative (the default), the count will be determined from the length of the data.

sep : str, optional

If not provided or, equivalently, the empty string, the data will be interpreted as binary data; otherwise, as ASCII text with decimal numbers. Also in this latter case, this argument is interpreted as the string separating numbers in the data; extra whitespace between elements is also ignored.

Returns

arr : ndarray

The constructed array.

Raises

ValueError

If the string is not the correct size to satisfy the requested `dtype` and *count*.

See Also:

`frombuffer`, `fromfile`, `fromiter`

Examples

```
>>> np.fromstring('\x01\x02', dtype=np.uint8)
array([1, 2], dtype=uint8)
>>> np.fromstring('1 2', dtype=int, sep=' ')
array([1, 2])
>>> np.fromstring('1, 2', dtype=int, sep=',')
array([1, 2])
>>> np.fromstring('\x01\x02\x03\x04\x05', dtype=np.uint8, count=3)
array([1, 2, 3], dtype=uint8)
```

numpy.**loadtxt**(*fname*, *dtype=<type 'float'>*, *comments='#'*, *delimiter=None*, *converters=None*, *skiprows=0*, *usecols=None*, *unpack=False*, *ndmin=0*)

Load data from a text file.

Each row in the text file must have the same number of values.

Parameters

fname : file or str

File, filename, or generator to read. If the filename extension is `.gz` or `.bz2`, the file is first decompressed. Note that generators should return byte strings for Python 3k.

dtype : data-type, optional

Data-type of the resulting array; default: float. If this is a record data-type, the resulting array will be 1-dimensional, and each row will be interpreted as an element of the array. In this case, the number of columns used must match the number of fields in the data-type.

comments : str, optional

The character used to indicate the start of a comment; default: '#'.

delimiter : str, optional

The string used to separate values. By default, this is any whitespace.

converters : dict, optional

A dictionary mapping column number to a function that will convert that column to a float. E.g., if column 0 is a date string: `converters = {0: datestr2num}`. Converters can also be used to provide a default value for missing data (but see also `genfromtxt`): `converters = {3: lambda s: float(s.strip() or 0)}`. Default: None.

skiprows : int, optional

Skip the first *skiprows* lines; default: 0.

usecols : sequence, optional

Which columns to read, with 0 being the first. For example, `usecols = (1,4,5)` will extract the 2nd, 5th and 6th columns. The default, None, results in all columns being read.

unpack : bool, optional

If True, the returned array is transposed, so that arguments may be unpacked using `x, y, z = loadtxt(...)`. When used with a record data-type, arrays are returned for each field. Default is False.

ndmin : int, optional

The returned array will have at least *ndmin* dimensions. Otherwise mono-dimensional axes will be squeezed. Legal values: 0 (default), 1 or 2. .. versionadded:: 1.6.0

Returns

out : ndarray

Data read from the text file.

See Also:

`load`, `fromstring`, `fromregex`

genfromtxt
Load data with missing values handled as specified.

scipy.io.loadmat
reads MATLAB data files

Notes

This function aims to be a fast reader for simply formatted files. The `genfromtxt` function provides more sophisticated handling of, e.g., lines with missing values.

Examples

```
>>> from StringIO import StringIO   # StringIO behaves like a file object
>>> c = StringIO("0 1\n2 3")
>>> np.loadtxt(c)
array([[ 0.,  1.],
       [ 2.,  3.]])

>>> d = StringIO("M 21 72\nF 35 58")
>>> np.loadtxt(d, dtype={'names': ('gender', 'age', 'weight'),
...                      'formats': ('S1', 'i4', 'f4')})
array([('M', 21, 72.0), ('F', 35, 58.0)],
      dtype=[('gender', '|S1'), ('age', '<i4'), ('weight', '<f4')])
```

```
>>> c = StringIO("1,0,2\n3,0,4")
>>> x, y = np.loadtxt(c, delimiter=',', usecols=(0, 2), unpack=True)
>>> x
array([ 1.,  3.])
>>> y
array([ 2.,  4.])
```

3.1.3 Creating record arrays (numpy.rec)

Note: numpy.rec is the preferred alias for numpy.core.records.

core.records.array(obj[, dtype, shape, ...])	Construct a record array from a wide-variety of objects.
core.records.fromarrays(arrayList[, dtype, ...])	create a record array from a (flat) list of arrays
core.records.fromrecords(recList[, dtype, ...])	create a recarray from a list of records in text form
core.records.fromstring(datastring[, dtype, ...])	create a (read-only) record array from binary data contained in
core.records.fromfile(fd[, dtype, shape, ...])	Create an array from binary file data

numpy.core.records.**array**(*obj*, *dtype=None*, *shape=None*, *offset=0*, *strides=None*, *formats=None*, *names=None*, *titles=None*, *aligned=False*, *byteorder=None*, *copy=True*)

Construct a record array from a wide-variety of objects.

numpy.core.records.**fromarrays**(*arrayList*, *dtype=None*, *shape=None*, *formats=None*, *names=None*, *titles=None*, *aligned=False*, *byteorder=None*)

create a record array from a (flat) list of arrays

```
>>> x1=np.array([1,2,3,4])
>>> x2=np.array(['a','dd','xyz','12'])
>>> x3=np.array([1.1,2,3,4])
>>> r = np.core.records.fromarrays([x1,x2,x3],names='a,b,c')
>>> print r[1]
(2, 'dd', 2.0)
>>> x1[1]=34
>>> r.a
array([1, 2, 3, 4])
```

numpy.core.records.**fromrecords**(*recList*, *dtype=None*, *shape=None*, *formats=None*, *names=None*, *titles=None*, *aligned=False*, *byteorder=None*)

create a recarray from a list of records in text form

The data in the same field can be heterogeneous, they will be promoted to the highest data type. This method is intended for creating smaller record arrays. If used to create large array without formats defined

r=fromrecords([(2,3.,'abc')]*100000)

it can be slow.

If formats is None, then this will auto-detect formats. Use list of tuples rather than list of lists for faster processing.

```
>>> r=np.core.records.fromrecords([(456,'dbe',1.2),(2,'de',1.3)],
... names='col1,col2,col3')
>>> print r[0]
(456, 'dbe', 1.2)
>>> r.col1
```

```
array([456,   2])
>>> r.col2
chararray(['dbe', 'de'],
      dtype='|S3')
>>> import pickle
>>> print pickle.loads(pickle.dumps(r))
[(456, 'dbe', 1.2) (2, 'de', 1.3)]
```

numpy.core.records.**fromstring**(*datastring*, *dtype=None*, *shape=None*, *offset=0*, *formats=None*, *names=None*, *titles=None*, *aligned=False*, *byteorder=None*)

create a (read-only) record array from binary data contained in a string

numpy.core.records.**fromfile**(*fd*, *dtype=None*, *shape=None*, *offset=0*, *formats=None*, *names=None*, *titles=None*, *aligned=False*, *byteorder=None*)

Create an array from binary file data

If file is a string then that file is opened, else it is assumed to be a file object.

```
>>> from tempfile import TemporaryFile
>>> a = np.empty(10,dtype='f8,i4,a5')
>>> a[5] = (0.5,10,'abcde')
>>>
>>> fd=TemporaryFile()
>>> a = a.newbyteorder('<')
>>> a.tofile(fd)
>>>
>>> fd.seek(0)
>>> r=np.core.records.fromfile(fd, formats='f8,i4,a5', shape=10,
... byteorder='<')
>>> print r[5]
(0.5, 10, 'abcde')
>>> r.shape
(10,)
```

3.1.4 Creating character arrays (numpy.char)

Note: numpy.char is the preferred alias for numpy.core.defchararray.

core.defchararray.array(obj[, itemsize, ...])	Create a chararray.
core.defchararray.asarray(obj[, itemsize, ...])	Convert the input to a chararray, copying the data only if necessary.

numpy.core.defchararray.**array**(*obj*, *itemsize=None*, *copy=True*, *unicode=None*, *order=None*)

Create a chararray.

Note: This class is provided for numarray backward-compatibility. New code (not concerned with numarray compatibility) should use arrays of type string_ or unicode_ and use the free functions in numpy.char for fast vectorized string operations instead.

Versus a regular Numpy array of type *str* or *unicode*, this class adds the following functionality:

1. values automatically have whitespace removed from the end when indexed
2. comparison operators automatically remove whitespace from the end when comparing values

3.vectorized string operations are provided as methods (e.g. *str.endswith*) and infix operators (e.g. `+, *, %`)

Parameters

obj : array of str or unicode-like

itemsize : int, optional

itemsize is the number of characters per scalar in the resulting array. If *itemsize* is None, and *obj* is an object array or a Python list, the *itemsize* will be automatically determined. If *itemsize* is provided and *obj* is of type str or unicode, then the *obj* string will be chunked into *itemsize* pieces.

copy : bool, optional

If true (default), then the object is copied. Otherwise, a copy will only be made if __array__ returns a copy, if obj is a nested sequence, or if a copy is needed to satisfy any of the other requirements (*itemsize*, unicode, *order*, etc.).

unicode : bool, optional

When true, the resulting `chararray` can contain Unicode characters, when false only 8-bit characters. If unicode is *None* and *obj* is one of the following:

- a `chararray`,
- an ndarray of type *str* or *unicode*
- a Python str or unicode object,

then the unicode setting of the output array will be automatically determined.

order : {'C', 'F', 'A'}, optional

Specify the order of the array. If order is 'C' (default), then the array will be in C-contiguous order (last-index varies the fastest). If order is 'F', then the returned array will be in Fortran-contiguous order (first-index varies the fastest). If order is 'A', then the returned array may be in any order (either C-, Fortran-contiguous, or even discontiguous).

`numpy.core.defchararray.`**`asarray`**(*obj*, *itemsize=None*, *unicode=None*, *order=None*)

Convert the input to a `chararray`, copying the data only if necessary.

Versus a regular Numpy array of type *str* or *unicode*, this class adds the following functionality:

1.values automatically have whitespace removed from the end when indexed

2.comparison operators automatically remove whitespace from the end when comparing values

3.vectorized string operations are provided as methods (e.g. *str.endswith*) and infix operators (e.g. +, *, %)

Parameters

obj : array of str or unicode-like

itemsize : int, optional

itemsize is the number of characters per scalar in the resulting array. If *itemsize* is None, and *obj* is an object array or a Python list, the *itemsize* will be automatically determined. If *itemsize* is provided and *obj* is of type str or unicode, then the *obj* string will be chunked into *itemsize* pieces.

unicode : bool, optional

When true, the resulting `chararray` can contain Unicode characters, when false only 8-bit characters. If unicode is *None* and *obj* is one of the following:

- a `chararray`,
- an ndarray of type *str* or 'unicode'
- a Python str or unicode object,

then the unicode setting of the output array will be automatically determined.

order : {'C', 'F'}, optional

Specify the order of the array. If order is 'C' (default), then the array will be in C-contiguous order (last-index varies the fastest). If order is 'F', then the returned array will be in Fortran-contiguous order (first-index varies the fastest).

3.1.5 Numerical ranges

`arange`([start,] stop[, step,][, dtype])	Return evenly spaced values within a given interval.
`linspace`(start, stop[, num, endpoint, retstep])	Return evenly spaced numbers over a specified interval.
`logspace`(start, stop[, num, endpoint, base])	Return numbers spaced evenly on a log scale.
`meshgrid`(*xi, **kwargs)	Return coordinate matrices from two or more coordinate vectors.
`mgrid`	*nd_grid* instance which returns a dense multi-dimensional "meshgrid".
`ogrid`	*nd_grid* instance which returns an open multi-dimensional "meshgrid".

numpy.**arange**([*start*], *stop*[, *step*], *dtype=None*)

Return evenly spaced values within a given interval.

Values are generated within the half-open interval `[start, stop)` (in other words, the interval including *start* but excluding *stop*). For integer arguments the function is equivalent to the Python built-in range function, but returns an ndarray rather than a list.

When using a non-integer step, such as 0.1, the results will often not be consistent. It is better to use `linspace` for these cases.

Parameters

start : number, optional

Start of interval. The interval includes this value. The default start value is 0.

stop : number

End of interval. The interval does not include this value, except in some cases where *step* is not an integer and floating point round-off affects the length of *out*.

step : number, optional

Spacing between values. For any output *out*, this is the distance between two adjacent values, `out[i+1] - out[i]`. The default step size is 1. If *step* is specified, *start* must also be given.

dtype : dtype

The type of the output array. If `dtype` is not given, infer the data type from the other input arguments.

Returns

arange : ndarray

Array of evenly spaced values.

For floating point arguments, the length of the result is `ceil((stop - start)/step)`. Because of floating point overflow, this rule may result in the last element of *out* being greater than *stop*.

See Also:

linspace
Evenly spaced numbers with careful handling of endpoints.

ogrid
Arrays of evenly spaced numbers in N-dimensions.

mgrid
Grid-shaped arrays of evenly spaced numbers in N-dimensions.

Examples

```
>>> np.arange(3)
array([0, 1, 2])
>>> np.arange(3.0)
array([ 0.,  1.,  2.])
>>> np.arange(3,7)
array([3, 4, 5, 6])
>>> np.arange(3,7,2)
array([3, 5])
```

numpy.**linspace**(*start*, *stop*, *num=50*, *endpoint=True*, *retstep=False*)
Return evenly spaced numbers over a specified interval.

Returns *num* evenly spaced samples, calculated over the interval [*start*, *stop*].

The endpoint of the interval can optionally be excluded.

Parameters

start : scalar

The starting value of the sequence.

stop : scalar

The end value of the sequence, unless *endpoint* is set to False. In that case, the sequence consists of all but the last of `num + 1` evenly spaced samples, so that *stop* is excluded. Note that the step size changes when *endpoint* is False.

num : int, optional

Number of samples to generate. Default is 50.

endpoint : bool, optional

If True, *stop* is the last sample. Otherwise, it is not included. Default is True.

retstep : bool, optional

If True, return (*samples*, *step*), where *step* is the spacing between samples.

Returns

samples : ndarray

There are *num* equally spaced samples in the closed interval `[start, stop]` or the half-open interval `[start, stop)` (depending on whether *endpoint* is True or False).

step : float (only if *retstep* is True)

Size of spacing between samples.

See Also:

arange
Similar to `linspace`, but uses a step size (instead of the number of samples).

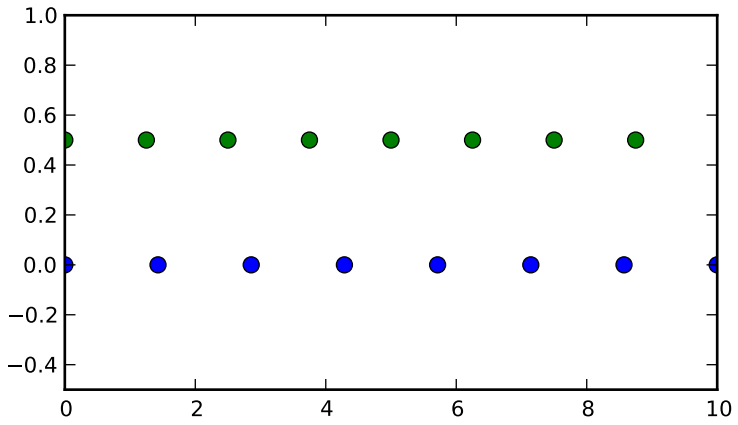
logspace
Samples uniformly distributed in log space.

Examples

```
>>> np.linspace(2.0, 3.0, num=5)
    array([ 2.  ,  2.25,  2.5 ,  2.75,  3.  ])
>>> np.linspace(2.0, 3.0, num=5, endpoint=False)
    array([ 2. ,  2.2,  2.4,  2.6,  2.8])
>>> np.linspace(2.0, 3.0, num=5, retstep=True)
    (array([ 2.  ,  2.25,  2.5 ,  2.75,  3.  ]), 0.25)
```

Graphical illustration:

```
>>> import matplotlib.pyplot as plt
>>> N = 8
>>> y = np.zeros(N)
>>> x1 = np.linspace(0, 10, N, endpoint=True)
>>> x2 = np.linspace(0, 10, N, endpoint=False)
>>> plt.plot(x1, y, 'o')
[<matplotlib.lines.Line2D object at 0x...>]
>>> plt.plot(x2, y + 0.5, 'o')
[<matplotlib.lines.Line2D object at 0x...>]
>>> plt.ylim([-0.5, 1])
(-0.5, 1)
>>> plt.show()
```



numpy.**logspace**(*start*, *stop*, *num=50*, *endpoint=True*, *base=10.0*)

Return numbers spaced evenly on a log scale.

In linear space, the sequence starts at `base ** start` (*base* to the power of *start*) and ends with `base ** stop` (see *endpoint* below).

Parameters

start : float

`base ** start` is the starting value of the sequence.

stop : float

`base ** stop` is the final value of the sequence, unless *endpoint* is False. In that case, `num + 1` values are spaced over the interval in log-space, of which all but the last (a sequence of length `num`) are returned.

num : integer, optional

Number of samples to generate. Default is 50.

endpoint : boolean, optional

If true, *stop* is the last sample. Otherwise, it is not included. Default is True.

base : float, optional

The base of the log space. The step size between the elements in `ln(samples) / ln(base)` (or `log_base(samples)`) is uniform. Default is 10.0.

Returns

samples : ndarray

num samples, equally spaced on a log scale.

See Also:

arange
Similar to linspace, with the step size specified instead of the number of samples. Note that, when used with a float endpoint, the endpoint may or may not be included.

linspace
Similar to logspace, but with the samples uniformly distributed in linear space, instead of log space.

Notes

Logspace is equivalent to the code

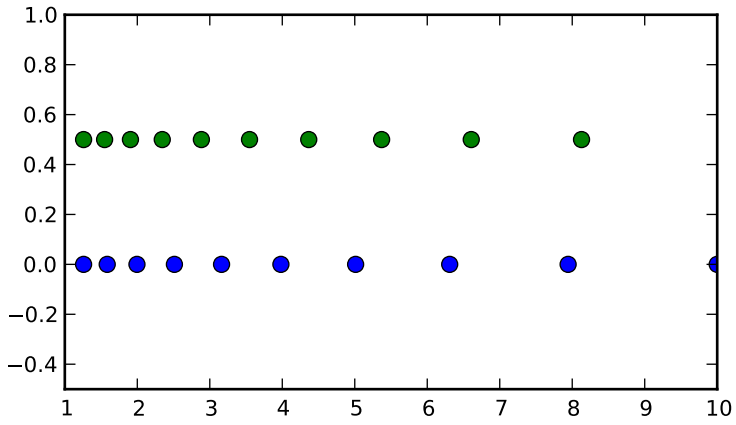
```
>>> y = np.linspace(start, stop, num=num, endpoint=endpoint)
...
>>> power(base, y)
...
```

Examples

```
>>> np.logspace(2.0, 3.0, num=4)
    array([  100.         ,   215.443469  ,   464.15888336,  1000.        ])
>>> np.logspace(2.0, 3.0, num=4, endpoint=False)
    array([ 100.         ,  177.827941  ,  316.22776602,  562.34132519])
>>> np.logspace(2.0, 3.0, num=4, base=2.0)
    array([ 4.         ,  5.0396842 ,  6.34960421,  8.        ])
```

Graphical illustration:

```
>>> import matplotlib.pyplot as plt
>>> N = 10
>>> x1 = np.logspace(0.1, 1, N, endpoint=True)
>>> x2 = np.logspace(0.1, 1, N, endpoint=False)
>>> y = np.zeros(N)
>>> plt.plot(x1, y, 'o')
[<matplotlib.lines.Line2D object at 0x...>]
>>> plt.plot(x2, y + 0.5, 'o')
[<matplotlib.lines.Line2D object at 0x...>]
>>> plt.ylim([-0.5, 1])
(-0.5, 1)
>>> plt.show()
```



numpy.**meshgrid**(**xi*, ***kwargs*)

Return coordinate matrices from two or more coordinate vectors.

Make N-D coordinate arrays for vectorized evaluations of N-D scalar/vector fields over N-D grids, given one-dimensional coordinate arrays x1, x2,..., xn.

Parameters

x1, x2,..., xn : array_like

1-D arrays representing the coordinates of a grid.

indexing : {'xy', 'ij'}, optional

Cartesian ('xy', default) or matrix ('ij') indexing of output. See Notes for more details.

sparse : bool, optional

If True a sparse grid is returned in order to conserve memory. Default is False.

copy : bool, optional

If False, a view into the original arrays are returned in order to conserve memory. Default is True. Please note that `sparse=False, copy=False` will likely return non-contiguous arrays. Furthermore, more than one element of a broadcast array may refer to a single memory location. If you need to write to the arrays, make copies first.

Returns

X1, X2,..., XN : ndarray

For vectors *x1*, *x2*,..., 'xn' with lengths `Ni=len(xi)` , return `(N1, N2, N3,...Nn)` shaped arrays if indexing='ij' or `(N2, N1, N3,...Nn)` shaped arrays if indexing='xy' with the elements of *xi* repeated to fill the matrix along the first dimension for *x1*, the second for *x2* and so on.

See Also:

index_tricks.mgrid
Construct a multi-dimensional "meshgrid" using indexing notation.

index_tricks.ogrid
Construct an open multi-dimensional "meshgrid" using indexing notation.

Notes

This function supports both indexing conventions through the indexing keyword argument. Giving the string 'ij' returns a meshgrid with matrix indexing, while 'xy' returns a meshgrid with Cartesian indexing. In the 2-D case with inputs of length M and N, the outputs are of shape (N, M) for 'xy' indexing and (M, N) for 'ij' indexing. In the 3-D case with inputs of length M, N and P, outputs are of shape (N, M, P) for 'xy' indexing and (M, N, P) for 'ij' indexing. The difference is illustrated by the following code snippet:

```
xv, yv = meshgrid(x, y, sparse=False, indexing='ij')
for i in range(nx):
    for j in range(ny):
        # treat xv[i,j], yv[i,j]

xv, yv = meshgrid(x, y, sparse=False, indexing='xy')
for i in range(nx):
    for j in range(ny):
        # treat xv[j,i], yv[j,i]
```

Examples

```
>>> nx, ny = (3, 2)
>>> x = np.linspace(0, 1, nx)
>>> y = np.linspace(0, 1, ny)
>>> xv, yv = meshgrid(x, y)
>>> xv
array([[ 0. ,  0.5,  1. ],
       [ 0. ,  0.5,  1. ]])
>>> yv
array([[ 0.,  0.,  0.],
       [ 1.,  1.,  1.]])
>>> xv, yv = meshgrid(x, y, sparse=True)  # make sparse output arrays
>>> xv
array([[ 0. ,  0.5,  1. ]])
>>> yv
array([[ 0.],
       [ 1.]])
```

`meshgrid` is very useful to evaluate functions on a grid.

```
>>> x = np.arange(-5, 5, 0.1)
>>> y = np.arange(-5, 5, 0.1)
>>> xx, yy = meshgrid(x, y, sparse=True)
>>> z = np.sin(xx**2 + yy**2) / (xx**2 + yy**2)
>>> h = plt.contourf(x,y,z)
```

numpy.**mgrid = <numpy.lib.index_tricks.nd_grid object at 0x1a37390>**
nd_grid instance which returns a dense multi-dimensional "meshgrid".

An instance of `numpy.lib.index_tricks.nd_grid` which returns an dense (or fleshed out) mesh-grid when indexed, so that each returned argument has the same shape. The dimensions and number of the output arrays are equal to the number of indexing dimensions. If the step length is not a complex number, then the stop is not inclusive.

However, if the step length is a **complex number** (e.g. 5j), then the integer part of its magnitude is interpreted as specifying the number of points to create between the start and stop values, where the stop value **is inclusive**.

Returns
mesh-grid *ndarrays* all of the same dimensions

See Also:

numpy.lib.index_tricks.nd_grid
class of `ogrid` and `mgrid` objects

ogrid
like mgrid but returns open (not fleshed out) mesh grids

r_
array concatenator

Examples

```
>>> np.mgrid[0:5,0:5]
array([[[0, 0, 0, 0, 0],
        [1, 1, 1, 1, 1],
        [2, 2, 2, 2, 2],
        [3, 3, 3, 3, 3],
        [4, 4, 4, 4, 4]],
       [[0, 1, 2, 3, 4],
        [0, 1, 2, 3, 4],
        [0, 1, 2, 3, 4],
        [0, 1, 2, 3, 4],
        [0, 1, 2, 3, 4]]])
>>> np.mgrid[-1:1:5j]
array([-1. , -0.5,  0. ,  0.5,  1. ])
```

numpy.**ogrid = <numpy.lib.index_tricks.nd_grid object at 0x1a37490>**
nd_grid instance which returns an open multi-dimensional "meshgrid".

An instance of `numpy.lib.index_tricks.nd_grid` which returns an open (i.e. not fleshed out) mesh-grid when indexed, so that only one dimension of each returned array is greater than 1. The dimension and number of the output arrays are equal to the number of indexing dimensions. If the step length is not a complex number, then the stop is not inclusive.

However, if the step length is a **complex number** (e.g. 5j), then the integer part of its magnitude is interpreted as specifying the number of points to create between the start and stop values, where the stop value **is inclusive**.

Returns
mesh-grid *ndarrays* with only one dimension $\neq 1$

See Also:

np.lib.index_tricks.nd_grid
class of `ogrid` and `mgrid` objects

mgrid
: like `ogrid` but returns dense (or fleshed out) mesh grids

r_
: array concatenator

Examples

```
>>> from numpy import ogrid
>>> ogrid[-1:1:5j]
array([-1. , -0.5,  0. ,  0.5,  1. ])
>>> ogrid[0:5,0:5]
[array([[0],
        [1],
        [2],
        [3],
        [4]]), array([[0, 1, 2, 3, 4]])]
```

3.1.6 Building matrices

`diag`(v[, k])	Extract a diagonal or construct a diagonal array.
`diagflat`(v[, k])	Create a two-dimensional array with the flattened input as a diagonal.
`tri`(N[, M, k, dtype])	An array with ones at and below the given diagonal and zeros elsewhere.
`tril`(m[, k])	Lower triangle of an array.
`triu`(m[, k])	Upper triangle of an array.
`vander`(x[, N])	Generate a Van der Monde matrix.

`numpy.`**`diag`**(*v*, *k=0*)

Extract a diagonal or construct a diagonal array.

See the more detailed documentation for `numpy.diagonal` if you use this function to extract a diagonal and wish to write to the resulting array; whether it returns a copy or a view depends on what version of numpy you are using.

Parameters

v : array_like

If *v* is a 2-D array, return a copy of its *k*-th diagonal. If *v* is a 1-D array, return a 2-D array with *v* on the *k*-th diagonal.

k : int, optional

Diagonal in question. The default is 0. Use *k>0* for diagonals above the main diagonal, and *k<0* for diagonals below the main diagonal.

Returns

out : ndarray

The extracted diagonal or constructed diagonal array.

See Also:

diagonal
: Return specified diagonals.

diagflat
: Create a 2-D array with the flattened input as a diagonal.

trace
Sum along diagonals.

triu
Upper triangle of an array.

tril
Lower triange of an array.

Examples

```
>>> x = np.arange(9).reshape((3,3))
>>> x
array([[0, 1, 2],
       [3, 4, 5],
       [6, 7, 8]])

>>> np.diag(x)
array([0, 4, 8])
>>> np.diag(x, k=1)
array([1, 5])
>>> np.diag(x, k=-1)
array([3, 7])

>>> np.diag(np.diag(x))
array([[0, 0, 0],
       [0, 4, 0],
       [0, 0, 8]])
```

numpy.**diagflat**(*v*, *k=0*)
Create a two-dimensional array with the flattened input as a diagonal.

Parameters
v : array_like

Input data, which is flattened and set as the *k*-th diagonal of the output.

k : int, optional

Diagonal to set; 0, the default, corresponds to the "main" diagonal, a positive (negative) *k* giving the number of the diagonal above (below) the main.

Returns
out : ndarray

The 2-D output array.

See Also:

diag
MATLAB work-alike for 1-D and 2-D arrays.

diagonal
Return specified diagonals.

trace
Sum along diagonals.

Examples

```
>>> np.diagflat([[1,2], [3,4]])
array([[1, 0, 0, 0],
       [0, 2, 0, 0],
       [0, 0, 3, 0],
       [0, 0, 0, 4]])

>>> np.diagflat([1,2], 1)
array([[0, 1, 0],
       [0, 0, 2],
       [0, 0, 0]])
```

numpy.**tri**(*N*, *M=None*, *k=0*, *dtype=<type 'float'>*)

An array with ones at and below the given diagonal and zeros elsewhere.

Parameters

N : int

Number of rows in the array.

M : int, optional

Number of columns in the array. By default, *M* is taken equal to *N*.

k : int, optional

The sub-diagonal at and below which the array is filled. $k = 0$ is the main diagonal, while $k < 0$ is below it, and $k > 0$ is above. The default is 0.

dtype : dtype, optional

Data type of the returned array. The default is float.

Returns

tri : ndarray of shape (N, M)

Array with its lower triangle filled with ones and zero elsewhere; in other words `T[i,j] == 1` for `i <= j + k`, 0 otherwise.

Examples

```
>>> np.tri(3, 5, 2, dtype=int)
array([[1, 1, 1, 0, 0],
       [1, 1, 1, 1, 0],
       [1, 1, 1, 1, 1]])

>>> np.tri(3, 5, -1)
array([[ 0.,  0.,  0.,  0.,  0.],
       [ 1.,  0.,  0.,  0.,  0.],
       [ 1.,  1.,  0.,  0.,  0.]])
```

numpy.**tril**(*m*, *k=0*)

Lower triangle of an array.

Return a copy of an array with elements above the *k*-th diagonal zeroed.

Parameters

m : array_like, shape (M, N)

Input array.

k : int, optional

Diagonal above which to zero elements. *k = 0* (the default) is the main diagonal, *k < 0* is below it and *k > 0* is above.

Returns

tril : ndarray, shape (M, N)

Lower triangle of *m*, of same shape and data-type as *m*.

See Also:

triu
same thing, only for the upper triangle

Examples

```
>>> np.tril([[1,2,3],[4,5,6],[7,8,9],[10,11,12]], -1)
array([[ 0,  0,  0],
       [ 4,  0,  0],
       [ 7,  8,  0],
       [10, 11, 12]])
```

numpy.**triu**(*m*, *k=0*)
Upper triangle of an array.

Return a copy of a matrix with the elements below the *k*-th diagonal zeroed.

Please refer to the documentation for `tril` for further details.

See Also:

tril
lower triangle of an array

Examples

```
>>> np.triu([[1,2,3],[4,5,6],[7,8,9],[10,11,12]], -1)
array([[ 1,  2,  3],
       [ 4,  5,  6],
       [ 0,  8,  9],
       [ 0,  0, 12]])
```

numpy.**vander**(*x*, *N=None*)
Generate a Van der Monde matrix.

The columns of the output matrix are decreasing powers of the input vector. Specifically, the *i*-th output column is the input vector raised element-wise to the power of `N - i - 1`. Such a matrix with a geometric progression in each row is named for Alexandre-Theophile Vandermonde.

Parameters

x : array_like

1-D input array.

N : int, optional

Order of (number of columns in) the output. If *N* is not specified, a square array is returned (`N = len(x)`).

Returns

out : ndarray

Van der Monde matrix of order *N*. The first column is `x^(N-1)`, the second `x^(N-2)` and so forth.

Examples

```
>>> x = np.array([1, 2, 3, 5])
>>> N = 3
>>> np.vander(x, N)
array([[ 1,  1,  1],
       [ 4,  2,  1],
       [ 9,  3,  1],
       [25,  5,  1]])

>>> np.column_stack([x**(N-1-i) for i in range(N)])
array([[ 1,  1,  1],
       [ 4,  2,  1],
       [ 9,  3,  1],
       [25,  5,  1]])

>>> x = np.array([1, 2, 3, 5])
>>> np.vander(x)
array([[  1,   1,   1,   1],
       [  8,   4,   2,   1],
       [ 27,   9,   3,   1],
       [125,  25,   5,   1]])
```

The determinant of a square Vandermonde matrix is the product of the differences between the values of the input vector:

```
>>> np.linalg.det(np.vander(x))
48.000000000000043
>>> (5-3)*(5-2)*(5-1)*(3-2)*(3-1)*(2-1)
48
```

3.1.7 The Matrix class

mat(data[, dtype])	Interpret the input as a matrix.
bmat(obj[, ldict, gdict])	Build a matrix object from a string, nested sequence, or array.

numpy.**mat**(*data*, *dtype=None*)

Interpret the input as a matrix.

Unlike `matrix`, `asmatrix` does not make a copy if the input is already a matrix or an ndarray. Equivalent to `matrix(data, copy=False)`.

Parameters

data : array_like

Input data.

Returns

mat : matrix

data interpreted as a matrix.

Examples

```
>>> x = np.array([[1, 2], [3, 4]])

>>> m = np.asmatrix(x)

>>> x[0,0] = 5

>>> m
matrix([[5, 2],
        [3, 4]])
```

numpy.**bmat**(*obj*, *ldict=None*, *gdict=None*)

Build a matrix object from a string, nested sequence, or array.

Parameters

obj : str or array_like

Input data. Names of variables in the current scope may be referenced, even if *obj* is a string.

Returns

out : matrix

Returns a matrix object, which is a specialized 2-D array.

See Also:

`matrix`

Examples

```
>>> A = np.mat('1 1; 1 1')
>>> B = np.mat('2 2; 2 2')
>>> C = np.mat('3 4; 5 6')
>>> D = np.mat('7 8; 9 0')
```

All the following expressions construct the same block matrix:

```
>>> np.bmat([[A, B], [C, D]])
matrix([[1, 1, 2, 2],
        [1, 1, 2, 2],
        [3, 4, 7, 8],
        [5, 6, 9, 0]])
>>> np.bmat(np.r_[np.c_[A, B], np.c_[C, D]])
matrix([[1, 1, 2, 2],
        [1, 1, 2, 2],
        [3, 4, 7, 8],
        [5, 6, 9, 0]])
>>> np.bmat('A,B; C,D')
matrix([[1, 1, 2, 2],
        [1, 1, 2, 2],
        [3, 4, 7, 8],
        [5, 6, 9, 0]])
```

3.2 Array manipulation routines

3.2.1 Basic operations

copyto(dst, src[, casting, where, preservena])	Copies values from one array to another, broadcasting as necessary.

numpy.**copyto**(*dst*, *src*, *casting='same_kind'*, *where=None*, *preservena=False*)
Copies values from one array to another, broadcasting as necessary.

Raises a TypeError if the *casting* rule is violated, and if where is provided, it selects which elements to copy. New in version 1.7.0.

Parameters

dst : ndarray

The array into which values are copied.

src : array_like

The array from which values are copied.

casting : {'no', 'equiv', 'safe', 'same_kind', 'unsafe'}, optional

Controls what kind of data casting may occur when copying.

- 'no' means the data types should not be cast at all.
- 'equiv' means only byte-order changes are allowed.
- 'safe' means only casts which can preserve values are allowed.
- 'same_kind' means only safe casts or casts within a kind, like float64 to float32, are allowed.
- 'unsafe' means any data conversions may be done.

where : array_like of bool, optional

A boolean array which is broadcasted to match the dimensions of *dst*, and selects elements to copy from *src* to *dst* wherever it contains the value True.

preservena : bool, optional

If set to True, leaves any NA values in *dst* untouched. This is similar to the "hard mask" feature in numpy.ma.

3.2.2 Changing array shape

reshape(a, newshape[, order])	Gives a new shape to an array without changing its data.
ravel(a[, order])	Return a flattened array.
ndarray.flat	A 1-D iterator over the array.
ndarray.flatten([order])	Return a copy of the array collapsed into one dimension.

numpy.**reshape**(*a*, *newshape*, *order='C'*)
Gives a new shape to an array without changing its data.

Parameters

a : array_like

Array to be reshaped.

newshape : int or tuple of ints

The new shape should be compatible with the original shape. If an integer, then the

result will be a 1-D array of that length. One shape dimension can be -1. In this case, the value is inferred from the length of the array and remaining dimensions.

order : {'C', 'F', 'A'}, optional

Read the elements of *a* using this index order, and place the elements into the reshaped array using this index order. 'C' means to read / write the elements using C-like index order, with the last axis index changing fastest, back to the first axis index changing slowest. 'F' means to read / write the elements using Fortran-like index order, with the first index changing fastest, and the last index changing slowest. Note that the 'C' and 'F' options take no account of the memory layout of the underlying array, and only refer to the order of indexing. 'A' means to read / write the elements in Fortran-like index order if *a* is Fortran *contiguous* in memory, C-like order otherwise.

Returns

reshaped_array : ndarray

This will be a new view object if possible; otherwise, it will be a copy. Note there is no guarantee of the *memory layout* (C- or Fortran- contiguous) of the returned array.

See Also:

ndarray.reshape
Equivalent method.

Notes

It is not always possible to change the shape of an array without copying the data. If you want an error to be raise if the data is copied, you should assign the new shape to the shape attribute of the array:

```
>>> a = np.zeros((10, 2))
# A transpose make the array non-contiguous
>>> b = a.T
# Taking a view makes it possible to modify the shape without modifying the
# initial object.
>>> c = b.view()
>>> c.shape = (20)
AttributeError: incompatible shape for a non-contiguous array
```

The *order* keyword gives the index ordering both for *fetching* the values from *a*, and then *placing* the values into the output array. For example, let's say you have an array:

```
>>> a = np.arange(6).reshape((3, 2))
>>> a
array([[0, 1],
       [2, 3],
       [4, 5]])
```

You can think of reshaping as first raveling the array (using the given index order), then inserting the elements from the raveled array into the new array using the same kind of index ordering as was used for the raveling.

```
>>> np.reshape(a, (2, 3)) # C-like index ordering
array([[0, 1, 2],
       [3, 4, 5]])
>>> np.reshape(np.ravel(a), (2, 3)) # equivalent to C ravel then C reshape
array([[0, 1, 2],
       [3, 4, 5]])
>>> np.reshape(a, (2, 3), order='F') # Fortran-like index ordering
array([[0, 4, 3],
       [2, 1, 5]])
```

```
>>> np.reshape(np.ravel(a, order='F'), (2, 3), order='F')
array([[0, 4, 3],
       [2, 1, 5]])
```

Examples

```
>>> a = np.array([[1,2,3], [4,5,6]])
>>> np.reshape(a, 6)
array([1, 2, 3, 4, 5, 6])
>>> np.reshape(a, 6, order='F')
array([1, 4, 2, 5, 3, 6])

>>> np.reshape(a, (3,-1))       # the unspecified value is inferred to be 2
array([[1, 2],
       [3, 4],
       [5, 6]])
```

numpy.**ravel**(*a*, *order='C'*)

Return a flattened array.

A 1-D array, containing the elements of the input, is returned. A copy is made only if needed.

Parameters

a : array_like

Input array. The elements in *a* are read in the order specified by *order*, and packed as a 1-D array.

order : {'C','F', 'A', 'K'}, optional

The elements of *a* are read using this index order. 'C' means to index the elements in C-like order, with the last axis index changing fastest, back to the first axis index changing slowest. 'F' means to index the elements in Fortran-like index order, with the first index changing fastest, and the last index changing slowest. Note that the 'C' and 'F' options take no account of the memory layout of the underlying array, and only refer to the order of axis indexing. 'A' means to read the elements in Fortran-like index order if *a* is Fortran *contiguous* in memory, C-like order otherwise. 'K' means to read the elements in the order they occur in memory, except for reversing the data when strides are negative. By default, 'C' index order is used.

Returns

1d_array : ndarray

Output of the same dtype as *a*, and of shape `(a.size,)`.

See Also:

ndarray.flat

1-D iterator over an array.

ndarray.flatten

1-D array copy of the elements of an array in row-major order.

Notes

In C-like (row-major) order, in two dimensions, the row index varies the slowest, and the column index the quickest. This can be generalized to multiple dimensions, where row-major order implies that the index along the first axis varies slowest, and the index along the last quickest. The opposite holds for Fortran-like, or column-major, index ordering.

Examples

It is equivalent to `reshape(-1, order=order)`.

```
>>> x = np.array([[1, 2, 3], [4, 5, 6]])
>>> print np.ravel(x)
[1 2 3 4 5 6]

>>> print x.reshape(-1)
[1 2 3 4 5 6]

>>> print np.ravel(x, order='F')
[1 4 2 5 3 6]
```

When `order` is 'A', it will preserve the array's 'C' or 'F' ordering:

```
>>> print np.ravel(x.T)
[1 4 2 5 3 6]
>>> print np.ravel(x.T, order='A')
[1 2 3 4 5 6]
```

When `order` is 'K', it will preserve orderings that are neither 'C' nor 'F', but won't reverse axes:

```
>>> a = np.arange(3)[::-1]; a
array([2, 1, 0])
>>> a.ravel(order='C')
array([2, 1, 0])
>>> a.ravel(order='K')
array([2, 1, 0])

>>> a = np.arange(12).reshape(2,3,2).swapaxes(1,2); a
array([[[ 0,  2,  4],
        [ 1,  3,  5]],
       [[ 6,  8, 10],
        [ 7,  9, 11]]])
>>> a.ravel(order='C')
array([ 0,  2,  4,  1,  3,  5,  6,  8, 10,  7,  9, 11])
>>> a.ravel(order='K')
array([ 0,  1,  2,  3,  4,  5,  6,  7,  8,  9, 10, 11])
```

`ndarray.`**`flat`**

A 1-D iterator over the array.

This is a `numpy.flatiter` instance, which acts similarly to, but is not a subclass of, Python's built-in iterator object.

See Also:

`flatten`
: Return a copy of the array collapsed into one dimension.

`flatiter`

Examples

```
>>> x = np.arange(1, 7).reshape(2, 3)
>>> x
array([[1, 2, 3],
       [4, 5, 6]])
>>> x.flat[3]
```

```
4
>>> x.T
array([[1, 4],
       [2, 5],
       [3, 6]])
>>> x.T.flat[3]
5
>>> type(x.flat)
<type 'numpy.flatiter'>
```

An assignment example:

```
>>> x.flat = 3; x
array([[3, 3, 3],
       [3, 3, 3]])
>>> x.flat[[1,4]] = 1; x
array([[3, 1, 3],
       [3, 1, 3]])
```

ndarray.**flatten**(*order='C'*)

Return a copy of the array collapsed into one dimension.

Parameters

order : {'C', 'F', 'A'}, optional

Whether to flatten in C (row-major), Fortran (column-major) order, or preserve the C/Fortran ordering from *a*. The default is 'C'.

Returns

y : ndarray

A copy of the input array, flattened to one dimension.

See Also:

ravel

Return a flattened array.

flat

A 1-D flat iterator over the array.

Examples

```
>>> a = np.array([[1,2], [3,4]])
>>> a.flatten()
array([1, 2, 3, 4])
>>> a.flatten('F')
array([1, 3, 2, 4])
```

3.2.3 Transpose-like operations

rollaxis(a, axis[, start])	Roll the specified axis backwards, until it lies in a given position.
swapaxes(a, axis1, axis2)	Interchange two axes of an array.
ndarray.T	Same as self.transpose(), except that self is returned if self.ndim < 2.
transpose(a[, axes])	Permute the dimensions of an array.

numpy.**rollaxis**(*a*, *axis*, *start=0*)

Roll the specified axis backwards, until it lies in a given position.

Parameters

a : ndarray

Input array.

axis : int

The axis to roll backwards. The positions of the other axes do not change relative to one another.

start : int, optional

The axis is rolled until it lies before this position. The default, 0, results in a "complete" roll.

Returns

res : ndarray

Output array.

See Also:

roll

Roll the elements of an array by a number of positions along a given axis.

Examples

```
>>> a = np.ones((3,4,5,6))
>>> np.rollaxis(a, 3, 1).shape
(3, 6, 4, 5)
>>> np.rollaxis(a, 2).shape
(5, 3, 4, 6)
>>> np.rollaxis(a, 1, 4).shape
(3, 5, 6, 4)
```

numpy.**swapaxes**(*a*, *axis1*, *axis2*)

Interchange two axes of an array.

Parameters

a : array_like

Input array.

axis1 : int

First axis.

axis2 : int

Second axis.

Returns

a_swapped : ndarray

If *a* is an ndarray, then a view of *a* is returned; otherwise a new array is created.

Examples

```
>>> x = np.array([[1,2,3]])
>>> np.swapaxes(x,0,1)
array([[1],
```

```
       [2],
       [3]])

>>> x = np.array([[[0,1],[2,3]],[[4,5],[6,7]]])
>>> x
array([[[0, 1],
        [2, 3]],
       [[4, 5],
        [6, 7]]])

>>> np.swapaxes(x,0,2)
array([[[0, 4],
        [2, 6]],
       [[1, 5],
        [3, 7]]])
```

ndarray.**T**

Same as self.transpose(), except that self is returned if self.ndim < 2.

Examples

```
>>> x = np.array([[1.,2.],[3.,4.]])
>>> x
array([[ 1.,  2.],
       [ 3.,  4.]])
>>> x.T
array([[ 1.,  3.],
       [ 2.,  4.]])
>>> x = np.array([1.,2.,3.,4.])
>>> x
array([ 1.,  2.,  3.,  4.])
>>> x.T
array([ 1.,  2.,  3.,  4.])
```

numpy.**transpose**(*a*, *axes=None*)

Permute the dimensions of an array.

Parameters

a : array_like

Input array.

axes : list of ints, optional

By default, reverse the dimensions, otherwise permute the axes according to the values given.

Returns

p : ndarray

a with its axes permuted. A view is returned whenever possible.

See Also:

rollaxis

Examples

```
>>> x = np.arange(4).reshape((2,2))
>>> x
```

```
array([[0, 1],
       [2, 3]])

>>> np.transpose(x)
array([[0, 2],
       [1, 3]])

>>> x = np.ones((1, 2, 3))
>>> np.transpose(x, (1, 0, 2)).shape
(2, 1, 3)
```

3.2.4 Changing number of dimensions

atleast_1d(*arys)	Convert inputs to arrays with at least one dimension.
atleast_2d(*arys)	View inputs as arrays with at least two dimensions.
atleast_3d(*arys)	View inputs as arrays with at least three dimensions.
broadcast	Produce an object that mimics broadcasting.
broadcast_arrays(*args)	Broadcast any number of arrays against each other.
expand_dims(a, axis)	Expand the shape of an array.
squeeze(a[, axis])	Remove single-dimensional entries from the shape of an array.

numpy.**atleast_1d**(**arys*)

Convert inputs to arrays with at least one dimension.

Scalar inputs are converted to 1-dimensional arrays, whilst higher-dimensional inputs are preserved.

Parameters

arys1, arys2, ... : array_like

One or more input arrays.

Returns

ret : ndarray

An array, or sequence of arrays, each with `a.ndim >= 1`. Copies are made only if necessary.

See Also:

atleast_2d, atleast_3d

Examples

```
>>> np.atleast_1d(1.0)
array([ 1.])

>>> x = np.arange(9.0).reshape(3,3)
>>> np.atleast_1d(x)
array([[ 0.,  1.,  2.],
       [ 3.,  4.,  5.],
       [ 6.,  7.,  8.]])
>>> np.atleast_1d(x) is x
True

>>> np.atleast_1d(1, [3, 4])
[array([1]), array([3, 4])]
```

numpy.**atleast_2d**(**arys*)

View inputs as arrays with at least two dimensions.

Parameters

arys1, arys2, ... : array_like

One or more array-like sequences. Non-array inputs are converted to arrays. Arrays that already have two or more dimensions are preserved.

Returns

res, res2, ... : ndarray

An array, or tuple of arrays, each with `a.ndim >= 2`. Copies are avoided where possible, and views with two or more dimensions are returned.

See Also:

`atleast_1d`, `atleast_3d`

Examples

```
>>> np.atleast_2d(3.0)
array([[ 3.]])

>>> x = np.arange(3.0)
>>> np.atleast_2d(x)
array([[ 0.,  1.,  2.]])
>>> np.atleast_2d(x).base is x
True

>>> np.atleast_2d(1, [1, 2], [[1, 2]])
[array([[1]]), array([[1, 2]]), array([[1, 2]])]
```

numpy.**atleast_3d**(**arys*)

View inputs as arrays with at least three dimensions.

Parameters

arys1, arys2, ... : array_like

One or more array-like sequences. Non-array inputs are converted to arrays. Arrays that already have three or more dimensions are preserved.

Returns

res1, res2, ... : ndarray

An array, or tuple of arrays, each with `a.ndim >= 3`. Copies are avoided where possible, and views with three or more dimensions are returned. For example, a 1-D array of shape `(N,)` becomes a view of shape `(1, N, 1)`, and a 2-D array of shape `(M, N)` becomes a view of shape `(M, N, 1)`.

See Also:

`atleast_1d`, `atleast_2d`

Examples

```
>>> np.atleast_3d(3.0)
array([[[ 3.]]])

>>> x = np.arange(3.0)
>>> np.atleast_3d(x).shape
(1, 3, 1)
```

```
>>> x = np.arange(12.0).reshape(4,3)
>>> np.atleast_3d(x).shape
(4, 3, 1)
>>> np.atleast_3d(x).base is x
True

>>> for arr in np.atleast_3d([1, 2], [[1, 2]], [[[1, 2]]]):
...     print arr, arr.shape
...
[[[1]
  [2]]] (1, 2, 1)
[[[1]
  [2]]] (1, 2, 1)
[[[1 2]]] (1, 1, 2)
```

class numpy.**broadcast**

Produce an object that mimics broadcasting.

Parameters

in1, in2, ... : array_like

Input parameters.

Returns

b : broadcast object

Broadcast the input parameters against one another, and return an object that encapsulates the result. Amongst others, it has `shape` and `nd` properties, and may be used as an iterator.

Examples

Manually adding two vectors, using broadcasting:

```
>>> x = np.array([[1], [2], [3]])
>>> y = np.array([4, 5, 6])
>>> b = np.broadcast(x, y)

>>> out = np.empty(b.shape)
>>> out.flat = [u+v for (u,v) in b]
>>> out
array([[ 5.,  6.,  7.],
       [ 6.,  7.,  8.],
       [ 7.,  8.,  9.]])
```

Compare against built-in broadcasting:

```
>>> x + y
array([[5, 6, 7],
       [6, 7, 8],
       [7, 8, 9]])
```

Attributes

`index`	current index in broadcasted result
`iters`	tuple of iterators along `self`'s "components."
`shape`	Shape of broadcasted result.
`size`	Total size of broadcasted result.

broadcast.**index**
current index in broadcasted result

Examples

```
>>> x = np.array([[1], [2], [3]])
>>> y = np.array([4, 5, 6])
>>> b = np.broadcast(x, y)
>>> b.index
0
>>> b.next(), b.next(), b.next()
((1, 4), (1, 5), (1, 6))
>>> b.index
3
```

broadcast.**iters**
tuple of iterators along `self`'s "components."

Returns a tuple of `numpy.flatiter` objects, one for each "component" of `self`.

See Also:

`numpy.flatiter`

Examples

```
>>> x = np.array([1, 2, 3])
>>> y = np.array([[4], [5], [6]])
>>> b = np.broadcast(x, y)
>>> row, col = b.iters
>>> row.next(), col.next()
(1, 4)
```

broadcast.**shape**
Shape of broadcasted result.

Examples

```
>>> x = np.array([1, 2, 3])
>>> y = np.array([[4], [5], [6]])
>>> b = np.broadcast(x, y)
>>> b.shape
(3, 3)
```

broadcast.**size**
Total size of broadcasted result.

Examples

```
>>> x = np.array([1, 2, 3])
>>> y = np.array([[4], [5], [6]])
>>> b = np.broadcast(x, y)
>>> b.size
9
```

Methods

`next`	x.next() -> the next value, or raise StopIteration
`reset`()	Reset the broadcasted result's iterator(s).

broadcast.**next**
x.next() -> the next value, or raise StopIteration

broadcast.**reset**()
Reset the broadcasted result's iterator(s).

Parameters
None

Returns
None

Examples

```
>>> x = np.array([1, 2, 3])
>>> y = np.array([[4], [5], [6]]
>>> b = np.broadcast(x, y)
>>> b.index
0
>>> b.next(), b.next(), b.next()
((1, 4), (2, 4), (3, 4))
>>> b.index
3
>>> b.reset()
>>> b.index
0
```

numpy.**broadcast_arrays**(**args*)
Broadcast any number of arrays against each other.

Parameters
'*args' : array_likes

The arrays to broadcast.

Returns
broadcasted : list of arrays

These arrays are views on the original arrays. They are typically not contiguous. Furthermore, more than one element of a broadcasted array may refer to a single memory location. If you need to write to the arrays, make copies first.

Examples

```
>>> x = np.array([[1,2,3]])
>>> y = np.array([[1],[2],[3]])
>>> np.broadcast_arrays(x, y)
[array([[1, 2, 3],
       [1, 2, 3],
       [1, 2, 3]]), array([[1, 1, 1],
       [2, 2, 2],
       [3, 3, 3]])]
```

Here is a useful idiom for getting contiguous copies instead of non-contiguous views.

```
>>> [np.array(a) for a in np.broadcast_arrays(x, y)]
[array([[1, 2, 3],
       [1, 2, 3],
       [1, 2, 3]]), array([[1, 1, 1],
       [2, 2, 2],
       [3, 3, 3]])]
```

numpy.**expand_dims**(*a*, *axis*)

Expand the shape of an array.

Insert a new axis, corresponding to a given position in the array shape.

Parameters

a : array_like

Input array.

axis : int

Position (amongst axes) where new axis is to be inserted.

Returns

res : ndarray

Output array. The number of dimensions is one greater than that of the input array.

See Also:

`doc.indexing`, `atleast_1d`, `atleast_2d`, `atleast_3d`

Examples

```
>>> x = np.array([1,2])
>>> x.shape
(2,)
```

The following is equivalent to `x[np.newaxis,:]` or `x[np.newaxis]`:

```
>>> y = np.expand_dims(x, axis=0)
>>> y
array([[1, 2]])
>>> y.shape
(1, 2)

>>> y = np.expand_dims(x, axis=1)  # Equivalent to x[:,newaxis]
>>> y
array([[1],
       [2]])
>>> y.shape
(2, 1)
```

Note that some examples may use `None` instead of `np.newaxis`. These are the same objects:

```
>>> np.newaxis is None
True
```

numpy.**squeeze**(*a*, *axis=None*)

Remove single-dimensional entries from the shape of an array.

Parameters

a : array_like

Input data.

axis : None or int or tuple of ints, optional

New in version 1.7.0. Selects a subset of the single-dimensional entries in the shape. If an axis is selected with shape entry greater than one, an error is raised.

Returns

squeezed : ndarray

The input array, but with with all or a subset of the dimensions of length 1 removed. This is always *a* itself or a view into *a*.

Examples

```
>>> x = np.array([[[0], [1], [2]]])
>>> x.shape
(1, 3, 1)
>>> np.squeeze(x).shape
(3,)
>>> np.squeeze(x, axis=(2,)).shape
(1, 3)
```

3.2.5 Changing kind of array

asarray(a[, dtype, order])	Convert the input to an array.
asanyarray(a[, dtype, order])	Convert the input to an ndarray, but pass ndarray subclasses through.
asmatrix(data[, dtype])	Interpret the input as a matrix.
asfarray(a[, dtype])	Return an array converted to a float type.
asfortranarray(a[, dtype])	Return an array laid out in Fortran order in memory.
asscalar(a)	Convert an array of size 1 to its scalar equivalent.
require(a[, dtype, requirements])	Return an ndarray of the provided type that satisfies requirements.

numpy.**asarray**(*a*, *dtype=None*, *order=None*)

Convert the input to an array.

Parameters

a : array_like

Input data, in any form that can be converted to an array. This includes lists, lists of tuples, tuples, tuples of tuples, tuples of lists and ndarrays.

dtype : data-type, optional

By default, the data-type is inferred from the input data.

order : {'C', 'F'}, optional

Whether to use row-major ('C') or column-major ('F' for FORTRAN) memory representation. Defaults to 'C'.

Returns

out : ndarray

Array interpretation of *a*. No copy is performed if the input is already an ndarray. If *a* is a subclass of ndarray, a base class ndarray is returned.

See Also:

asanyarray

Similar function which passes through subclasses.

ascontiguousarray

Convert input to a contiguous array.

asfarray

Convert input to a floating point ndarray.

asfortranarray
Convert input to an ndarray with column-major memory order.

asarray_chkfinite
Similar function which checks input for NaNs and Infs.

fromiter
Create an array from an iterator.

fromfunction
Construct an array by executing a function on grid positions.

Examples

Convert a list into an array:

```
>>> a = [1, 2]
>>> np.asarray(a)
array([1, 2])
```

Existing arrays are not copied:

```
>>> a = np.array([1, 2])
>>> np.asarray(a) is a
True
```

If `dtype` is set, array is copied only if dtype does not match:

```
>>> a = np.array([1, 2], dtype=np.float32)
>>> np.asarray(a, dtype=np.float32) is a
True
>>> np.asarray(a, dtype=np.float64) is a
False
```

Contrary to `asanyarray`, ndarray subclasses are not passed through:

```
>>> issubclass(np.matrix, np.ndarray)
True
>>> a = np.matrix([[1, 2]])
>>> np.asarray(a) is a
False
>>> np.asanyarray(a) is a
True
```

numpy.**asanyarray**(*a*, *dtype=None*, *order=None*)
Convert the input to an ndarray, but pass ndarray subclasses through.

Parameters

a : array_like

Input data, in any form that can be converted to an array. This includes scalars, lists, lists of tuples, tuples, tuples of tuples, tuples of lists, and ndarrays.

dtype : data-type, optional

By default, the data-type is inferred from the input data.

order : {'C', 'F'}, optional

Whether to use row-major ('C') or column-major ('F') memory representation. Defaults to 'C'.

Returns

out : ndarray or an ndarray subclass

Array interpretation of *a*. If *a* is an ndarray or a subclass of ndarray, it is returned as-is and no copy is performed.

See Also:

asarray
Similar function which always returns ndarrays.

ascontiguousarray
Convert input to a contiguous array.

asfarray
Convert input to a floating point ndarray.

asfortranarray
Convert input to an ndarray with column-major memory order.

asarray_chkfinite
Similar function which checks input for NaNs and Infs.

fromiter
Create an array from an iterator.

fromfunction
Construct an array by executing a function on grid positions.

Examples

Convert a list into an array:

```
>>> a = [1, 2]
>>> np.asanyarray(a)
array([1, 2])
```

Instances of `ndarray` subclasses are passed through as-is:

```
>>> a = np.matrix([1, 2])
>>> np.asanyarray(a) is a
True
```

numpy.**asmatrix**(*data*, *dtype=None*)
Interpret the input as a matrix.

Unlike `matrix`, `asmatrix` does not make a copy if the input is already a matrix or an ndarray. Equivalent to `matrix(data, copy=False)`.

Parameters

data : array_like

Input data.

Returns

mat : matrix

data interpreted as a matrix.

Examples

```
>>> x = np.array([[1, 2], [3, 4]])
```

```
>>> m = np.asmatrix(x)

>>> x[0,0] = 5

>>> m
matrix([[5, 2],
        [3, 4]])
```

numpy.**asfarray**(*a*, *dtype=<type 'numpy.float64'>*)

Return an array converted to a float type.

Parameters

a : array_like

The input array.

dtype : str or dtype object, optional

Float type code to coerce input array *a*. If `dtype` is one of the 'int' dtypes, it is replaced with float64.

Returns

out : ndarray

The input *a* as a float ndarray.

Examples

```
>>> np.asfarray([2, 3])
array([ 2.,  3.])
>>> np.asfarray([2, 3], dtype='float')
array([ 2.,  3.])
>>> np.asfarray([2, 3], dtype='int8')
array([ 2.,  3.])
```

numpy.**asfortranarray**(*a*, *dtype=None*)

Return an array laid out in Fortran order in memory.

Parameters

a : array_like

Input array.

dtype : str or dtype object, optional

By default, the data-type is inferred from the input data.

Returns

out : ndarray

The input *a* in Fortran, or column-major, order.

See Also:

ascontiguousarray

Convert input to a contiguous (C order) array.

asanyarray

Convert input to an ndarray with either row or column-major memory order.

require

Return an ndarray that satisfies requirements.

ndarray.flags
Information about the memory layout of the array.

Examples

```
>>> x = np.arange(6).reshape(2,3)
>>> y = np.asfortranarray(x)
>>> x.flags['F_CONTIGUOUS']
False
>>> y.flags['F_CONTIGUOUS']
True
```

numpy.**asscalar**(*a*)
Convert an array of size 1 to its scalar equivalent.

Parameters
a : ndarray

Input array of size 1.

Returns
out : scalar

Scalar representation of *a*. The output data type is the same type returned by the input's *item* method.

Examples

```
>>> np.asscalar(np.array([24]))
24
```

numpy.**require**(*a*, *dtype=None*, *requirements=None*)
Return an ndarray of the provided type that satisfies requirements.

This function is useful to be sure that an array with the correct flags is returned for passing to compiled code (perhaps through ctypes).

Parameters
a : array_like

The object to be converted to a type-and-requirement-satisfying array.

dtype : data-type

The required data-type, the default data-type is float64).

requirements : str or list of str

The requirements list can be any of the following

- 'F_CONTIGUOUS' ('F') - ensure a Fortran-contiguous array
- 'C_CONTIGUOUS' ('C') - ensure a C-contiguous array
- 'ALIGNED' ('A') - ensure a data-type aligned array
- 'WRITEABLE' ('W') - ensure a writable array
- 'OWNDATA' ('O') - ensure an array that owns its own data

See Also:

asarray
Convert input to an ndarray.

asanyarray
Convert to an ndarray, but pass through ndarray subclasses.

ascontiguousarray
Convert input to a contiguous array.

asfortranarray
Convert input to an ndarray with column-major memory order.

ndarray.flags
Information about the memory layout of the array.

Notes

The returned array will be guaranteed to have the listed requirements by making a copy if needed.

Examples

```
>>> x = np.arange(6).reshape(2,3)
>>> x.flags
  C_CONTIGUOUS : True
  F_CONTIGUOUS : False
  OWNDATA : False
  WRITEABLE : True
  ALIGNED : True
  UPDATEIFCOPY : False

>>> y = np.require(x, dtype=np.float32, requirements=['A', 'O', 'W', 'F'])
>>> y.flags
  C_CONTIGUOUS : False
  F_CONTIGUOUS : True
  OWNDATA : True
  WRITEABLE : True
  ALIGNED : True
  UPDATEIFCOPY : False
```

3.2.6 Joining arrays

column_stack(tup)	Stack 1-D arrays as columns into a 2-D array.
concatenate((a1, a2, ...)[, axis])	Join a sequence of arrays together.
dstack(tup)	Stack arrays in sequence depth wise (along third axis).
hstack(tup)	Stack arrays in sequence horizontally (column wise).
vstack(tup)	Stack arrays in sequence vertically (row wise).

numpy.**column_stack**(*tup*)
Stack 1-D arrays as columns into a 2-D array.

Take a sequence of 1-D arrays and stack them as columns to make a single 2-D array. 2-D arrays are stacked as-is, just like with hstack. 1-D arrays are turned into 2-D columns first.

Parameters
tup : sequence of 1-D or 2-D arrays.

Arrays to stack. All of them must have the same first dimension.

Returns
stacked : 2-D array

The array formed by stacking the given arrays.

See Also:

`hstack`, `vstack`, `concatenate`

Notes

This function is equivalent to `np.vstack(tup).T`.

Examples

```
>>> a = np.array((1,2,3))
>>> b = np.array((2,3,4))
>>> np.column_stack((a,b))
array([[1, 2],
       [2, 3],
       [3, 4]])
```

`numpy.`**`concatenate`**(*(a1, a2, ...)*, *axis=0*)

Join a sequence of arrays together.

Parameters

a1, a2, ... : sequence of array_like

The arrays must have the same shape, except in the dimension corresponding to *axis* (the first, by default).

axis : int, optional

The axis along which the arrays will be joined. Default is 0.

Returns

res : ndarray

The concatenated array.

See Also:

`ma.concatenate`
Concatenate function that preserves input masks.

`array_split`
Split an array into multiple sub-arrays of equal or near-equal size.

`split`
Split array into a list of multiple sub-arrays of equal size.

`hsplit`
Split array into multiple sub-arrays horizontally (column wise)

`vsplit`
Split array into multiple sub-arrays vertically (row wise)

`dsplit`
Split array into multiple sub-arrays along the 3rd axis (depth).

`hstack`
Stack arrays in sequence horizontally (column wise)

`vstack`
Stack arrays in sequence vertically (row wise)

dstack
Stack arrays in sequence depth wise (along third dimension)

Notes

When one or more of the arrays to be concatenated is a MaskedArray, this function will return a MaskedArray object instead of an ndarray, but the input masks are *not* preserved. In cases where a MaskedArray is expected as input, use the ma.concatenate function from the masked array module instead.

Examples

```
>>> a = np.array([[1, 2], [3, 4]])
>>> b = np.array([[5, 6]])
>>> np.concatenate((a, b), axis=0)
array([[1, 2],
       [3, 4],
       [5, 6]])
>>> np.concatenate((a, b.T), axis=1)
array([[1, 2, 5],
       [3, 4, 6]])
```

This function will not preserve masking of MaskedArray inputs.

```
>>> a = np.ma.arange(3)
>>> a[1] = np.ma.masked
>>> b = np.arange(2, 5)
>>> a
masked_array(data = [0 -- 2],
             mask = [False  True False],
       fill_value = 999999)
>>> b
array([2, 3, 4])
>>> np.concatenate([a, b])
masked_array(data = [0 1 2 2 3 4],
             mask = False,
       fill_value = 999999)
>>> np.ma.concatenate([a, b])
masked_array(data = [0 -- 2 2 3 4],
             mask = [False  True False False False False],
       fill_value = 999999)
```

numpy.**dstack**(*tup*)
Stack arrays in sequence depth wise (along third axis).

Takes a sequence of arrays and stack them along the third axis to make a single array. Rebuilds arrays divided by dsplit. This is a simple way to stack 2D arrays (images) into a single 3D array for processing.

Parameters
tup : sequence of arrays

Arrays to stack. All of them must have the same shape along all but the third axis.

Returns
stacked : ndarray

The array formed by stacking the given arrays.

See Also:

vstack
Stack along first axis.

hstack
Stack along second axis.

concatenate
Join arrays.

dsplit
Split array along third axis.

Notes

Equivalent to `np.concatenate(tup, axis=2)`.

Examples

```
>>> a = np.array((1,2,3))
>>> b = np.array((2,3,4))
>>> np.dstack((a,b))
array([[[1, 2],
        [2, 3],
        [3, 4]]])

>>> a = np.array([[1],[2],[3]])
>>> b = np.array([[2],[3],[4]])
>>> np.dstack((a,b))
array([[[1, 2]],
       [[2, 3]],
       [[3, 4]]])
```

numpy.**hstack**(*tup*)
Stack arrays in sequence horizontally (column wise).

Take a sequence of arrays and stack them horizontally to make a single array. Rebuild arrays divided by `hsplit`.

Parameters
tup : sequence of ndarrays

All arrays must have the same shape along all but the second axis.

Returns
stacked : ndarray

The array formed by stacking the given arrays.

See Also:

vstack
Stack arrays in sequence vertically (row wise).

dstack
Stack arrays in sequence depth wise (along third axis).

concatenate
Join a sequence of arrays together.

hsplit
Split array along second axis.

Notes

Equivalent to `np.concatenate(tup, axis=1)`

Examples

```
>>> a = np.array((1,2,3))
>>> b = np.array((2,3,4))
>>> np.hstack((a,b))
array([1, 2, 3, 2, 3, 4])
>>> a = np.array([[1],[2],[3]])
>>> b = np.array([[2],[3],[4]])
>>> np.hstack((a,b))
array([[1, 2],
       [2, 3],
       [3, 4]])
```

numpy.**vstack**(*tup*)

Stack arrays in sequence vertically (row wise).

Take a sequence of arrays and stack them vertically to make a single array. Rebuild arrays divided by `vsplit`.

Parameters

tup : sequence of ndarrays

Tuple containing arrays to be stacked. The arrays must have the same shape along all but the first axis.

Returns

stacked : ndarray

The array formed by stacking the given arrays.

See Also:

hstack

Stack arrays in sequence horizontally (column wise).

dstack

Stack arrays in sequence depth wise (along third dimension).

concatenate

Join a sequence of arrays together.

vsplit

Split array into a list of multiple sub-arrays vertically.

Notes

Equivalent to `np.concatenate(tup, axis=0)` if *tup* contains arrays that are at least 2-dimensional.

Examples

```
>>> a = np.array([1, 2, 3])
>>> b = np.array([2, 3, 4])
>>> np.vstack((a,b))
array([[1, 2, 3],
       [2, 3, 4]])

>>> a = np.array([[1], [2], [3]])
>>> b = np.array([[2], [3], [4]])
>>> np.vstack((a,b))
array([[1],
       [2],
       [3],
       [2],
```

```
       [3],
       [4]])
```

3.2.7 Splitting arrays

array_split(ary, indices_or_sections[, axis])	Split an array into multiple sub-arrays.
dsplit(ary, indices_or_sections)	Split array into multiple sub-arrays along the 3rd axis (depth).
hsplit(ary, indices_or_sections)	Split an array into multiple sub-arrays horizontally (column-wise).
split(ary, indices_or_sections[, axis])	Split an array into multiple sub-arrays.
vsplit(ary, indices_or_sections)	Split an array into multiple sub-arrays vertically (row-wise).

numpy.**array_split**(*ary*, *indices_or_sections*, *axis=0*)

Split an array into multiple sub-arrays.

Please refer to the `split` documentation. The only difference between these functions is that `array_split` allows *indices_or_sections* to be an integer that does *not* equally divide the axis.

See Also:

split

Split array into multiple sub-arrays of equal size.

Examples

```
>>> x = np.arange(8.0)
>>> np.array_split(x, 3)
    [array([ 0.,  1.,  2.]), array([ 3.,  4.,  5.]), array([ 6.,  7.])]
```

numpy.**dsplit**(*ary*, *indices_or_sections*)

Split array into multiple sub-arrays along the 3rd axis (depth).

Please refer to the `split` documentation. `dsplit` is equivalent to `split` with `axis=2`, the array is always split along the third axis provided the array dimension is greater than or equal to 3.

See Also:

split

Split an array into multiple sub-arrays of equal size.

Examples

```
>>> x = np.arange(16.0).reshape(2, 2, 4)
>>> x
array([[[  0.,   1.,   2.,   3.],
        [  4.,   5.,   6.,   7.]],
       [[  8.,   9.,  10.,  11.],
        [ 12.,  13.,  14.,  15.]]])
>>> np.dsplit(x, 2)
[array([[[  0.,   1.],
        [  4.,   5.]],
       [[  8.,   9.],
        [ 12.,  13.]]]),
 array([[[  2.,   3.],
        [  6.,   7.]],
       [[ 10.,  11.],
```

```
        [ 14.,  15.]]])]
>>> np.dsplit(x, np.array([3, 6]))
[array([[[  0.,   1.,   2.],
         [  4.,   5.,   6.]],
        [[  8.,   9.,  10.],
         [ 12.,  13.,  14.]]]),
 array([[[  3.],
         [  7.]],
        [[ 11.],
         [ 15.]]]),
 array([], dtype=float64)]
```

numpy.**hsplit**(*ary*, *indices_or_sections*)

Split an array into multiple sub-arrays horizontally (column-wise).

Please refer to the `split` documentation. `hsplit` is equivalent to `split` with `axis=1`, the array is always split along the second axis regardless of the array dimension.

See Also:

split
: Split an array into multiple sub-arrays of equal size.

Examples

```
>>> x = np.arange(16.0).reshape(4, 4)
>>> x
array([[  0.,   1.,   2.,   3.],
       [  4.,   5.,   6.,   7.],
       [  8.,   9.,  10.,  11.],
       [ 12.,  13.,  14.,  15.]])
>>> np.hsplit(x, 2)
[array([[  0.,   1.],
       [  4.,   5.],
       [  8.,   9.],
       [ 12.,  13.]]),
 array([[  2.,   3.],
       [  6.,   7.],
       [ 10.,  11.],
       [ 14.,  15.]])]
>>> np.hsplit(x, np.array([3, 6]))
[array([[  0.,   1.,   2.],
       [  4.,   5.,   6.],
       [  8.,   9.,  10.],
       [ 12.,  13.,  14.]]),
 array([[  3.],
       [  7.],
       [ 11.],
       [ 15.]]),
 array([], dtype=float64)]
```

With a higher dimensional array the split is still along the second axis.

```
>>> x = np.arange(8.0).reshape(2, 2, 2)
>>> x
array([[[ 0.,  1.],
        [ 2.,  3.]],
       [[ 4.,  5.],
        [ 6.,  7.]]])
```

```
>>> np.hsplit(x, 2)
[array([[[ 0.,  1.]],
        [[ 4.,  5.]]]),
 array([[[ 2.,  3.]],
        [[ 6.,  7.]]])]
```

numpy.**split**(*ary*, *indices_or_sections*, *axis=0*)

Split an array into multiple sub-arrays.

Parameters

ary : ndarray

Array to be divided into sub-arrays.

indices_or_sections : int or 1-D array

If *indices_or_sections* is an integer, N, the array will be divided into N equal arrays along *axis*. If such a split is not possible, an error is raised.

If *indices_or_sections* is a 1-D array of sorted integers, the entries indicate where along *axis* the array is split. For example, `[2, 3]` would, for `axis=0`, result in

- ary[:2]
- ary[2:3]
- ary[3:]

If an index exceeds the dimension of the array along *axis*, an empty sub-array is returned correspondingly.

axis : int, optional

The axis along which to split, default is 0.

Returns

sub-arrays : list of ndarrays

A list of sub-arrays.

Raises

ValueError

If *indices_or_sections* is given as an integer, but a split does not result in equal division.

See Also:

array_split
Split an array into multiple sub-arrays of equal or near-equal size. Does not raise an exception if an equal division cannot be made.

hsplit
Split array into multiple sub-arrays horizontally (column-wise).

vsplit
Split array into multiple sub-arrays vertically (row wise).

dsplit
Split array into multiple sub-arrays along the 3rd axis (depth).

concatenate
Join arrays together.

hstack
Stack arrays in sequence horizontally (column wise).

vstack
Stack arrays in sequence vertically (row wise).

dstack
Stack arrays in sequence depth wise (along third dimension).

Examples

```
>>> x = np.arange(9.0)
>>> np.split(x, 3)
[array([ 0.,  1.,  2.]), array([ 3.,  4.,  5.]), array([ 6.,  7.,  8.])]

>>> x = np.arange(8.0)
>>> np.split(x, [3, 5, 6, 10])
[array([ 0.,  1.,  2.]),
 array([ 3.,  4.]),
 array([ 5.]),
 array([ 6.,  7.]),
 array([], dtype=float64)]
```

numpy.**vsplit**(*ary*, *indices_or_sections*)
Split an array into multiple sub-arrays vertically (row-wise).

Please refer to the `split` documentation. `vsplit` is equivalent to `split` with *axis=0* (default), the array is always split along the first axis regardless of the array dimension.

See Also:

split
Split an array into multiple sub-arrays of equal size.

Examples

```
>>> x = np.arange(16.0).reshape(4, 4)
>>> x
array([[  0.,   1.,   2.,   3.],
       [  4.,   5.,   6.,   7.],
       [  8.,   9.,  10.,  11.],
       [ 12.,  13.,  14.,  15.]])
>>> np.vsplit(x, 2)
[array([[ 0.,  1.,  2.,  3.],
       [ 4.,  5.,  6.,  7.]]),
 array([[  8.,   9.,  10.,  11.],
       [ 12.,  13.,  14.,  15.]])]
>>> np.vsplit(x, np.array([3, 6]))
[array([[  0.,   1.,   2.,   3.],
       [  4.,   5.,   6.,   7.],
       [  8.,   9.,  10.,  11.]]),
 array([[ 12.,  13.,  14.,  15.]]),
 array([], dtype=float64)]
```

With a higher dimensional array the split is still along the first axis.

```
>>> x = np.arange(8.0).reshape(2, 2, 2)
>>> x
array([[[ 0.,  1.],
        [ 2.,  3.]],
       [[ 4.,  5.],
        [ 6.,  7.]]])
```

```
>>> np.vsplit(x, 2)
[array([[ 0.,  1.],
        [ 2.,  3.]]),
 array([[ 4.,  5.],
        [ 6.,  7.]])]
```

3.2.8 Tiling arrays

tile(A, reps)	Construct an array by repeating A the number of times given by reps.
repeat(a, repeats[, axis])	Repeat elements of an array.

numpy.**tile**(*A*, *reps*)

Construct an array by repeating A the number of times given by reps.

If *reps* has length `d`, the result will have dimension of `max(d, A.ndim)`.

If `A.ndim < d`, *A* is promoted to be d-dimensional by prepending new axes. So a shape (3,) array is promoted to (1, 3) for 2-D replication, or shape (1, 1, 3) for 3-D replication. If this is not the desired behavior, promote *A* to d-dimensions manually before calling this function.

If `A.ndim > d`, *reps* is promoted to *A*.ndim by pre-pending 1's to it. Thus for an *A* of shape (2, 3, 4, 5), a *reps* of (2, 2) is treated as (1, 1, 2, 2).

Parameters

A : array_like

The input array.

reps : array_like

The number of repetitions of *A* along each axis.

Returns

c : ndarray

The tiled output array.

See Also:

repeat

Repeat elements of an array.

Examples

```
>>> a = np.array([0, 1, 2])
>>> np.tile(a, 2)
array([0, 1, 2, 0, 1, 2])
>>> np.tile(a, (2, 2))
array([[0, 1, 2, 0, 1, 2],
       [0, 1, 2, 0, 1, 2]])
>>> np.tile(a, (2, 1, 2))
array([[[0, 1, 2, 0, 1, 2]],
       [[0, 1, 2, 0, 1, 2]]])

>>> b = np.array([[1, 2], [3, 4]])
>>> np.tile(b, 2)
array([[1, 2, 1, 2],
       [3, 4, 3, 4]])
```

```
>>> np.tile(b, (2, 1))
array([[1, 2],
       [3, 4],
       [1, 2],
       [3, 4]])
```

numpy.**repeat**(*a*, *repeats*, *axis=None*)

Repeat elements of an array.

Parameters

a : array_like

Input array.

repeats : {int, array of ints}

The number of repetitions for each element. *repeats* is broadcasted to fit the shape of the given axis.

axis : int, optional

The axis along which to repeat values. By default, use the flattened input array, and return a flat output array.

Returns

repeated_array : ndarray

Output array which has the same shape as *a*, except along the given axis.

See Also:

tile

Tile an array.

Examples

```
>>> x = np.array([[1,2],[3,4]])
>>> np.repeat(x, 2)
array([1, 1, 2, 2, 3, 3, 4, 4])
>>> np.repeat(x, 3, axis=1)
array([[1, 1, 1, 2, 2, 2],
       [3, 3, 3, 4, 4, 4]])
>>> np.repeat(x, [1, 2], axis=0)
array([[1, 2],
       [3, 4],
       [3, 4]])
```

3.2.9 Adding and removing elements

delete(arr, obj[, axis])	Return a new array with sub-arrays along an axis deleted.
insert(arr, obj, values[, axis])	Insert values along the given axis before the given indices.
append(arr, values[, axis])	Append values to the end of an array.
resize(a, new_shape)	Return a new array with the specified shape.
trim_zeros(filt[, trim])	Trim the leading and/or trailing zeros from a 1-D array or sequence.
unique(ar[, return_index, return_inverse])	Find the unique elements of an array.

numpy.**delete**(*arr*, *obj*, *axis=None*)

Return a new array with sub-arrays along an axis deleted. For a one dimensional array, this returns those entries not returned by *arr[obj]*.

Parameters

arr : array_like

Input array.

obj : slice, int or array of ints

Indicate which sub-arrays to remove.

axis : int, optional

The axis along which to delete the subarray defined by *obj*. If *axis* is None, *obj* is applied to the flattened array.

Returns

out : ndarray

A copy of *arr* with the elements specified by *obj* removed. Note that `delete` does not occur in-place. If *axis* is None, *out* is a flattened array.

See Also:

insert

Insert elements into an array.

append

Append elements at the end of an array.

Notes

Often it is preferable to use a boolean mask. For example: >>> mask = np.ones(len(arr), dtype=bool) >>> mask[[0,2,4]] = False >>> result = arr[mask,...] Is equivalent to *np.delete(arr, [0,2,4], axis=0)*, but allows further use of *mask*.

Examples

```
>>> arr = np.array([[1,2,3,4], [5,6,7,8], [9,10,11,12]])
>>> arr
array([[ 1,  2,  3,  4],
       [ 5,  6,  7,  8],
       [ 9, 10, 11, 12]])
>>> np.delete(arr, 1, 0)
array([[ 1,  2,  3,  4],
       [ 9, 10, 11, 12]])

>>> np.delete(arr, np.s_[::2], 1)
array([[ 2,  4],
       [ 6,  8],
       [10, 12]])
>>> np.delete(arr, [1,3,5], None)
array([ 1,  3,  5,  7,  8,  9, 10, 11, 12])
```

numpy.**insert**(*arr*, *obj*, *values*, *axis=None*)

Insert values along the given axis before the given indices.

Parameters

arr : array_like

Input array.

obj : int, slice or sequence of ints

Object that defines the index or indices before which *values* is inserted. New in version 1.8.0. Support for multiple insertions when *obj* is a single scalar or a sequence with one element (similar to calling insert multiple times).

values : array_like

Values to insert into *arr*. If the type of *values* is different from that of *arr*, *values* is converted to the type of *arr*. *values* should be shaped so that `arr[...,obj,...] = values` is legal.

axis : int, optional

Axis along which to insert *values*. If *axis* is None then *arr* is flattened first.

Returns

out : ndarray

A copy of *arr* with *values* inserted. Note that `insert` does not occur in-place: a new array is returned. If *axis* is None, *out* is a flattened array.

See Also:

append
Append elements at the end of an array.

concatenate
Join a sequence of arrays together.

delete
Delete elements from an array.

Notes

Note that for higher dimensional inserts *obj=0* behaves very different from *obj=[0]* just like *arr[:,0,:] = values* is different from *arr[:,[0],:] = values*.

Examples

```
>>> a = np.array([[1, 1], [2, 2], [3, 3]])
>>> a
array([[1, 1],
       [2, 2],
       [3, 3]])
>>> np.insert(a, 1, 5)
array([1, 5, 1, 2, 2, 3, 3])
>>> np.insert(a, 1, 5, axis=1)
array([[1, 5, 1],
       [2, 5, 2],
       [3, 5, 3]])
```

Difference between sequence and scalars: >>> np.insert(a, [1], [[1],[2],[3]], axis=1) array([[1, 1, 1],

[2, 2, 2], [3, 3, 3]])

```
>>> np.array_equal(np.insert(a, 1, [1, 2, 3], axis=1),
...                np.insert(a, [1], [[1],[2],[3]], axis=1))
True
```

```
>>> b = a.flatten()
>>> b
array([1, 1, 2, 2, 3, 3])
>>> np.insert(b, [2, 2], [5, 6])
array([1, 1, 5, 6, 2, 2, 3, 3])

>>> np.insert(b, slice(2, 4), [5, 6])
array([1, 1, 5, 2, 6, 2, 3, 3])

>>> np.insert(b, [2, 2], [7.13, False]) # type casting
array([1, 1, 7, 0, 2, 2, 3, 3])

>>> x = np.arange(8).reshape(2, 4)
>>> idx = (1, 3)
>>> np.insert(x, idx, 999, axis=1)
array([[  0, 999,   1,   2, 999,   3],
       [  4, 999,   5,   6, 999,   7]])
```

numpy.**append**(*arr*, *values*, *axis=None*)

Append values to the end of an array.

Parameters

arr : array_like

Values are appended to a copy of this array.

values : array_like

These values are appended to a copy of *arr*. It must be of the correct shape (the same shape as *arr*, excluding *axis*). If *axis* is not specified, *values* can be any shape and will be flattened before use.

axis : int, optional

The axis along which *values* are appended. If *axis* is not given, both *arr* and *values* are flattened before use.

Returns

append : ndarray

A copy of *arr* with *values* appended to *axis*. Note that `append` does not occur in-place: a new array is allocated and filled. If *axis* is None, *out* is a flattened array.

See Also:

insert

Insert elements into an array.

delete

Delete elements from an array.

Examples

```
>>> np.append([1, 2, 3], [[4, 5, 6], [7, 8, 9]])
array([1, 2, 3, 4, 5, 6, 7, 8, 9])
```

When *axis* is specified, *values* must have the correct shape.

```
>>> np.append([[1, 2, 3], [4, 5, 6]], [[7, 8, 9]], axis=0)
array([[1, 2, 3],
       [4, 5, 6],
```

```
       [7, 8, 9]])
>>> np.append([[1, 2, 3], [4, 5, 6]], [7, 8, 9], axis=0)
Traceback (most recent call last):
...
ValueError: arrays must have same number of dimensions
```

numpy.**resize**(*a*, *new_shape*)

Return a new array with the specified shape.

If the new array is larger than the original array, then the new array is filled with repeated copies of *a*. Note that this behavior is different from a.resize(new_shape) which fills with zeros instead of repeated copies of *a*.

Parameters

a : array_like

Array to be resized.

new_shape : int or tuple of int

Shape of resized array.

Returns

reshaped_array : ndarray

The new array is formed from the data in the old array, repeated if necessary to fill out the required number of elements. The data are repeated in the order that they are stored in memory.

See Also:

ndarray.resize

resize an array in-place.

Examples

```
>>> a=np.array([[0,1],[2,3]])
>>> np.resize(a,(1,4))
array([[0, 1, 2, 3]])
>>> np.resize(a,(2,4))
array([[0, 1, 2, 3],
       [0, 1, 2, 3]])
```

numpy.**trim_zeros**(*filt*, *trim='fb'*)

Trim the leading and/or trailing zeros from a 1-D array or sequence.

Parameters

filt : 1-D array or sequence

Input array.

trim : str, optional

A string with 'f' representing trim from front and 'b' to trim from back. Default is 'fb', trim zeros from both front and back of the array.

Returns

trimmed : 1-D array or sequence

The result of trimming the input. The input data type is preserved.

Examples

```
>>> a = np.array((0, 0, 0, 1, 2, 3, 0, 2, 1, 0))
>>> np.trim_zeros(a)
array([1, 2, 3, 0, 2, 1])

>>> np.trim_zeros(a, 'b')
array([0, 0, 0, 1, 2, 3, 0, 2, 1])
```

The input data type is preserved, list/tuple in means list/tuple out.

```
>>> np.trim_zeros([0, 1, 2, 0])
[1, 2]
```

numpy.**unique**(*ar*, *return_index=False*, *return_inverse=False*)

Find the unique elements of an array.

Returns the sorted unique elements of an array. There are two optional outputs in addition to the unique elements: the indices of the input array that give the unique values, and the indices of the unique array that reconstruct the input array.

Parameters

ar : array_like

Input array. This will be flattened if it is not already 1-D.

return_index : bool, optional

If True, also return the indices of *ar* that result in the unique array.

return_inverse : bool, optional

If True, also return the indices of the unique array that can be used to reconstruct *ar*.

Returns

unique : ndarray

The sorted unique values.

unique_indices : ndarray, optional

The indices of the first occurrences of the unique values in the (flattened) original array. Only provided if *return_index* is True.

unique_inverse : ndarray, optional

The indices to reconstruct the (flattened) original array from the unique array. Only provided if *return_inverse* is True.

See Also:

numpy.lib.arraysetops

Module with a number of other functions for performing set operations on arrays.

Examples

```
>>> np.unique([1, 1, 2, 2, 3, 3])
array([1, 2, 3])
>>> a = np.array([[1, 1], [2, 3]])
>>> np.unique(a)
array([1, 2, 3])
```

Return the indices of the original array that give the unique values:

```
>>> a = np.array(['a', 'b', 'b', 'c', 'a'])
>>> u, indices = np.unique(a, return_index=True)
>>> u
array(['a', 'b', 'c'],
      dtype='|S1')
>>> indices
array([0, 1, 3])
>>> a[indices]
array(['a', 'b', 'c'],
      dtype='|S1')
```

Reconstruct the input array from the unique values:

```
>>> a = np.array([1, 2, 6, 4, 2, 3, 2])
>>> u, indices = np.unique(a, return_inverse=True)
>>> u
array([1, 2, 3, 4, 6])
>>> indices
array([0, 1, 4, 3, 1, 2, 1])
>>> u[indices]
array([1, 2, 6, 4, 2, 3, 2])
```

3.2.10 Rearranging elements

fliplr(m)	Flip array in the left/right direction.
flipud(m)	Flip array in the up/down direction.
reshape(a, newshape[, order])	Gives a new shape to an array without changing its data.
roll(a, shift[, axis])	Roll array elements along a given axis.
rot90(m[, k])	Rotate an array by 90 degrees in the counter-clockwise direction.

numpy.**fliplr**(*m*)

Flip array in the left/right direction.

Flip the entries in each row in the left/right direction. Columns are preserved, but appear in a different order than before.

Parameters

m : array_like

Input array.

Returns

f : ndarray

A view of *m* with the columns reversed. Since a view is returned, this operation is $\mathcal{O}(1)$.

See Also:

flipud

Flip array in the up/down direction.

rot90

Rotate array counterclockwise.

Notes

Equivalent to A[:,::-1]. Does not require the array to be two-dimensional.

Examples

```
>>> A = np.diag([1.,2.,3.])
>>> A
array([[ 1.,  0.,  0.],
       [ 0.,  2.,  0.],
       [ 0.,  0.,  3.]])
>>> np.fliplr(A)
array([[ 0.,  0.,  1.],
       [ 0.,  2.,  0.],
       [ 3.,  0.,  0.]])

>>> A = np.random.randn(2,3,5)
>>> np.all(np.fliplr(A)==A[:,::-1,...])
True
```

numpy.**flipud**(*m*)

Flip array in the up/down direction.

Flip the entries in each column in the up/down direction. Rows are preserved, but appear in a different order than before.

Parameters

m : array_like

Input array.

Returns

out : array_like

A view of *m* with the rows reversed. Since a view is returned, this operation is $\mathcal{O}(1)$.

See Also:

fliplr

Flip array in the left/right direction.

rot90

Rotate array counterclockwise.

Notes

Equivalent to `A[::-1,...]`. Does not require the array to be two-dimensional.

Examples

```
>>> A = np.diag([1.0, 2, 3])
>>> A
array([[ 1.,  0.,  0.],
       [ 0.,  2.,  0.],
       [ 0.,  0.,  3.]])
>>> np.flipud(A)
array([[ 0.,  0.,  3.],
       [ 0.,  2.,  0.],
       [ 1.,  0.,  0.]])

>>> A = np.random.randn(2,3,5)
>>> np.all(np.flipud(A)==A[::-1,...])
True
```

```
>>> np.flipud([1,2])
array([2, 1])
```

numpy.**reshape**(*a*, *newshape*, *order='C'*)

Gives a new shape to an array without changing its data.

Parameters

a : array_like

Array to be reshaped.

newshape : int or tuple of ints

The new shape should be compatible with the original shape. If an integer, then the result will be a 1-D array of that length. One shape dimension can be -1. In this case, the value is inferred from the length of the array and remaining dimensions.

order : {'C', 'F', 'A'}, optional

Read the elements of *a* using this index order, and place the elements into the reshaped array using this index order. 'C' means to read / write the elements using C-like index order, with the last axis index changing fastest, back to the first axis index changing slowest. 'F' means to read / write the elements using Fortran-like index order, with the first index changing fastest, and the last index changing slowest. Note that the 'C' and 'F' options take no account of the memory layout of the underlying array, and only refer to the order of indexing. 'A' means to read / write the elements in Fortran-like index order if *a* is Fortran *contiguous* in memory, C-like order otherwise.

Returns

reshaped_array : ndarray

This will be a new view object if possible; otherwise, it will be a copy. Note there is no guarantee of the *memory layout* (C- or Fortran- contiguous) of the returned array.

See Also:

ndarray.reshape

Equivalent method.

Notes

It is not always possible to change the shape of an array without copying the data. If you want an error to be raise if the data is copied, you should assign the new shape to the shape attribute of the array:

```
>>> a = np.zeros((10, 2))
# A transpose make the array non-contiguous
>>> b = a.T
# Taking a view makes it possible to modify the shape without modifying the
# initial object.
>>> c = b.view()
>>> c.shape = (20)
AttributeError: incompatible shape for a non-contiguous array
```

The *order* keyword gives the index ordering both for *fetching* the values from *a*, and then *placing* the values into the output array. For example, let's say you have an array:

```
>>> a = np.arange(6).reshape((3, 2))
>>> a
array([[0, 1],
       [2, 3],
       [4, 5]])
```

You can think of reshaping as first raveling the array (using the given index order), then inserting the elements from the raveled array into the new array using the same kind of index ordering as was used for the raveling.

```
>>> np.reshape(a, (2, 3)) # C-like index ordering
array([[0, 1, 2],
       [3, 4, 5]])
>>> np.reshape(np.ravel(a), (2, 3)) # equivalent to C ravel then C reshape
array([[0, 1, 2],
       [3, 4, 5]])
>>> np.reshape(a, (2, 3), order='F') # Fortran-like index ordering
array([[0, 4, 3],
       [2, 1, 5]])
>>> np.reshape(np.ravel(a, order='F'), (2, 3), order='F')
array([[0, 4, 3],
       [2, 1, 5]])
```

Examples

```
>>> a = np.array([[1,2,3], [4,5,6]])
>>> np.reshape(a, 6)
array([1, 2, 3, 4, 5, 6])
>>> np.reshape(a, 6, order='F')
array([1, 4, 2, 5, 3, 6])

>>> np.reshape(a, (3,-1))       # the unspecified value is inferred to be 2
array([[1, 2],
       [3, 4],
       [5, 6]])
```

numpy.**roll**(*a*, *shift*, *axis=None*)

Roll array elements along a given axis.

Elements that roll beyond the last position are re-introduced at the first.

Parameters

a : array_like

Input array.

shift : int

The number of places by which elements are shifted.

axis : int, optional

The axis along which elements are shifted. By default, the array is flattened before shifting, after which the original shape is restored.

Returns

res : ndarray

Output array, with the same shape as *a*.

See Also:

rollaxis

Roll the specified axis backwards, until it lies in a given position.

Examples

```
>>> x = np.arange(10)
>>> np.roll(x, 2)
array([8, 9, 0, 1, 2, 3, 4, 5, 6, 7])

>>> x2 = np.reshape(x, (2,5))
>>> x2
array([[0, 1, 2, 3, 4],
       [5, 6, 7, 8, 9]])
>>> np.roll(x2, 1)
array([[9, 0, 1, 2, 3],
       [4, 5, 6, 7, 8]])
>>> np.roll(x2, 1, axis=0)
array([[5, 6, 7, 8, 9],
       [0, 1, 2, 3, 4]])
>>> np.roll(x2, 1, axis=1)
array([[4, 0, 1, 2, 3],
       [9, 5, 6, 7, 8]])
```

numpy.**rot90**(*m*, *k=1*)

Rotate an array by 90 degrees in the counter-clockwise direction.

The first two dimensions are rotated; therefore, the array must be at least 2-D.

Parameters

m : array_like

Array of two or more dimensions.

k : integer

Number of times the array is rotated by 90 degrees.

Returns

y : ndarray

Rotated array.

See Also:

fliplr

Flip an array horizontally.

flipud

Flip an array vertically.

Examples

```
>>> m = np.array([[1,2],[3,4]], int)
>>> m
array([[1, 2],
       [3, 4]])
>>> np.rot90(m)
array([[2, 4],
       [1, 3]])
>>> np.rot90(m, 2)
array([[4, 3],
       [2, 1]])
```

3.3 Binary operations

3.3.1 Elementwise bit operations

bitwise_and(x1, x2[, out])	Compute the bit-wise AND of two arrays element-wise.
bitwise_or(x1, x2[, out])	Compute the bit-wise OR of two arrays element-wise.
bitwise_xor(x1, x2[, out])	Compute the bit-wise XOR of two arrays element-wise.
invert(x[, out])	Compute bit-wise inversion, or bit-wise NOT, element-wise.
left_shift(x1, x2[, out])	Shift the bits of an integer to the left.
right_shift(x1, x2[, out])	Shift the bits of an integer to the right.

numpy.**bitwise_and**(*x1*, *x2*[, *out*]) = <ufunc 'bitwise_and'>
Compute the bit-wise AND of two arrays element-wise.

Computes the bit-wise AND of the underlying binary representation of the integers in the input arrays. This ufunc implements the C/Python operator `&`.

Parameters
x1, x2 : array_like

Only integer types are handled (including booleans).

Returns
out : array_like

Result.

See Also:

logical_and, bitwise_or, bitwise_xor

binary_repr
Return the binary representation of the input number as a string.

Examples

The number 13 is represented by `00001101`. Likewise, 17 is represented by `00010001`. The bit-wise AND of 13 and 17 is therefore `000000001`, or 1:

```
>>> np.bitwise_and(13, 17)
1

>>> np.bitwise_and(14, 13)
12
>>> np.binary_repr(12)
'1100'
>>> np.bitwise_and([14,3], 13)
array([12,  1])

>>> np.bitwise_and([11,7], [4,25])
array([0, 1])
>>> np.bitwise_and(np.array([2,5,255]), np.array([3,14,16]))
array([ 2,  4, 16])
>>> np.bitwise_and([True, True], [False, True])
array([False,  True], dtype=bool)
```

numpy.**bitwise_or**(*x1*, *x2*[, *out*]) = <ufunc 'bitwise_or'>
Compute the bit-wise OR of two arrays element-wise.

Computes the bit-wise OR of the underlying binary representation of the integers in the input arrays. This ufunc implements the C/Python operator `|`.

Parameters

x1, x2 : array_like

Only integer types are handled (including booleans).

out : ndarray, optional

Array into which the output is placed. Its type is preserved and it must be of the right shape to hold the output. See doc.ufuncs.

Returns

out : array_like

Result.

See Also:

`logical_or`, `bitwise_and`, `bitwise_xor`

`binary_repr`

Return the binary representation of the input number as a string.

Examples

The number 13 has the binaray representation `00001101`. Likewise, 16 is represented by `00010000`. The bit-wise OR of 13 and 16 is then `000111011`, or 29:

```
>>> np.bitwise_or(13, 16)
29
>>> np.binary_repr(29)
'11101'

>>> np.bitwise_or(32, 2)
34
>>> np.bitwise_or([33, 4], 1)
array([33,  5])
>>> np.bitwise_or([33, 4], [1, 2])
array([33,  6])

>>> np.bitwise_or(np.array([2, 5, 255]), np.array([4, 4, 4]))
array([  6,   5, 255])
>>> np.array([2, 5, 255]) | np.array([4, 4, 4])
array([  6,   5, 255])
>>> np.bitwise_or(np.array([2, 5, 255, 2147483647L], dtype=np.int32),
...               np.array([4, 4, 4, 2147483647L], dtype=np.int32))
array([         6,          5,        255, 2147483647])
>>> np.bitwise_or([True, True], [False, True])
array([ True,  True], dtype=bool)
```

numpy.**`bitwise_xor`**(*x1*, *x2*[, *out*]) **= <ufunc 'bitwise_xor'>**

Compute the bit-wise XOR of two arrays element-wise.

Computes the bit-wise XOR of the underlying binary representation of the integers in the input arrays. This ufunc implements the C/Python operator `^`.

Parameters

x1, x2 : array_like

Only integer types are handled (including booleans).

Returns

out : array_like

Result.

See Also:

`logical_xor`, `bitwise_and`, `bitwise_or`

binary_repr

Return the binary representation of the input number as a string.

Examples

The number 13 is represented by `00001101`. Likewise, 17 is represented by `00010001`. The bit-wise XOR of 13 and 17 is therefore `00011100`, or 28:

```
>>> np.bitwise_xor(13, 17)
28
>>> np.binary_repr(28)
'11100'

>>> np.bitwise_xor(31, 5)
26
>>> np.bitwise_xor([31,3], 5)
array([26,  6])

>>> np.bitwise_xor([31,3], [5,6])
array([26,  5])
>>> np.bitwise_xor([True, True], [False, True])
array([ True, False], dtype=bool)
```

numpy.**invert**(*x*[, *out*]) = <ufunc 'invert'>

Compute bit-wise inversion, or bit-wise NOT, element-wise.

Computes the bit-wise NOT of the underlying binary representation of the integers in the input arrays. This ufunc implements the C/Python operator ~.

For signed integer inputs, the two's complement is returned. In a two's-complement system negative numbers are represented by the two's complement of the absolute value. This is the most common method of representing signed integers on computers [R32]. A N-bit two's-complement system can represent every integer in the range -2^{N-1} to $+2^{N-1}-1$.

Parameters

x1 : array_like

Only integer types are handled (including booleans).

Returns

out : array_like

Result.

See Also:

`bitwise_and`, `bitwise_or`, `bitwise_xor`, `logical_not`

binary_repr

Return the binary representation of the input number as a string.

Notes

`bitwise_not` is an alias for `invert`:

```
>>> np.bitwise_not is np.invert
True
```

References

[R32]

Examples

We've seen that 13 is represented by `00001101`. The invert or bit-wise NOT of 13 is then:

```
>>> np.invert(np.array([13], dtype=uint8))
array([242], dtype=uint8)
>>> np.binary_repr(x, width=8)
'00001101'
>>> np.binary_repr(242, width=8)
'11110010'
```

The result depends on the bit-width:

```
>>> np.invert(np.array([13], dtype=uint16))
array([65522], dtype=uint16)
>>> np.binary_repr(x, width=16)
'0000000000001101'
>>> np.binary_repr(65522, width=16)
'1111111111110010'
```

When using signed integer types the result is the two's complement of the result for the unsigned type:

```
>>> np.invert(np.array([13], dtype=int8))
array([-14], dtype=int8)
>>> np.binary_repr(-14, width=8)
'11110010'
```

Booleans are accepted as well:

```
>>> np.invert(array([True, False]))
array([False,  True], dtype=bool)
```

numpy.**left_shift**(*x1*, *x2*[, *out*]) = <ufunc 'left_shift'>

Shift the bits of an integer to the left.

Bits are shifted to the left by appending *x2* 0s at the right of *x1*. Since the internal representation of numbers is in binary format, this operation is equivalent to multiplying *x1* by `2**x2`.

Parameters

x1 : array_like of integer type

Input values.

x2 : array_like of integer type

Number of zeros to append to *x1*. Has to be non-negative.

Returns

out : array of integer type

Return *x1* with bits shifted *x2* times to the left.

See Also:

right_shift
Shift the bits of an integer to the right.

binary_repr
Return the binary representation of the input number as a string.

Examples

```
>>> np.binary_repr(5)
'101'
>>> np.left_shift(5, 2)
20
>>> np.binary_repr(20)
'10100'

>>> np.left_shift(5, [1,2,3])
array([10, 20, 40])
```

numpy.**right_shift**(*x1*, *x2*[, *out*]) = **<ufunc 'right_shift'>**
Shift the bits of an integer to the right.

Bits are shifted to the right by removing *x2* bits at the right of *x1*. Since the internal representation of numbers is in binary format, this operation is equivalent to dividing *x1* by `2**x2`.

Parameters
x1 : array_like, int

Input values.

x2 : array_like, int

Number of bits to remove at the right of *x1*.

Returns
out : ndarray, int

Return *x1* with bits shifted *x2* times to the right.

See Also:

left_shift
Shift the bits of an integer to the left.

binary_repr
Return the binary representation of the input number as a string.

Examples

```
>>> np.binary_repr(10)
'1010'
>>> np.right_shift(10, 1)
5
>>> np.binary_repr(5)
'101'

>>> np.right_shift(10, [1,2,3])
array([5, 2, 1])
```

3.3.2 Bit packing

packbits(myarray[, axis])	Packs the elements of a binary-valued array into bits in a uint8 array.
unpackbits(myarray[, axis])	Unpacks elements of a uint8 array into a binary-valued output array.

numpy.**packbits**(*myarray*, *axis=None*)

Packs the elements of a binary-valued array into bits in a uint8 array.

The result is padded to full bytes by inserting zero bits at the end.

Parameters

myarray : array_like

An integer type array whose elements should be packed to bits.

axis : int, optional

The dimension over which bit-packing is done. None implies packing the flattened array.

Returns

packed : ndarray

Array of type uint8 whose elements represent bits corresponding to the logical (0 or nonzero) value of the input elements. The shape of *packed* has the same number of dimensions as the input (unless *axis* is None, in which case the output is 1-D).

See Also:

unpackbits

Unpacks elements of a uint8 array into a binary-valued output array.

Examples

```
>>> a = np.array([[[1,0,1],
...                [0,1,0]],
...               [[1,1,0],
...                [0,0,1]]])
>>> b = np.packbits(a, axis=-1)
>>> b
array([[[160],[64]],[[192],[32]]], dtype=uint8)
```

Note that in binary 160 = 1010 0000, 64 = 0100 0000, 192 = 1100 0000, and 32 = 0010 0000.

numpy.**unpackbits**(*myarray*, *axis=None*)

Unpacks elements of a uint8 array into a binary-valued output array.

Each element of *myarray* represents a bit-field that should be unpacked into a binary-valued output array. The shape of the output array is either 1-D (if *axis* is None) or the same shape as the input array with unpacking done along the axis specified.

Parameters

myarray : ndarray, uint8 type

Input array.

axis : int, optional

Unpacks along this axis.

Returns

unpacked : ndarray, uint8 type

The elements are binary-valued (0 or 1).

See Also:

packbits
Packs the elements of a binary-valued array into bits in a uint8 array.

Examples

```
>>> a = np.array([[2], [7], [23]], dtype=np.uint8)
>>> a
array([[ 2],
       [ 7],
       [23]], dtype=uint8)
>>> b = np.unpackbits(a, axis=1)
>>> b
array([[0, 0, 0, 0, 0, 0, 1, 0],
       [0, 0, 0, 0, 0, 1, 1, 1],
       [0, 0, 0, 1, 0, 1, 1, 1]], dtype=uint8)
```

3.3.3 Output formatting

binary_repr(num[, width])	Return the binary representation of the input number as a string.

numpy.**binary_repr**(*num*, *width=None*)
Return the binary representation of the input number as a string.

For negative numbers, if width is not given, a minus sign is added to the front. If width is given, the two's complement of the number is returned, with respect to that width.

In a two's-complement system negative numbers are represented by the two's complement of the absolute value. This is the most common method of representing signed integers on computers [R16]. A N-bit two's-complement system can represent every integer in the range -2^{N-1} to $+2^{N-1}-1$.

Parameters
num : int

Only an integer decimal number can be used.

width : int, optional

The length of the returned string if *num* is positive, the length of the two's complement if *num* is negative.

Returns
bin : str

Binary representation of *num* or two's complement of *num*.

See Also:

base_repr
Return a string representation of a number in the given base system.

Notes

binary_repr is equivalent to using base_repr with base 2, but about 25x faster.

References

[R16]

Examples

```
>>> np.binary_repr(3)
'11'
>>> np.binary_repr(-3)
'-11'
>>> np.binary_repr(3, width=4)
'0011'
```

The two's complement is returned when the input number is negative and width is specified:

```
>>> np.binary_repr(-3, width=4)
'1101'
```

3.4 String operations

This module provides a set of vectorized string operations for arrays of type `numpy.string_` or `numpy.unicode_`. All of them are based on the string methods in the Python standard library.

3.4.1 String operations

add(x1, x2)	Return element-wise string concatenation for two arrays of str or unicode.
multiply(a, i)	Return (a * i), that is string multiple concatenation, element-wise.
mod(a, values)	Return (a % i), that is pre-Python 2.6 string formatting
capitalize(a)	Return a copy of *a* with only the first character of each element capitalized.
center(a, width[, fillchar])	Return a copy of *a* with its elements centered in a string of length *width*.
decode(a[, encoding, errors])	Calls *str.decode* element-wise.
encode(a[, encoding, errors])	Calls *str.encode* element-wise.
join(sep, seq)	Return a string which is the concatenation of the strings in the sequence *seq*.
ljust(a, width[, fillchar])	Return an array with the elements of *a* left-justified in a string of length *width*.
lower(a)	Return an array with the elements converted to lowercase.
lstrip(a[, chars])	For each element in *a*, return a copy with the leading characters removed.
partition(a, sep)	Partition each element in *a* around *sep*.
replace(a, old, new[, count])	For each element in *a*, return a copy of the string with all occurrences of substring *old* replaced
rjust(a, width[, fillchar])	Return an array with the elements of *a* right-justified in a string of length *width*.
rpartition(a, sep)	Partition (split) each element around the right-most separator.
rsplit(a[, sep, maxsplit])	For each element in *a*, return a list of the words in the string, using *sep* as the delimiter string.
rstrip(a[, chars])	For each element in *a*, return a copy with the trailing characters removed.
split(a[, sep, maxsplit])	For each element in *a*, return a list of the words in the string, using *sep* as the delimiter string.
splitlines(a[, keepends])	For each element in *a*, return a list of the lines in the element, breaking at line boundaries.
strip(a[, chars])	For each element in *a*, return a copy with the leading and trailing characters removed.
swapcase(a)	Return element-wise a copy of the string with uppercase characters converted to lowercase and
title(a)	Return element-wise title cased version of string or unicode.
translate(a, table[, deletechars])	For each element in *a*, return a copy of the string where all characters occurring in the optional
upper(a)	Return an array with the elements converted to uppercase.
zfill(a, width)	Return the numeric string left-filled with zeros

numpy.core.defchararray.**add**(*x1*, *x2*)
Return element-wise string concatenation for two arrays of str or unicode.

Arrays *x1* and *x2* must have the same shape.

Parameters
x1 : array_like of str or unicode

Input array.

x2 : array_like of str or unicode

Input array.

Returns
add : ndarray

Output array of `string_` or `unicode_`, depending on input types of the same shape as *x1* and *x2*.

numpy.core.defchararray.**multiply**(*a*, *i*)
Return (a * i), that is string multiple concatenation, element-wise.

Values in *i* of less than 0 are treated as 0 (which yields an empty string).

Parameters
a : array_like of str or unicode

i : array_like of ints

Returns
out : ndarray

Output array of str or unicode, depending on input types

numpy.core.defchararray.**mod**(*a*, *values*)
Return (a % i), that is pre-Python 2.6 string formatting (iterpolation), element-wise for a pair of array_likes of str or unicode.

Parameters
a : array_like of str or unicode

values : array_like of values

These values will be element-wise interpolated into the string.

Returns
out : ndarray

Output array of str or unicode, depending on input types

See Also:

`str.__mod__`

numpy.core.defchararray.**capitalize**(*a*)
Return a copy of *a* with only the first character of each element capitalized.

Calls *str.capitalize* element-wise.

For 8-bit strings, this method is locale-dependent.

Parameters
a : array_like of str or unicode

Input array of strings to capitalize.

Returns

out : ndarray

Output array of str or unicode, depending on input types

See Also:

`str.capitalize`

Examples

```
>>> c = np.array(['a1b2','1b2a','b2a1','2a1b'],'S4'); c
array(['a1b2', '1b2a', 'b2a1', '2a1b'],
    dtype='|S4')
>>> np.char.capitalize(c)
array(['A1b2', '1b2a', 'B2a1', '2a1b'],
    dtype='|S4')
```

`numpy.core.defchararray.`**`center`**(*a*, *width*, *fillchar=' '*)

Return a copy of *a* with its elements centered in a string of length *width*.

Calls *str.center* element-wise.

Parameters

a : array_like of str or unicode

width : int

The length of the resulting strings

fillchar : str or unicode, optional

The padding character to use (default is space).

Returns

out : ndarray

Output array of str or unicode, depending on input types

See Also:

`str.center`

`numpy.core.defchararray.`**`decode`**(*a*, *encoding=None*, *errors=None*)

Calls *str.decode* element-wise.

The set of available codecs comes from the Python standard library, and may be extended at runtime. For more information, see the `codecs` module.

Parameters

a : array_like of str or unicode

encoding : str, optional

The name of an encoding

errors : str, optional

Specifies how to handle encoding errors

Returns

out : ndarray

See Also:

`str.decode`

Notes

The type of the result will depend on the encoding specified.

Examples

```
>>> c = np.array(['aAaAaA', '  aA  ', 'abBABba'])
>>> c
array(['aAaAaA', '  aA  ', 'abBABba'],
    dtype='|S7')
>>> np.char.encode(c, encoding='cp037')
array(['\x81\xc1\x81\xc1\x81\xc1', '@@\x81\xc1@@',
    '\x81\x82\xc2\xc1\xc2\x82\x81'],
    dtype='|S7')
```

numpy.core.defchararray.**encode**(*a*, *encoding=None*, *errors=None*)

Calls *str.encode* element-wise.

The set of available codecs comes from the Python standard library, and may be extended at runtime. For more information, see the codecs module.

Parameters

a : array_like of str or unicode

encoding : str, optional

The name of an encoding

errors : str, optional

Specifies how to handle encoding errors

Returns

out : ndarray

See Also:

`str.encode`

Notes

The type of the result will depend on the encoding specified.

numpy.core.defchararray.**join**(*sep*, *seq*)

Return a string which is the concatenation of the strings in the sequence *seq*.

Calls *str.join* element-wise.

Parameters

sep : array_like of str or unicode

seq : array_like of str or unicode

Returns

out : ndarray

Output array of str or unicode, depending on input types

See Also:

`str.join`

numpy.core.defchararray.**ljust**(*a*, *width*, *fillchar=' '*)

Return an array with the elements of *a* left-justified in a string of length *width*.

Calls *str.ljust* element-wise.

Parameters

a : array_like of str or unicode

width : int

The length of the resulting strings

fillchar : str or unicode, optional

The character to use for padding

Returns

out : ndarray

Output array of str or unicode, depending on input type

See Also:

`str.ljust`

numpy.core.defchararray.**lower**(*a*)

Return an array with the elements converted to lowercase.

Call *str.lower* element-wise.

For 8-bit strings, this method is locale-dependent.

Parameters

a : array_like, {str, unicode}

Input array.

Returns

out : ndarray, {str, unicode}

Output array of str or unicode, depending on input type

See Also:

`str.lower`

Examples

```
>>> c = np.array(['A1B C', '1BCA', 'BCA1']); c
array(['A1B C', '1BCA', 'BCA1'],
      dtype='|S5')
>>> np.char.lower(c)
array(['a1b c', '1bca', 'bca1'],
      dtype='|S5')
```

numpy.core.defchararray.**lstrip**(*a*, *chars=None*)

For each element in *a*, return a copy with the leading characters removed.

Calls *str.lstrip* element-wise.

Parameters

a : array-like, {str, unicode}

Input array.

chars : {str, unicode}, optional

The *chars* argument is a string specifying the set of characters to be removed. If omitted or None, the *chars* argument defaults to removing whitespace. The *chars* argument is not a prefix; rather, all combinations of its values are stripped.

Returns

out : ndarray, {str, unicode}

Output array of str or unicode, depending on input type

See Also:

`str.lstrip`

Examples

```
>>> c = np.array(['aAaAaA', '  aA  ', 'abBABba'])
>>> c
array(['aAaAaA', '  aA  ', 'abBABba'],
    dtype='|S7')
```

The 'a' variable is unstripped from c[1] because whitespace leading.

```
>>> np.char.lstrip(c, 'a')
array(['AaAaA', '  aA  ', 'bBABba'],
    dtype='|S7')

>>> np.char.lstrip(c, 'A') # leaves c unchanged
array(['aAaAaA', '  aA  ', 'abBABba'],
    dtype='|S7')
>>> (np.char.lstrip(c, ' ') == np.char.lstrip(c, '')).all()
... # XXX: is this a regression? this line now returns False
... # np.char.lstrip(c,'') does not modify c at all.
True
>>> (np.char.lstrip(c, ' ') == np.char.lstrip(c, None)).all()
True
```

numpy.core.defchararray.**partition**(*a*, *sep*)

Partition each element in *a* around *sep*.

Calls *str.partition* element-wise.

For each element in *a*, split the element as the first occurrence of *sep*, and return 3 strings containing the part before the separator, the separator itself, and the part after the separator. If the separator is not found, return 3 strings containing the string itself, followed by two empty strings.

Parameters

a : array_like, {str, unicode}

Input array

sep : {str, unicode}

Separator to split each string element in *a*.

Returns

out : ndarray, {str, unicode}

Output array of str or unicode, depending on input type. The output array will have an extra dimension with 3 elements per input element.

See Also:

`str.partition`

numpy.core.defchararray.**replace**(*a*, *old*, *new*, *count=None*)

For each element in *a*, return a copy of the string with all occurrences of substring *old* replaced by `new`.

Calls *str.replace* element-wise.

Parameters

a : array-like of str or unicode

old, new : str or unicode

count : int, optional

If the optional argument `count` is given, only the first `count` occurrences are replaced.

Returns

out : ndarray

Output array of str or unicode, depending on input type

See Also:

`str.replace`

`numpy.core.defchararray.rjust(a, width, fillchar=' ')`

Return an array with the elements of *a* right-justified in a string of length *width*.

Calls *str.rjust* element-wise.

Parameters

a : array_like of str or unicode

width : int

The length of the resulting strings

fillchar : str or unicode, optional

The character to use for padding

Returns

out : ndarray

Output array of str or unicode, depending on input type

See Also:

`str.rjust`

`numpy.core.defchararray.rpartition(a, sep)`

Partition (split) each element around the right-most separator.

Calls *str.rpartition* element-wise.

For each element in *a*, split the element as the last occurrence of *sep*, and return 3 strings containing the part before the separator, the separator itself, and the part after the separator. If the separator is not found, return 3 strings containing the string itself, followed by two empty strings.

Parameters

a : array_like of str or unicode

Input array

sep : str or unicode

Right-most separator to split each element in array.

Returns

out : ndarray

Output array of string or unicode, depending on input type. The output array will have an extra dimension with 3 elements per input element.

See Also:

`str.rpartition`

numpy.core.defchararray.**rsplit**(*a*, *sep=None*, *maxsplit=None*)

For each element in *a*, return a list of the words in the string, using *sep* as the delimiter string.

Calls *str.rsplit* element-wise.

Except for splitting from the right, `rsplit` behaves like `split`.

Parameters

a : array_like of str or unicode

sep : str or unicode, optional

If *sep* is not specified or *None*, any whitespace string is a separator.

maxsplit : int, optional

If *maxsplit* is given, at most *maxsplit* splits are done, the rightmost ones.

Returns

out : ndarray

Array of list objects

See Also:

`str.rsplit`, `split`

numpy.core.defchararray.**rstrip**(*a*, *chars=None*)

For each element in *a*, return a copy with the trailing characters removed.

Calls *str.rstrip* element-wise.

Parameters

a : array-like of str or unicode

chars : str or unicode, optional

The *chars* argument is a string specifying the set of characters to be removed. If omitted or None, the *chars* argument defaults to removing whitespace. The *chars* argument is not a suffix; rather, all combinations of its values are stripped.

Returns

out : ndarray

Output array of str or unicode, depending on input type

See Also:

`str.rstrip`

Examples

```
>>> c = np.array(['aAaAaA', 'abBABba'], dtype='S7'); c
array(['aAaAaA', 'abBABba'],
    dtype='|S7')
>>> np.char.rstrip(c, 'a')
array(['aAaAaA', 'abBABb'],
    dtype='|S7')
>>> np.char.rstrip(c, 'A')
array(['aAaAa', 'abBABba'],
    dtype='|S7')
```

numpy.core.defchararray.**split**(*a*, *sep=None*, *maxsplit=None*)

For each element in *a*, return a list of the words in the string, using *sep* as the delimiter string.

Calls *str.rsplit* element-wise.

Parameters

a : array_like of str or unicode

sep : str or unicode, optional

If *sep* is not specified or *None*, any whitespace string is a separator.

maxsplit : int, optional

If *maxsplit* is given, at most *maxsplit* splits are done.

Returns

out : ndarray

Array of list objects

See Also:

`str.split`, `rsplit`

numpy.core.defchararray.**splitlines**(*a*, *keepends=None*)

For each element in *a*, return a list of the lines in the element, breaking at line boundaries.

Calls *str.splitlines* element-wise.

Parameters

a : array_like of str or unicode

keepends : bool, optional

Line breaks are not included in the resulting list unless keepends is given and true.

Returns

out : ndarray

Array of list objects

See Also:

`str.splitlines`

numpy.core.defchararray.**strip**(*a*, *chars=None*)

For each element in *a*, return a copy with the leading and trailing characters removed.

Calls *str.rstrip* element-wise.

Parameters

a : array-like of str or unicode

chars : str or unicode, optional

The *chars* argument is a string specifying the set of characters to be removed. If omitted or None, the *chars* argument defaults to removing whitespace. The *chars* argument is not a prefix or suffix; rather, all combinations of its values are stripped.

Returns

out : ndarray

Output array of str or unicode, depending on input type

See Also:

`str.strip`

Examples

```
>>> c = np.array(['aAaAaA', '  aA  ', 'abBABba'])
>>> c
array(['aAaAaA', '  aA  ', 'abBABba'],
    dtype='|S7')
>>> np.char.strip(c)
array(['aAaAaA', 'aA', 'abBABba'],
    dtype='|S7')
>>> np.char.strip(c, 'a') # 'a' unstripped from c[1] because whitespace leads
array(['AaAaA', '  aA  ', 'bBABb'],
    dtype='|S7')
>>> np.char.strip(c, 'A') # 'A' unstripped from c[1] because (unprinted) ws trails
array(['aAaAa', '  aA  ', 'abBABba'],
    dtype='|S7')
```

numpy.core.defchararray.**swapcase**(*a*)

Return element-wise a copy of the string with uppercase characters converted to lowercase and vice versa.

Calls *str.swapcase* element-wise.

For 8-bit strings, this method is locale-dependent.

Parameters

a : array_like, {str, unicode}

Input array.

Returns

out : ndarray, {str, unicode}

Output array of str or unicode, depending on input type

See Also:

`str.swapcase`

Examples

```
>>> c=np.array(['a1B c','1b Ca','b Ca1','cA1b'],'S5'); c
array(['a1B c', '1b Ca', 'b Ca1', 'cA1b'],
    dtype='|S5')
>>> np.char.swapcase(c)
array(['A1b C', '1B cA', 'B cA1', 'Ca1B'],
    dtype='|S5')
```

numpy.core.defchararray.**title**(*a*)

Return element-wise title cased version of string or unicode.

Title case words start with uppercase characters, all remaining cased characters are lowercase.

Calls *str.title* element-wise.

For 8-bit strings, this method is locale-dependent.

Parameters

a : array_like, {str, unicode}

Input array.

Returns

out : ndarray

Output array of str or unicode, depending on input type

See Also:

`str.title`

Examples

```
>>> c=np.array(['a1b c','1b ca','b ca1','ca1b'],'S5'); c
array(['a1b c', '1b ca', 'b ca1', 'ca1b'],
    dtype='|S5')
>>> np.char.title(c)
array(['A1B C', '1B Ca', 'B Ca1', 'Ca1B'],
    dtype='|S5')
```

numpy.core.defchararray.**translate**(*a*, *table*, *deletechars=None*)

For each element in *a*, return a copy of the string where all characters occurring in the optional argument *deletechars* are removed, and the remaining characters have been mapped through the given translation table.

Calls *str.translate* element-wise.

Parameters

a : array-like of str or unicode

table : str of length 256

deletechars : str

Returns

out : ndarray

Output array of str or unicode, depending on input type

See Also:

`str.translate`

numpy.core.defchararray.**upper**(*a*)

Return an array with the elements converted to uppercase.

Calls *str.upper* element-wise.

For 8-bit strings, this method is locale-dependent.

Parameters

a : array_like, {str, unicode}

Input array.

Returns

out : ndarray, {str, unicode}

Output array of str or unicode, depending on input type

See Also:

`str.upper`

Examples

```
>>> c = np.array(['a1b c', '1bca', 'bca1']); c
array(['a1b c', '1bca', 'bca1'],
    dtype='|S5')
>>> np.char.upper(c)
array(['A1B C', '1BCA', 'BCA1'],
    dtype='|S5')
```

numpy.core.defchararray.**zfill**(*a*, *width*)
Return the numeric string left-filled with zeros

Calls *str.zfill* element-wise.

Parameters
a : array_like, {str, unicode}

Input array.

width : int

Width of string to left-fill elements in *a*.

Returns
out : ndarray, {str, unicode}

Output array of str or unicode, depending on input type

See Also:

str.zfill

3.4.2 Comparison

Unlike the standard numpy comparison operators, the ones in the *char* module strip trailing whitespace characters before performing the comparison.

equal(x1, x2)	Return (x1 == x2) element-wise.
not_equal(x1, x2)	Return (x1 != x2) element-wise.
greater_equal(x1, x2)	Return (x1 >= x2) element-wise.
less_equal(x1, x2)	Return (x1 <= x2) element-wise.
greater(x1, x2)	Return (x1 > x2) element-wise.
less(x1, x2)	Return (x1 < x2) element-wise.

numpy.core.defchararray.**equal**(*x1*, *x2*)
Return (x1 == x2) element-wise.

Unlike numpy.equal, this comparison is performed by first stripping whitespace characters from the end of the string. This behavior is provided for backward-compatibility with numarray.

Parameters
x1, x2 : array_like of str or unicode

Input arrays of the same shape.

Returns
out : {ndarray, bool}

Output array of bools, or a single bool if x1 and x2 are scalars.

See Also:

not_equal, greater_equal, less_equal, greater, less

numpy.core.defchararray.**not_equal**(*x1*, *x2*)
Return (x1 != x2) element-wise.

Unlike numpy.not_equal, this comparison is performed by first stripping whitespace characters from the end of the string. This behavior is provided for backward-compatibility with numarray.

Parameters
x1, x2 : array_like of str or unicode

Input arrays of the same shape.

Returns
out : {ndarray, bool}

Output array of bools, or a single bool if x1 and x2 are scalars.

See Also:

equal, greater_equal, less_equal, greater, less

numpy.core.defchararray.**greater_equal**(*x1*, *x2*)
Return (x1 >= x2) element-wise.

Unlike numpy.greater_equal, this comparison is performed by first stripping whitespace characters from the end of the string. This behavior is provided for backward-compatibility with numarray.

Parameters
x1, x2 : array_like of str or unicode

Input arrays of the same shape.

Returns
out : {ndarray, bool}

Output array of bools, or a single bool if x1 and x2 are scalars.

See Also:

equal, not_equal, less_equal, greater, less

numpy.core.defchararray.**less_equal**(*x1*, *x2*)
Return (x1 <= x2) element-wise.

Unlike numpy.less_equal, this comparison is performed by first stripping whitespace characters from the end of the string. This behavior is provided for backward-compatibility with numarray.

Parameters
x1, x2 : array_like of str or unicode

Input arrays of the same shape.

Returns
out : {ndarray, bool}

Output array of bools, or a single bool if x1 and x2 are scalars.

See Also:

equal, not_equal, greater_equal, greater, less

numpy.core.defchararray.**greater**(*x1*, *x2*)
Return (x1 > x2) element-wise.

Unlike numpy.greater, this comparison is performed by first stripping whitespace characters from the end of the string. This behavior is provided for backward-compatibility with numarray.

Parameters
x1, x2 : array_like of str or unicode

Input arrays of the same shape.

Returns
out : {ndarray, bool}

Output array of bools, or a single bool if x1 and x2 are scalars.

See Also:

`equal`, `not_equal`, `greater_equal`, `less_equal`, `less`

numpy.core.defchararray.**less**(*x1*, *x2*)

Return (x1 < x2) element-wise.

Unlike `numpy.greater`, this comparison is performed by first stripping whitespace characters from the end of the string. This behavior is provided for backward-compatibility with numarray.

Parameters

x1, x2 : array_like of str or unicode

Input arrays of the same shape.

Returns

out : {ndarray, bool}

Output array of bools, or a single bool if x1 and x2 are scalars.

See Also:

`equal`, `not_equal`, `greater_equal`, `less_equal`, `greater`

3.4.3 String information

`count`(a, sub[, start, end])	Returns an array with the number of non-overlapping occurrences of substring *sub* in the rang
`find`(a, sub[, start, end])	For each element, return the lowest index in the string where substring *sub* is found.
`index`(a, sub[, start, end])	Like `find`, but raises *ValueError* when the substring is not found.
`isalpha`(a)	Returns true for each element if all characters in the string are alphabetic and there is at least o
`isdecimal`(a)	For each element, return True if there are only decimal
`isdigit`(a)	Returns true for each element if all characters in the string are digits and there is at least one ch
`islower`(a)	Returns true for each element if all cased characters in the string are lowercase and there is at l
`isnumeric`(a)	For each element, return True if there are only numeric
`isspace`(a)	Returns true for each element if there are only whitespace characters in the string and there is
`istitle`(a)	Returns true for each element if the element is a titlecased string and there is at least one chara
`isupper`(a)	Returns true for each element if all cased characters in the string are uppercase and there is at l
`rfind`(a, sub[, start, end])	For each element in *a*, return the highest index in the string where substring *sub* is found, such
`rindex`(a, sub[, start, end])	Like `rfind`, but raises *ValueError* when the substring *sub* is
`startswith`(a, prefix[, start, end])	Returns a boolean array which is *True* where the string element

numpy.core.defchararray.**count**(*a*, *sub*, *start=0*, *end=None*)

Returns an array with the number of non-overlapping occurrences of substring *sub* in the range [*start*, *end*].

Calls *str.count* element-wise.

Parameters

a : array_like of str or unicode

sub : str or unicode

The substring to search for.

start, end : int, optional

Optional arguments *start* and *end* are interpreted as slice notation to specify the range in which to count.

Returns

out : ndarray

Output array of ints.

See Also:

`str.count`

Examples

```
>>> c = np.array(['aAaAaA', '  aA  ', 'abBABba'])
>>> c
array(['aAaAaA', '  aA  ', 'abBABba'],
    dtype='|S7')
>>> np.char.count(c, 'A')
array([3, 1, 1])
>>> np.char.count(c, 'aA')
array([3, 1, 0])
>>> np.char.count(c, 'A', start=1, end=4)
array([2, 1, 1])
>>> np.char.count(c, 'A', start=1, end=3)
array([1, 0, 0])
```

numpy.core.defchararray.**find**(*a*, *sub*, *start=0*, *end=None*)

For each element, return the lowest index in the string where substring *sub* is found.

Calls *str.find* element-wise.

For each element, return the lowest index in the string where substring *sub* is found, such that *sub* is contained in the range [*start*, *end*].

Parameters

a : array_like of str or unicode

sub : str or unicode

start, end : int, optional

Optional arguments *start* and *end* are interpreted as in slice notation.

Returns

out : ndarray or int

Output array of ints. Returns -1 if *sub* is not found.

See Also:

`str.find`

numpy.core.defchararray.**index**(*a*, *sub*, *start=0*, *end=None*)

Like `find`, but raises *ValueError* when the substring is not found.

Calls *str.index* element-wise.

Parameters

a : array_like of str or unicode

sub : str or unicode

start, end : int, optional

Returns

out : ndarray

Output array of ints. Returns -1 if *sub* is not found.

See Also:

find, str.find

numpy.core.defchararray.**isalpha**(*a*)

Returns true for each element if all characters in the string are alphabetic and there is at least one character, false otherwise.

Calls *str.isalpha* element-wise.

For 8-bit strings, this method is locale-dependent.

Parameters

a : array_like of str or unicode

Returns

out : ndarray

Output array of bools

See Also:

str.isalpha

numpy.core.defchararray.**isdecimal**(*a*)

For each element, return True if there are only decimal characters in the element.

Calls *unicode.isdecimal* element-wise.

Decimal characters include digit characters, and all characters that that can be used to form decimal-radix numbers, e.g. U+0660, ARABIC-INDIC DIGIT ZERO.

Parameters

a : array_like, unicode

Input array.

Returns

out : ndarray, bool

Array of booleans identical in shape to *a*.

See Also:

unicode.isdecimal

numpy.core.defchararray.**isdigit**(*a*)

Returns true for each element if all characters in the string are digits and there is at least one character, false otherwise.

Calls *str.isdigit* element-wise.

For 8-bit strings, this method is locale-dependent.

Parameters

a : array_like of str or unicode

Returns

out : ndarray

Output array of bools

See Also:

str.isdigit

numpy.core.defchararray.**islower**(*a*)

Returns true for each element if all cased characters in the string are lowercase and there is at least one cased character, false otherwise.

Calls *str.islower* element-wise.

For 8-bit strings, this method is locale-dependent.

Parameters

a : array_like of str or unicode

Returns

out : ndarray

Output array of bools

See Also:

`str.islower`

numpy.core.defchararray.**isnumeric**(*a*)

For each element, return True if there are only numeric characters in the element.

Calls *unicode.isnumeric* element-wise.

Numeric characters include digit characters, and all characters that have the Unicode numeric value property, e.g. `U+2155, VULGAR FRACTION ONE FIFTH`.

Parameters

a : array_like, unicode

Input array.

Returns

out : ndarray, bool

Array of booleans of same shape as *a*.

See Also:

`unicode.isnumeric`

numpy.core.defchararray.**isspace**(*a*)

Returns true for each element if there are only whitespace characters in the string and there is at least one character, false otherwise.

Calls *str.isspace* element-wise.

For 8-bit strings, this method is locale-dependent.

Parameters

a : array_like of str or unicode

Returns

out : ndarray

Output array of bools

See Also:

`str.isspace`

numpy.core.defchararray.**istitle**(*a*)

Returns true for each element if the element is a titlecased string and there is at least one character, false otherwise.

Call *str.istitle* element-wise.

For 8-bit strings, this method is locale-dependent.

Parameters
a : array_like of str or unicode

Returns
out : ndarray

Output array of bools

See Also:

`str.istitle`

`numpy.core.defchararray.isupper(a)`
Returns true for each element if all cased characters in the string are uppercase and there is at least one character, false otherwise.

Call *str.isupper* element-wise.

For 8-bit strings, this method is locale-dependent.

Parameters
a : array_like of str or unicode

Returns
out : ndarray

Output array of bools

See Also:

`str.isupper`

`numpy.core.defchararray.rfind(a, sub, start=0, end=None)`
For each element in *a*, return the highest index in the string where substring *sub* is found, such that *sub* is contained within [*start*, *end*].

Calls *str.rfind* element-wise.

Parameters
a : array-like of str or unicode

sub : str or unicode

start, end : int, optional

Optional arguments *start* and *end* are interpreted as in slice notation.

Returns
out : ndarray

Output array of ints. Return -1 on failure.

See Also:

`str.rfind`

`numpy.core.defchararray.rindex(a, sub, start=0, end=None)`
Like `rfind`, but raises *ValueError* when the substring *sub* is not found.

Calls *str.rindex* element-wise.

Parameters
a : array-like of str or unicode

sub : str or unicode

start, end : int, optional

Returns

out : ndarray

Output array of ints.

See Also:

rfind, str.rindex

numpy.core.defchararray.**startswith**(*a*, *prefix*, *start=0*, *end=None*)

Returns a boolean array which is *True* where the string element in *a* starts with *prefix*, otherwise *False*.

Calls *str.startswith* element-wise.

Parameters

a : array_like of str or unicode

prefix : str

start, end : int, optional

With optional *start*, test beginning at that position. With optional *end*, stop comparing at that position.

Returns

out : ndarray

Array of booleans

See Also:

str.startswith

3.4.4 Convenience class

chararray	Provides a convenient view on arrays of string and unicode values.

class numpy.core.defchararray.**chararray**

Provides a convenient view on arrays of string and unicode values.

Note: The chararray class exists for backwards compatibility with Numarray, it is not recommended for new development. Starting from numpy 1.4, if one needs arrays of strings, it is recommended to use arrays of dtype object_, string_ or unicode_, and use the free functions in the numpy.char module for fast vectorized string operations.

Versus a regular Numpy array of type *str* or *unicode*, this class adds the following functionality:

1. values automatically have whitespace removed from the end when indexed
2. comparison operators automatically remove whitespace from the end when comparing values
3. vectorized string operations are provided as methods (e.g. endswith) and infix operators (e.g. "+", "*", "%")

chararrays should be created using numpy.char.array or numpy.char.asarray, rather than this constructor directly.

This constructor creates the array, using *buffer* (with *offset* and strides) if it is not None. If *buffer*

is None, then constructs a new array with strides in "C order", unless both len(shape) >= 2 and order='Fortran', in which case strides is in "Fortran order".

Parameters

shape : tuple

Shape of the array.

itemsize : int, optional

Length of each array element, in number of characters. Default is 1.

unicode : bool, optional

Are the array elements of type unicode (True) or string (False). Default is False.

buffer : int, optional

Memory address of the start of the array data. Default is None, in which case a new array is created.

offset : int, optional

Fixed stride displacement from the beginning of an axis? Default is 0. Needs to be >=0.

strides : array_like of ints, optional

Strides for the array (see ndarray.strides for full description). Default is None.

order : {'C', 'F'}, optional

The order in which the array data is stored in memory: 'C' -> "row major" order (the default), 'F' -> "column major" (Fortran) order.

Examples

```
>>> charar = np.chararray((3, 3))
>>> charar[:] = 'a'
>>> charar
chararray([['a', 'a', 'a'],
       ['a', 'a', 'a'],
       ['a', 'a', 'a']],
      dtype='|S1')

>>> charar = np.chararray(charar.shape, itemsize=5)
>>> charar[:] = 'abc'
>>> charar
chararray([['abc', 'abc', 'abc'],
       ['abc', 'abc', 'abc'],
       ['abc', 'abc', 'abc']],
      dtype='|S5')
```

Attributes

T	Same as self.transpose(), except that self is returned if self.ndim < 2.
base	Base object if memory is from some other object.
ctypes	An object to simplify the interaction of the array with the ctypes module.
data	Python buffer object pointing to the start of the array's data.
dtype	Data-type of the array's elements.
flags	Information about the memory layout of the array.
flat	A 1-D iterator over the array.

Continued on next page

Table 3.27 – continued from previous page

imag	The imaginary part of the array.
itemsize	Length of one array element in bytes.
nbytes	Total bytes consumed by the elements of the array.
ndim	Number of array dimensions.
real	The real part of the array.
shape	Tuple of array dimensions.
size	Number of elements in the array.
strides	Tuple of bytes to step in each dimension when traversing an array.

chararray.**T**

Same as self.transpose(), except that self is returned if self.ndim < 2.

Examples

```
>>> x = np.array([[1.,2.],[3.,4.]])
>>> x
array([[ 1.,  2.],
       [ 3.,  4.]])
>>> x.T
array([[ 1.,  3.],
       [ 2.,  4.]])
>>> x = np.array([1.,2.,3.,4.])
>>> x
array([ 1.,  2.,  3.,  4.])
>>> x.T
array([ 1.,  2.,  3.,  4.])
```

chararray.**base**

Base object if memory is from some other object.

Examples

The base of an array that owns its memory is None:

```
>>> x = np.array([1,2,3,4])
>>> x.base is None
True
```

Slicing creates a view, whose memory is shared with x:

```
>>> y = x[2:]
>>> y.base is x
True
```

chararray.**ctypes**

An object to simplify the interaction of the array with the ctypes module.

This attribute creates an object that makes it easier to use arrays when calling shared libraries with the ctypes module. The returned object has, among others, data, shape, and strides attributes (see Notes below) which themselves return ctypes objects that can be used as arguments to a shared library.

Parameters
None

Returns
c : Python object

Possessing attributes data, shape, strides, etc.

See Also:

`numpy.ctypeslib`

Notes

Below are the public attributes of this object which were documented in "Guide to NumPy" (we have omitted undocumented public attributes, as well as documented private attributes):

- data: A pointer to the memory area of the array as a Python integer. This memory area may contain data that is not aligned, or not in correct byte-order. The memory area may not even be writeable. The array flags and data-type of this array should be respected when passing this attribute to arbitrary C-code to avoid trouble that can include Python crashing. User Beware! The value of this attribute is exactly the same as self._array_interface_['data'][0].
- shape (c_intp*self.ndim): A ctypes array of length self.ndim where the basetype is the C-integer corresponding to dtype('p') on this platform. This base-type could be c_int, c_long, or c_longlong depending on the platform. The c_intp type is defined accordingly in numpy.ctypeslib. The ctypes array contains the shape of the underlying array.
- strides (c_intp*self.ndim): A ctypes array of length self.ndim where the basetype is the same as for the shape attribute. This ctypes array contains the strides information from the underlying array. This strides information is important for showing how many bytes must be jumped to get to the next element in the array.
- data_as(obj): Return the data pointer cast to a particular c-types object. For example, calling self._as_parameter_ is equivalent to self.data_as(ctypes.c_void_p). Perhaps you want to use the data as a pointer to a ctypes array of floating-point data: self.data_as(ctypes.POINTER(ctypes.c_double)).
- shape_as(obj): Return the shape tuple as an array of some other c-types type. For example: self.shape_as(ctypes.c_short).
- strides_as(obj): Return the strides tuple as an array of some other c-types type. For example: self.strides_as(ctypes.c_longlong).

Be careful using the ctypes attribute - especially on temporary arrays or arrays constructed on the fly. For example, calling `(a+b).ctypes.data_as(ctypes.c_void_p)` returns a pointer to memory that is invalid because the array created as (a+b) is deallocated before the next Python statement. You can avoid this problem using either `c=a+b` or `ct=(a+b).ctypes`. In the latter case, ct will hold a reference to the array until ct is deleted or re-assigned.

If the ctypes module is not available, then the ctypes attribute of array objects still returns something useful, but ctypes objects are not returned and errors may be raised instead. In particular, the object will still have the as parameter attribute which will return an integer equal to the data attribute.

Examples

```
>>> import ctypes
>>> x
array([[0, 1],
       [2, 3]])
>>> x.ctypes.data
30439712
>>> x.ctypes.data_as(ctypes.POINTER(ctypes.c_long))
<ctypes.LP_c_long object at 0x01F01300>
>>> x.ctypes.data_as(ctypes.POINTER(ctypes.c_long)).contents
c_long(0)
>>> x.ctypes.data_as(ctypes.POINTER(ctypes.c_longlong)).contents
c_longlong(4294967296L)
>>> x.ctypes.shape
```

```
<numpy.core._internal.c_long_Array_2 object at 0x01FFD580>
>>> x.ctypes.shape_as(ctypes.c_long)
<numpy.core._internal.c_long_Array_2 object at 0x01FCE620>
>>> x.ctypes.strides
<numpy.core._internal.c_long_Array_2 object at 0x01FCE620>
>>> x.ctypes.strides_as(ctypes.c_longlong)
<numpy.core._internal.c_longlong_Array_2 object at 0x01F01300>
```

chararray.**data**
Python buffer object pointing to the start of the array's data.

chararray.**dtype**
Data-type of the array's elements.

Parameters
None

Returns
d : numpy dtype object

See Also:

numpy.dtype

Examples

```
>>> x
array([[0, 1],
       [2, 3]])
>>> x.dtype
dtype('int32')
>>> type(x.dtype)
<type 'numpy.dtype'>
```

chararray.**flags**
Information about the memory layout of the array.

Notes

The flags object can be accessed dictionary-like (as in a.flags['WRITEABLE']), or by using lowercased attribute names (as in a.flags.writeable). Short flag names are only supported in dictionary access.

Only the UPDATEIFCOPY, WRITEABLE, and ALIGNED flags can be changed by the user, via direct assignment to the attribute or dictionary entry, or by calling ndarray.setflags.

The array flags cannot be set arbitrarily:

- UPDATEIFCOPY can only be set False.
- ALIGNED can only be set True if the data is truly aligned.
- WRITEABLE can only be set True if the array owns its own memory or the ultimate owner of the memory exposes a writeable buffer interface or is a string.

Arrays can be both C-style and Fortran-style contiguous simultaneously. This is clear for 1-dimensional arrays, but can also be true for higher dimensional arrays.

Even for contiguous arrays a stride for a given dimension arr.strides[dim] may be *arbitrary* if arr.shape[dim] == 1 or the array has no elements. It does *not* generally hold that self.strides[-1] == self.itemsize for C-style contiguous arrays or self.strides[0] == self.itemsize for Fortran-style contiguous arrays is true.

Attributes

C_CONTIGUOUS (C)	The data is in a single, C-style contiguous segment.
F_CONTIGUOUS (F)	The data is in a single, Fortran-style contiguous segment.
OWNDATA (O)	The array owns the memory it uses or borrows it from another object.
WRITEABLE (W)	The data area can be written to. Setting this to False locks the data, making it read-only. A view (slice, etc.) inherits WRITEABLE from its base array at creation time, but a view of a writeable array may be subsequently locked while the base array remains writeable. (The opposite is not true, in that a view of a locked array may not be made writeable. However, currently, locking a base object does not lock any views that already reference it, so under that circumstance it is possible to alter the contents of a locked array via a previously created writeable view onto it.) Attempting to change a non-writeable array raises a RuntimeError exception.
ALIGNED (A)	The data and all elements are aligned appropriately for the hardware.
UPDATEIFCOPY (U)	This array is a copy of some other array. When this array is deallocated, the base array will be updated with the contents of this array.
FNC	F_CONTIGUOUS and not C_CONTIGUOUS.
FORC	F_CONTIGUOUS or C_CONTIGUOUS (one-segment test).
BEHAVED (B)	ALIGNED and WRITEABLE.
CARRAY (CA)	BEHAVED and C_CONTIGUOUS.
FARRAY (FA)	BEHAVED and F_CONTIGUOUS and not C_CONTIGUOUS.

chararray.**flat**

A 1-D iterator over the array.

This is a numpy.flatiter instance, which acts similarly to, but is not a subclass of, Python's built-in iterator object.

See Also:

flatten

Return a copy of the array collapsed into one dimension.

flatiter

Examples

```
>>> x = np.arange(1, 7).reshape(2, 3)
>>> x
array([[1, 2, 3],
       [4, 5, 6]])
>>> x.flat[3]
4
>>> x.T
array([[1, 4],
       [2, 5],
       [3, 6]])
```

```
>>> x.T.flat[3]
5
>>> type(x.flat)
<type 'numpy.flatiter'>
```

An assignment example:

```
>>> x.flat = 3; x
array([[3, 3, 3],
       [3, 3, 3]])
>>> x.flat[[1,4]] = 1; x
array([[3, 1, 3],
       [3, 1, 3]])
```

chararray.**imag**
The imaginary part of the array.

Examples

```
>>> x = np.sqrt([1+0j, 0+1j])
>>> x.imag
array([ 0.        ,  0.70710678])
>>> x.imag.dtype
dtype('float64')
```

chararray.**itemsize**
Length of one array element in bytes.

Examples

```
>>> x = np.array([1,2,3], dtype=np.float64)
>>> x.itemsize
8
>>> x = np.array([1,2,3], dtype=np.complex128)
>>> x.itemsize
16
```

chararray.**nbytes**
Total bytes consumed by the elements of the array.

Notes

Does not include memory consumed by non-element attributes of the array object.

Examples

```
>>> x = np.zeros((3,5,2), dtype=np.complex128)
>>> x.nbytes
480
>>> np.prod(x.shape) * x.itemsize
480
```

chararray.**ndim**
Number of array dimensions.

Examples

```
>>> x = np.array([1, 2, 3])
>>> x.ndim
1
```

```
>>> y = np.zeros((2, 3, 4))
>>> y.ndim
3
```

chararray.**real**

The real part of the array.

See Also:

numpy.real
equivalent function

Examples

```
>>> x = np.sqrt([1+0j, 0+1j])
>>> x.real
array([ 1.        ,  0.70710678])
>>> x.real.dtype
dtype('float64')
```

chararray.**shape**

Tuple of array dimensions.

Notes

May be used to "reshape" the array, as long as this would not require a change in the total number of elements

Examples

```
>>> x = np.array([1, 2, 3, 4])
>>> x.shape
(4,)
>>> y = np.zeros((2, 3, 4))
>>> y.shape
(2, 3, 4)
>>> y.shape = (3, 8)
>>> y
array([[ 0.,  0.,  0.,  0.,  0.,  0.,  0.,  0.],
       [ 0.,  0.,  0.,  0.,  0.,  0.,  0.,  0.],
       [ 0.,  0.,  0.,  0.,  0.,  0.,  0.,  0.]])
>>> y.shape = (3, 6)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: total size of new array must be unchanged
```

chararray.**size**

Number of elements in the array.

Equivalent to `np.prod(a.shape)`, i.e., the product of the array's dimensions.

Examples

```
>>> x = np.zeros((3, 5, 2), dtype=np.complex128)
>>> x.size
30
>>> np.prod(x.shape)
30
```

chararray.**strides**

Tuple of bytes to step in each dimension when traversing an array.

The byte offset of element `(i[0], i[1], ..., i[n])` in an array *a* is:

```
offset = sum(np.array(i) * a.strides)
```

A more detailed explanation of strides can be found in the "ndarray.rst" file in the NumPy reference guide.

See Also:

`numpy.lib.stride_tricks.as_strided`

Notes

Imagine an array of 32-bit integers (each 4 bytes):

```
x = np.array([[0, 1, 2, 3, 4],
              [5, 6, 7, 8, 9]], dtype=np.int32)
```

This array is stored in memory as 40 bytes, one after the other (known as a contiguous block of memory). The strides of an array tell us how many bytes we have to skip in memory to move to the next position along a certain axis. For example, we have to skip 4 bytes (1 value) to move to the next column, but 20 bytes (5 values) to get to the same position in the next row. As such, the strides for the array *x* will be `(20, 4)`.

Examples

```
>>> y = np.reshape(np.arange(2*3*4), (2,3,4))
>>> y
array([[[ 0,  1,  2,  3],
        [ 4,  5,  6,  7],
        [ 8,  9, 10, 11]],
       [[12, 13, 14, 15],
        [16, 17, 18, 19],
        [20, 21, 22, 23]]])
>>> y.strides
(48, 16, 4)
>>> y[1,1,1]
17
>>> offset=sum(y.strides * np.array((1,1,1)))
>>> offset/y.itemsize
17

>>> x = np.reshape(np.arange(5*6*7*8), (5,6,7,8)).transpose(2,3,1,0)
>>> x.strides
(32, 4, 224, 1344)
>>> i = np.array([3,5,2,2])
>>> offset = sum(i * x.strides)
>>> x[3,5,2,2]
813
>>> offset / x.itemsize
813
```

Methods

astype(dtype[, order, casting, subok, copy])	Copy of the array, cast to a specified type.
copy([order])	Return a copy of the array.

Table 3.28 – continued

count(sub[, start, end])	Returns an array with the number of non-overlapping occurrences of substring *sub* in
decode([encoding, errors])	Calls *str.decode* element-wise.
dump(file)	Dump a pickle of the array to the specified file.
dumps()	Returns the pickle of the array as a string.
encode([encoding, errors])	Calls *str.encode* element-wise.
endswith(suffix[, start, end])	Returns a boolean array which is *True* where the string element
expandtabs([tabsize])	Return a copy of each string element where all tab characters are replaced by one or r
fill(value)	Fill the array with a scalar value.
find(sub[, start, end])	For each element, return the lowest index in the string where substring *sub* is found.
flatten([order])	Return a copy of the array collapsed into one dimension.
getfield(dtype[, offset])	Returns a field of the given array as a certain type.
index(sub[, start, end])	Like find, but raises *ValueError* when the substring is not found.
isalnum()	Returns true for each element if all characters in the string are alphanumeric and there
isalpha()	Returns true for each element if all characters in the string are alphabetic and there is
isdecimal()	For each element in *self*, return True if there are only
isdigit()	Returns true for each element if all characters in the string are digits and there is at le
islower()	Returns true for each element if all cased characters in the string are lowercase and th
isnumeric()	For each element in *self*, return True if there are only
isspace()	Returns true for each element if there are only whitespace characters in the string and
istitle()	Returns true for each element if the element is a titlecased string and there is at least
isupper()	Returns true for each element if all cased characters in the string are uppercase and th
item(*args)	Copy an element of an array to a standard Python scalar and return it.
join(seq)	Return a string which is the concatenation of the strings in the sequence *seq*.
ljust(width[, fillchar])	Return an array with the elements of *self* left-justified in a string of length *width*.
lower()	Return an array with the elements of *self* converted to lowercase.
lstrip([chars])	For each element in *self*, return a copy with the leading characters removed.
nonzero()	Return the indices of the elements that are non-zero.
put(indices, values[, mode])	Set `a.flat[n] = values[n]` for all *n* in indices.
ravel([order])	Return a flattened array.
repeat(repeats[, axis])	Repeat elements of an array.
replace(old, new[, count])	For each element in *self*, return a copy of the string with all occurrences of substring
reshape(shape[, order])	Returns an array containing the same data with a new shape.
resize(new_shape[, refcheck])	Change shape and size of array in-place.
rfind(sub[, start, end])	For each element in *self*, return the highest index in the string where substring *sub* is
rindex(sub[, start, end])	Like rfind, but raises *ValueError* when the substring *sub* is
rjust(width[, fillchar])	Return an array with the elements of *self* right-justified in a string of length *width*.
rsplit([sep, maxsplit])	For each element in *self*, return a list of the words in the string, using *sep* as the delim
rstrip([chars])	For each element in *self*, return a copy with the trailing characters removed.
searchsorted(v[, side, sorter])	Find indices where elements of v should be inserted in a to maintain order.
setfield(val, dtype[, offset])	Put a value into a specified place in a field defined by a data-type.
setflags([write, align, uic])	Set array flags WRITEABLE, ALIGNED, and UPDATEIFCOPY, respectively.
sort([axis, kind, order])	Sort an array, in-place.
split([sep, maxsplit])	For each element in *self*, return a list of the words in the string, using *sep* as the delim
splitlines([keepends])	For each element in *self*, return a list of the lines in the element, breaking at line boun
squeeze([axis])	Remove single-dimensional entries from the shape of *a*.
startswith(prefix[, start, end])	Returns a boolean array which is *True* where the string element
strip([chars])	For each element in *self*, return a copy with the leading and trailing characters remove
swapaxes(axis1, axis2)	Return a view of the array with *axis1* and *axis2* interchanged.
swapcase()	For each element in *self*, return a copy of the string with uppercase characters convert
take(indices[, axis, out, mode])	Return an array formed from the elements of *a* at the given indices.

Table 3.28 – continued

title()	For each element in *self*, return a titlecased version of the string: words start with upp
tofile(fid[, sep, format])	Write array to a file as text or binary (default).
tolist()	Return the array as a (possibly nested) list.
tostring([order])	Construct a Python string containing the raw data bytes in the array.
translate(table[, deletechars])	For each element in *self*, return a copy of the string where all characters occurring in
transpose(*axes)	Returns a view of the array with axes transposed.
upper()	Return an array with the elements of *self* converted to uppercase.
view([dtype, type])	New view of array with the same data.
zfill(width)	Return the numeric string left-filled with zeros in a string of length *width*.

chararray.**astype**(*dtype*, *order='K'*, *casting='unsafe'*, *subok=True*, *copy=True*)

Copy of the array, cast to a specified type.

Parameters

dtype : str or dtype

Typecode or data-type to which the array is cast.

order : {'C', 'F', 'A', 'K'}, optional

Controls the memory layout order of the result. 'C' means C order, 'F' means Fortran order, 'A' means 'F' order if all the arrays are Fortran contiguous, 'C' order otherwise, and 'K' means as close to the order the array elements appear in memory as possible. Default is 'K'.

casting : {'no', 'equiv', 'safe', 'same_kind', 'unsafe'}, optional

Controls what kind of data casting may occur. Defaults to 'unsafe' for backwards compatibility.

- 'no' means the data types should not be cast at all.
- 'equiv' means only byte-order changes are allowed.
- 'safe' means only casts which can preserve values are allowed.
- 'same_kind' means only safe casts or casts within a kind, like float64 to float32, are allowed.
- 'unsafe' means any data conversions may be done.

subok : bool, optional

If True, then sub-classes will be passed-through (default), otherwise the returned array will be forced to be a base-class array.

copy : bool, optional

By default, astype always returns a newly allocated array. If this is set to false, and the dtype, *order*, and *subok* requirements are satisfied, the input array is returned instead of a copy.

Returns

arr_t : ndarray

Unless copy is False and the other conditions for returning the input array are satisfied (see description for copy input paramter), *arr_t* is a new array of the same shape as the input array, with dtype, order given by dtype, *order*.

Raises

ComplexWarning

When casting from complex to float or int. To avoid this, one should use `a.real.astype(t)`.

Examples

```
>>> x = np.array([1, 2, 2.5])
>>> x
array([ 1. ,  2. ,  2.5])

>>> x.astype(int)
array([1, 2, 2])
```

`chararray.`**`copy`**(*order='C'*)

Return a copy of the array.

Parameters

order : {'C', 'F', 'A', 'K'}, optional

Controls the memory layout of the copy. 'C' means C-order, 'F' means F-order, 'A' means 'F' if *a* is Fortran contiguous, 'C' otherwise. 'K' means match the layout of *a* as closely as possible. (Note that this function and :func:numpy.copy are very similar, but have different default values for their order= arguments.)

See Also:

`numpy.copy`, `numpy.copyto`

Examples

```
>>> x = np.array([[1,2,3],[4,5,6]], order='F')

>>> y = x.copy()

>>> x.fill(0)

>>> x
array([[0, 0, 0],
       [0, 0, 0]])

>>> y
array([[1, 2, 3],
       [4, 5, 6]])

>>> y.flags['C_CONTIGUOUS']
True
```

`chararray.`**`count`**(*sub*, *start=0*, *end=None*)

Returns an array with the number of non-overlapping occurrences of substring *sub* in the range [*start*, *end*].

See Also:

`char.count`

`chararray.`**`decode`**(*encoding=None*, *errors=None*)

Calls *str.decode* element-wise.

See Also:

`char.decode`

chararray.**dump**(*file*)
Dump a pickle of the array to the specified file. The array can be read back with pickle.load or numpy.load.

Parameters
file : str

A string naming the dump file.

chararray.**dumps**()
Returns the pickle of the array as a string. pickle.loads or numpy.loads will convert the string back to an array.

Parameters
None

chararray.**encode**(*encoding=None*, *errors=None*)
Calls *str.encode* element-wise.

See Also:

`char.encode`

chararray.**endswith**(*suffix*, *start=0*, *end=None*)
Returns a boolean array which is *True* where the string element in *self* ends with *suffix*, otherwise *False*.

See Also:

`char.endswith`

chararray.**expandtabs**(*tabsize=8*)
Return a copy of each string element where all tab characters are replaced by one or more spaces.

See Also:

`char.expandtabs`

chararray.**fill**(*value*)
Fill the array with a scalar value.

Parameters
value : scalar

All elements of *a* will be assigned this value.

Examples

```
>>> a = np.array([1, 2])
>>> a.fill(0)
>>> a
array([0, 0])
>>> a = np.empty(2)
>>> a.fill(1)
>>> a
array([ 1.,  1.])
```

chararray.**find**(*sub*, *start=0*, *end=None*)
For each element, return the lowest index in the string where substring *sub* is found.

See Also:

`char.find`

chararray.**flatten**(*order='C'*)
Return a copy of the array collapsed into one dimension.

Parameters

order : {'C', 'F', 'A'}, optional

Whether to flatten in C (row-major), Fortran (column-major) order, or preserve the C/Fortran ordering from *a*. The default is 'C'.

Returns

y : ndarray

A copy of the input array, flattened to one dimension.

See Also:

ravel
Return a flattened array.

flat
A 1-D flat iterator over the array.

Examples

```
>>> a = np.array([[1,2], [3,4]])
>>> a.flatten()
array([1, 2, 3, 4])
>>> a.flatten('F')
array([1, 3, 2, 4])
```

chararray.**getfield**(*dtype*, *offset=0*)

Returns a field of the given array as a certain type.

A field is a view of the array data with a given data-type. The values in the view are determined by the given type and the offset into the current array in bytes. The offset needs to be such that the view dtype fits in the array dtype; for example an array of dtype complex128 has 16-byte elements. If taking a view with a 32-bit integer (4 bytes), the offset needs to be between 0 and 12 bytes.

Parameters

dtype : str or dtype

The data type of the view. The dtype size of the view can not be larger than that of the array itself.

offset : int

Number of bytes to skip before beginning the element view.

Examples

```
>>> x = np.diag([1.+1.j]*2)
>>> x[1, 1] = 2 + 4.j
>>> x
array([[ 1.+1.j,  0.+0.j],
       [ 0.+0.j,  2.+4.j]])
>>> x.getfield(np.float64)
array([[ 1.,  0.],
       [ 0.,  2.]])
```

By choosing an offset of 8 bytes we can select the complex part of the array for our view:

```
>>> x.getfield(np.float64, offset=8)
array([[ 1.,  0.],
   [ 0.,  4.]])
```

chararray.**index**(*sub*, *start=0*, *end=None*)
Like find, but raises *ValueError* when the substring is not found.

See Also:

char.index

chararray.**isalnum**()
Returns true for each element if all characters in the string are alphanumeric and there is at least one character, false otherwise.

See Also:

char.isalnum

chararray.**isalpha**()
Returns true for each element if all characters in the string are alphabetic and there is at least one character, false otherwise.

See Also:

char.isalpha

chararray.**isdecimal**()
For each element in *self*, return True if there are only decimal characters in the element.

See Also:

char.isdecimal

chararray.**isdigit**()
Returns true for each element if all characters in the string are digits and there is at least one character, false otherwise.

See Also:

char.isdigit

chararray.**islower**()
Returns true for each element if all cased characters in the string are lowercase and there is at least one cased character, false otherwise.

See Also:

char.islower

chararray.**isnumeric**()
For each element in *self*, return True if there are only numeric characters in the element.

See Also:

char.isnumeric

chararray.**isspace**()
Returns true for each element if there are only whitespace characters in the string and there is at least one character, false otherwise.

See Also:

char.isspace

chararray.**istitle**()
Returns true for each element if the element is a titlecased string and there is at least one character, false otherwise.

See Also:

char.istitle

chararray.**isupper**()

Returns true for each element if all cased characters in the string are uppercase and there is at least one character, false otherwise.

See Also:

char.isupper

chararray.**item**(**args*)

Copy an element of an array to a standard Python scalar and return it.

Parameters

***args** : Arguments (variable number and type)

- none: in this case, the method only works for arrays with one element (*a.size* == *1*), which element is copied into a standard Python scalar object and returned.
- int_type: this argument is interpreted as a flat index into the array, specifying which element to copy and return.
- tuple of int_types: functions as does a single int_type argument, except that the argument is interpreted as an nd-index into the array.

Returns

z : Standard Python scalar object

A copy of the specified element of the array as a suitable Python scalar

Notes

When the data type of *a* is longdouble or clongdouble, item() returns a scalar array object because there is no available Python scalar that would not lose information. Void arrays return a buffer object for item(), unless fields are defined, in which case a tuple is returned.

item is very similar to a[args], except, instead of an array scalar, a standard Python scalar is returned. This can be useful for speeding up access to elements of the array and doing arithmetic on elements of the array using Python's optimized math.

Examples

```
>>> x = np.random.randint(9, size=(3, 3))
>>> x
array([[3, 1, 7],
       [2, 8, 3],
       [8, 5, 3]])
>>> x.item(3)
2
>>> x.item(7)
5
>>> x.item((0, 1))
1
>>> x.item((2, 2))
3
```

chararray.**join**(*seq*)

Return a string which is the concatenation of the strings in the sequence *seq*.

See Also:

char.join

chararray.**ljust**(*width*, *fillchar=' '*)
Return an array with the elements of *self* left-justified in a string of length *width*.

See Also:

char.ljust

chararray.**lower**()
Return an array with the elements of *self* converted to lowercase.

See Also:

char.lower

chararray.**lstrip**(*chars=None*)
For each element in *self*, return a copy with the leading characters removed.

See Also:

char.lstrip

chararray.**nonzero**()
Return the indices of the elements that are non-zero.

Refer to numpy.nonzero for full documentation.

See Also:

numpy.nonzero
equivalent function

chararray.**put**(*indices*, *values*, *mode='raise'*)
Set `a.flat[n] = values[n]` for all *n* in indices.

Refer to numpy.put for full documentation.

See Also:

numpy.put
equivalent function

chararray.**ravel**([*order*])
Return a flattened array.

Refer to numpy.ravel for full documentation.

See Also:

numpy.ravel
equivalent function

ndarray.flat
a flat iterator on the array.

chararray.**repeat**(*repeats*, *axis=None*)
Repeat elements of an array.

Refer to numpy.repeat for full documentation.

See Also:

numpy.repeat
equivalent function

chararray.**replace**(*old*, *new*, *count=None*)
For each element in *self*, return a copy of the string with all occurrences of substring *old* replaced by new.

See Also:

char.replace

chararray.**reshape**(*shape*, *order='C'*)
Returns an array containing the same data with a new shape.

Refer to numpy.reshape for full documentation.

See Also:

numpy.reshape
equivalent function

chararray.**resize**(*new_shape*, *refcheck=True*)
Change shape and size of array in-place.

Parameters
new_shape : tuple of ints, or *n* ints

Shape of resized array.

refcheck : bool, optional

If False, reference count will not be checked. Default is True.

Returns
None

Raises
ValueError

If *a* does not own its own data or references or views to it exist, and the data memory must be changed.

SystemError

If the *order* keyword argument is specified. This behaviour is a bug in NumPy.

See Also:

resize
Return a new array with the specified shape.

Notes

This reallocates space for the data area if necessary.

Only contiguous arrays (data elements consecutive in memory) can be resized.

The purpose of the reference count check is to make sure you do not use this array as a buffer for another Python object and then reallocate the memory. However, reference counts can increase in other ways so if you are sure that you have not shared the memory for this array with another Python object, then you may safely set *refcheck* to False.

Examples

Shrinking an array: array is flattened (in the order that the data are stored in memory), resized, and reshaped:

```
>>> a = np.array([[0, 1], [2, 3]], order='C')
>>> a.resize((2, 1))
>>> a
array([[0],
       [1]])

>>> a = np.array([[0, 1], [2, 3]], order='F')
>>> a.resize((2, 1))
>>> a
array([[0],
       [2]])
```

Enlarging an array: as above, but missing entries are filled with zeros:

```
>>> b = np.array([[0, 1], [2, 3]])
>>> b.resize(2, 3) # new_shape parameter doesn't have to be a tuple
>>> b
array([[0, 1, 2],
       [3, 0, 0]])
```

Referencing an array prevents resizing...

```
>>> c = a
>>> a.resize((1, 1))
Traceback (most recent call last):
...
ValueError: cannot resize an array that has been referenced ...
```

Unless *refcheck* is False:

```
>>> a.resize((1, 1), refcheck=False)
>>> a
array([[0]])
>>> c
array([[0]])
```

chararray.**rfind**(*sub*, *start=0*, *end=None*)

For each element in *self*, return the highest index in the string where substring *sub* is found, such that *sub* is contained within [*start*, *end*].

See Also:

`char.rfind`

chararray.**rindex**(*sub*, *start=0*, *end=None*)

Like `rfind`, but raises *ValueError* when the substring *sub* is not found.

See Also:

`char.rindex`

chararray.**rjust**(*width*, *fillchar=' '*)

Return an array with the elements of *self* right-justified in a string of length *width*.

See Also:

`char.rjust`

chararray.**rsplit**(*sep=None*, *maxsplit=None*)

For each element in *self*, return a list of the words in the string, using *sep* as the delimiter string.

See Also:

char.rsplit

chararray.**rstrip**(*chars=None*)
For each element in *self*, return a copy with the trailing characters removed.

See Also:

char.rstrip

chararray.**searchsorted**(*v*, *side='left'*, *sorter=None*)
Find indices where elements of v should be inserted in a to maintain order.

For full documentation, see numpy.searchsorted

See Also:

numpy.searchsorted
equivalent function

chararray.**setfield**(*val*, *dtype*, *offset=0*)
Put a value into a specified place in a field defined by a data-type.

Place *val* into *a*'s field defined by dtype and beginning *offset* bytes into the field.

Parameters
val : object

Value to be placed in field.

dtype : dtype object

Data-type of the field in which to place *val*.

offset : int, optional

The number of bytes into the field at which to place *val*.

Returns
None

See Also:

getfield

Examples

```
>>> x = np.eye(3)
>>> x.getfield(np.float64)
array([[ 1.,  0.,  0.],
       [ 0.,  1.,  0.],
       [ 0.,  0.,  1.]])
>>> x.setfield(3, np.int32)
>>> x.getfield(np.int32)
array([[3, 3, 3],
       [3, 3, 3],
       [3, 3, 3]])
>>> x
array([[  1.00000000e+000,   1.48219694e-323,   1.48219694e-323],
       [  1.48219694e-323,   1.00000000e+000,   1.48219694e-323],
       [  1.48219694e-323,   1.48219694e-323,   1.00000000e+000]])
>>> x.setfield(np.eye(3), np.int32)
>>> x
array([[ 1.,  0.,  0.],
```

```
       [ 0.,  1.,  0.],
       [ 0.,  0.,  1.]])
```

chararray.**setflags**(*write=None*, *align=None*, *uic=None*)

Set array flags WRITEABLE, ALIGNED, and UPDATEIFCOPY, respectively.

These Boolean-valued flags affect how numpy interprets the memory area used by *a* (see Notes below). The ALIGNED flag can only be set to True if the data is actually aligned according to the type. The UPDATEIFCOPY flag can never be set to True. The flag WRITEABLE can only be set to True if the array owns its own memory, or the ultimate owner of the memory exposes a writeable buffer interface, or is a string. (The exception for string is made so that unpickling can be done without copying memory.)

Parameters

write : bool, optional

Describes whether or not *a* can be written to.

align : bool, optional

Describes whether or not *a* is aligned properly for its type.

uic : bool, optional

Describes whether or not *a* is a copy of another "base" array.

Notes

Array flags provide information about how the memory area used for the array is to be interpreted. There are 6 Boolean flags in use, only three of which can be changed by the user: UPDATEIFCOPY, WRITEABLE, and ALIGNED.

WRITEABLE (W) the data area can be written to;

ALIGNED (A) the data and strides are aligned appropriately for the hardware (as determined by the compiler);

UPDATEIFCOPY (U) this array is a copy of some other array (referenced by .base). When this array is deallocated, the base array will be updated with the contents of this array.

All flags can be accessed using their first (upper case) letter as well as the full name.

Examples

```
>>> y
array([[3, 1, 7],
       [2, 0, 0],
       [8, 5, 9]])
>>> y.flags
  C_CONTIGUOUS : True
  F_CONTIGUOUS : False
  OWNDATA : True
  WRITEABLE : True
  ALIGNED : True
  UPDATEIFCOPY : False
>>> y.setflags(write=0, align=0)
>>> y.flags
  C_CONTIGUOUS : True
  F_CONTIGUOUS : False
  OWNDATA : True
  WRITEABLE : False
  ALIGNED : False
  UPDATEIFCOPY : False
```

```
>>> y.setflags(uic=1)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: cannot set UPDATEIFCOPY flag to True
```

chararray.**sort**(*axis=-1*, *kind='quicksort'*, *order=None*)

Sort an array, in-place.

Parameters

axis : int, optional

Axis along which to sort. Default is -1, which means sort along the last axis.

kind : {'quicksort', 'mergesort', 'heapsort'}, optional

Sorting algorithm. Default is 'quicksort'.

order : list, optional

When *a* is an array with fields defined, this argument specifies which fields to compare first, second, etc. Not all fields need be specified.

See Also:

numpy.sort
Return a sorted copy of an array.

argsort
Indirect sort.

lexsort
Indirect stable sort on multiple keys.

searchsorted
Find elements in sorted array.

partition
Partial sort.

Notes

See `sort` for notes on the different sorting algorithms.

Examples

```
>>> a = np.array([[1,4], [3,1]])
>>> a.sort(axis=1)
>>> a
array([[1, 4],
       [1, 3]])
>>> a.sort(axis=0)
>>> a
array([[1, 3],
       [1, 4]])
```

Use the *order* keyword to specify a field to use when sorting a structured array:

```
>>> a = np.array([('a', 2), ('c', 1)], dtype=[('x', 'S1'), ('y', int)])
>>> a.sort(order='y')
>>> a
array([('c', 1), ('a', 2)],
      dtype=[('x', '|S1'), ('y', '<i4')])
```

chararray.**split**(*sep=None*, *maxsplit=None*)
For each element in *self*, return a list of the words in the string, using *sep* as the delimiter string.

See Also:

char.split

chararray.**splitlines**(*keepends=None*)
For each element in *self*, return a list of the lines in the element, breaking at line boundaries.

See Also:

char.splitlines

chararray.**squeeze**(*axis=None*)
Remove single-dimensional entries from the shape of *a*.

Refer to numpy.squeeze for full documentation.

See Also:

numpy.squeeze
equivalent function

chararray.**startswith**(*prefix*, *start=0*, *end=None*)
Returns a boolean array which is *True* where the string element in *self* starts with *prefix*, otherwise *False*.

See Also:

char.startswith

chararray.**strip**(*chars=None*)
For each element in *self*, return a copy with the leading and trailing characters removed.

See Also:

char.strip

chararray.**swapaxes**(*axis1*, *axis2*)
Return a view of the array with *axis1* and *axis2* interchanged.

Refer to numpy.swapaxes for full documentation.

See Also:

numpy.swapaxes
equivalent function

chararray.**swapcase**()
For each element in *self*, return a copy of the string with uppercase characters converted to lowercase and vice versa.

See Also:

char.swapcase

chararray.**take**(*indices*, *axis=None*, *out=None*, *mode='raise'*)
Return an array formed from the elements of *a* at the given indices.

Refer to numpy.take for full documentation.

See Also:

numpy.take
equivalent function

chararray.**title**()
For each element in *self*, return a titlecased version of the string: words start with uppercase characters, all remaining cased characters are lowercase.

See Also:

char.title

chararray.**tofile**(*fid*, *sep=""*, *format="%s"*)
Write array to a file as text or binary (default).

Data is always written in 'C' order, independent of the order of *a*. The data produced by this method can be recovered using the function fromfile().

Parameters
fid : file or str

An open file object, or a string containing a filename.

sep : str

Separator between array items for text output. If "" (empty), a binary file is written, equivalent to `file.write(a.tostring())`.

format : str

Format string for text file output. Each entry in the array is formatted to text by first converting it to the closest Python type, and then using "format" % item.

Notes

This is a convenience function for quick storage of array data. Information on endianness and precision is lost, so this method is not a good choice for files intended to archive data or transport data between machines with different endianness. Some of these problems can be overcome by outputting the data as text files, at the expense of speed and file size.

chararray.**tolist**()
Return the array as a (possibly nested) list.

Return a copy of the array data as a (nested) Python list. Data items are converted to the nearest compatible Python type.

Parameters
none

Returns
y : list

The possibly nested list of array elements.

Notes

The array may be recreated, `a = np.array(a.tolist())`.

Examples

```
>>> a = np.array([1, 2])
>>> a.tolist()
[1, 2]
>>> a = np.array([[1, 2], [3, 4]])
```

```
>>> list(a)
[array([1, 2]), array([3, 4])]
>>> a.tolist()
[[1, 2], [3, 4]]
```

chararray.**tostring**(*order='C'*)

Construct a Python string containing the raw data bytes in the array.

Constructs a Python string showing a copy of the raw contents of data memory. The string can be produced in either 'C' or 'Fortran', or 'Any' order (the default is 'C'-order). 'Any' order means C-order unless the F_CONTIGUOUS flag in the array is set, in which case it means 'Fortran' order.

Parameters

order : {'C', 'F', None}, optional

Order of the data for multidimensional arrays: C, Fortran, or the same as for the original array.

Returns

s : str

A Python string exhibiting a copy of *a*'s raw data.

Examples

```
>>> x = np.array([[0, 1], [2, 3]])
>>> x.tostring()
'\x00\x00\x00\x00\x01\x00\x00\x00\x02\x00\x00\x00\x03\x00\x00\x00'
>>> x.tostring('C') == x.tostring()
True
>>> x.tostring('F')
'\x00\x00\x00\x00\x02\x00\x00\x00\x01\x00\x00\x00\x03\x00\x00\x00'
```

chararray.**translate**(*table*, *deletechars=None*)

For each element in *self*, return a copy of the string where all characters occurring in the optional argument *deletechars* are removed, and the remaining characters have been mapped through the given translation table.

See Also:

`char.translate`

chararray.**transpose**(**axes*)

Returns a view of the array with axes transposed.

For a 1-D array, this has no effect. (To change between column and row vectors, first cast the 1-D array into a matrix object.) For a 2-D array, this is the usual matrix transpose. For an n-D array, if axes are given, their order indicates how the axes are permuted (see Examples). If axes are not provided and `a.shape = (i[0], i[1], ... i[n-2], i[n-1])`, then `a.transpose().shape = (i[n-1], i[n-2], ... i[1], i[0])`.

Parameters

axes : None, tuple of ints, or *n* ints

- None or no argument: reverses the order of the axes.
- tuple of ints: *i* in the *j*-th place in the tuple means *a*'s *i*-th axis becomes *a.transpose()*'s *j*-th axis.
- *n* ints: same as an n-tuple of the same ints (this form is intended simply as a "convenience" alternative to the tuple form)

Returns

out : ndarray

View of *a*, with axes suitably permuted.

See Also:

ndarray.T
Array property returning the array transposed.

Examples

```
>>> a = np.array([[1, 2], [3, 4]])
>>> a
array([[1, 2],
       [3, 4]])
>>> a.transpose()
array([[1, 3],
       [2, 4]])
>>> a.transpose((1, 0))
array([[1, 3],
       [2, 4]])
>>> a.transpose(1, 0)
array([[1, 3],
       [2, 4]])
```

chararray.**upper**()
Return an array with the elements of *self* converted to uppercase.

See Also:

`char.upper`

chararray.**view**(*dtype=None*, *type=None*)
New view of array with the same data.

Parameters

dtype : data-type or ndarray sub-class, optional

Data-type descriptor of the returned view, e.g., float32 or int16. The default, None, results in the view having the same data-type as *a*. This argument can also be specified as an ndarray sub-class, which then specifies the type of the returned object (this is equivalent to setting the `type` parameter).

type : Python type, optional

Type of the returned view, e.g., ndarray or matrix. Again, the default None results in type preservation.

Notes

`a.view()` is used two different ways:

`a.view(some_dtype)` or `a.view(dtype=some_dtype)` constructs a view of the array's memory with a different data-type. This can cause a reinterpretation of the bytes of memory.

`a.view(ndarray_subclass)` or `a.view(type=ndarray_subclass)` just returns an instance of *ndarray_subclass* that looks at the same array (same shape, dtype, etc.) This does not cause a reinterpretation of the memory.

For `a.view(some_dtype)`, if `some_dtype` has a different number of bytes per entry than the previous dtype (for example, converting a regular array to a structured array), then the behavior of the view

cannot be predicted just from the superficial appearance of `a` (shown by `print(a)`). It also depends on exactly how `a` is stored in memory. Therefore if `a` is C-ordered versus fortran-ordered, versus defined as a slice or transpose, etc., the view may give different results.

Examples

```
>>> x = np.array([(1, 2)], dtype=[('a', np.int8), ('b', np.int8)])
```

Viewing array data using a different type and dtype:

```
>>> y = x.view(dtype=np.int16, type=np.matrix)
>>> y
matrix([[513]], dtype=int16)
>>> print type(y)
<class 'numpy.matrixlib.defmatrix.matrix'>
```

Creating a view on a structured array so it can be used in calculations

```
>>> x = np.array([(1, 2),(3,4)], dtype=[('a', np.int8), ('b', np.int8)])
>>> xv = x.view(dtype=np.int8).reshape(-1,2)
>>> xv
array([[1, 2],
       [3, 4]], dtype=int8)
>>> xv.mean(0)
array([ 2.,  3.])
```

Making changes to the view changes the underlying array

```
>>> xv[0,1] = 20
>>> print x
[(1, 20) (3, 4)]
```

Using a view to convert an array to a record array:

```
>>> z = x.view(np.recarray)
>>> z.a
array([1], dtype=int8)
```

Views share data:

```
>>> x[0] = (9, 10)
>>> z[0]
(9, 10)
```

Views that change the dtype size (bytes per entry) should normally be avoided on arrays defined by slices, transposes, fortran-ordering, etc.:

```
>>> x = np.array([[1,2,3],[4,5,6]], dtype=np.int16)
>>> y = x[:, 0:2]
>>> y
array([[1, 2],
       [4, 5]], dtype=int16)
>>> y.view(dtype=[('width', np.int16), ('length', np.int16)])
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: new type not compatible with array.
>>> z = y.copy()
>>> z.view(dtype=[('width', np.int16), ('length', np.int16)])
array([[(1, 2)],
       [(4, 5)]], dtype=[('width', '<i2'), ('length', '<i2')])
```

chararray.**zfill**(*width*)
Return the numeric string left-filled with zeros in a string of length *width*.

See Also:

char.zfill

argsort	

3.5 C-Types Foreign Function Interface (numpy.ctypeslib)

numpy.ctypeslib.**as_array**(*obj*, *shape=None*)
Create a numpy array from a ctypes array or a ctypes POINTER. The numpy array shares the memory with the ctypes object.

The size parameter must be given if converting from a ctypes POINTER. The size parameter is ignored if converting from a ctypes array

numpy.ctypeslib.**as_ctypes**(*obj*)
Create and return a ctypes object from a numpy array. Actually anything that exposes the __array_interface__ is accepted.

numpy.ctypeslib.**ctypes_load_library**(**args*, ***kwds*)
ctypes_load_library is deprecated, use load_library instead!

numpy.ctypeslib.**load_library**(*libname*, *loader_path*)

numpy.ctypeslib.**ndpointer**(*dtype=None*, *ndim=None*, *shape=None*, *flags=None*)
Array-checking restype/argtypes.

An ndpointer instance is used to describe an ndarray in restypes and argtypes specifications. This approach is more flexible than using, for example, POINTER(c_double), since several restrictions can be specified, which are verified upon calling the ctypes function. These include data type, number of dimensions, shape and flags. If a given array does not satisfy the specified restrictions, a TypeError is raised.

Parameters

dtype : data-type, optional

Array data-type.

ndim : int, optional

Number of array dimensions.

shape : tuple of ints, optional

Array shape.

flags : str or tuple of str

Array flags; may be one or more of:

- C_CONTIGUOUS / C / CONTIGUOUS
- F_CONTIGUOUS / F / FORTRAN
- OWNDATA / O
- WRITEABLE / W
- ALIGNED / A
- UPDATEIFCOPY / U

Returns

klass : ndpointer type object

A type object, which is an `_ndtpr` instance containing dtype, ndim, shape and flags information.

Raises

TypeError

If a given array does not satisfy the specified restrictions.

Examples

```
>>> clib.somefunc.argtypes = [np.ctypeslib.ndpointer(dtype=np.float64,
...                                                  ndim=1,
...                                                  flags='C_CONTIGUOUS')]
...
>>> clib.somefunc(np.array([1, 2, 3], dtype=np.float64))
...
```

3.6 Datetime Support Functions

3.6.1 Business Day Functions

busdaycalendar	A business day calendar object that efficiently stores information defining valid days
is_busday(dates[, weekmask, holidays, ...])	Calculates which of the given dates are valid days, and which are not.
busday_offset(dates, offsets[, roll, ...])	First adjusts the date to fall on a valid day according to the roll rule, then applies o
busday_count(begindates, enddates[, ...])	Counts the number of valid days between *begindates* and *enddates*, not including the

class numpy.**busdaycalendar**

A business day calendar object that efficiently stores information defining valid days for the busday family of functions.

The default valid days are Monday through Friday ("business days"). A busdaycalendar object can be specified with any set of weekly valid days, plus an optional "holiday" dates that always will be invalid.

Once a busdaycalendar object is created, the weekmask and holidays cannot be modified. New in version 1.7.0.

Parameters

weekmask : str or array_like of bool, optional

A seven-element array indicating which of Monday through Sunday are valid days. May be specified as a length-seven list or array, like [1,1,1,1,1,0,0]; a length-seven string, like '1111100'; or a string like "Mon Tue Wed Thu Fri", made up of 3-character abbreviations for weekdays, optionally separated by white space. Valid abbreviations are: Mon Tue Wed Thu Fri Sat Sun

holidays : array_like of datetime64[D], optional

An array of dates to consider as invalid dates, no matter which weekday they fall upon. Holiday dates may be specified in any order, and NaT (not-a-time) dates are ignored. This list is saved in a normalized form that is suited for fast calculations of valid days.

Returns

out : busdaycalendar

A business day calendar object containing the specified weekmask and holidays values.

See Also:

is_busday
Returns a boolean array indicating valid days.

busday_offset
Applies an offset counted in valid days.

busday_count
Counts how many valid days are in a half-open date range.

Examples

```
>>> # Some important days in July
... bdd = np.busdaycalendar(
...             holidays=['2011-07-01', '2011-07-04', '2011-07-17'])
>>> # Default is Monday to Friday weekdays
... bdd.weekmask
array([ True,  True,  True,  True,  True, False, False], dtype='bool')
>>> # Any holidays already on the weekend are removed
... bdd.holidays
array(['2011-07-01', '2011-07-04'], dtype='datetime64[D]')
```

Attributes

weekmask	A copy of the seven-element boolean mask indicating valid days.
holidays	A copy of the holiday array indicating additional invalid days.

busdaycalendar.**weekmask**
A copy of the seven-element boolean mask indicating valid days.

busdaycalendar.**holidays**
A copy of the holiday array indicating additional invalid days.

Note: once a busdaycalendar object is created, you cannot modify the
weekmask or holidays. The attributes return copies of internal data.

numpy.**is_busday**(*dates*, *weekmask='1111100'*, *holidays=None*, *busdaycal=None*, *out=None*)
Calculates which of the given dates are valid days, and which are not. New in version 1.7.0.

Parameters

dates : array_like of datetime64[D]

The array of dates to process.

weekmask : str or array_like of bool, optional

A seven-element array indicating which of Monday through Sunday are valid days. May be specified as a length-seven list or array, like [1,1,1,1,1,0,0]; a length-seven string, like '1111100'; or a string like "Mon Tue Wed Thu Fri", made up of 3-character abbreviations for weekdays, optionally separated by white space. Valid abbreviations are: Mon Tue Wed Thu Fri Sat Sun

holidays : array_like of datetime64[D], optional

An array of dates to consider as invalid dates. They may be specified in any order, and NaT (not-a-time) dates are ignored. This list is saved in a normalized form that is suited for fast calculations of valid days.

busdaycal : busdaycalendar, optional

A busdaycalendar object which specifies the valid days. If this parameter is provided, neither weekmask nor holidays may be provided.

out : array of bool, optional

If provided, this array is filled with the result.

Returns

out : array of bool

An array with the same shape as dates, containing True for each valid day, and False for each invalid day.

See Also:

busdaycalendar
An object that specifies a custom set of valid days.

busday_offset
Applies an offset counted in valid days.

busday_count
Counts how many valid days are in a half-open date range.

Examples

```
>>> # The weekdays are Friday, Saturday, and Monday
... np.is_busday(['2011-07-01', '2011-07-02', '2011-07-18'],
...                 holidays=['2011-07-01', '2011-07-04', '2011-07-17'])
array([False, False,  True], dtype='bool')
```

numpy.**busday_offset**(*dates*, *offsets*, *roll='raise'*, *weekmask='1111100'*, *holidays=None*, *busdaycal=None*, *out=None*)

First adjusts the date to fall on a valid day according to the roll rule, then applies offsets to the given dates counted in valid days. New in version 1.7.0.

Parameters

dates : array_like of datetime64[D]

The array of dates to process.

offsets : array_like of int

The array of offsets, which is broadcast with dates.

roll : {'raise', 'nat', 'forward', 'following', 'backward', 'preceding', 'modifiedfollowing', 'modifiedpreceding'}, optional

How to treat dates that do not fall on a valid day. The default is 'raise'.

- 'raise' means to raise an exception for an invalid day.
- 'nat' means to return a NaT (not-a-time) for an invalid day.
- 'forward' and 'following' mean to take the first valid day later in time.
- 'backward' and 'preceding' mean to take the first valid day earlier in time.
- 'modifiedfollowing' means to take the first valid day later in time unless it is across a Month boundary, in which case to take the first valid day earlier in time.
- 'modifiedpreceding' means to take the first valid day earlier in time unless it is across a Month boundary, in which case to take the first valid day later in time.

weekmask : str or array_like of bool, optional

A seven-element array indicating which of Monday through Sunday are valid days. May be specified as a length-seven list or array, like [1,1,1,1,1,0,0]; a length-seven string, like '1111100'; or a string like "Mon Tue Wed Thu Fri", made up of 3-character abbreviations for weekdays, optionally separated by white space. Valid abbreviations are: Mon Tue Wed Thu Fri Sat Sun

holidays : array_like of datetime64[D], optional

An array of dates to consider as invalid dates. They may be specified in any order, and NaT (not-a-time) dates are ignored. This list is saved in a normalized form that is suited for fast calculations of valid days.

busdaycal : busdaycalendar, optional

A `busdaycalendar` object which specifies the valid days. If this parameter is provided, neither weekmask nor holidays may be provided.

out : array of datetime64[D], optional

If provided, this array is filled with the result.

Returns

out : array of datetime64[D]

An array with a shape from broadcasting `dates` and `offsets` together, containing the dates with offsets applied.

See Also:

busdaycalendar
An object that specifies a custom set of valid days.

is_busday
Returns a boolean array indicating valid days.

busday_count
Counts how many valid days are in a half-open date range.

Examples

```
>>> # First business day in October 2011 (not accounting for holidays)
... np.busday_offset('2011-10', 0, roll='forward')
numpy.datetime64('2011-10-03','D')
>>> # Last business day in February 2012 (not accounting for holidays)
... np.busday_offset('2012-03', -1, roll='forward')
numpy.datetime64('2012-02-29','D')
>>> # Third Wednesday in January 2011
... np.busday_offset('2011-01', 2, roll='forward', weekmask='Wed')
numpy.datetime64('2011-01-19','D')
>>> # 2012 Mother's Day in Canada and the U.S.
... np.busday_offset('2012-05', 1, roll='forward', weekmask='Sun')
numpy.datetime64('2012-05-13','D')

>>> # First business day on or after a date
... np.busday_offset('2011-03-20', 0, roll='forward')
numpy.datetime64('2011-03-21','D')
>>> np.busday_offset('2011-03-22', 0, roll='forward')
numpy.datetime64('2011-03-22','D')
>>> # First business day after a date
... np.busday_offset('2011-03-20', 1, roll='backward')
numpy.datetime64('2011-03-21','D')
```

```
>>> np.busday_offset('2011-03-22', 1, roll='backward')
numpy.datetime64('2011-03-23','D')
```

numpy.**busday_count**(*begindates*, *enddates*, *weekmask='1111100'*, *holidays=[]*, *busdaycal=None*, *out=None*)

Counts the number of valid days between *begindates* and *enddates*, not including the day of *enddates*.

If `enddates` specifies a date value that is earlier than the corresponding `begindates` date value, the count will be negative. New in version 1.7.0.

Parameters

begindates : array_like of datetime64[D]

The array of the first dates for counting.

enddates : array_like of datetime64[D]

The array of the end dates for counting, which are excluded from the count themselves.

weekmask : str or array_like of bool, optional

A seven-element array indicating which of Monday through Sunday are valid days. May be specified as a length-seven list or array, like [1,1,1,1,1,0,0]; a length-seven string, like '1111100'; or a string like "Mon Tue Wed Thu Fri", made up of 3-character abbreviations for weekdays, optionally separated by white space. Valid abbreviations are: Mon Tue Wed Thu Fri Sat Sun

holidays : array_like of datetime64[D], optional

An array of dates to consider as invalid dates. They may be specified in any order, and NaT (not-a-time) dates are ignored. This list is saved in a normalized form that is suited for fast calculations of valid days.

busdaycal : busdaycalendar, optional

A `busdaycalendar` object which specifies the valid days. If this parameter is provided, neither weekmask nor holidays may be provided.

out : array of int, optional

If provided, this array is filled with the result.

Returns

out : array of int

An array with a shape from broadcasting `begindates` and `enddates` together, containing the number of valid days between the begin and end dates.

See Also:

busdaycalendar
An object that specifies a custom set of valid days.

is_busday
Returns a boolean array indicating valid days.

busday_offset
Applies an offset counted in valid days.

Examples

```
>>> # Number of weekdays in January 2011
... np.busday_count('2011-01', '2011-02')
21
>>> # Number of weekdays in 2011
...  np.busday_count('2011', '2012')
260
>>> # Number of Saturdays in 2011
... np.busday_count('2011', '2012', weekmask='Sat')
53
```

3.7 Data type routines

can_cast(from, totype, casting =)	Returns True if cast between data types can occur according to the
promote_types(type1, type2)	Returns the data type with the smallest size and smallest scalar kind to which both type1 ar
min_scalar_type(a)	For scalar a, returns the data type with the smallest size and smallest scalar kind which can h
result_type(*arrays_and_dtypes)	Returns the type that results from applying the NumPy
common_type(*arrays)	Return a scalar type which is common to the input arrays.
obj2sctype(rep[, default])	Return the scalar dtype or NumPy equivalent of Python type of an object.

numpy.**can_cast** (*from*, *totype*, *casting = 'safe'*)

Returns True if cast between data types can occur according to the casting rule. If from is a scalar or array scalar, also returns True if the scalar value can be cast without overflow or truncation to an integer.

Parameters

from : dtype, dtype specifier, scalar, or array

Data type, scalar, or array to cast from.

totype : dtype or dtype specifier

Data type to cast to.

casting : {'no', 'equiv', 'safe', 'same_kind', 'unsafe'}, optional

Controls what kind of data casting may occur.

- 'no' means the data types should not be cast at all.
- 'equiv' means only byte-order changes are allowed.
- 'safe' means only casts which can preserve values are allowed.
- 'same_kind' means only safe casts or casts within a kind, like float64 to float32, are allowed.
- 'unsafe' means any data conversions may be done.

Returns

out : bool

True if cast can occur according to the casting rule.

See Also:

dtype, result_type

Examples

Basic examples

```
>>> np.can_cast(np.int32, np.int64)
True
>>> np.can_cast(np.float64, np.complex)
True
>>> np.can_cast(np.complex, np.float)
False

>>> np.can_cast('i8', 'f8')
True
>>> np.can_cast('i8', 'f4')
False
>>> np.can_cast('i4', 'S4')
True
```

Casting scalars

```
>>> np.can_cast(100, 'i1')
True
>>> np.can_cast(150, 'i1')
False
>>> np.can_cast(150, 'u1')
True

>>> np.can_cast(3.5e100, np.float32)
False
>>> np.can_cast(1000.0, np.float32)
True
```

Array scalar checks the value, array does not

```
>>> np.can_cast(np.array(1000.0), np.float32)
True
>>> np.can_cast(np.array([1000.0]), np.float32)
False
```

Using the casting rules

```
>>> np.can_cast('i8', 'i8', 'no')
True
>>> np.can_cast('<i8', '>i8', 'no')
False

>>> np.can_cast('<i8', '>i8', 'equiv')
True
>>> np.can_cast('<i4', '>i8', 'equiv')
False

>>> np.can_cast('<i4', '>i8', 'safe')
True
>>> np.can_cast('<i8', '>i4', 'safe')
False

>>> np.can_cast('<i8', '>i4', 'same_kind')
True
>>> np.can_cast('<i8', '>u4', 'same_kind')
False
```

```
>>> np.can_cast('<i8', '>u4', 'unsafe')
True
```

numpy.**promote_types**(*type1*, *type2*)

Returns the data type with the smallest size and smallest scalar kind to which both `type1` and `type2` may be safely cast. The returned data type is always in native byte order.

This function is symmetric and associative.

Parameters

type1 : dtype or dtype specifier

First data type.

type2 : dtype or dtype specifier

Second data type.

Returns

out : dtype

The promoted data type.

See Also:

`result_type`, `dtype`, `can_cast`

Notes

New in version 1.6.0.

Examples

```
>>> np.promote_types('f4', 'f8')
dtype('float64')

>>> np.promote_types('i8', 'f4')
dtype('float64')

>>> np.promote_types('>i8', '<c8')
dtype('complex128')

>>> np.promote_types('i1', 'S8')
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: invalid type promotion
```

numpy.**min_scalar_type**(*a*)

For scalar `a`, returns the data type with the smallest size and smallest scalar kind which can hold its value. For non-scalar array `a`, returns the vector's dtype unmodified.

Floating point values are not demoted to integers, and complex values are not demoted to floats.

Parameters

a : scalar or array_like

The value whose minimal data type is to be found.

Returns

out : dtype

The minimal data type.

See Also:

result_type, promote_types, dtype, can_cast

Notes

New in version 1.6.0.

Examples

```
>>> np.min_scalar_type(10)
dtype('uint8')

>>> np.min_scalar_type(-260)
dtype('int16')

>>> np.min_scalar_type(3.1)
dtype('float16')

>>> np.min_scalar_type(1e50)
dtype('float64')

>>> np.min_scalar_type(np.arange(4,dtype='f8'))
dtype('float64')
```

numpy.**result_type**(**arrays_and_dtypes*)

Returns the type that results from applying the NumPy type promotion rules to the arguments.

Type promotion in NumPy works similarly to the rules in languages like C++, with some slight differences. When both scalars and arrays are used, the array's type takes precedence and the actual value of the scalar is taken into account.

For example, calculating 3*a, where a is an array of 32-bit floats, intuitively should result in a 32-bit float output. If the 3 is a 32-bit integer, the NumPy rules indicate it can't convert losslessly into a 32-bit float, so a 64-bit float should be the result type. By examining the value of the constant, '3', we see that it fits in an 8-bit integer, which can be cast losslessly into the 32-bit float.

Parameters

arrays_and_dtypes : list of arrays and dtypes

The operands of some operation whose result type is needed.

Returns

out : dtype

The result type.

See Also:

dtype, promote_types, min_scalar_type, can_cast

Notes

New in version 1.6.0. The specific algorithm used is as follows.

Categories are determined by first checking which of boolean, integer (int/uint), or floating point (float/complex) the maximum kind of all the arrays and the scalars are.

If there are only scalars or the maximum category of the scalars is higher than the maximum category of the arrays, the data types are combined with promote_types to produce the return value.

Otherwise, min_scalar_type is called on each array, and the resulting data types are all combined with promote_types to produce the return value.

The set of int values is not a subset of the uint values for types with the same number of bits, something not reflected in `min_scalar_type`, but handled as a special case in `result_type`.

Examples

```
>>> np.result_type(3, np.arange(7, dtype='i1'))
dtype('int8')

>>> np.result_type('i4', 'c8')
dtype('complex128')

>>> np.result_type(3.0, -2)
dtype('float64')
```

numpy.**common_type**(**arrays*)

Return a scalar type which is common to the input arrays.

The return type will always be an inexact (i.e. floating point) scalar type, even if all the arrays are integer arrays. If one of the inputs is an integer array, the minimum precision type that is returned is a 64-bit floating point dtype.

All input arrays can be safely cast to the returned dtype without loss of information.

Parameters

array1, array2, ... : ndarrays

Input arrays.

Returns

out : data type code

Data type code.

See Also:

`dtype`, `mintypecode`

Examples

```
>>> np.common_type(np.arange(2, dtype=np.float32))
<type 'numpy.float32'>
>>> np.common_type(np.arange(2, dtype=np.float32), np.arange(2))
<type 'numpy.float64'>
>>> np.common_type(np.arange(4), np.array([45, 6.j]), np.array([45.0]))
<type 'numpy.complex128'>
```

numpy.**obj2sctype**(*rep*, *default=None*)

Return the scalar dtype or NumPy equivalent of Python type of an object.

Parameters

rep : any

The object of which the type is returned.

default : any, optional

If given, this is returned for objects whose types can not be determined. If not given, None is returned for those objects.

Returns

dtype : dtype or Python type

The data type of *rep*.

See Also:

sctype2char, issctype, issubsctype, issubdtype, maximum_sctype

Examples

```
>>> np.obj2sctype(np.int32)
<type 'numpy.int32'>
>>> np.obj2sctype(np.array([1., 2.]))
<type 'numpy.float64'>
>>> np.obj2sctype(np.array([1.j]))
<type 'numpy.complex128'>

>>> np.obj2sctype(dict)
<type 'numpy.object_'>
>>> np.obj2sctype('string')
<type 'numpy.string_'>

>>> np.obj2sctype(1, default=list)
<type 'list'>
```

3.7.1 Creating data types

dtype	Create a data type object.
format_parser(formats, names, titles[, ...])	Class to convert formats, names, titles description to a dtype.

class numpy.**dtype**

Create a data type object.

A numpy array is homogeneous, and contains elements described by a dtype object. A dtype object can be constructed from different combinations of fundamental numeric types.

Parameters

obj

Object to be converted to a data type object.

align : bool, optional

Add padding to the fields to match what a C compiler would output for a similar C-struct. Can be `True` only if *obj* is a dictionary or a comma-separated string. If a struct dtype is being created, this also sets a sticky alignment flag `isalignedstruct`.

copy : bool, optional

Make a new copy of the data-type object. If `False`, the result may just be a reference to a built-in data-type object.

See Also:

result_type

Examples

Using array-scalar type:

```
>>> np.dtype(np.int16)
dtype('int16')
```

Record, one field name 'f1', containing int16:

```
>>> np.dtype([('f1', np.int16)])
dtype([('f1', '<i2')])
```

Record, one field named 'f1', in itself containing a record with one field:

```
>>> np.dtype([('f1', [('f1', np.int16)])])
dtype([('f1', [('f1', '<i2')])])
```

Record, two fields: the first field contains an unsigned int, the second an int32:

```
>>> np.dtype([('f1', np.uint), ('f2', np.int32)])
dtype([('f1', '<u4'), ('f2', '<i4')])
```

Using array-protocol type strings:

```
>>> np.dtype([('a','f8'),('b','S10')])
dtype([('a', '<f8'), ('b', '|S10')])
```

Using comma-separated field formats. The shape is (2,3):

```
>>> np.dtype("i4, (2,3)f8")
dtype([('f0', '<i4'), ('f1', '<f8', (2, 3))])
```

Using tuples. `int` is a fixed type, 3 the field's shape. `void` is a flexible type, here of size 10:

```
>>> np.dtype([('hello',(np.int,3)),('world',np.void,10)])
dtype([('hello', '<i4', 3), ('world', '|V10')])
```

Subdivide `int16` into 2 `int8`'s, called x and y. 0 and 1 are the offsets in bytes:

```
>>> np.dtype((np.int16, {'x':(np.int8,0), 'y':(np.int8,1)}))
dtype(('<i2', [('x', '|i1'), ('y', '|i1')]))
```

Using dictionaries. Two fields named 'gender' and 'age':

```
>>> np.dtype({'names':['gender','age'], 'formats':['S1',np.uint8]})
dtype([('gender', '|S1'), ('age', '|u1')])
```

Offsets in bytes, here 0 and 25:

```
>>> np.dtype({'surname':('S25',0),'age':(np.uint8,25)})
dtype([('surname', '|S25'), ('age', '|u1')])
```

Attributes

`base`	
`descr`	Array-interface compliant full description of the data-type.
`fields`	Dictionary of named fields defined for this data type, or `None`.
`hasobject`	Boolean indicating whether this dtype contains any reference-counted objects in any fields or sub-dtypes.
`isalignedstruct`	Boolean indicating whether the dtype is a struct which maintains field alignment.
`isbuiltin`	Integer indicating how this dtype relates to the built-in dtypes.
`isnative`	Boolean indicating whether the byte order of this dtype is native
`metadata`	
`name`	A bit-width name for this data-type.
`names`	Ordered list of field names, or `None` if there are no fields.
`shape`	Shape tuple of the sub-array if this data type describes a sub-array,

Continued on next page

Table 3.33 – continued from previous page

str	The array-protocol typestring of this data-type object.
subdtype	Tuple (item_dtype, shape) if this dtype describes a sub-array, and

dtype.**base**

dtype.**descr**
Array-interface compliant full description of the data-type.

The format is that required by the 'descr' key in the *__array_interface__* attribute.

dtype.**fields**
Dictionary of named fields defined for this data type, or None.

The dictionary is indexed by keys that are the names of the fields. Each entry in the dictionary is a tuple fully describing the field:

```
(dtype, offset[, title])
```

If present, the optional title can be any object (if it is a string or unicode then it will also be a key in the fields dictionary, otherwise it's meta-data). Notice also that the first two elements of the tuple can be passed directly as arguments to the ndarray.getfield and ndarray.setfield methods.

See Also:

ndarray.getfield, ndarray.setfield

Examples

```
>>> dt = np.dtype([('name', np.str_, 16), ('grades', np.float64, (2,))])
>>> print dt.fields
{'grades': (dtype(('float64',(2,))), 16), 'name': (dtype('|S16'), 0)}
```

dtype.**hasobject**
Boolean indicating whether this dtype contains any reference-counted objects in any fields or sub-dtypes.

Recall that what is actually in the ndarray memory representing the Python object is the memory address of that object (a pointer). Special handling may be required, and this attribute is useful for distinguishing data types that may contain arbitrary Python objects and data-types that won't.

dtype.**isalignedstruct**
Boolean indicating whether the dtype is a struct which maintains field alignment. This flag is sticky, so when combining multiple structs together, it is preserved and produces new dtypes which are also aligned.

dtype.**isbuiltin**
Integer indicating how this dtype relates to the built-in dtypes.

Read-only.

0	if this is a structured array type, with fields
1	if this is a dtype compiled into numpy (such as ints, floats etc)
2	if the dtype is for a user-defined numpy type A user-defined type uses the numpy C-API machinery to extend numpy to handle a new array type. See *user.user-defined-data-types* in the Numpy manual.

Examples

```
>>> dt = np.dtype('i2')
>>> dt.isbuiltin
1
>>> dt = np.dtype('f8')
>>> dt.isbuiltin
1
>>> dt = np.dtype([('field1', 'f8')])
>>> dt.isbuiltin
0
```

dtype.**isnative**
Boolean indicating whether the byte order of this dtype is native to the platform.

dtype.**metadata**

dtype.**name**
A bit-width name for this data-type.

Un-sized flexible data-type objects do not have this attribute.

dtype.**names**
Ordered list of field names, or `None` if there are no fields.

The names are ordered according to increasing byte offset. This can be used, for example, to walk through all of the named fields in offset order.

Examples

```
>>> dt = np.dtype([('name', np.str_, 16), ('grades', np.float64, (2,))])
>>> dt.names
('name', 'grades')
```

dtype.**shape**
Shape tuple of the sub-array if this data type describes a sub-array, and `()` otherwise.

dtype.**str**
The array-protocol typestring of this data-type object.

dtype.**subdtype**
Tuple `(item_dtype, shape)` if this `dtype` describes a sub-array, and None otherwise.

The *shape* is the fixed shape of the sub-array described by this data type, and *item_dtype* the data type of the array.

If a field whose dtype object has this attribute is retrieved, then the extra dimensions implied by *shape* are tacked on to the end of the retrieved array.

Methods

`newbyteorder`([new_order])	Return a new dtype with a different byte order.

dtype.**newbyteorder**(*new_order='S'*)
Return a new dtype with a different byte order.

Changes are also made in all fields and sub-arrays of the data type.

Parameters
new_order : string, optional

Byte order to force; a value from the byte order specifications below. The default value

('S') results in swapping the current byte order. *new_order* codes can be any of:

```
* 'S' - swap dtype from current to opposite endian
* {'<', 'L'} - little endian
* {'>', 'B'} - big endian
* {'=', 'N'} - native order
* {'|', 'I'} - ignore (no change to byte order)
```

The code does a case-insensitive check on the first letter of *new_order* for these alternatives. For example, any of '>' or 'B' or 'b' or 'brian' are valid to specify big-endian.

Returns

new_dtype : dtype

New dtype object with the given change to the byte order.

Notes

Changes are also made in all fields and sub-arrays of the data type.

Examples

```
>>> import sys
>>> sys_is_le = sys.byteorder == 'little'
>>> native_code = sys_is_le and '<' or '>'
>>> swapped_code = sys_is_le and '>' or '<'
>>> native_dt = np.dtype(native_code+'i2')
>>> swapped_dt = np.dtype(swapped_code+'i2')
>>> native_dt.newbyteorder('S') == swapped_dt
True
>>> native_dt.newbyteorder() == swapped_dt
True
>>> native_dt == swapped_dt.newbyteorder('S')
True
>>> native_dt == swapped_dt.newbyteorder('=')
True
>>> native_dt == swapped_dt.newbyteorder('N')
True
>>> native_dt == native_dt.newbyteorder('|')
True
>>> np.dtype('<i2') == native_dt.newbyteorder('<')
True
>>> np.dtype('<i2') == native_dt.newbyteorder('L')
True
>>> np.dtype('>i2') == native_dt.newbyteorder('>')
True
>>> np.dtype('>i2') == native_dt.newbyteorder('B')
True
```

class numpy.**format_parser**(*formats*, *names*, *titles*, *aligned=False*, *byteorder=None*)

Class to convert formats, names, titles description to a dtype.

After constructing the format_parser object, the dtype attribute is the converted data-type: `dtype = format_parser(formats, names, titles).dtype`

Parameters

formats : str or list of str

The format description, either specified as a string with comma-separated format descriptions in the form `'f8, i4, a5'`, or a list of format description strings in the

form ['f8', 'i4', 'a5'].

names : str or list/tuple of str

The field names, either specified as a comma-separated string in the form 'col1, col2, col3', or as a list or tuple of strings in the form ['col1', 'col2', 'col3']. An empty list can be used, in that case default field names ('f0', 'f1', ...) are used.

titles : sequence

Sequence of title strings. An empty list can be used to leave titles out.

aligned : bool, optional

If True, align the fields by padding as the C-compiler would. Default is False.

byteorder : str, optional

If specified, all the fields will be changed to the provided byte-order. Otherwise, the default byte-order is used. For all available string specifiers, see dtype.newbyteorder.

See Also:

dtype, typename, sctype2char

Examples

```
>>> np.format_parser(['f8', 'i4', 'a5'], ['col1', 'col2', 'col3'],
...                  ['T1', 'T2', 'T3']).dtype
dtype([(('T1', 'col1'), '<f8'), (('T2', 'col2'), '<i4'),
       (('T3', 'col3'), '|S5')])
```

names and/or *titles* can be empty lists. If *titles* is an empty list, titles will simply not appear. If *names* is empty, default field names will be used.

```
>>> np.format_parser(['f8', 'i4', 'a5'], ['col1', 'col2', 'col3'],
...                  []).dtype
dtype([('col1', '<f8'), ('col2', '<i4'), ('col3', '|S5')])
>>> np.format_parser(['f8', 'i4', 'a5'], [], []).dtype
dtype([('f0', '<f8'), ('f1', '<i4'), ('f2', '|S5')])
```

Attributes

dtype	(dtype) The converted data-type.

3.7.2 Data type information

finfo	Machine limits for floating point types.
iinfo(type)	Machine limits for integer types.
MachAr([float_conv, int_conv, ...])	Diagnosing machine parameters.

class numpy.**finfo**

Machine limits for floating point types.

Parameters

dtype : float, dtype, or instance

Kind of floating point data-type about which to get information.

See Also:

MachAr
The implementation of the tests that produce this information.

iinfo
The equivalent for integer data types.

Notes

For developers of NumPy: do not instantiate this at the module level. The initial calculation of these parameters is expensive and negatively impacts import times. These objects are cached, so calling `finfo()` repeatedly inside your functions is not a problem.

Attributes

eps	(float) The smallest representable positive number such that `1.0 + eps != 1.0`. Type of *eps* is an appropriate floating point type.
epsneg	(floating point number of the appropriate type) The smallest representable positive number such that `1.0 - epsneg != 1.0`.
iexp	(int) The number of bits in the exponent portion of the floating point representation.
machar	(MachAr) The object which calculated these parameters and holds more detailed information.
machep	(int) The exponent that yields *eps*.
max	(floating point number of the appropriate type) The largest representable number.
maxexp	(int) The smallest positive power of the base (2) that causes overflow.
min	(floating point number of the appropriate type) The smallest representable number, typically `-max`.
minexp	(int) The most negative power of the base (2) consistent with there being no leading 0's in the mantissa.
negep	(int) The exponent that yields *epsneg*.
nexp	(int) The number of bits in the exponent including its sign and bias.
nmant	(int) The number of bits in the mantissa.
precision	(int) The approximate number of decimal digits to which this kind of float is precise.
resolution	(floating point number of the appropriate type) The approximate decimal resolution of this type, i.e., `10**-precision`.
tiny	(float) The smallest positive usable number. Type of *tiny* is an appropriate floating point type.

class `numpy.`**iinfo**(*type*)
Machine limits for integer types.

Parameters
type : integer type, dtype, or instance

The kind of integer data type to get information about.

See Also:

finfo
The equivalent for floating point data types.

Examples

With types:

```
>>> ii16 = np.iinfo(np.int16)
>>> ii16.min
-32768
>>> ii16.max
32767
>>> ii32 = np.iinfo(np.int32)
>>> ii32.min
-2147483648
>>> ii32.max
2147483647
```

With instances:

```
>>> ii32 = np.iinfo(np.int32(10))
>>> ii32.min
-2147483648
>>> ii32.max
2147483647
```

Attributes

min	Minimum value of given dtype.
max	Maximum value of given dtype.

iinfo.**min**
: Minimum value of given dtype.

iinfo.**max**
: Maximum value of given dtype.

class numpy.**MachAr**(*float_conv=<type 'float'>, int_conv=<type 'int'>, float_to_float=<type 'float'>, float_to_str=<function <lambda> at 0x18e4938>, title='Python floating point number'*)

Diagnosing machine parameters.

Parameters

float_conv : function, optional

Function that converts an integer or integer array to a float or float array. Default is float.

int_conv : function, optional

Function that converts a float or float array to an integer or integer array. Default is int.

float_to_float : function, optional

Function that converts a float array to float. Default is float. Note that this does not seem to do anything useful in the current implementation.

float_to_str : function, optional

Function that converts a single float to a string. Default is lambda v:'%24.16e' %v.

title : str, optional

Title that is printed in the string representation of MachAr.

See Also:

finfo
Machine limits for floating point types.

iinfo
Machine limits for integer types.

References

[R1]

Attributes

ibeta	(int) Radix in which numbers are represented.
it	(int) Number of base-*ibeta* digits in the floating point mantissa M.
machep	(int) Exponent of the smallest (most negative) power of *ibeta* that, added to 1.0, gives something different from 1.0
eps	(float) Floating-point number `beta**machep` (floating point precision)
negep	(int) Exponent of the smallest power of *ibeta* that, substracted from 1.0, gives something different from 1.0.
epsneg	(float) Floating-point number `beta**negep`.
iexp	(int) Number of bits in the exponent (including its sign and bias).
minexp	(int) Smallest (most negative) power of *ibeta* consistent with there being no leading zeros in the mantissa.
xmin	(float) Floating point number `beta**minexp` (the smallest [in magnitude] usable floating value).
maxexp	(int) Smallest (positive) power of *ibeta* that causes overflow.
xmax	(float) `(1-epsneg) * beta**maxexp` (the largest [in magnitude] usable floating value).
irnd	(int) In `range(6)`, information on what kind of rounding is done in addition, and on how underflow is handled.
ngrd	(int) Number of 'guard digits' used when truncating the product of two mantissas to fit the representation.
epsilon	(float) Same as *eps*.
tiny	(float) Same as *xmin*.
huge	(float) Same as *xmax*.
precision	(float) `- int(-log10(eps))`
resolution	(float) `- 10**(-precision)`

3.7.3 Data type testing

`issctype`(rep)	Determines whether the given object represents a scalar data-type.
`issubdtype`(arg1, arg2)	Returns True if first argument is a typecode lower/equal in type hierarchy.
`issubsctype`(arg1, arg2)	Determine if the first argument is a subclass of the second argument.
`issubclass_`(arg1, arg2)	Determine if a class is a subclass of a second class.
`find_common_type`(array_types, scalar_types)	Determine common type following standard coercion rules.

numpy.**issctype**(*rep*)
Determines whether the given object represents a scalar data-type.

Parameters
rep : any

If *rep* is an instance of a scalar dtype, True is returned. If not, False is returned.

Returns

out : bool

Boolean result of check whether *rep* is a scalar dtype.

See Also:

`issubsctype`, `issubdtype`, `obj2sctype`, `sctype2char`

Examples

```
>>> np.issctype(np.int32)
True
>>> np.issctype(list)
False
>>> np.issctype(1.1)
False
```

Strings are also a scalar type:

```
>>> np.issctype(np.dtype('str'))
True
```

numpy.**issubdtype**(*arg1*, *arg2*)

Returns True if first argument is a typecode lower/equal in type hierarchy.

Parameters

arg1, arg2 : dtype_like

dtype or string representing a typecode.

Returns

out : bool

See Also:

`issubsctype`, `issubclass_`

numpy.core.numerictypes

Overview of numpy type hierarchy.

Examples

```
>>> np.issubdtype('S1', str)
True
>>> np.issubdtype(np.float64, np.float32)
False
```

numpy.**issubsctype**(*arg1*, *arg2*)

Determine if the first argument is a subclass of the second argument.

Parameters

arg1, arg2 : dtype or dtype specifier

Data-types.

Returns

out : bool

The result.

See Also:

issctype, issubdtype, obj2sctype

Examples

```
>>> np.issubsctype('S8', str)
True
>>> np.issubsctype(np.array([1]), np.int)
True
>>> np.issubsctype(np.array([1]), np.float)
False
```

numpy.**issubclass_**(*arg1*, *arg2*)

Determine if a class is a subclass of a second class.

issubclass_ is equivalent to the Python built-in issubclass, except that it returns False instead of raising a TypeError is one of the arguments is not a class.

Parameters

arg1 : class

Input class. True is returned if *arg1* is a subclass of *arg2*.

arg2 : class or tuple of classes.

Input class. If a tuple of classes, True is returned if *arg1* is a subclass of any of the tuple elements.

Returns

out : bool

Whether *arg1* is a subclass of *arg2* or not.

See Also:

issubsctype, issubdtype, issctype

Examples

```
>>> np.issubclass_(np.int32, np.int)
True
>>> np.issubclass_(np.int32, np.float)
False
```

numpy.**find_common_type**(*array_types*, *scalar_types*)

Determine common type following standard coercion rules.

Parameters

array_types : sequence

A list of dtypes or dtype convertible objects representing arrays.

scalar_types : sequence

A list of dtypes or dtype convertible objects representing scalars.

Returns

datatype : dtype

The common data type, which is the maximum of *array_types* ignoring *scalar_types*, unless the maximum of *scalar_types* is of a different kind (dtype.kind). If the kind is not understood, then None is returned.

See Also:

dtype, common_type, can_cast, mintypecode

Examples

```
>>> np.find_common_type([], [np.int64, np.float32, np.complex])
dtype('complex128')
>>> np.find_common_type([np.int64, np.float32], [])
dtype('float64')
```

The standard casting rules ensure that a scalar cannot up-cast an array unless the scalar is of a fundamentally different kind of data (i.e. under a different hierarchy in the data type hierarchy) then the array:

```
>>> np.find_common_type([np.float32], [np.int64, np.float64])
dtype('float32')
```

Complex is of a different type, so it up-casts the float in the *array_types* argument:

```
>>> np.find_common_type([np.float32], [np.complex])
dtype('complex128')
```

Type specifier strings are convertible to dtypes and can therefore be used instead of dtypes:

```
>>> np.find_common_type(['f4', 'f4', 'i4'], ['c8'])
dtype('complex128')
```

3.7.4 Miscellaneous

typename(char)	Return a description for the given data type code.
sctype2char(sctype)	Return the string representation of a scalar dtype.
mintypecode(typechars[, typeset, default])	Return the character for the minimum-size type to which given types can be safely ca

numpy.**typename**(*char*)

Return a description for the given data type code.

Parameters

char : str

Data type code.

Returns

out : str

Description of the input data type code.

See Also:

dtype, typecodes

Examples

```
>>> typechars = ['S1', '?', 'B', 'D', 'G', 'F', 'I', 'H', 'L', 'O', 'Q',
...              'S', 'U', 'V', 'b', 'd', 'g', 'f', 'i', 'h', 'l', 'q']
>>> for typechar in typechars:
...     print typechar, ' : ', np.typename(typechar)
...
S1  :  character
```

```
?  :  bool
B  :  unsigned char
D  :  complex double precision
G  :  complex long double precision
F  :  complex single precision
I  :  unsigned integer
H  :  unsigned short
L  :  unsigned long integer
O  :  object
Q  :  unsigned long long integer
S  :  string
U  :  unicode
V  :  void
b  :  signed char
d  :  double precision
g  :  long precision
f  :  single precision
i  :  integer
h  :  short
l  :  long integer
q  :  long long integer
```

numpy.**sctype2char**(*sctype*)

Return the string representation of a scalar dtype.

Parameters

sctype : scalar dtype or object

If a scalar dtype, the corresponding string character is returned. If an object, `sctype2char` tries to infer its scalar type and then return the corresponding string character.

Returns

typechar : str

The string character corresponding to the scalar type.

Raises

ValueError

If *sctype* is an object for which the type can not be inferred.

See Also:

`obj2sctype`, `issctype`, `issubsctype`, `mintypecode`

Examples

```
>>> for sctype in [np.int32, np.float, np.complex, np.string_, np.ndarray]:
...     print np.sctype2char(sctype)
l
d
D
S
O

>>> x = np.array([1., 2-1.j])
>>> np.sctype2char(x)
'D'
>>> np.sctype2char(list)
'O'
```

numpy.**mintypecode**(*typechars*, *typeset='GDFgdf'*, *default='d'*)

Return the character for the minimum-size type to which given types can be safely cast.

The returned type character must represent the smallest size dtype such that an array of the returned type can handle the data from an array of all types in *typechars* (or if *typechars* is an array, then its dtype.char).

Parameters

typechars : list of str or array_like

If a list of strings, each string should represent a dtype. If array_like, the character representation of the array dtype is used.

typeset : str or list of str, optional

The set of characters that the returned character is chosen from. The default set is 'GDFgdf'.

default : str, optional

The default character, this is returned if none of the characters in *typechars* matches a character in *typeset*.

Returns

typechar : str

The character representing the minimum-size type that was found.

See Also:

dtype, sctype2char, maximum_sctype

Examples

```
>>> np.mintypecode(['d', 'f', 'S'])
'd'
>>> x = np.array([1.1, 2-3.j])
>>> np.mintypecode(x)
'D'

>>> np.mintypecode('abceh', default='G')
'G'
```

3.8 Optionally Scipy-accelerated routines (numpy.dual)

Aliases for functions which may be accelerated by Scipy.

Scipy can be built to use accelerated or otherwise improved libraries for FFTs, linear algebra, and special functions. This module allows developers to transparently support these accelerated functions when scipy is available but still support users who have only installed Numpy.

3.8.1 Linear algebra

cholesky(a)	Cholesky decomposition.
det(a)	Compute the determinant of an array.
eig(a)	Compute the eigenvalues and right eigenvectors of a square array.
eigh(a[, UPLO])	Return the eigenvalues and eigenvectors of a Hermitian or symmetric matrix.

Continued on next page

Table 3.39 – continued from previous page

eigvals(a)	Compute the eigenvalues of a general matrix.
eigvalsh(a[, UPLO])	Compute the eigenvalues of a Hermitian or real symmetric matrix.
inv(a)	Compute the (multiplicative) inverse of a matrix.
lstsq(a, b[, rcond])	Return the least-squares solution to a linear matrix equation.
norm(x[, ord, axis])	Matrix or vector norm.
pinv(a[, rcond])	Compute the (Moore-Penrose) pseudo-inverse of a matrix.
solve(a, b)	Solve a linear matrix equation, or system of linear scalar equations.
svd(a[, full_matrices, compute_uv])	Singular Value Decomposition.

3.8.2 FFT

fft(a[, n, axis])	Compute the one-dimensional discrete Fourier Transform.
fft2(a[, s, axes])	Compute the 2-dimensional discrete Fourier Transform
fftn(a[, s, axes])	Compute the N-dimensional discrete Fourier Transform.
ifft(a[, n, axis])	Compute the one-dimensional inverse discrete Fourier Transform.
ifft2(a[, s, axes])	Compute the 2-dimensional inverse discrete Fourier Transform.
ifftn(a[, s, axes])	Compute the N-dimensional inverse discrete Fourier Transform.

3.8.3 Other

i0(x)	Modified Bessel function of the first kind, order 0.

3.9 Mathematical functions with automatic domain (numpy.emath)

Note: numpy.emath is a preferred alias for numpy.lib.scimath, available after numpy is imported.

Wrapper functions to more user-friendly calling of certain math functions whose output data-type is different than the input data-type in certain domains of the input.

For example, for functions like log with branch cuts, the versions in this module provide the mathematically valid answers in the complex plane:

```
>>> import math
>>> from numpy.lib import scimath
>>> scimath.log(-math.exp(1)) == (1+1j*math.pi)
True
```

Similarly, sqrt, other base logarithms, power and trig functions are correctly handled. See their respective docstrings for specific examples.

3.10 Floating point error handling

3.10.1 Setting and getting error handling

seterr([all, divide, over, under, invalid])	Set how floating-point errors are handled.

Continued on next page

Table 3.42 – continued from previous page

geterr()	Get the current way of handling floating-point errors.
seterrcall(func)	Set the floating-point error callback function or log object.
geterrcall()	Return the current callback function used on floating-point errors.
errstate(**kwargs)	Context manager for floating-point error handling.

numpy.**seterr**(*all=None*, *divide=None*, *over=None*, *under=None*, *invalid=None*)

Set how floating-point errors are handled.

Note that operations on integer scalar types (such as `int16`) are handled like floating point, and are affected by these settings.

Parameters

all : {'ignore', 'warn', 'raise', 'call', 'print', 'log'}, optional

Set treatment for all types of floating-point errors at once:

- ignore: Take no action when the exception occurs.
- warn: Print a *RuntimeWarning* (via the Python `warnings` module).
- raise: Raise a *FloatingPointError*.
- call: Call a function specified using the `seterrcall` function.
- print: Print a warning directly to `stdout`.
- log: Record error in a Log object specified by `seterrcall`.

The default is not to change the current behavior.

divide : {'ignore', 'warn', 'raise', 'call', 'print', 'log'}, optional

Treatment for division by zero.

over : {'ignore', 'warn', 'raise', 'call', 'print', 'log'}, optional

Treatment for floating-point overflow.

under : {'ignore', 'warn', 'raise', 'call', 'print', 'log'}, optional

Treatment for floating-point underflow.

invalid : {'ignore', 'warn', 'raise', 'call', 'print', 'log'}, optional

Treatment for invalid floating-point operation.

Returns

old_settings : dict

Dictionary containing the old settings.

See Also:

seterrcall

Set a callback function for the 'call' mode.

geterr, geterrcall, errstate

Notes

The floating-point exceptions are defined in the IEEE 754 standard [1]:

•Division by zero: infinite result obtained from finite numbers.

•Overflow: result too large to be expressed.

•Underflow: result so close to zero that some precision was lost.

•Invalid operation: result is not an expressible number, typically indicates that a NaN was produced.

Examples

```
>>> old_settings = np.seterr(all='ignore')  #seterr to known value
>>> np.seterr(over='raise')
{'over': 'ignore', 'divide': 'ignore', 'invalid': 'ignore',
 'under': 'ignore'}
>>> np.seterr(all='ignore')  # reset to default
{'over': 'raise', 'divide': 'ignore', 'invalid': 'ignore', 'under': 'ignore'}

>>> np.int16(32000) * np.int16(3)
30464
>>> old_settings = np.seterr(all='warn', over='raise')
>>> np.int16(32000) * np.int16(3)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
FloatingPointError: overflow encountered in short_scalars

>>> old_settings = np.seterr(all='print')
>>> np.geterr()
{'over': 'print', 'divide': 'print', 'invalid': 'print', 'under': 'print'}
>>> np.int16(32000) * np.int16(3)
Warning: overflow encountered in short_scalars
30464
```

numpy.**geterr**()

Get the current way of handling floating-point errors.

Returns

res : dict

A dictionary with keys "divide", "over", "under", and "invalid", whose values are from the strings "ignore", "print", "log", "warn", "raise", and "call". The keys represent possible floating-point exceptions, and the values define how these exceptions are handled.

See Also:

geterrcall, seterr, seterrcall

Notes

For complete documentation of the types of floating-point exceptions and treatment options, see seterr.

Examples

```
>>> np.geterr()
{'over': 'warn', 'divide': 'warn', 'invalid': 'warn',
'under': 'ignore'}
>>> np.arange(3.) / np.arange(3.)
array([ NaN,   1.,   1.])
```

```
>>> oldsettings = np.seterr(all='warn', over='raise')
>>> np.geterr()
{'over': 'raise', 'divide': 'warn', 'invalid': 'warn', 'under': 'warn'}
>>> np.arange(3.) / np.arange(3.)
__main__:1: RuntimeWarning: invalid value encountered in divide
array([ NaN,   1.,   1.])
```

numpy.**seterrcall**(*func*)

Set the floating-point error callback function or log object.

There are two ways to capture floating-point error messages. The first is to set the error-handler to 'call', using `seterr`. Then, set the function to call using this function.

The second is to set the error-handler to 'log', using `seterr`. Floating-point errors then trigger a call to the 'write' method of the provided object.

Parameters

func : callable f(err, flag) or object with write method

Function to call upon floating-point errors ('call'-mode) or object whose 'write' method is used to log such message ('log'-mode).

The call function takes two arguments. The first is the type of error (one of "divide", "over", "under", or "invalid"), and the second is the status flag. The flag is a byte, whose least-significant bits indicate the status:

```
[0 0 0 0 invalid over under invalid]
```

In other words, `flags = divide + 2*over + 4*under + 8*invalid`.

If an object is provided, its write method should take one argument, a string.

Returns

h : callable, log instance or None

The old error handler.

See Also:

`seterr`, `geterr`, `geterrcall`

Examples

Callback upon error:

```
>>> def err_handler(type, flag):
...     print "Floating point error (%s), with flag %s" % (type, flag)
...

>>> saved_handler = np.seterrcall(err_handler)
>>> save_err = np.seterr(all='call')

>>> np.array([1, 2, 3]) / 0.0
Floating point error (divide by zero), with flag 1
array([ Inf,  Inf,  Inf])

>>> np.seterrcall(saved_handler)
<function err_handler at 0x...>
>>> np.seterr(**save_err)
{'over': 'call', 'divide': 'call', 'invalid': 'call', 'under': 'call'}
```

Log error message:

```
>>> class Log(object):
...     def write(self, msg):
...         print "LOG: %s" % msg
...

>>> log = Log()
>>> saved_handler = np.seterrcall(log)
>>> save_err = np.seterr(all='log')

>>> np.array([1, 2, 3]) / 0.0
LOG: Warning: divide by zero encountered in divide

array([ Inf,  Inf,  Inf])

>>> np.seterrcall(saved_handler)
<__main__.Log object at 0x...>
>>> np.seterr(**save_err)
{'over': 'log', 'divide': 'log', 'invalid': 'log', 'under': 'log'}
```

numpy.**geterrcall**()

Return the current callback function used on floating-point errors.

When the error handling for a floating-point error (one of "divide", "over", "under", or "invalid") is set to 'call' or 'log', the function that is called or the log instance that is written to is returned by `geterrcall`. This function or log instance has been set with `seterrcall`.

Returns

errobj : callable, log instance or None

The current error handler. If no handler was set through `seterrcall`, `None` is returned.

See Also:

`seterrcall`, `seterr`, `geterr`

Notes

For complete documentation of the types of floating-point exceptions and treatment options, see `seterr`.

Examples

```
>>> np.geterrcall()  # we did not yet set a handler, returns None

>>> oldsettings = np.seterr(all='call')
>>> def err_handler(type, flag):
...     print "Floating point error (%s), with flag %s" % (type, flag)
>>> oldhandler = np.seterrcall(err_handler)
>>> np.array([1, 2, 3]) / 0.0
Floating point error (divide by zero), with flag 1
array([ Inf,  Inf,  Inf])

>>> cur_handler = np.geterrcall()
>>> cur_handler is err_handler
True
```

class numpy.**errstate**(***kwargs*)

Context manager for floating-point error handling.

Using an instance of errstate as a context manager allows statements in that context to execute with a known error handling behavior. Upon entering the context the error handling is set with seterr and seterrcall, and upon exiting it is reset to what it was before.

Parameters

kwargs : {divide, over, under, invalid}

Keyword arguments. The valid keywords are the possible floating-point exceptions. Each keyword should have a string value that defines the treatment for the particular error. Possible values are {'ignore', 'warn', 'raise', 'call', 'print', 'log'}.

See Also:

seterr, geterr, seterrcall, geterrcall

Notes

The with statement was introduced in Python 2.5, and can only be used there by importing it: from __future__ import with_statement. In earlier Python versions the with statement is not available.

For complete documentation of the types of floating-point exceptions and treatment options, see seterr.

Examples

```
>>> from __future__ import with_statement  # use 'with' in Python 2.5
>>> olderr = np.seterr(all='ignore')  # Set error handling to known state.

>>> np.arange(3) / 0.
array([ NaN,  Inf,  Inf])
>>> with np.errstate(divide='warn'):
...     np.arange(3) / 0.
...
__main__:2: RuntimeWarning: divide by zero encountered in divide
array([ NaN,  Inf,  Inf])

>>> np.sqrt(-1)
nan
>>> with np.errstate(invalid='raise'):
...     np.sqrt(-1)
Traceback (most recent call last):
  File "<stdin>", line 2, in <module>
FloatingPointError: invalid value encountered in sqrt
```

Outside the context the error handling behavior has not changed:

```
>>> np.geterr()
{'over': 'warn', 'divide': 'warn', 'invalid': 'warn',
'under': 'ignore'}
```

3.10.2 Internal functions

seterrobj(errobj)	Set the object that defines floating-point error handling.
geterrobj()	Return the current object that defines floating-point error handling.

numpy.**seterrobj**(*errobj*)

Set the object that defines floating-point error handling.

The error object contains all information that defines the error handling behavior in Numpy. `seterrobj` is used internally by the other functions that set error handling behavior (`seterr`, `seterrcall`).

Parameters

errobj : list

The error object, a list containing three elements: [internal numpy buffer size, error mask, error callback function].

The error mask is a single integer that holds the treatment information on all four floating point errors. The information for each error type is contained in three bits of the integer. If we print it in base 8, we can see what treatment is set for "invalid", "under", "over", and "divide" (in that order). The printed string can be interpreted with

- 0 : 'ignore'
- 1 : 'warn'
- 2 : 'raise'
- 3 : 'call'
- 4 : 'print'
- 5 : 'log'

See Also:

`geterrobj`, `seterr`, `geterr`, `seterrcall`, `geterrcall`, `getbufsize`, `setbufsize`

Notes

For complete documentation of the types of floating-point exceptions and treatment options, see `seterr`.

Examples

```
>>> old_errobj = np.geterrobj()  # first get the defaults
>>> old_errobj
[10000, 0, None]

>>> def err_handler(type, flag):
...     print "Floating point error (%s), with flag %s" % (type, flag)
...
>>> new_errobj = [20000, 12, err_handler]
>>> np.seterrobj(new_errobj)
>>> np.base_repr(12, 8)  # int for divide=4 ('print') and over=1 ('warn')
'14'
>>> np.geterr()
{'over': 'warn', 'divide': 'print', 'invalid': 'ignore', 'under': 'ignore'}
>>> np.geterrcall() is err_handler
True
```

numpy.**geterrobj**()

Return the current object that defines floating-point error handling.

The error object contains all information that defines the error handling behavior in Numpy. `geterrobj` is used internally by the other functions that get and set error handling behavior (`geterr`, `seterr`, `geterrcall`, `seterrcall`).

Returns

errobj : list

The error object, a list containing three elements: [internal numpy buffer size, error mask, error callback function].

The error mask is a single integer that holds the treatment information on all four floating point errors. The information for each error type is contained in three bits of the integer. If we print it in base 8, we can see what treatment is set for "invalid", "under", "over", and "divide" (in that order). The printed string can be interpreted with

- 0 : 'ignore'
- 1 : 'warn'
- 2 : 'raise'
- 3 : 'call'
- 4 : 'print'
- 5 : 'log'

See Also:

`seterrobj`, `seterr`, `geterr`, `seterrcall`, `geterrcall`, `getbufsize`, `setbufsize`

Notes

For complete documentation of the types of floating-point exceptions and treatment options, see `seterr`.

Examples

```
>>> np.geterrobj()  # first get the defaults
[10000, 0, None]

>>> def err_handler(type, flag):
...     print "Floating point error (%s), with flag %s" % (type, flag)
...
>>> old_bufsize = np.setbufsize(20000)
>>> old_err = np.seterr(divide='raise')
>>> old_handler = np.seterrcall(err_handler)
>>> np.geterrobj()
[20000, 2, <function err_handler at 0x91dcaac>]

>>> old_err = np.seterr(all='ignore')
>>> np.base_repr(np.geterrobj()[1], 8)
'0'
>>> old_err = np.seterr(divide='warn', over='log', under='call',
                        invalid='print')
>>> np.base_repr(np.geterrobj()[1], 8)
'4351'
```

3.11 Discrete Fourier Transform (`numpy.fft`)

3.11.1 Standard FFTs

`fft`(a[, n, axis])	Compute the one-dimensional discrete Fourier Transform.
`ifft`(a[, n, axis])	Compute the one-dimensional inverse discrete Fourier Transform.
`fft2`(a[, s, axes])	Compute the 2-dimensional discrete Fourier Transform

Continued on next page

Table 3.44 – continued from previous page

ifft2(a[, s, axes])	Compute the 2-dimensional inverse discrete Fourier Transform.
fftn(a[, s, axes])	Compute the N-dimensional discrete Fourier Transform.
ifftn(a[, s, axes])	Compute the N-dimensional inverse discrete Fourier Transform.

numpy.fft.**fft**(*a*, *n=None*, *axis=-1*)

Compute the one-dimensional discrete Fourier Transform.

This function computes the one-dimensional *n*-point discrete Fourier Transform (DFT) with the efficient Fast Fourier Transform (FFT) algorithm [CT].

Parameters

a : array_like

Input array, can be complex.

n : int, optional

Length of the transformed axis of the output. If *n* is smaller than the length of the input, the input is cropped. If it is larger, the input is padded with zeros. If *n* is not given, the length of the input (along the axis specified by *axis*) is used.

axis : int, optional

Axis over which to compute the FFT. If not given, the last axis is used.

Returns

out : complex ndarray

The truncated or zero-padded input, transformed along the axis indicated by *axis*, or the last one if *axis* is not specified.

Raises

IndexError

if *axes* is larger than the last axis of *a*.

See Also:

numpy.fft
for definition of the DFT and conventions used.

ifft
The inverse of fft.

fft2
The two-dimensional FFT.

fftn
The *n*-dimensional FFT.

rfftn
The *n*-dimensional FFT of real input.

fftfreq
Frequency bins for given FFT parameters.

Notes

FFT (Fast Fourier Transform) refers to a way the discrete Fourier Transform (DFT) can be calculated efficiently, by using symmetries in the calculated terms. The symmetry is highest when *n* is a power of 2, and the transform is therefore most efficient for these sizes.

The DFT is defined, with the conventions used in this implementation, in the documentation for the `numpy.fft` module.

References

[CT]

Examples

```
>>> np.fft.fft(np.exp(2j * np.pi * np.arange(8) / 8))
array([ -3.44505240e-16 +1.14383329e-17j,
          8.00000000e+00 -5.71092652e-15j,
          2.33482938e-16 +1.22460635e-16j,
          1.64863782e-15 +1.77635684e-15j,
          9.95839695e-17 +2.33482938e-16j,
          0.00000000e+00 +1.66837030e-15j,
          1.14383329e-17 +1.22460635e-16j,
          -1.64863782e-15 +1.77635684e-15j])

>>> import matplotlib.pyplot as plt
>>> t = np.arange(256)
>>> sp = np.fft.fft(np.sin(t))
>>> freq = np.fft.fftfreq(t.shape[-1])
>>> plt.plot(freq, sp.real, freq, sp.imag)
[<matplotlib.lines.Line2D object at 0x...>, <matplotlib.lines.Line2D object at 0x...>]
>>> plt.show()
```

In this example, real input has an FFT which is Hermitian, i.e., symmetric in the real part and anti-symmetric in the imaginary part, as described in the `numpy.fft` documentation.

`numpy.fft.`**`ifft`**(*a*, *n=None*, *axis=-1*)

Compute the one-dimensional inverse discrete Fourier Transform.

This function computes the inverse of the one-dimensional *n*-point discrete Fourier transform computed by `fft`. In other words, `ifft(fft(a)) == a` to within numerical accuracy. For a general description of the algorithm and definitions, see `numpy.fft`.

The input should be ordered in the same way as is returned by `fft`, i.e., `a[0]` should contain the zero frequency term, `a[1:n/2+1]` should contain the positive-frequency terms, and `a[n/2+1:]` should contain the negative-frequency terms, in order of decreasingly negative frequency. See `numpy.fft` for details.

Parameters

a : array_like

Input array, can be complex.

n : int, optional

Length of the transformed axis of the output. If *n* is smaller than the length of the input, the input is cropped. If it is larger, the input is padded with zeros. If *n* is not given, the length of the input (along the axis specified by *axis*) is used. See notes about padding issues.

axis : int, optional

Axis over which to compute the inverse DFT. If not given, the last axis is used.

Returns

out : complex ndarray

The truncated or zero-padded input, transformed along the axis indicated by *axis*, or the last one if *axis* is not specified.

Raises
IndexError

If *axes* is larger than the last axis of *a*.

See Also:

numpy.fft
An introduction, with definitions and general explanations.

fft
The one-dimensional (forward) FFT, of which `ifft` is the inverse

ifft2
The two-dimensional inverse FFT.

ifftn
The n-dimensional inverse FFT.

Notes

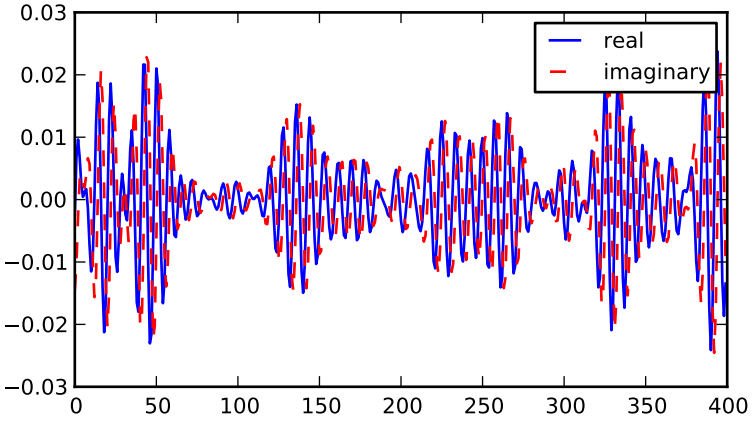
If the input parameter *n* is larger than the size of the input, the input is padded by appending zeros at the end. Even though this is the common approach, it might lead to surprising results. If a different padding is desired, it must be performed before calling `ifft`.

Examples

```
>>> np.fft.ifft([0, 4, 0, 0])
array([ 1.+0.j,  0.+1.j, -1.+0.j,  0.-1.j])
```

Create and plot a band-limited signal with random phases:

```
>>> import matplotlib.pyplot as plt
>>> t = np.arange(400)
>>> n = np.zeros((400,), dtype=complex)
>>> n[40:60] = np.exp(1j*np.random.uniform(0, 2*np.pi, (20,)))
>>> s = np.fft.ifft(n)
>>> plt.plot(t, s.real, 'b-', t, s.imag, 'r--')
[<matplotlib.lines.Line2D object at 0x...>, <matplotlib.lines.Line2D object at 0x...>]
>>> plt.legend(('real', 'imaginary'))
<matplotlib.legend.Legend object at 0x...>
>>> plt.show()
```



numpy.fft.**fft2**(*a*, *s=None*, *axes=(-2, -1)*)

Compute the 2-dimensional discrete Fourier Transform

This function computes the *n*-dimensional discrete Fourier Transform over any axes in an *M*-dimensional array by means of the Fast Fourier Transform (FFT). By default, the transform is computed over the last two axes of the input array, i.e., a 2-dimensional FFT.

Parameters

a : array_like

Input array, can be complex

s : sequence of ints, optional

Shape (length of each transformed axis) of the output (*s[0]* refers to axis 0, *s[1]* to axis 1, etc.). This corresponds to *n* for *fft(x, n)*. Along each axis, if the given shape is smaller than that of the input, the input is cropped. If it is larger, the input is padded with zeros. if *s* is not given, the shape of the input (along the axes specified by *axes*) is used.

axes : sequence of ints, optional

Axes over which to compute the FFT. If not given, the last two axes are used. A repeated index in *axes* means the transform over that axis is performed multiple times. A one-element sequence means that a one-dimensional FFT is performed.

Returns

out : complex ndarray

The truncated or zero-padded input, transformed along the axes indicated by *axes*, or the last two axes if *axes* is not given.

Raises

ValueError

If *s* and *axes* have different length, or *axes* not given and `len(s) != 2`.

IndexError

If an element of *axes* is larger than than the number of axes of *a*.

See Also:

numpy.fft
Overall view of discrete Fourier transforms, with definitions and conventions used.

ifft2
The inverse two-dimensional FFT.

fft
The one-dimensional FFT.

fftn
The *n*-dimensional FFT.

fftshift
Shifts zero-frequency terms to the center of the array. For two-dimensional input, swaps first and third quadrants, and second and fourth quadrants.

Notes

`fft2` is just `fftn` with a different default for *axes*.

The output, analogously to `fft`, contains the term for zero frequency in the low-order corner of the transformed axes, the positive frequency terms in the first half of these axes, the term for the Nyquist frequency in the middle of the axes and the negative frequency terms in the second half of the axes, in order of decreasingly negative frequency.

See `fftn` for details and a plotting example, and `numpy.fft` for definitions and conventions used.

Examples

```
>>> a = np.mgrid[:5, :5][0]
>>> np.fft.fft2(a)
array([[  0.+0.j,   0.+0.j,   0.+0.j,   0.+0.j,   0.+0.j],
       [  5.+0.j,   0.+0.j,   0.+0.j,   0.+0.j,   0.+0.j],
       [ 10.+0.j,   0.+0.j,   0.+0.j,   0.+0.j,   0.+0.j],
       [ 15.+0.j,   0.+0.j,   0.+0.j,   0.+0.j,   0.+0.j],
       [ 20.+0.j,   0.+0.j,   0.+0.j,   0.+0.j,   0.+0.j]])
```

numpy.fft.**ifft2**(*a*, *s=None*, *axes=(-2, -1)*)
Compute the 2-dimensional inverse discrete Fourier Transform.

This function computes the inverse of the 2-dimensional discrete Fourier Transform over any number of axes in an M-dimensional array by means of the Fast Fourier Transform (FFT). In other words, `ifft2(fft2(a)) == a` to within numerical accuracy. By default, the inverse transform is computed over the last two axes of the input array.

The input, analogously to `ifft`, should be ordered in the same way as is returned by `fft2`, i.e. it should have the term for zero frequency in the low-order corner of the two axes, the positive frequency terms in the first half of these axes, the term for the Nyquist frequency in the middle of the axes and the negative frequency terms in the second half of both axes, in order of decreasingly negative frequency.

Parameters

a : array_like

Input array, can be complex.

s : sequence of ints, optional

Shape (length of each axis) of the output (`s[0]` refers to axis 0, `s[1]` to axis 1, etc.). This corresponds to *n* for `ifft(x, n)`. Along each axis, if the given shape is smaller than that of the input, the input is cropped. If it is larger, the input is padded with zeros. if *s* is not given, the shape of the input (along the axes specified by *axes*) is used. See notes for issue on `ifft` zero padding.

axes : sequence of ints, optional

Axes over which to compute the FFT. If not given, the last two axes are used. A repeated index in *axes* means the transform over that axis is performed multiple times. A one-element sequence means that a one-dimensional FFT is performed.

Returns

out : complex ndarray

The truncated or zero-padded input, transformed along the axes indicated by *axes*, or the last two axes if *axes* is not given.

Raises

ValueError

If *s* and *axes* have different length, or *axes* not given and `len(s) != 2`.

IndexError

If an element of *axes* is larger than than the number of axes of *a*.

See Also:

`numpy.fft`
Overall view of discrete Fourier transforms, with definitions and conventions used.

`fft2`
The forward 2-dimensional FFT, of which `ifft2` is the inverse.

`ifftn`
The inverse of the *n*-dimensional FFT.

`fft`
The one-dimensional FFT.

`ifft`
The one-dimensional inverse FFT.

Notes

`ifft2` is just `ifftn` with a different default for *axes*.

See `ifftn` for details and a plotting example, and `numpy.fft` for definition and conventions used.

Zero-padding, analogously with `ifft`, is performed by appending zeros to the input along the specified dimension. Although this is the common approach, it might lead to surprising results. If another form of zero padding is desired, it must be performed before `ifft2` is called.

Examples

```
>>> a = 4 * np.eye(4)
>>> np.fft.ifft2(a)
array([[ 1.+0.j,  0.+0.j,  0.+0.j,  0.+0.j],
       [ 0.+0.j,  0.+0.j,  0.+0.j,  1.+0.j],
       [ 0.+0.j,  0.+0.j,  1.+0.j,  0.+0.j],
       [ 0.+0.j,  1.+0.j,  0.+0.j,  0.+0.j]])
```

`numpy.fft.`**`fftn`**(*a*, *s=None*, *axes=None*)

Compute the N-dimensional discrete Fourier Transform.

This function computes the *N*-dimensional discrete Fourier Transform over any number of axes in an *M*-dimensional array by means of the Fast Fourier Transform (FFT).

Parameters

a : array_like

Input array, can be complex.

s : sequence of ints, optional

Shape (length of each transformed axis) of the output (*s[0]* refers to axis 0, *s[1]* to axis 1, etc.). This corresponds to *n* for *fft(x, n)*. Along any axis, if the given shape is smaller than that of the input, the input is cropped. If it is larger, the input is padded with zeros. if *s* is not given, the shape of the input (along the axes specified by *axes*) is used.

axes : sequence of ints, optional

Axes over which to compute the FFT. If not given, the last `len(s)` axes are used, or all axes if *s* is also not specified. Repeated indices in *axes* means that the transform over that axis is performed multiple times.

Returns

out : complex ndarray

The truncated or zero-padded input, transformed along the axes indicated by *axes*, or by a combination of *s* and *a*, as explained in the parameters section above.

Raises

ValueError

If *s* and *axes* have different length.

IndexError

If an element of *axes* is larger than than the number of axes of *a*.

See Also:

`numpy.fft`
Overall view of discrete Fourier transforms, with definitions and conventions used.

`ifftn`
The inverse of `fftn`, the inverse *n*-dimensional FFT.

`fft`
The one-dimensional FFT, with definitions and conventions used.

`rfftn`
The *n*-dimensional FFT of real input.

`fft2`
The two-dimensional FFT.

`fftshift`
Shifts zero-frequency terms to centre of array

Notes

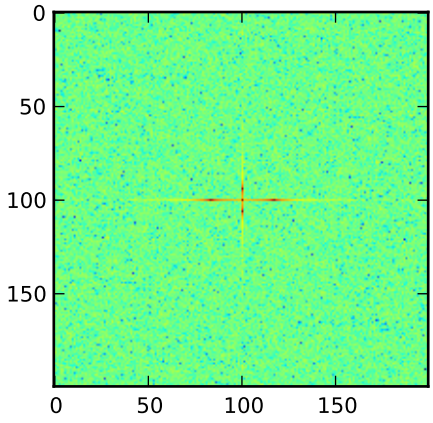
The output, analogously to `fft`, contains the term for zero frequency in the low-order corner of all axes, the positive frequency terms in the first half of all axes, the term for the Nyquist frequency in the middle of all axes and the negative frequency terms in the second half of all axes, in order of decreasingly negative frequency.

See `numpy.fft` for details, definitions and conventions used.

Examples

```
>>> a = np.mgrid[:3, :3, :3][0]
>>> np.fft.fftn(a, axes=(1, 2))
array([[[  0.+0.j,   0.+0.j,   0.+0.j],
        [  0.+0.j,   0.+0.j,   0.+0.j],
        [  0.+0.j,   0.+0.j,   0.+0.j]],
       [[  9.+0.j,   0.+0.j,   0.+0.j],
        [  0.+0.j,   0.+0.j,   0.+0.j],
        [  0.+0.j,   0.+0.j,   0.+0.j]],
       [[ 18.+0.j,   0.+0.j,   0.+0.j],
        [  0.+0.j,   0.+0.j,   0.+0.j],
        [  0.+0.j,   0.+0.j,   0.+0.j]]])
>>> np.fft.fftn(a, (2, 2), axes=(0, 1))
array([[[ 2.+0.j,  2.+0.j,  2.+0.j],
        [ 0.+0.j,  0.+0.j,  0.+0.j]],
       [[-2.+0.j, -2.+0.j, -2.+0.j],
        [ 0.+0.j,  0.+0.j,  0.+0.j]]])

>>> import matplotlib.pyplot as plt
>>> [X, Y] = np.meshgrid(2 * np.pi * np.arange(200) / 12,
...                      2 * np.pi * np.arange(200) / 34)
>>> S = np.sin(X) + np.cos(Y) + np.random.uniform(0, 1, X.shape)
>>> FS = np.fft.fftn(S)
>>> plt.imshow(np.log(np.abs(np.fft.fftshift(FS))**2))
<matplotlib.image.AxesImage object at 0x...>
>>> plt.show()
```



numpy.fft.**ifftn**(*a*, *s=None*, *axes=None*)

Compute the N-dimensional inverse discrete Fourier Transform.

This function computes the inverse of the N-dimensional discrete Fourier Transform over any number of axes in an M-dimensional array by means of the Fast Fourier Transform (FFT). In other words, `ifftn(fftn(a)) == a` to within numerical accuracy. For a description of the definitions and conventions used, see `numpy.fft`.

The input, analogously to `ifft`, should be ordered in the same way as is returned by `fftn`, i.e. it should have the term for zero frequency in all axes in the low-order corner, the positive frequency terms in the first half of all axes, the term for the Nyquist frequency in the middle of all axes and the negative frequency terms in the second half of all axes, in order of decreasingly negative frequency.

Parameters

a : array_like

Input array, can be complex.

s : sequence of ints, optional

Shape (length of each transformed axis) of the output (`s[0]` refers to axis 0, `s[1]` to axis 1, etc.). This corresponds to `n` for `ifft(x, n)`. Along any axis, if the given shape is smaller than that of the input, the input is cropped. If it is larger, the input is padded with zeros. if *s* is not given, the shape of the input (along the axes specified by *axes*) is used. See notes for issue on `ifft` zero padding.

axes : sequence of ints, optional

Axes over which to compute the IFFT. If not given, the last `len(s)` axes are used, or all axes if *s* is also not specified. Repeated indices in *axes* means that the inverse transform over that axis is performed multiple times.

Returns

out : complex ndarray

The truncated or zero-padded input, transformed along the axes indicated by *axes*, or by a combination of *s* or *a*, as explained in the parameters section above.

Raises

ValueError

If *s* and *axes* have different length.

IndexError

If an element of *axes* is larger than than the number of axes of *a*.

See Also:

numpy.fft
Overall view of discrete Fourier transforms, with definitions and conventions used.

fftn
The forward *n*-dimensional FFT, of which `ifftn` is the inverse.

ifft
The one-dimensional inverse FFT.

ifft2
The two-dimensional inverse FFT.

ifftshift
Undoes `fftshift`, shifts zero-frequency terms to beginning of array.

Notes

See `numpy.fft` for definitions and conventions used.

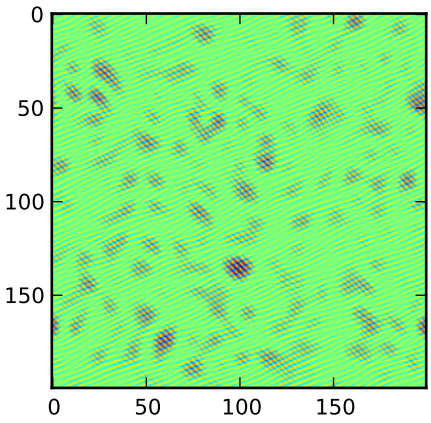
Zero-padding, analogously with `ifft`, is performed by appending zeros to the input along the specified dimension. Although this is the common approach, it might lead to surprising results. If another form of zero padding is desired, it must be performed before `ifftn` is called.

Examples

```
>>> a = np.eye(4)
>>> np.fft.ifftn(np.fft.fftn(a, axes=(0,)), axes=(1,))
array([[ 1.+0.j,  0.+0.j,  0.+0.j,  0.+0.j],
       [ 0.+0.j,  1.+0.j,  0.+0.j,  0.+0.j],
       [ 0.+0.j,  0.+0.j,  1.+0.j,  0.+0.j],
       [ 0.+0.j,  0.+0.j,  0.+0.j,  1.+0.j]])
```

Create and plot an image with band-limited frequency content:

```
>>> import matplotlib.pyplot as plt
>>> n = np.zeros((200,200), dtype=complex)
>>> n[60:80, 20:40] = np.exp(1j*np.random.uniform(0, 2*np.pi, (20, 20)))
>>> im = np.fft.ifftn(n).real
>>> plt.imshow(im)
<matplotlib.image.AxesImage object at 0x...>
>>> plt.show()
```



3.11.2 Real FFTs

rfft(a[, n, axis])	Compute the one-dimensional discrete Fourier Transform for real input.
irfft(a[, n, axis])	Compute the inverse of the n-point DFT for real input.
rfft2(a[, s, axes])	Compute the 2-dimensional FFT of a real array.
irfft2(a[, s, axes])	Compute the 2-dimensional inverse FFT of a real array.
rfftn(a[, s, axes])	Compute the N-dimensional discrete Fourier Transform for real input.
irfftn(a[, s, axes])	Compute the inverse of the N-dimensional FFT of real input.

numpy.fft.**rfft**(*a*, *n=None*, *axis=-1*)

Compute the one-dimensional discrete Fourier Transform for real input.

This function computes the one-dimensional *n*-point discrete Fourier Transform (DFT) of a real-valued array by means of an efficient algorithm called the Fast Fourier Transform (FFT).

Parameters

a : array_like

Input array

n : int, optional

Number of points along transformation axis in the input to use. If *n* is smaller than the length of the input, the input is cropped. If it is larger, the input is padded with zeros. If *n* is not given, the length of the input (along the axis specified by *axis*) is used.

axis : int, optional

Axis over which to compute the FFT. If not given, the last axis is used.

Returns

out : complex ndarray

The truncated or zero-padded input, transformed along the axis indicated by *axis*, or the last one if *axis* is not specified. If *n* is even, the length of the transformed axis is `(n/2)+1`. If *n* is odd, the length is `(n+1)/2`.

Raises

IndexError

If *axis* is larger than the last axis of *a*.

See Also:

numpy.fft
For definition of the DFT and conventions used.

irfft
The inverse of `rfft`.

fft
The one-dimensional FFT of general (complex) input.

fftn
The *n*-dimensional FFT.

rfftn
The *n*-dimensional FFT of real input.

Notes

When the DFT is computed for purely real input, the output is Hermite-symmetric, i.e. the negative frequency terms are just the complex conjugates of the corresponding positive-frequency terms, and the negative-frequency terms are therefore redundant. This function does not compute the negative frequency terms, and the length of the transformed axis of the output is therefore `n//2+1`.

When `A = rfft(a)` and fs is the sampling frequency, `A[0]` contains the zero-frequency term 0*fs, which is real due to Hermitian symmetry.

If *n* is even, `A[-1]` contains the term representing both positive and negative Nyquist frequency (+fs/2 and -fs/2), and must also be purely real. If *n* is odd, there is no term at fs/2; `A[-1]` contains the largest positive frequency (fs/2*(n-1)/n), and is complex in the general case.

If the input *a* contains an imaginary part, it is silently discarded.

Examples

```
>>> np.fft.fft([0, 1, 0, 0])
array([ 1.+0.j,  0.-1.j, -1.+0.j,  0.+1.j])
>>> np.fft.rfft([0, 1, 0, 0])
array([ 1.+0.j,  0.-1.j, -1.+0.j])
```

Notice how the final element of the `fft` output is the complex conjugate of the second element, for real input. For `rfft`, this symmetry is exploited to compute only the non-negative frequency terms.

`numpy.fft.`**`irfft`**(*a*, *n=None*, *axis=-1*)

Compute the inverse of the n-point DFT for real input.

This function computes the inverse of the one-dimensional *n*-point discrete Fourier Transform of real input computed by `rfft`. In other words, `irfft(rfft(a), len(a)) == a` to within numerical accuracy. (See Notes below for why `len(a)` is necessary here.)

The input is expected to be in the form returned by `rfft`, i.e. the real zero-frequency term followed by the complex positive frequency terms in order of increasing frequency. Since the discrete Fourier Transform of real input is Hermite-symmetric, the negative frequency terms are taken to be the complex conjugates of the corresponding positive frequency terms.

Parameters

a : array_like

The input array.

n : int, optional

Length of the transformed axis of the output. For *n* output points, `n//2+1` input points are necessary. If the input is longer than this, it is cropped. If it is shorter than this, it is padded with zeros. If *n* is not given, it is determined from the length of the input (along the axis specified by *axis*).

axis : int, optional

Axis over which to compute the inverse FFT.

Returns

out : ndarray

The truncated or zero-padded input, transformed along the axis indicated by *axis*, or the last one if *axis* is not specified. The length of the transformed axis is *n*, or, if *n* is not given, `2*(m-1)` where *m* is the length of the transformed axis of the input. To get an odd number of output points, *n* must be specified.

Raises

IndexError

If *axis* is larger than the last axis of *a*.

See Also:

`numpy.fft`

For definition of the DFT and conventions used.

`rfft`

The one-dimensional FFT of real input, of which `irfft` is inverse.

`fft`

The one-dimensional FFT.

`irfft2`

The inverse of the two-dimensional FFT of real input.

`irfftn`

The inverse of the *n*-dimensional FFT of real input.

Notes

Returns the real valued *n*-point inverse discrete Fourier transform of *a*, where *a* contains the non-negative frequency terms of a Hermite-symmetric sequence. *n* is the length of the result, not the input.

If you specify an *n* such that *a* must be zero-padded or truncated, the extra/removed values will be added/removed at high frequencies. One can thus resample a series to *m* points via Fourier interpolation by: `a_resamp = irfft(rfft(a), m)`.

Examples

```
>>> np.fft.ifft([1, -1j, -1, 1j])
array([ 0.+0.j,  1.+0.j,  0.+0.j,  0.+0.j])
>>> np.fft.irfft([1, -1j, -1])
array([ 0.,  1.,  0.,  0.])
```

Notice how the last term in the input to the ordinary `ifft` is the complex conjugate of the second term, and the output has zero imaginary part everywhere. When calling `irfft`, the negative frequencies are not specified, and the output array is purely real.

numpy.fft.**rfft2**(*a*, *s=None*, *axes=(-2, -1)*)

Compute the 2-dimensional FFT of a real array.

Parameters

a : array

Input array, taken to be real.

s : sequence of ints, optional

Shape of the FFT.

axes : sequence of ints, optional

Axes over which to compute the FFT.

Returns

out : ndarray

The result of the real 2-D FFT.

See Also:

rfftn

Compute the N-dimensional discrete Fourier Transform for real input.

Notes

This is really just `rfftn` with different default behavior. For more details see `rfftn`.

numpy.fft.**irfft2**(*a*, *s=None*, *axes=(-2, -1)*)

Compute the 2-dimensional inverse FFT of a real array.

Parameters

a : array_like

The input array

s : sequence of ints, optional

Shape of the inverse FFT.

axes : sequence of ints, optional

The axes over which to compute the inverse fft. Default is the last two axes.

Returns

out : ndarray

The result of the inverse real 2-D FFT.

See Also:

`irfftn`

Compute the inverse of the N-dimensional FFT of real input.

Notes

This is really `irfftn` with different defaults. For more details see `irfftn`.

`numpy.fft.`**`rfftn`**(*a*, *s=None*, *axes=None*)

Compute the N-dimensional discrete Fourier Transform for real input.

This function computes the N-dimensional discrete Fourier Transform over any number of axes in an M-dimensional real array by means of the Fast Fourier Transform (FFT). By default, all axes are transformed, with the real transform performed over the last axis, while the remaining transforms are complex.

Parameters

a : array_like

Input array, taken to be real.

s : sequence of ints, optional

Shape (length along each transformed axis) to use from the input. (`s[0]` refers to axis 0, `s[1]` to axis 1, etc.). The final element of *s* corresponds to *n* for `rfft(x, n)`, while for the remaining axes, it corresponds to *n* for `fft(x, n)`. Along any axis, if the given shape is smaller than that of the input, the input is cropped. If it is larger, the input is padded with zeros. if *s* is not given, the shape of the input (along the axes specified by *axes*) is used.

axes : sequence of ints, optional

Axes over which to compute the FFT. If not given, the last `len(s)` axes are used, or all axes if *s* is also not specified.

Returns

out : complex ndarray

The truncated or zero-padded input, transformed along the axes indicated by *axes*, or by a combination of *s* and *a*, as explained in the parameters section above. The length of the last axis transformed will be `s[-1]//2+1`, while the remaining transformed axes will have lengths according to *s*, or unchanged from the input.

Raises

ValueError

If *s* and *axes* have different length.

IndexError

If an element of *axes* is larger than than the number of axes of *a*.

See Also:

`irfftn`

The inverse of `rfftn`, i.e. the inverse of the n-dimensional FFT of real input.

fft
The one-dimensional FFT, with definitions and conventions used.

rfft
The one-dimensional FFT of real input.

fftn
The n-dimensional FFT.

rfft2
The two-dimensional FFT of real input.

Notes

The transform for real input is performed over the last transformation axis, as by `rfft`, then the transform over the remaining axes is performed as by `fftn`. The order of the output is as for `rfft` for the final transformation axis, and as for `fftn` for the remaining transformation axes.

See `fft` for details, definitions and conventions used.

Examples

```
>>> a = np.ones((2, 2, 2))
>>> np.fft.rfftn(a)
array([[[ 8.+0.j,  0.+0.j],
        [ 0.+0.j,  0.+0.j]],
       [[ 0.+0.j,  0.+0.j],
        [ 0.+0.j,  0.+0.j]]])

>>> np.fft.rfftn(a, axes=(2, 0))
array([[[ 4.+0.j,  0.+0.j],
        [ 4.+0.j,  0.+0.j]],
       [[ 0.+0.j,  0.+0.j],
        [ 0.+0.j,  0.+0.j]]])
```

numpy.fft.**irfftn**(*a*, *s=None*, *axes=None*)
Compute the inverse of the N-dimensional FFT of real input.

This function computes the inverse of the N-dimensional discrete Fourier Transform for real input over any number of axes in an M-dimensional array by means of the Fast Fourier Transform (FFT). In other words, `irfftn(rfftn(a), a.shape) == a` to within numerical accuracy. (The `a.shape` is necessary like `len(a)` is for `irfft`, and for the same reason.)

The input should be ordered in the same way as is returned by `rfftn`, i.e. as for `irfft` for the final transformation axis, and as for `ifftn` along all the other axes.

Parameters

a : array_like

Input array.

s : sequence of ints, optional

Shape (length of each transformed axis) of the output (`s[0]` refers to axis 0, `s[1]` to axis 1, etc.). *s* is also the number of input points used along this axis, except for the last axis, where `s[-1]//2+1` points of the input are used. Along any axis, if the shape indicated by *s* is smaller than that of the input, the input is cropped. If it is larger, the input is padded with zeros. If *s* is not given, the shape of the input (along the axes specified by *axes*) is used.

axes : sequence of ints, optional

Axes over which to compute the inverse FFT. If not given, the last *len(s)* axes are used, or all axes if *s* is also not specified. Repeated indices in *axes* means that the inverse transform over that axis is performed multiple times.

Returns

out : ndarray

The truncated or zero-padded input, transformed along the axes indicated by *axes*, or by a combination of *s* or *a*, as explained in the parameters section above. The length of each transformed axis is as given by the corresponding element of *s*, or the length of the input in every axis except for the last one if *s* is not given. In the final transformed axis the length of the output when *s* is not given is `2*(m-1)` where *m* is the length of the final transformed axis of the input. To get an odd number of output points in the final axis, *s* must be specified.

Raises

ValueError

If *s* and *axes* have different length.

IndexError

If an element of *axes* is larger than than the number of axes of *a*.

See Also:

rfftn
The forward n-dimensional FFT of real input, of which `ifftn` is the inverse.

fft
The one-dimensional FFT, with definitions and conventions used.

irfft
The inverse of the one-dimensional FFT of real input.

irfft2
The inverse of the two-dimensional FFT of real input.

Notes

See `fft` for definitions and conventions used.

See `rfft` for definitions and conventions used for real input.

Examples

```
>>> a = np.zeros((3, 2, 2))
>>> a[0, 0, 0] = 3 * 2 * 2
>>> np.fft.irfftn(a)
array([[[ 1.,  1.],
        [ 1.,  1.]],
       [[ 1.,  1.],
        [ 1.,  1.]],
       [[ 1.,  1.],
        [ 1.,  1.]]])
```

3.11.3 Hermitian FFTs

Continued on next page

Table 3.46 – continued from previous page

hfft(a[, n, axis])	Compute the FFT of a signal whose spectrum has Hermitian symmetry.
ihfft(a[, n, axis])	Compute the inverse FFT of a signal whose spectrum has Hermitian symmetry.

numpy.fft.**hfft**(*a*, *n=None*, *axis=-1*)

Compute the FFT of a signal whose spectrum has Hermitian symmetry.

Parameters

a : array_like

The input array.

n : int, optional

The length of the FFT.

axis : int, optional

The axis over which to compute the FFT, assuming Hermitian symmetry of the spectrum. Default is the last axis.

Returns

out : ndarray

The transformed input.

See Also:

rfft

Compute the one-dimensional FFT for real input.

ihfft

The inverse of hfft.

Notes

hfft/ihfft are a pair analogous to rfft/irfft, but for the opposite case: here the signal is real in the frequency domain and has Hermite symmetry in the time domain. So here it's hfft for which you must supply the length of the result if it is to be odd: ihfft(hfft(a), len(a)) == a, within numerical accuracy.

Examples

```
>>> signal = np.array([[1, 1.j], [-1.j, 2]])
>>> np.conj(signal.T) - signal   # check Hermitian symmetry
array([[ 0.-0.j,  0.+0.j],
       [ 0.+0.j,  0.-0.j]])
>>> freq_spectrum = np.fft.hfft(signal)
>>> freq_spectrum
array([[ 1.,  1.],
       [ 2., -2.]])
```

numpy.fft.**ihfft**(*a*, *n=None*, *axis=-1*)

Compute the inverse FFT of a signal whose spectrum has Hermitian symmetry.

Parameters

a : array_like

Input array.

n : int, optional

Length of the inverse FFT.

axis : int, optional

Axis over which to compute the inverse FFT, assuming Hermitian symmetry of the spectrum. Default is the last axis.

Returns

out : ndarray

The transformed input.

See Also:

`hfft`, `irfft`

Notes

`hfft`/`ihfft` are a pair analogous to `rfft`/`irfft`, but for the opposite case: here the signal is real in the frequency domain and has Hermite symmetry in the time domain. So here it's `hfft` for which you must supply the length of the result if it is to be odd: `ihfft(hfft(a), len(a)) == a`, within numerical accuracy.

3.11.4 Helper routines

`fftfreq`(n[, d])	Return the Discrete Fourier Transform sample frequencies.
`rfftfreq`(n[, d])	Return the Discrete Fourier Transform sample frequencies
`fftshift`(x[, axes])	Shift the zero-frequency component to the center of the spectrum.
`ifftshift`(x[, axes])	The inverse of fftshift.

numpy.fft.**fftfreq**(*n*, *d=1.0*)

Return the Discrete Fourier Transform sample frequencies.

The returned float array *f* contains the frequency bin centers in cycles per unit of the sample spacing (with zero at the start). For instance, if the sample spacing is in seconds, then the frequency unit is cycles/second.

Given a window length *n* and a sample spacing *d*:

```
f = [0, 1, ...,   n/2-1,     -n/2, ..., -1] / (d*n)   if n is even
f = [0, 1, ..., (n-1)/2, -(n-1)/2, ..., -1] / (d*n)   if n is odd
```

Parameters

n : int

Window length.

d : scalar, optional

Sample spacing (inverse of the sampling rate). Defaults to 1.

Returns

f : ndarray

Array of length *n* containing the sample frequencies.

Examples

```
>>> signal = np.array([-2, 8, 6, 4, 1, 0, 3, 5], dtype=float)
>>> fourier = np.fft.fft(signal)
>>> n = signal.size
```

```
>>> timestep = 0.1
>>> freq = np.fft.fftfreq(n, d=timestep)
>>> freq
array([ 0.  ,  1.25,  2.5 ,  3.75, -5.  , -3.75, -2.5 , -1.25])
```

numpy.fft.**rfftfreq**(*n*, *d=1.0*)

Return the Discrete Fourier Transform sample frequencies (for usage with rfft, irfft).

The returned float array *f* contains the frequency bin centers in cycles per unit of the sample spacing (with zero at the start). For instance, if the sample spacing is in seconds, then the frequency unit is cycles/second.

Given a window length *n* and a sample spacing *d*:

```
f = [0, 1, ...,     n/2-1,     n/2] / (d*n)   if n is even
f = [0, 1, ..., (n-1)/2-1, (n-1)/2] / (d*n)   if n is odd
```

Unlike `fftfreq` (but like `scipy.fftpack.rfftfreq`) the Nyquist frequency component is considered to be positive.

Parameters

n : int

Window length.

d : scalar, optional

Sample spacing (inverse of the sampling rate). Defaults to 1.

Returns

f : ndarray

Array of length `n//2 + 1` containing the sample frequencies.

Examples

```
>>> signal = np.array([-2, 8, 6, 4, 1, 0, 3, 5, -3, 4], dtype=float)
>>> fourier = np.fft.rfft(signal)
>>> n = signal.size
>>> sample_rate = 100
>>> freq = np.fft.fftfreq(n, d=1./sample_rate)
>>> freq
array([  0.,  10.,  20.,  30.,  40., -50., -40., -30., -20., -10.])
>>> freq = np.fft.rfftfreq(n, d=1./sample_rate)
>>> freq
array([  0.,  10.,  20.,  30.,  40.,  50.])
```

numpy.fft.**fftshift**(*x*, *axes=None*)

Shift the zero-frequency component to the center of the spectrum.

This function swaps half-spaces for all axes listed (defaults to all). Note that `y[0]` is the Nyquist component only if `len(x)` is even.

Parameters

x : array_like

Input array.

axes : int or shape tuple, optional

Axes over which to shift. Default is None, which shifts all axes.

Returns

y : ndarray

The shifted array.

See Also:

ifftshift
The inverse of fftshift.

Examples

```
>>> freqs = np.fft.fftfreq(10, 0.1)
>>> freqs
array([ 0.,  1.,  2.,  3.,  4., -5., -4., -3., -2., -1.])
>>> np.fft.fftshift(freqs)
array([-5., -4., -3., -2., -1.,  0.,  1.,  2.,  3.,  4.])
```

Shift the zero-frequency component only along the second axis:

```
>>> freqs = np.fft.fftfreq(9, d=1./9).reshape(3, 3)
>>> freqs
array([[ 0.,  1.,  2.],
       [ 3.,  4., -4.],
       [-3., -2., -1.]])
>>> np.fft.fftshift(freqs, axes=(1,))
array([[ 2.,  0.,  1.],
       [-4.,  3.,  4.],
       [-1., -3., -2.]])
```

numpy.fft.**ifftshift**(*x*, *axes=None*)
The inverse of fftshift.

Parameters
x : array_like

Input array.

axes : int or shape tuple, optional

Axes over which to calculate. Defaults to None, which shifts all axes.

Returns
y : ndarray

The shifted array.

See Also:

fftshift
Shift zero-frequency component to the center of the spectrum.

Examples

```
>>> freqs = np.fft.fftfreq(9, d=1./9).reshape(3, 3)
>>> freqs
array([[ 0.,  1.,  2.],
       [ 3.,  4., -4.],
       [-3., -2., -1.]])
>>> np.fft.ifftshift(np.fft.fftshift(freqs))
array([[ 0.,  1.,  2.],
       [ 3.,  4., -4.],
       [-3., -2., -1.]])
```

3.11.5 Background information

Fourier analysis is fundamentally a method for expressing a function as a sum of periodic components, and for recovering the function from those components. When both the function and its Fourier transform are replaced with discretized counterparts, it is called the discrete Fourier transform (DFT). The DFT has become a mainstay of numerical computing in part because of a very fast algorithm for computing it, called the Fast Fourier Transform (FFT), which was known to Gauss (1805) and was brought to light in its current form by Cooley and Tukey [CT]. Press et al. [NR] provide an accessible introduction to Fourier analysis and its applications.

Because the discrete Fourier transform separates its input into components that contribute at discrete frequencies, it has a great number of applications in digital signal processing, e.g., for filtering, and in this context the discretized input to the transform is customarily referred to as a *signal*, which exists in the *time domain*. The output is called a *spectrum* or *transform* and exists in the *frequency domain*.

3.11.6 Implementation details

There are many ways to define the DFT, varying in the sign of the exponent, normalization, etc. In this implementation, the DFT is defined as

$$A_k = \sum_{m=0}^{n-1} a_m \exp\left\{-2\pi i \frac{mk}{n}\right\} \qquad k = 0, \ldots, n-1.$$

The DFT is in general defined for complex inputs and outputs, and a single-frequency component at linear frequency f is represented by a complex exponential $a_m = \exp\{2\pi i\, fm\Delta t\}$, where Δt is the sampling interval.

The values in the result follow so-called "standard" order: If `A = fft(a, n)`, then `A[0]` contains the zero-frequency term (the mean of the signal), which is always purely real for real inputs. Then `A[1:n/2]` contains the positive-frequency terms, and `A[n/2+1:]` contains the negative-frequency terms, in order of decreasingly negative frequency. For an even number of input points, `A[n/2]` represents both positive and negative Nyquist frequency, and is also purely real for real input. For an odd number of input points, `A[(n-1)/2]` contains the largest positive frequency, while `A[(n+1)/2]` contains the largest negative frequency. The routine `np.fft.fftfreq(n)` returns an array giving the frequencies of corresponding elements in the output. The routine `np.fft.fftshift(A)` shifts transforms and their frequencies to put the zero-frequency components in the middle, and `np.fft.ifftshift(A)` undoes that shift.

When the input a is a time-domain signal and `A = fft(a)`, `np.abs(A)` is its amplitude spectrum and `np.abs(A)**2` is its power spectrum. The phase spectrum is obtained by `np.angle(A)`.

The inverse DFT is defined as

$$a_m = \frac{1}{n} \sum_{k=0}^{n-1} A_k \exp\left\{2\pi i \frac{mk}{n}\right\} \qquad m = 0, \ldots, n-1.$$

It differs from the forward transform by the sign of the exponential argument and the normalization by $1/n$.

3.11.7 Real and Hermitian transforms

When the input is purely real, its transform is Hermitian, i.e., the component at frequency f_k is the complex conjugate of the component at frequency $-f_k$, which means that for real inputs there is no information in the negative frequency components that is not already available from the positive frequency components. The family of `rfft` functions is designed to operate on real inputs, and exploits this symmetry by computing only the positive frequency components,

up to and including the Nyquist frequency. Thus, `n` input points produce `n/2+1` complex output points. The inverses of this family assumes the same symmetry of its input, and for an output of `n` points uses `n/2+1` input points.

Correspondingly, when the spectrum is purely real, the signal is Hermitian. The `hfft` family of functions exploits this symmetry by using `n/2+1` complex points in the input (time) domain for `n` real points in the frequency domain.

In higher dimensions, FFTs are used, e.g., for image analysis and filtering. The computational efficiency of the FFT means that it can also be a faster way to compute large convolutions, using the property that a convolution in the time domain is equivalent to a point-by-point multiplication in the frequency domain.

3.11.8 Higher dimensions

In two dimensions, the DFT is defined as

$$A_{kl} = \sum_{m=0}^{M-1} \sum_{n=0}^{N-1} a_{mn} \exp\left\{-2\pi i \left(\frac{mk}{M} + \frac{nl}{N}\right)\right\} \qquad k = 0, \ldots, M-1; \quad l = 0, \ldots, N-1,$$

which extends in the obvious way to higher dimensions, and the inverses in higher dimensions also extend in the same way.

3.11.9 References

3.11.10 Examples

For examples, see the various functions.

3.12 Financial functions

3.12.1 Simple financial functions

`fv`(rate, nper, pmt, pv[, when])	Compute the future value.
`pv`(rate, nper, pmt[, fv, when])	Compute the present value.
`npv`(rate, values)	Returns the NPV (Net Present Value) of a cash flow series.
`pmt`(rate, nper, pv[, fv, when])	Compute the payment against loan principal plus interest.
`ppmt`(rate, per, nper, pv[, fv, when])	Compute the payment against loan principal.
`ipmt`(rate, per, nper, pv[, fv, when])	Compute the interest portion of a payment.
`irr`(values)	Return the Internal Rate of Return (IRR).
`mirr`(values, finance_rate, reinvest_rate)	Modified internal rate of return.
`nper`(rate, pmt, pv[, fv, when])	Compute the number of periodic payments.
`rate`(nper, pmt, pv, fv[, when, guess, tol, ...])	Compute the rate of interest per period.

`numpy.`**`fv`**(*rate*, *nper*, *pmt*, *pv*, *when='end'*)

Compute the future value.

Given:

- a present value, `pv`

- an interest `rate` compounded once per period, of which there are
- `nper` total
- a (fixed) payment, `pmt`, paid either
- at the beginning (*when* = {'begin', 1}) or the end (*when* = {'end', 0}) of each period

Return:
the value at the end of the `nper` periods

Parameters
rate : scalar or array_like of shape(M,)

Rate of interest as decimal (not per cent) per period

nper : scalar or array_like of shape(M,)

Number of compounding periods

pmt : scalar or array_like of shape(M,)

Payment

pv : scalar or array_like of shape(M,)

Present value

when : {{'begin', 1}, {'end', 0}}, {string, int}, optional

When payments are due ('begin' (1) or 'end' (0)). Defaults to {'end', 0}.

Returns
out : ndarray

Future values. If all input is scalar, returns a scalar float. If any input is array_like, returns future values for each input element. If multiple inputs are array_like, they all must have the same shape.

Notes

The future value is computed by solving the equation:

```
fv +
pv*(1+rate)**nper +
pmt*(1 + rate*when)/rate*((1 + rate)**nper - 1) == 0
```

or, when `rate == 0`:

```
fv + pv + pmt * nper == 0
```

References

[WRW]

Examples

What is the future value after 10 years of saving $100 now, with an additional monthly savings of $100. Assume the interest rate is 5% (annually) compounded monthly?

```
>>> np.fv(0.05/12, 10*12, -100, -100)
15692.928894335748
```

By convention, the negative sign represents cash flow out (i.e. money not available today). Thus, saving $100 a month at 5% annual interest leads to $15,692.93 available to spend in 10 years.

If any input is array_like, returns an array of equal shape. Let's compare different interest rates from the example above.

```
>>> a = np.array((0.05, 0.06, 0.07))/12
>>> np.fv(a, 10*12, -100, -100)
array([ 15692.92889434,  16569.87435405,  17509.44688102])
```

numpy.**pv**(*rate*, *nper*, *pmt*, *fv=0.0*, *when='end'*)

Compute the present value.

Given:

- a future value, `fv`
- an interest `rate` compounded once per period, of which there are
- `nper` total
- a (fixed) payment, `pmt`, paid either
- at the beginning (*when* = {'begin', 1}) or the end (*when* = {'end', 0}) of each period

Return:

the value now

Parameters

rate : array_like

Rate of interest (per period)

nper : array_like

Number of compounding periods

pmt : array_like

Payment

fv : array_like, optional

Future value

when : {{'begin', 1}, {'end', 0}}, {string, int}, optional

When payments are due ('begin' (1) or 'end' (0))

Returns

out : ndarray, float

Present value of a series of payments or investments.

Notes

The present value is computed by solving the equation:

```
fv +
pv*(1 + rate)**nper +
pmt*(1 + rate*when)/rate*((1 + rate)**nper - 1) = 0
```

or, when `rate = 0`:

```
fv + pv + pmt * nper = 0
```

for `pv`, which is then returned.

References

[WRW]

Examples

What is the present value (e.g., the initial investment) of an investment that needs to total $15692.93 after 10 years of saving $100 every month? Assume the interest rate is 5% (annually) compounded monthly.

```
>>> np.pv(0.05/12, 10*12, -100, 15692.93)
-100.00067131625819
```

By convention, the negative sign represents cash flow out (i.e., money not available today). Thus, to end up with $15,692.93 in 10 years saving $100 a month at 5% annual interest, one's initial deposit should also be $100.

If any input is array_like, `pv` returns an array of equal shape. Let's compare different interest rates in the example above:

```
>>> a = np.array((0.05, 0.04, 0.03))/12
>>> np.pv(a, 10*12, -100, 15692.93)
array([ -100.00067132,  -649.26771385, -1273.78633713])
```

So, to end up with the same $15692.93 under the same $100 per month "savings plan," for annual interest rates of 4% and 3%, one would need initial investments of $649.27 and $1273.79, respectively.

numpy.**npv**(*rate*, *values*)

Returns the NPV (Net Present Value) of a cash flow series.

Parameters

rate : scalar

The discount rate.

values : array_like, shape(M,)

The values of the time series of cash flows. The (fixed) time interval between cash flow "events" must be the same as that for which `rate` is given (i.e., if `rate` is per year, then precisely a year is understood to elapse between each cash flow event). By convention, investments or "deposits" are negative, income or "withdrawals" are positive; *values* must begin with the initial investment, thus *values[0]* will typically be negative.

Returns

out : float

The NPV of the input cash flow series *values* at the discount `rate`.

Notes

Returns the result of: [G51]

$$\sum_{t=0}^{M-1} \frac{values_t}{(1+rate)^t}$$

References

[G51]

Examples

```
>>> np.npv(0.281,[-100, 39, 59, 55, 20])
-0.0084785916384548798
```

(Compare with the Example given for numpy.lib.financial.irr)

numpy.**pmt**(*rate*, *nper*, *pv*, *fv=0*, *when='end'*)

Compute the payment against loan principal plus interest.

Given:

- a present value, `pv` (e.g., an amount borrowed)
- a future value, `fv` (e.g., 0)
- an interest `rate` compounded once per period, of which there are
- `nper` total
- and (optional) specification of whether payment is made at the beginning (*when* = {'begin', 1}) or the end (*when* = {'end', 0}) of each period

Return:

the (fixed) periodic payment.

Parameters

rate : array_like

Rate of interest (per period)

nper : array_like

Number of compounding periods

pv : array_like

Present value

fv : array_like (optional)

Future value (default = 0)

when : {{'begin', 1}, {'end', 0}}, {string, int}

When payments are due ('begin' (1) or 'end' (0))

Returns

out : ndarray

Payment against loan plus interest. If all input is scalar, returns a scalar float. If any input is array_like, returns payment for each input element. If multiple inputs are array_like, they all must have the same shape.

Notes

The payment is computed by solving the equation:

```
fv +
pv*(1 + rate)**nper +
pmt*(1 + rate*when)/rate*((1 + rate)**nper - 1) == 0
```

or, when `rate == 0`:

```
fv + pv + pmt * nper == 0
```

for `pmt`.

Note that computing a monthly mortgage payment is only one use for this function. For example, pmt returns the periodic deposit one must make to achieve a specified future balance given an initial deposit, a fixed, periodically compounded interest rate, and the total number of periods.

References

[WRW]

Examples

What is the monthly payment needed to pay off a $200,000 loan in 15 years at an annual interest rate of 7.5%?

```
>>> np.pmt(0.075/12, 12*15, 200000)
-1854.0247200054619
```

In order to pay-off (i.e., have a future-value of 0) the $200,000 obtained today, a monthly payment of $1,854.02 would be required. Note that this example illustrates usage of `fv` having a default value of 0.

numpy.**ppmt**(*rate*, *per*, *nper*, *pv*, *fv=0.0*, *when='end'*)

Compute the payment against loan principal.

Parameters

rate : array_like

Rate of interest (per period)

per : array_like, int

Amount paid against the loan changes. The *per* is the period of interest.

nper : array_like

Number of compounding periods

pv : array_like

Present value

fv : array_like, optional

Future value

when : {{'begin', 1}, {'end', 0}}, {string, int}

When payments are due ('begin' (1) or 'end' (0))

See Also:

`pmt`, `pv`, `ipmt`

numpy.**ipmt**(*rate*, *per*, *nper*, *pv*, *fv=0.0*, *when='end'*)

Compute the interest portion of a payment.

Parameters

rate : scalar or array_like of shape(M,)

Rate of interest as decimal (not per cent) per period

per : scalar or array_like of shape(M,)

Interest paid against the loan changes during the life or the loan. The *per* is the payment period to calculate the interest amount.

nper : scalar or array_like of shape(M,)

Number of compounding periods

pv : scalar or array_like of shape(M,)

Present value

fv : scalar or array_like of shape(M,), optional

Future value

when : {{'begin', 1}, {'end', 0}}, {string, int}, optional

When payments are due ('begin' (1) or 'end' (0)). Defaults to {'end', 0}.

Returns

out : ndarray

Interest portion of payment. If all input is scalar, returns a scalar float. If any input is array_like, returns interest payment for each input element. If multiple inputs are array_like, they all must have the same shape.

See Also:

ppmt, pmt, pv

Notes

The total payment is made up of payment against principal plus interest.

```
pmt = ppmt + ipmt
```

Examples

What is the amortization schedule for a 1 year loan of $2500 at 8.24% interest per year compounded monthly?

```
>>> principal = 2500.00
```

The 'per' variable represents the periods of the loan. Remember that financial equations start the period count at 1!

```
>>> per = np.arange(1*12) + 1
>>> ipmt = np.ipmt(0.0824/12, per, 1*12, principal)
>>> ppmt = np.ppmt(0.0824/12, per, 1*12, principal)
```

Each element of the sum of the 'ipmt' and 'ppmt' arrays should equal 'pmt'.

```
>>> pmt = np.pmt(0.0824/12, 1*12, principal)
>>> np.allclose(ipmt + ppmt, pmt)
True

>>> fmt = '{0:2d} {1:8.2f} {2:8.2f} {3:8.2f}'
>>> for payment in per:
...     index = payment - 1
...     principal = principal + ppmt[index]
...     print fmt.format(payment, ppmt[index], ipmt[index], principal)
 1  -200.58   -17.17  2299.42
 2  -201.96   -15.79  2097.46
 3  -203.35   -14.40  1894.11
 4  -204.74   -13.01  1689.37
 5  -206.15   -11.60  1483.22
 6  -207.56   -10.18  1275.66
 7  -208.99    -8.76  1066.67
```

```
 8  -210.42    -7.32   856.25
 9  -211.87    -5.88   644.38
10  -213.32    -4.42   431.05
11  -214.79    -2.96   216.26
12  -216.26    -1.49    -0.00

>>> interestpd = np.sum(ipmt)
>>> np.round(interestpd, 2)
-112.98
```

numpy.**irr**(*values*)

Return the Internal Rate of Return (IRR).

This is the "average" periodically compounded rate of return that gives a net present value of 0.0; for a more complete explanation, see Notes below.

Parameters

values : array_like, shape(N,)

Input cash flows per time period. By convention, net "deposits" are negative and net "withdrawals" are positive. Thus, for example, at least the first element of *values*, which represents the initial investment, will typically be negative.

Returns

out : float

Internal Rate of Return for periodic input values.

Notes

The IRR is perhaps best understood through an example (illustrated using np.irr in the Examples section below). Suppose one invests 100 units and then makes the following withdrawals at regular (fixed) intervals: 39, 59, 55, 20. Assuming the ending value is 0, one's 100 unit investment yields 173 units; however, due to the combination of compounding and the periodic withdrawals, the "average" rate of return is neither simply 0.73/4 nor (1.73)^0.25-1. Rather, it is the solution (for r) of the equation:

$$-100 + \frac{39}{1+r} + \frac{59}{(1+r)^2} + \frac{55}{(1+r)^3} + \frac{20}{(1+r)^4} = 0$$

In general, for *values* $= [v_0, v_1, ...v_M]$, irr is the solution of the equation: [G32]

$$\sum_{t=0}^{M} \frac{v_t}{(1+irr)^t} = 0$$

References

[G32]

Examples

```
>>> print round(np.irr([-100, 39, 59, 55, 20]), 5)
0.28095
```

(Compare with the Example given for numpy.lib.financial.npv)

numpy.**mirr**(*values*, *finance_rate*, *reinvest_rate*)

Modified internal rate of return.

Parameters

values : array_like

Cash flows (must contain at least one positive and one negative value) or nan is returned. The first value is considered a sunk cost at time zero.

finance_rate : scalar

Interest rate paid on the cash flows

reinvest_rate : scalar

Interest rate received on the cash flows upon reinvestment

Returns

out : float

Modified internal rate of return

numpy.**nper**(*rate*, *pmt*, *pv*, *fv=0*, *when='end'*)

Compute the number of periodic payments.

Parameters

rate : array_like

Rate of interest (per period)

pmt : array_like

Payment

pv : array_like

Present value

fv : array_like, optional

Future value

when : {{'begin', 1}, {'end', 0}}, {string, int}, optional

When payments are due ('begin' (1) or 'end' (0))

Notes

The number of periods `nper` is computed by solving the equation:

```
fv + pv*(1+rate)**nper + pmt*(1+rate*when)/rate*((1+rate)**nper-1) = 0
```

but if `rate = 0` then:

```
fv + pv + pmt*nper = 0
```

Examples

If you only had $150/month to pay towards the loan, how long would it take to pay-off a loan of $8,000 at 7% annual interest?

```
>>> print round(np.nper(0.07/12, -150, 8000), 5)
64.07335
```

So, over 64 months would be required to pay off the loan.

The same analysis could be done with several different interest rates and/or payments and/or total amounts to produce an entire table.

```
>>> np.nper(*(np.ogrid[0.07/12: 0.08/12: 0.01/12,
...                    -150   : -99     : 50    ,
...                    8000   : 9001    : 1000]))
array([[[  64.07334877,   74.06368256],
        [ 108.07548412,  127.99022654]],
       [[  66.12443902,   76.87897353],
        [ 114.70165583,  137.90124779]]])
```

numpy.**rate**(*nper*, *pmt*, *pv*, *fv*, *when='end'*, *guess=0.1*, *tol=1e-06*, *maxiter=100*)

Compute the rate of interest per period.

Parameters

nper : array_like

Number of compounding periods

pmt : array_like

Payment

pv : array_like

Present value

fv : array_like

Future value

when : {{'begin', 1}, {'end', 0}}, {string, int}, optional

When payments are due ('begin' (1) or 'end' (0))

guess : float, optional

Starting guess for solving the rate of interest

tol : float, optional

Required tolerance for the solution

maxiter : int, optional

Maximum iterations in finding the solution

Notes

The rate of interest is computed by iteratively solving the (non-linear) equation:

```
fv + pv*(1+rate)**nper + pmt*(1+rate*when)/rate * ((1+rate)**nper - 1) = 0
```

for `rate`.

References

Wheeler, D. A., E. Rathke, and R. Weir (Eds.) (2009, May). Open Document Format for Office Applications (OpenDocument)v1.2, Part 2: Recalculated Formula (OpenFormula) Format - Annotated Version, Pre-Draft 12. Organization for the Advancement of Structured Information Standards (OASIS). Billerica, MA, USA. [ODT Document]. Available: http://www.oasis-open.org/committees/documents.php?wg_abbrev=office-formula OpenDocument-formula-20090508.odt

3.13 Functional programming

apply_along_axis(func1d, axis, arr, *args)	Apply a function to 1-D slices along the given axis.
apply_over_axes(func, a, axes)	Apply a function repeatedly over multiple axes.
vectorize(pyfunc[, otypes, doc, excluded, cache])	Generalized function class.
frompyfunc(func, nin, nout)	Takes an arbitrary Python function and returns a Numpy ufunc.
piecewise(x, condlist, funclist, *args, **kw)	Evaluate a piecewise-defined function.

numpy.**apply_along_axis**(*func1d*, *axis*, *arr*, **args*)

Apply a function to 1-D slices along the given axis.

Execute *func1d(a, *args)* where *func1d* operates on 1-D arrays and *a* is a 1-D slice of *arr* along *axis*.

Parameters

func1d : function

This function should accept 1-D arrays. It is applied to 1-D slices of *arr* along the specified axis.

axis : integer

Axis along which *arr* is sliced.

arr : ndarray

Input array.

args : any

Additional arguments to *func1d*.

Returns

apply_along_axis : ndarray

The output array. The shape of *outarr* is identical to the shape of *arr*, except along the *axis* dimension, where the length of *outarr* is equal to the size of the return value of *func1d*. If *func1d* returns a scalar *outarr* will have one fewer dimensions than *arr*.

See Also:

apply_over_axes

Apply a function repeatedly over multiple axes.

Examples

```
>>> def my_func(a):
...     """Average first and last element of a 1-D array"""
...     return (a[0] + a[-1]) * 0.5
>>> b = np.array([[1,2,3], [4,5,6], [7,8,9]])
>>> np.apply_along_axis(my_func, 0, b)
array([ 4.,  5.,  6.])
>>> np.apply_along_axis(my_func, 1, b)
array([ 2.,  5.,  8.])
```

For a function that doesn't return a scalar, the number of dimensions in *outarr* is the same as *arr*.

```
>>> b = np.array([[8,1,7], [4,3,9], [5,2,6]])
>>> np.apply_along_axis(sorted, 1, b)
array([[1, 7, 8],
       [3, 4, 9],
       [2, 5, 6]])
```

numpy.**apply_over_axes**(*func*, *a*, *axes*)

Apply a function repeatedly over multiple axes.

func is called as *res* = *func(a, axis)*, where *axis* is the first element of *axes*. The result *res* of the function call must have either the same dimensions as *a* or one less dimension. If *res* has one less dimension than *a*, a dimension is inserted before *axis*. The call to *func* is then repeated for each axis in *axes*, with *res* as the first argument.

Parameters

func : function

This function must take two arguments, *func(a, axis)*.

a : array_like

Input array.

axes : array_like

Axes over which *func* is applied; the elements must be integers.

Returns

apply_over_axis : ndarray

The output array. The number of dimensions is the same as *a*, but the shape can be different. This depends on whether *func* changes the shape of its output with respect to its input.

See Also:

apply_along_axis

Apply a function to 1-D slices of an array along the given axis.

Examples

```
>>> a = np.arange(24).reshape(2,3,4)
>>> a
array([[[ 0,  1,  2,  3],
        [ 4,  5,  6,  7],
        [ 8,  9, 10, 11]],
       [[12, 13, 14, 15],
        [16, 17, 18, 19],
        [20, 21, 22, 23]]])
```

Sum over axes 0 and 2. The result has same number of dimensions as the original array:

```
>>> np.apply_over_axes(np.sum, a, [0,2])
array([[[ 60],
        [ 92],
        [124]]])
```

class numpy.**vectorize**(*pyfunc*, *otypes=''*, *doc=None*, *excluded=None*, *cache=False*)

Generalized function class.

Define a vectorized function which takes a nested sequence of objects or numpy arrays as inputs and returns a numpy array as output. The vectorized function evaluates *pyfunc* over successive tuples of the input arrays like the python map function, except it uses the broadcasting rules of numpy.

The data type of the output of *vectorized* is determined by calling the function with the first element of the input. This can be avoided by specifying the *otypes* argument.

Parameters

pyfunc : callable

A python function or method.

otypes : str or list of dtypes, optional

The output data type. It must be specified as either a string of typecode characters or a list of data type specifiers. There should be one data type specifier for each output.

doc : str, optional

The docstring for the function. If *None*, the docstring will be the `pyfunc.__doc__`.

excluded : set, optional

Set of strings or integers representing the positional or keyword arguments for which the function will not be vectorized. These will be passed directly to *pyfunc* unmodified. New in version 1.7.0.

cache : bool, optional

If *True*, then cache the first function call that determines the number of outputs if *otypes* is not provided.

New in version 1.7.0.

Returns

vectorized : callable

Vectorized function.

Notes

The `vectorize` function is provided primarily for convenience, not for performance. The implementation is essentially a for loop.

If *otypes* is not specified, then a call to the function with the first argument will be used to determine the number of outputs. The results of this call will be cached if *cache* is *True* to prevent calling the function twice. However, to implement the cache, the original function must be wrapped which will slow down subsequent calls, so only do this if your function is expensive.

The new keyword argument interface and *excluded* argument support further degrades performance.

Examples

```
>>> def myfunc(a, b):
...     "Return a-b if a>b, otherwise return a+b"
...     if a > b:
...         return a - b
...     else:
...         return a + b

>>> vfunc = np.vectorize(myfunc)
>>> vfunc([1, 2, 3, 4], 2)
array([3, 4, 1, 2])
```

The docstring is taken from the input function to `vectorize` unless it is specified

```
>>> vfunc.__doc__
'Return a-b if a>b, otherwise return a+b'
>>> vfunc = np.vectorize(myfunc, doc='Vectorized `myfunc`')
>>> vfunc.__doc__
'Vectorized `myfunc`'
```

The output type is determined by evaluating the first element of the input, unless it is specified

```
>>> out = vfunc([1, 2, 3, 4], 2)
>>> type(out[0])
<type 'numpy.int32'>
>>> vfunc = np.vectorize(myfunc, otypes=[np.float])
>>> out = vfunc([1, 2, 3, 4], 2)
>>> type(out[0])
<type 'numpy.float64'>
```

The *excluded* argument can be used to prevent vectorizing over certain arguments. This can be useful for array-like arguments of a fixed length such as the coefficients for a polynomial as in `polyval`:

```
>>> def mypolyval(p, x):
...     _p = list(p)
...     res = _p.pop(0)
...     while _p:
...         res = res*x + _p.pop(0)
...     return res
>>> vpolyval = np.vectorize(mypolyval, excluded=['p'])
>>> vpolyval(p=[1, 2, 3], x=[0, 1])
array([3, 6])
```

Positional arguments may also be excluded by specifying their position:

```
>>> vpolyval.excluded.add(0)
>>> vpolyval([1, 2, 3], x=[0, 1])
array([3, 6])
```

Methods

`__call__`(*args, **kwargs)	Return arrays with the results of *pyfunc* broadcast (vectorized) over

`vectorize.__call__`(**args*, ***kwargs*)
: Return arrays with the results of *pyfunc* broadcast (vectorized) over *args* and *kwargs* not in *excluded*.

`numpy.frompyfunc`(*func*, *nin*, *nout*)
: Takes an arbitrary Python function and returns a Numpy ufunc.

Can be used, for example, to add broadcasting to a built-in Python function (see Examples section).

Parameters

func : Python function object

An arbitrary Python function.

nin : int

The number of input arguments.

nout : int

The number of objects returned by *func*.

Returns

out : ufunc

Returns a Numpy universal function (`ufunc`) object.

Notes

The returned ufunc always returns PyObject arrays.

Examples

Use frompyfunc to add broadcasting to the Python function `oct`:

```
>>> oct_array = np.frompyfunc(oct, 1, 1)
>>> oct_array(np.array((10, 30, 100)))
array([012, 036, 0144], dtype=object)
>>> np.array((oct(10), oct(30), oct(100))) # for comparison
array(['012', '036', '0144'],
      dtype='|S4')
```

numpy.**piecewise**(*x*, *condlist*, *funclist*, **args*, ***kw*)

Evaluate a piecewise-defined function.

Given a set of conditions and corresponding functions, evaluate each function on the input data wherever its condition is true.

Parameters

x : ndarray

The input domain.

condlist : list of bool arrays

Each boolean array corresponds to a function in *funclist*. Wherever *condlist[i]* is True, *funclist[i](x)* is used as the output value.

Each boolean array in *condlist* selects a piece of *x*, and should therefore be of the same shape as *x*.

The length of *condlist* must correspond to that of *funclist*. If one extra function is given, i.e. if `len(funclist) - len(condlist) == 1`, then that extra function is the default value, used wherever all conditions are false.

funclist : list of callables, f(x,*args,**kw), or scalars

Each function is evaluated over *x* wherever its corresponding condition is True. It should take an array as input and give an array or a scalar value as output. If, instead of a callable, a scalar is provided then a constant function (`lambda x: scalar`) is assumed.

args : tuple, optional

Any further arguments given to `piecewise` are passed to the functions upon execution, i.e., if called `piecewise(..., ..., 1, 'a')`, then each function is called as `f(x, 1, 'a')`.

kw : dict, optional

Keyword arguments used in calling `piecewise` are passed to the functions upon execution, i.e., if called `piecewise(..., ..., lambda=1)`, then each function is called as `f(x, lambda=1)`.

Returns

out : ndarray

The output is the same shape and type as x and is found by calling the functions in *funclist* on the appropriate portions of *x*, as defined by the boolean arrays in *condlist*. Portions not covered by any condition have undefined values.

See Also:

`choose`, `select`, `where`

Notes

This is similar to choose or select, except that functions are evaluated on elements of *x* that satisfy the corresponding condition from *condlist*.

The result is:

```
      |--
      |funclist[0](x[condlist[0]])
out = |funclist[1](x[condlist[1]])
      |...
      |funclist[n2](x[condlist[n2]])
      |--
```

Examples

Define the sigma function, which is -1 for `x < 0` and +1 for `x >= 0`.

```
>>> x = np.linspace(-2.5, 2.5, 6)
>>> np.piecewise(x, [x < 0, x >= 0], [-1, 1])
array([-1., -1., -1.,  1.,  1.,  1.])
```

Define the absolute value, which is `-x` for `x <0` and `x` for `x >= 0`.

```
>>> np.piecewise(x, [x < 0, x >= 0], [lambda x: -x, lambda x: x])
array([ 2.5,  1.5,  0.5,  0.5,  1.5,  2.5])
```

3.14 Numpy-specific help functions

3.14.1 Finding help

`lookfor`(what[, module, import_modules, ...])	Do a keyword search on docstrings.

numpy.**lookfor**(*what*, *module=None*, *import_modules=True*, *regenerate=False*, *output=None*)

Do a keyword search on docstrings.

A list of of objects that matched the search is displayed, sorted by relevance. All given keywords need to be found in the docstring for it to be returned as a result, but the order does not matter.

Parameters

what : str

String containing words to look for.

module : str or list, optional

Name of module(s) whose docstrings to go through.

import_modules : bool, optional

Whether to import sub-modules in packages. Default is True.

regenerate : bool, optional

Whether to re-generate the docstring cache. Default is False.

output : file-like, optional

File-like object to write the output to. If omitted, use a pager.

See Also:

source, info

Notes

Relevance is determined only roughly, by checking if the keywords occur in the function name, at the start of a docstring, etc.

Examples

```
>>> np.lookfor('binary representation')
Search results for 'binary representation'
------------------------------------------
numpy.binary_repr
    Return the binary representation of the input number as a string.
numpy.core.setup_common.long_double_representation
    Given a binary dump as given by GNU od -b, look for long double
numpy.base_repr
    Return a string representation of a number in the given base system.
...
```

3.14.2 Reading help

info([object, maxwidth, output, toplevel])	Get help information for a function, class, or module.
source(object[, output])	Print or write to a file the source code for a Numpy object.

numpy.**info**(*object=None*, *maxwidth=76*, *output=<open file '<stdout>', mode 'w' at 0x2ac646ef4150>*, *toplevel='numpy'*)

Get help information for a function, class, or module.

Parameters

object : object or str, optional

Input object or name to get information about. If object is a numpy object, its docstring is given. If it is a string, available modules are searched for matching objects. If None, information about info itself is returned.

maxwidth : int, optional

Printing width.

output : file like object, optional

File like object that the output is written to, default is stdout. The object has to be opened in 'w' or 'a' mode.

toplevel : str, optional

Start search at this level.

See Also:

source, lookfor

Notes

When used interactively with an object, np.info(obj) is equivalent to help(obj) on the Python prompt or obj? on the IPython prompt.

Examples

```
>>> np.info(np.polyval)
   polyval(p, x)
     Evaluate the polynomial p at x.
     ...
```

When using a string for `object` it is possible to get multiple results.

```
>>> np.info('fft')
     *** Found in numpy ***
Core FFT routines
...
     *** Found in numpy.fft ***
 fft(a, n=None, axis=-1)
...
     *** Repeat reference found in numpy.fft.fftpack ***
     *** Total of 3 references found. ***
```

numpy.**source**(*object*, *output=<open file '<stdout>', mode 'w' at 0x2ac646ef4150>*)

Print or write to a file the source code for a Numpy object.

The source code is only returned for objects written in Python. Many functions and classes are defined in C and will therefore not return useful information.

Parameters

object : numpy object

Input object. This can be any object (function, class, module, ...).

output : file object, optional

If *output* not supplied then source code is printed to screen (sys.stdout). File object must be created with either write 'w' or append 'a' modes.

See Also:

`lookfor`, `info`

Examples

```
>>> np.source(np.interp)
In file: /usr/lib/python2.6/dist-packages/numpy/lib/function_base.py
def interp(x, xp, fp, left=None, right=None):
    """.... (full docstring printed)"""
    if isinstance(x, (float, int, number)):
        return compiled_interp([x], xp, fp, left, right).item()
    else:
        return compiled_interp(x, xp, fp, left, right)
```

The source code is only returned for objects written in Python.

```
>>> np.source(np.array)
Not available for this object.
```

3.15 Indexing routines

See Also:

Indexing

3.15.1 Generating index arrays

c_	Translates slice objects to concatenation along the second axis.
r_	Translates slice objects to concatenation along the first axis.
s_	A nicer way to build up index tuples for arrays.
nonzero(a)	Return the indices of the elements that are non-zero.
where(condition, [x, y])	Return elements, either from *x* or *y*, depending on *condition*.
indices(dimensions[, dtype])	Return an array representing the indices of a grid.
ix_(*args)	Construct an open mesh from multiple sequences.
ogrid	*nd_grid* instance which returns an open multi-dimensional "meshgrid".
ravel_multi_index(multi_index, dims[, mode, ...])	Converts a tuple of index arrays into an array of flat indices, applying bou
unravel_index(indices, dims[, order])	Converts a flat index or array of flat indices into a tuple of coordinate array
diag_indices(n[, ndim])	Return the indices to access the main diagonal of an array.
diag_indices_from(arr)	Return the indices to access the main diagonal of an n-dimensional array.
mask_indices(n, mask_func[, k])	Return the indices to access (n, n) arrays, given a masking function.
tril_indices(n[, k])	Return the indices for the lower-triangle of an (n, n) array.
tril_indices_from(arr[, k])	Return the indices for the lower-triangle of arr.
triu_indices(n[, k])	Return the indices for the upper-triangle of an (n, n) array.
triu_indices_from(arr[, k])	Return the indices for the upper-triangle of a (N, N) array.

numpy.**c_ = <numpy.lib.index_tricks.CClass object at 0x1a375d0>**

Translates slice objects to concatenation along the second axis.

This is short-hand for `np.r_['-1,2,0', index expression]`, which is useful because of its common occurrence. In particular, arrays will be stacked along their last axis after being upgraded to at least 2-D with 1's post-pended to the shape (column vectors made out of 1-D arrays).

For detailed documentation, see r_.

Examples

```
>>> np.c_[np.array([[1,2,3]]), 0, 0, np.array([[4,5,6]])]
array([[1, 2, 3, 0, 0, 4, 5, 6]])
```

numpy.**r_ = <numpy.lib.index_tricks.RClass object at 0x1a37510>**

Translates slice objects to concatenation along the first axis.

This is a simple way to build up arrays quickly. There are two use cases.

1. If the index expression contains comma separated arrays, then stack them along their first axis.
2. If the index expression contains slice notation or scalars then create a 1-D array with a range indicated by the slice notation.

If slice notation is used, the syntax `start:stop:step` is equivalent to `np.arange(start, stop, step)` inside of the brackets. However, if `step` is an imaginary number (i.e. 100j) then its integer portion is interpreted as a number-of-points desired and the start and stop are inclusive. In other words `start:stop:stepj` is interpreted as `np.linspace(start, stop, step, endpoint=1)` inside of the brackets. After expansion of slice notation, all comma separated sequences are concatenated together.

Optional character strings placed as the first element of the index expression can be used to change the output. The strings 'r' or 'c' result in matrix output. If the result is 1-D and 'r' is specified a 1 x N (row) matrix is produced. If the result is 1-D and 'c' is specified, then a N x 1 (column) matrix is produced. If the result is 2-D then both provide the same matrix result.

A string integer specifies which axis to stack multiple comma separated arrays along. A string of two comma-separated integers allows indication of the minimum number of dimensions to force each entry into as the second

integer (the axis to concatenate along is still the first integer).

A string with three comma-separated integers allows specification of the axis to concatenate along, the minimum number of dimensions to force the entries to, and which axis should contain the start of the arrays which are less than the specified number of dimensions. In other words the third integer allows you to specify where the 1's should be placed in the shape of the arrays that have their shapes upgraded. By default, they are placed in the front of the shape tuple. The third argument allows you to specify where the start of the array should be instead. Thus, a third argument of '0' would place the 1's at the end of the array shape. Negative integers specify where in the new shape tuple the last dimension of upgraded arrays should be placed, so the default is '-1'.

Parameters
Not a function, so takes no parameters

Returns
A concatenated ndarray or matrix.

See Also:

`concatenate`
Join a sequence of arrays together.

`c_`
Translates slice objects to concatenation along the second axis.

Examples

```
>>> np.r_[np.array([1,2,3]), 0, 0, np.array([4,5,6])]
array([1, 2, 3, 0, 0, 4, 5, 6])
>>> np.r_[-1:1:6j, [0]*3, 5, 6]
array([-1. , -0.6, -0.2,  0.2,  0.6,  1. ,  0. ,  0. ,  0. ,  5. ,  6. ])
```

String integers specify the axis to concatenate along or the minimum number of dimensions to force entries into.

```
>>> a = np.array([[0, 1, 2], [3, 4, 5]])
>>> np.r_['-1', a, a] # concatenate along last axis
array([[0, 1, 2, 0, 1, 2],
       [3, 4, 5, 3, 4, 5]])
>>> np.r_['0,2', [1,2,3], [4,5,6]] # concatenate along first axis, dim>=2
array([[1, 2, 3],
       [4, 5, 6]])

>>> np.r_['0,2,0', [1,2,3], [4,5,6]]
array([[1],
       [2],
       [3],
       [4],
       [5],
       [6]])
>>> np.r_['1,2,0', [1,2,3], [4,5,6]]
array([[1, 4],
       [2, 5],
       [3, 6]])
```

Using 'r' or 'c' as a first string argument creates a matrix.

```
>>> np.r_['r',[1,2,3], [4,5,6]]
matrix([[1, 2, 3, 4, 5, 6]])
```

numpy.**s_ = <numpy.lib.index_tricks.IndexExpression object at 0x1a37710>**
A nicer way to build up index tuples for arrays.

Note: Use one of the two predefined instances `index_exp` or `s_` rather than directly using *IndexExpression*.

For any index combination, including slicing and axis insertion, `a[indices]` is the same as `a[np.index_exp[indices]]` for any array *a*. However, `np.index_exp[indices]` can be used anywhere in Python code and returns a tuple of slice objects that can be used in the construction of complex index expressions.

Parameters

maketuple : bool

If True, always returns a tuple.

See Also:

index_exp

Predefined instance that always returns a tuple: *index_exp = IndexExpression(maketuple=True)*.

s_

Predefined instance without tuple conversion: *s_ = IndexExpression(maketuple=False)*.

Notes

You can do all this with *slice()* plus a few special objects, but there's a lot to remember and this version is simpler because it uses the standard array indexing syntax.

Examples

```
>>> np.s_[2::2]
slice(2, None, 2)
>>> np.index_exp[2::2]
(slice(2, None, 2),)

>>> np.array([0, 1, 2, 3, 4])[np.s_[2::2]]
array([2, 4])
```

numpy.**nonzero**(*a*)

Return the indices of the elements that are non-zero.

Returns a tuple of arrays, one for each dimension of *a*, containing the indices of the non-zero elements in that dimension. The corresponding non-zero values can be obtained with:

```
a[nonzero(a)]
```

To group the indices by element, rather than dimension, use:

```
transpose(nonzero(a))
```

The result of this is always a 2-D array, with a row for each non-zero element.

Parameters

a : array_like

Input array.

Returns

tuple_of_arrays : tuple

Indices of elements that are non-zero.

See Also:

flatnonzero
Return indices that are non-zero in the flattened version of the input array.

ndarray.nonzero
Equivalent ndarray method.

count_nonzero
Counts the number of non-zero elements in the input array.

Examples

```
>>> x = np.eye(3)
>>> x
array([[ 1.,  0.,  0.],
       [ 0.,  1.,  0.],
       [ 0.,  0.,  1.]])
>>> np.nonzero(x)
(array([0, 1, 2]), array([0, 1, 2]))

>>> x[np.nonzero(x)]
array([ 1.,  1.,  1.])
>>> np.transpose(np.nonzero(x))
array([[0, 0],
       [1, 1],
       [2, 2]])
```

A common use for `nonzero` is to find the indices of an array, where a condition is True. Given an array *a*, the condition *a* > 3 is a boolean array and since False is interpreted as 0, np.nonzero(a > 3) yields the indices of the *a* where the condition is true.

```
>>> a = np.array([[1,2,3],[4,5,6],[7,8,9]])
>>> a > 3
array([[False, False, False],
       [ True,  True,  True],
       [ True,  True,  True]], dtype=bool)
>>> np.nonzero(a > 3)
(array([1, 1, 1, 2, 2, 2]), array([0, 1, 2, 0, 1, 2]))
```

The `nonzero` method of the boolean array can also be called.

```
>>> (a > 3).nonzero()
(array([1, 1, 1, 2, 2, 2]), array([0, 1, 2, 0, 1, 2]))
```

numpy.**where**(*condition*[, *x*, *y*])
Return elements, either from *x* or *y*, depending on *condition*.

If only *condition* is given, return `condition.nonzero()`.

Parameters

condition : array_like, bool

When True, yield *x*, otherwise yield *y*.

x, y : array_like, optional

Values from which to choose. *x* and *y* need to have the same shape as *condition*.

Returns

out : ndarray or tuple of ndarrays

If both *x* and *y* are specified, the output array contains elements of *x* where *condition* is True, and elements from *y* elsewhere.

If only *condition* is given, return the tuple `condition.nonzero()`, the indices where *condition* is True.

See Also:

`nonzero`, `choose`

Notes

If *x* and *y* are given and input arrays are 1-D, `where` is equivalent to:

```
[xv if c else yv for (c,xv,yv) in zip(condition,x,y)]
```

Examples

```
>>> np.where([[True, False], [True, True]],
...          [[1, 2], [3, 4]],
...          [[9, 8], [7, 6]])
array([[1, 8],
       [3, 4]])

>>> np.where([[0, 1], [1, 0]])
(array([0, 1]), array([1, 0]))

>>> x = np.arange(9.).reshape(3, 3)
>>> np.where( x > 5 )
(array([2, 2, 2]), array([0, 1, 2]))
>>> x[np.where( x > 3.0 )]               # Note: result is 1D.
array([ 4.,  5.,  6.,  7.,  8.])
>>> np.where(x < 5, x, -1)               # Note: broadcasting.
array([[ 0.,  1.,  2.],
       [ 3.,  4., -1.],
       [-1., -1., -1.]])
```

Find the indices of elements of *x* that are in *goodvalues*.

```
>>> goodvalues = [3, 4, 7]
>>> ix = np.in1d(x.ravel(), goodvalues).reshape(x.shape)
>>> ix
array([[False, False, False],
       [ True,  True, False],
       [False,  True, False]], dtype=bool)
>>> np.where(ix)
(array([1, 1, 2]), array([0, 1, 1]))
```

numpy.**indices**(*dimensions*, *dtype=<type 'int'>*)

Return an array representing the indices of a grid.

Compute an array where the subarrays contain index values 0,1,... varying only along the corresponding axis.

Parameters

dimensions : sequence of ints

The shape of the grid.

dtype : dtype, optional

Data type of the result.

Returns

grid : ndarray

The array of grid indices, `grid.shape = (len(dimensions),) + tuple(dimensions)`.

See Also:

`mgrid`, `meshgrid`

Notes

The output shape is obtained by prepending the number of dimensions in front of the tuple of dimensions, i.e. if *dimensions* is a tuple `(r0, ..., rN-1)` of length `N`, the output shape is `(N,r0,...,rN-1)`.

The subarrays `grid[k]` contains the N-D array of indices along the `k-th` axis. Explicitly:

```
grid[k,i0,i1,...,iN-1] = ik
```

Examples

```
>>> grid = np.indices((2, 3))
>>> grid.shape
(2, 2, 3)
>>> grid[0]        # row indices
array([[0, 0, 0],
       [1, 1, 1]])
>>> grid[1]        # column indices
array([[0, 1, 2],
       [0, 1, 2]])
```

The indices can be used as an index into an array.

```
>>> x = np.arange(20).reshape(5, 4)
>>> row, col = np.indices((2, 3))
>>> x[row, col]
array([[0, 1, 2],
       [4, 5, 6]])
```

Note that it would be more straightforward in the above example to extract the required elements directly with `x[:2, :3]`.

numpy.**ix_**(**args*)

Construct an open mesh from multiple sequences.

This function takes N 1-D sequences and returns N outputs with N dimensions each, such that the shape is 1 in all but one dimension and the dimension with the non-unit shape value cycles through all N dimensions.

Using `ix_` one can quickly construct index arrays that will index the cross product. `a[np.ix_([1,3],[2,5])]` returns the array `[[a[1,2] a[1,5]], [a[3,2] a[3,5]]]`.

Parameters

args : 1-D sequences

Returns

out : tuple of ndarrays

N arrays with N dimensions each, with N the number of input sequences. Together these arrays form an open mesh.

See Also:

`ogrid`, `mgrid`, `meshgrid`

Examples

```
>>> a = np.arange(10).reshape(2, 5)
>>> a
array([[0, 1, 2, 3, 4],
       [5, 6, 7, 8, 9]])
>>> ixgrid = np.ix_([0,1], [2,4])
>>> ixgrid
(array([[0],
       [1]]), array([[2, 4]]))
>>> ixgrid[0].shape, ixgrid[1].shape
((2, 1), (1, 2))
>>> a[ixgrid]
array([[2, 4],
       [7, 9]])
```

numpy.**ogrid = <numpy.lib.index_tricks.nd_grid object at 0x1a37490>**

nd_grid instance which returns an open multi-dimensional "meshgrid".

An instance of `numpy.lib.index_tricks.nd_grid` which returns an open (i.e. not fleshed out) mesh-grid when indexed, so that only one dimension of each returned array is greater than 1. The dimension and number of the output arrays are equal to the number of indexing dimensions. If the step length is not a complex number, then the stop is not inclusive.

However, if the step length is a **complex number** (e.g. 5j), then the integer part of its magnitude is interpreted as specifying the number of points to create between the start and stop values, where the stop value **is inclusive**.

Returns

mesh-grid *ndarrays* with only one dimension $\neq 1$

See Also:

np.lib.index_tricks.nd_grid

class of `ogrid` and `mgrid` objects

mgrid

like `ogrid` but returns dense (or fleshed out) mesh grids

r_

array concatenator

Examples

```
>>> from numpy import ogrid
>>> ogrid[-1:1:5j]
array([-1. , -0.5,  0. ,  0.5,  1. ])
>>> ogrid[0:5,0:5]
[array([[0],
        [1],
        [2],
        [3],
        [4]]), array([[0, 1, 2, 3, 4]])]
```

numpy.**ravel_multi_index**(*multi_index*, *dims*, *mode='raise'*, *order='C'*)

Converts a tuple of index arrays into an array of flat indices, applying boundary modes to the multi-index.

Parameters

multi_index : tuple of array_like

A tuple of integer arrays, one array for each dimension.

dims : tuple of ints

The shape of array into which the indices from `multi_index` apply.

mode : {'raise', 'wrap', 'clip'}, optional

Specifies how out-of-bounds indices are handled. Can specify either one mode or a tuple of modes, one mode per index.

- 'raise' – raise an error (default)
- 'wrap' – wrap around
- 'clip' – clip to the range

In 'clip' mode, a negative index which would normally wrap will clip to 0 instead.

order : {'C', 'F'}, optional

Determines whether the multi-index should be viewed as indexing in C (row-major) order or FORTRAN (column-major) order.

Returns

raveled_indices : ndarray

An array of indices into the flattened version of an array of dimensions `dims`.

See Also:

`unravel_index`

Notes

New in version 1.6.0.

Examples

```
>>> arr = np.array([[3,6,6],[4,5,1]])
>>> np.ravel_multi_index(arr, (7,6))
array([22, 41, 37])
>>> np.ravel_multi_index(arr, (7,6), order='F')
array([31, 41, 13])
>>> np.ravel_multi_index(arr, (4,6), mode='clip')
array([22, 23, 19])
>>> np.ravel_multi_index(arr, (4,4), mode=('clip','wrap'))
array([12, 13, 13])

>>> np.ravel_multi_index((3,1,4,1), (6,7,8,9))
1621
```

numpy.**unravel_index**(*indices*, *dims*, *order='C'*)

Converts a flat index or array of flat indices into a tuple of coordinate arrays.

Parameters

indices : array_like

An integer array whose elements are indices into the flattened version of an array of dimensions `dims`. Before version 1.6.0, this function accepted just one index value.

dims : tuple of ints

The shape of the array to use for unraveling `indices`.

order : {'C', 'F'}, optional

New in version 1.6.0. Determines whether the indices should be viewed as indexing in C (row-major) order or FORTRAN (column-major) order.

Returns

unraveled_coords : tuple of ndarray

Each array in the tuple has the same shape as the `indices` array.

See Also:

`ravel_multi_index`

Examples

```
>>> np.unravel_index([22, 41, 37], (7,6))
(array([3, 6, 6]), array([4, 5, 1]))
>>> np.unravel_index([31, 41, 13], (7,6), order='F')
(array([3, 6, 6]), array([4, 5, 1]))

>>> np.unravel_index(1621, (6,7,8,9))
(3, 1, 4, 1)
```

numpy.**diag_indices**(*n*, *ndim=2*)

Return the indices to access the main diagonal of an array.

This returns a tuple of indices that can be used to access the main diagonal of an array *a* with `a.ndim >= 2` dimensions and shape (n, n, ..., n). For `a.ndim = 2` this is the usual diagonal, for `a.ndim > 2` this is the set of indices to access `a[i, i, ..., i]` for `i = [0..n-1]`.

Parameters

n : int

The size, along each dimension, of the arrays for which the returned indices can be used.

ndim : int, optional

The number of dimensions.

See Also:

`diag_indices_from`

Notes

New in version 1.4.0.

Examples

Create a set of indices to access the diagonal of a (4, 4) array:

```
>>> di = np.diag_indices(4)
>>> di
(array([0, 1, 2, 3]), array([0, 1, 2, 3]))
>>> a = np.arange(16).reshape(4, 4)
>>> a
array([[ 0,  1,  2,  3],
       [ 4,  5,  6,  7],
       [ 8,  9, 10, 11],
       [12, 13, 14, 15]])
>>> a[di] = 100
>>> a
array([[100,   1,   2,   3],
```

```
       [  4, 100,   6,   7],
       [  8,   9, 100,  11],
       [ 12,  13,  14, 100]])
```

Now, we create indices to manipulate a 3-D array:

```
>>> d3 = np.diag_indices(2, 3)
>>> d3
(array([0, 1]), array([0, 1]), array([0, 1]))
```

And use it to set the diagonal of an array of zeros to 1:

```
>>> a = np.zeros((2, 2, 2), dtype=np.int)
>>> a[d3] = 1
>>> a
array([[[1, 0],
        [0, 0]],
       [[0, 0],
        [0, 1]]])
```

numpy.**diag_indices_from**(*arr*)

Return the indices to access the main diagonal of an n-dimensional array.

See `diag_indices` for full details.

Parameters

arr : array, at least 2-D

See Also:

`diag_indices`

Notes

New in version 1.4.0.

numpy.**mask_indices**(*n*, *mask_func*, *k=0*)

Return the indices to access (n, n) arrays, given a masking function.

Assume *mask_func* is a function that, for a square array a of size `(n, n)` with a possible offset argument *k*, when called as `mask_func(a, k)` returns a new array with zeros in certain locations (functions like `triu` or `tril` do precisely this). Then this function returns the indices where the non-zero values would be located.

Parameters

n : int

The returned indices will be valid to access arrays of shape (n, n).

mask_func : callable

A function whose call signature is similar to that of `triu`, `tril`. That is, `mask_func(x, k)` returns a boolean array, shaped like *x*. *k* is an optional argument to the function.

k : scalar

An optional argument which is passed through to *mask_func*. Functions like `triu`, `tril` take a second argument that is interpreted as an offset.

Returns

indices : tuple of arrays.

The *n* arrays of indices corresponding to the locations where `mask_func(np.ones((n, n)), k)` is True.

See Also:

triu, tril, triu_indices, tril_indices

Notes

New in version 1.4.0.

Examples

These are the indices that would allow you to access the upper triangular part of any 3x3 array:

```
>>> iu = np.mask_indices(3, np.triu)
```

For example, if *a* is a 3x3 array:

```
>>> a = np.arange(9).reshape(3, 3)
>>> a
array([[0, 1, 2],
       [3, 4, 5],
       [6, 7, 8]])
>>> a[iu]
array([0, 1, 2, 4, 5, 8])
```

An offset can be passed also to the masking function. This gets us the indices starting on the first diagonal right of the main one:

```
>>> iu1 = np.mask_indices(3, np.triu, 1)
```

with which we now extract only three elements:

```
>>> a[iu1]
array([1, 2, 5])
```

numpy.**tril_indices**(*n*, *k=0*)

Return the indices for the lower-triangle of an (n, n) array.

Parameters

n : int

The row dimension of the square arrays for which the returned indices will be valid.

k : int, optional

Diagonal offset (see tril for details).

Returns

inds : tuple of arrays

The indices for the triangle. The returned tuple contains two arrays, each with the indices along one dimension of the array.

See Also:

triu_indices
similar function, for upper-triangular.

mask_indices
generic function accepting an arbitrary mask function.

tril, triu

Notes

New in version 1.4.0.

Examples

Compute two different sets of indices to access 4x4 arrays, one for the lower triangular part starting at the main diagonal, and one starting two diagonals further right:

```
>>> il1 = np.tril_indices(4)
>>> il2 = np.tril_indices(4, 2)
```

Here is how they can be used with a sample array:

```
>>> a = np.arange(16).reshape(4, 4)
>>> a
array([[ 0,  1,  2,  3],
       [ 4,  5,  6,  7],
       [ 8,  9, 10, 11],
       [12, 13, 14, 15]])
```

Both for indexing:

```
>>> a[il1]
array([ 0,  4,  5,  8,  9, 10, 12, 13, 14, 15])
```

And for assigning values:

```
>>> a[il1] = -1
>>> a
array([[-1,  1,  2,  3],
       [-1, -1,  6,  7],
       [-1, -1, -1, 11],
       [-1, -1, -1, -1]])
```

These cover almost the whole array (two diagonals right of the main one):

```
>>> a[il2] = -10
>>> a
array([[-10, -10, -10,   3],
       [-10, -10, -10, -10],
       [-10, -10, -10, -10],
       [-10, -10, -10, -10]])
```

numpy.**tril_indices_from**(*arr*, *k=0*)

Return the indices for the lower-triangle of arr.

See `tril_indices` for full details.

Parameters

arr : array_like

The indices will be valid for square arrays whose dimensions are the same as arr.

k : int, optional

Diagonal offset (see `tril` for details).

See Also:

`tril_indices`, `tril`

Notes

New in version 1.4.0.

numpy.**triu_indices**(*n*, *k=0*)

Return the indices for the upper-triangle of an (n, n) array.

Parameters

n : int

The size of the arrays for which the returned indices will be valid.

k : int, optional

Diagonal offset (see `triu` for details).

Returns

inds : tuple, shape(2) of ndarrays, shape(*n*)

The indices for the triangle. The returned tuple contains two arrays, each with the indices along one dimension of the array. Can be used to slice a ndarray of shape(*n*, *n*).

See Also:

tril_indices

similar function, for lower-triangular.

mask_indices

generic function accepting an arbitrary mask function.

`triu`, `tril`

Notes

New in version 1.4.0.

Examples

Compute two different sets of indices to access 4x4 arrays, one for the upper triangular part starting at the main diagonal, and one starting two diagonals further right:

```
>>> iu1 = np.triu_indices(4)
>>> iu2 = np.triu_indices(4, 2)
```

Here is how they can be used with a sample array:

```
>>> a = np.arange(16).reshape(4, 4)
>>> a
array([[ 0,  1,  2,  3],
       [ 4,  5,  6,  7],
       [ 8,  9, 10, 11],
       [12, 13, 14, 15]])
```

Both for indexing:

```
>>> a[iu1]
array([ 0,  1,  2,  3,  5,  6,  7, 10, 11, 15])
```

And for assigning values:

```
>>> a[iu1] = -1
>>> a
array([[-1, -1, -1, -1],
```

```
       [ 4, -1, -1, -1],
       [ 8,  9, -1, -1],
       [12, 13, 14, -1]])
```

These cover only a small part of the whole array (two diagonals right of the main one):

```
>>> a[iu2] = -10
>>> a
array([[ -1,  -1, -10, -10],
       [  4,  -1,  -1, -10],
       [  8,   9,  -1,  -1],
       [ 12,  13,  14,  -1]])
```

numpy.**triu_indices_from**(*arr*, *k=0*)

Return the indices for the upper-triangle of a (N, N) array.

See triu_indices for full details.

Parameters

arr : ndarray, shape(N, N)

The indices will be valid for square arrays.

k : int, optional

Diagonal offset (see triu for details).

Returns

triu_indices_from : tuple, shape(2) of ndarray, shape(N)

Indices for the upper-triangle of *arr*.

See Also:

triu_indices, triu

Notes

New in version 1.4.0.

3.15.2 Indexing-like operations

take(a, indices[, axis, out, mode])	Take elements from an array along an axis.
choose(a, choices[, out, mode])	Construct an array from an index array and a set of arrays to choose from.
compress(condition, a[, axis, out])	Return selected slices of an array along given axis.
diag(v[, k])	Extract a diagonal or construct a diagonal array.
diagonal(a[, offset, axis1, axis2])	Return specified diagonals.
select(condlist, choicelist[, default])	Return an array drawn from elements in choicelist, depending on conditions.

numpy.**take**(*a*, *indices*, *axis=None*, *out=None*, *mode='raise'*)

Take elements from an array along an axis.

This function does the same thing as "fancy" indexing (indexing arrays using arrays); however, it can be easier to use if you need elements along a given axis.

Parameters

a : array_like

The source array.

indices : array_like

The indices of the values to extract. New in version 1.8.0. Also allow scalars for indices.

axis : int, optional

The axis over which to select values. By default, the flattened input array is used.

out : ndarray, optional

If provided, the result will be placed in this array. It should be of the appropriate shape and dtype.

mode : {'raise', 'wrap', 'clip'}, optional

Specifies how out-of-bounds indices will behave.

- 'raise' – raise an error (default)
- 'wrap' – wrap around
- 'clip' – clip to the range

'clip' mode means that all indices that are too large are replaced by the index that addresses the last element along that axis. Note that this disables indexing with negative numbers.

Returns

subarray : ndarray

The returned array has the same type as *a*.

See Also:

ndarray.take
equivalent method

Examples

```
>>> a = [4, 3, 5, 7, 6, 8]
>>> indices = [0, 1, 4]
>>> np.take(a, indices)
array([4, 3, 6])
```

In this example if *a* is an ndarray, "fancy" indexing can be used.

```
>>> a = np.array(a)
>>> a[indices]
array([4, 3, 6])
```

If `indices` is not one dimensional, the output also has these dimensions.

```
>>> np.take(a, [[0, 1], [2, 3]])
array([[4, 3],
       [5, 7]])
```

numpy.**choose**(*a*, *choices*, *out=None*, *mode='raise'*)

Construct an array from an index array and a set of arrays to choose from.

First of all, if confused or uncertain, definitely look at the Examples - in its full generality, this function is less simple than it might seem from the following code description (below ndi = `numpy.lib.index_tricks`):

`np.choose(a,c) == np.array([c[a[I]][I] for I in ndi.ndindex(a.shape)]).`

But this omits some subtleties. Here is a fully general summary:

Given an "index" array (*a*) of integers and a sequence of *n* arrays (*choices*), *a* and each choice array are first broadcast, as necessary, to arrays of a common shape; calling these *Ba* and *Bchoices[i], i = 0,...,n-1* we have that, necessarily, `Ba.shape == Bchoices[i].shape` for each *i*. Then, a new array with shape `Ba.shape` is created as follows:

- if `mode=raise` (the default), then, first of all, each element of *a* (and thus *Ba*) must be in the range *[0, n-1]*; now, suppose that *i* (in that range) is the value at the *(j0, j1, ..., jm)* position in *Ba* - then the value at the same position in the new array is the value in *Bchoices[i]* at that same position;
- if `mode=wrap`, values in *a* (and thus *Ba*) may be any (signed) integer; modular arithmetic is used to map integers outside the range *[0, n-1]* back into that range; and then the new array is constructed as above;
- if `mode=clip`, values in *a* (and thus *Ba*) may be any (signed) integer; negative integers are mapped to 0; values greater than *n-1* are mapped to *n-1*; and then the new array is constructed as above.

Parameters

a : int array

This array must contain integers in *[0, n-1]*, where *n* is the number of choices, unless `mode=wrap` or `mode=clip`, in which cases any integers are permissible.

choices : sequence of arrays

Choice arrays. *a* and all of the choices must be broadcastable to the same shape. If *choices* is itself an array (not recommended), then its outermost dimension (i.e., the one corresponding to `choices.shape[0]`) is taken as defining the "sequence".

out : array, optional

If provided, the result will be inserted into this array. It should be of the appropriate shape and dtype.

mode : {'raise' (default), 'wrap', 'clip'}, optional

Specifies how indices outside *[0, n-1]* will be treated:

- 'raise' : an exception is raised
- 'wrap' : value becomes value mod *n*
- 'clip' : values < 0 are mapped to 0, values > n-1 are mapped to n-1

Returns

merged_array : array

The merged result.

Raises

ValueError: shape mismatch

If *a* and each choice array are not all broadcastable to the same shape.

See Also:

ndarray.choose
equivalent method

Notes

To reduce the chance of misinterpretation, even though the following "abuse" is nominally supported, *choices* should neither be, nor be thought of as, a single array, i.e., the outermost sequence-like container should be either a list or a tuple.

Examples

```
>>> choices = [[0, 1, 2, 3], [10, 11, 12, 13],
...   [20, 21, 22, 23], [30, 31, 32, 33]]
>>> np.choose([2, 3, 1, 0], choices
... # the first element of the result will be the first element of the
... # third (2+1) "array" in choices, namely, 20; the second element
... # will be the second element of the fourth (3+1) choice array, i.e.,
... # 31, etc.
... )
array([20, 31, 12,  3])
>>> np.choose([2, 4, 1, 0], choices, mode='clip') # 4 goes to 3 (4-1)
array([20, 31, 12,  3])
>>> # because there are 4 choice arrays
>>> np.choose([2, 4, 1, 0], choices, mode='wrap') # 4 goes to (4 mod 4)
array([20,  1, 12,  3])
>>> # i.e., 0
```

A couple examples illustrating how choose broadcasts:

```
>>> a = [[1, 0, 1], [0, 1, 0], [1, 0, 1]]
>>> choices = [-10, 10]
>>> np.choose(a, choices)
array([[ 10, -10,  10],
       [-10,  10, -10],
       [ 10, -10,  10]])

>>> # With thanks to Anne Archibald
>>> a = np.array([0, 1]).reshape((2,1,1))
>>> c1 = np.array([1, 2, 3]).reshape((1,3,1))
>>> c2 = np.array([-1, -2, -3, -4, -5]).reshape((1,1,5))
>>> np.choose(a, (c1, c2)) # result is 2x3x5, res[0,:,:]=c1, res[1,:,:]=c2
array([[[ 1,  1,  1,  1,  1],
        [ 2,  2,  2,  2,  2],
        [ 3,  3,  3,  3,  3]],
       [[-1, -2, -3, -4, -5],
        [-1, -2, -3, -4, -5],
        [-1, -2, -3, -4, -5]]])
```

numpy.**compress**(*condition*, *a*, *axis=None*, *out=None*)

Return selected slices of an array along given axis.

When working along a given axis, a slice along that axis is returned in *output* for each index where *condition* evaluates to True. When working on a 1-D array, `compress` is equivalent to `extract`.

Parameters

condition : 1-D array of bools

Array that selects which entries to return. If len(condition) is less than the size of *a* along the given axis, then output is truncated to the length of the condition array.

a : array_like

Array from which to extract a part.

axis : int, optional

Axis along which to take slices. If None (default), work on the flattened array.

out : ndarray, optional

Output array. Its type is preserved and it must be of the right shape to hold the output.

Returns

compressed_array : ndarray

A copy of *a* without the slices along axis for which *condition* is false.

See Also:

`take`, `choose`, `diag`, `diagonal`, `select`

`ndarray.compress`
Equivalent method in ndarray

`np.extract`
Equivalent method when working on 1-D arrays

`numpy.doc.ufuncs`
Section "Output arguments"

Examples

```
>>> a = np.array([[1, 2], [3, 4], [5, 6]])
>>> a
array([[1, 2],
       [3, 4],
       [5, 6]])
>>> np.compress([0, 1], a, axis=0)
array([[3, 4]])
>>> np.compress([False, True, True], a, axis=0)
array([[3, 4],
       [5, 6]])
>>> np.compress([False, True], a, axis=1)
array([[2],
       [4],
       [6]])
```

Working on the flattened array does not return slices along an axis but selects elements.

```
>>> np.compress([False, True], a)
array([2])
```

numpy.**diag**(*v*, *k=0*)
Extract a diagonal or construct a diagonal array.

See the more detailed documentation for `numpy.diagonal` if you use this function to extract a diagonal and wish to write to the resulting array; whether it returns a copy or a view depends on what version of numpy you are using.

Parameters

v : array_like

If *v* is a 2-D array, return a copy of its *k*-th diagonal. If *v* is a 1-D array, return a 2-D array with *v* on the *k*-th diagonal.

k : int, optional

Diagonal in question. The default is 0. Use *k>0* for diagonals above the main diagonal, and *k<0* for diagonals below the main diagonal.

Returns

out : ndarray

The extracted diagonal or constructed diagonal array.

See Also:

diagonal
Return specified diagonals.

diagflat
Create a 2-D array with the flattened input as a diagonal.

trace
Sum along diagonals.

triu
Upper triangle of an array.

tril
Lower triange of an array.

Examples

```
>>> x = np.arange(9).reshape((3,3))
>>> x
array([[0, 1, 2],
       [3, 4, 5],
       [6, 7, 8]])

>>> np.diag(x)
array([0, 4, 8])
>>> np.diag(x, k=1)
array([1, 5])
>>> np.diag(x, k=-1)
array([3, 7])

>>> np.diag(np.diag(x))
array([[0, 0, 0],
       [0, 4, 0],
       [0, 0, 8]])
```

numpy.**diagonal**(*a*, *offset=0*, *axis1=0*, *axis2=1*)
Return specified diagonals.

If *a* is 2-D, returns the diagonal of *a* with the given offset, i.e., the collection of elements of the form `a[i, i+offset]`. If *a* has more than two dimensions, then the axes specified by *axis1* and *axis2* are used to determine the 2-D sub-array whose diagonal is returned. The shape of the resulting array can be determined by removing *axis1* and *axis2* and appending an index to the right equal to the size of the resulting diagonals.

In versions of NumPy prior to 1.7, this function always returned a new, independent array containing a copy of the values in the diagonal.

In NumPy 1.7, it continues to return a copy of the diagonal, but depending on this fact is deprecated. Writing to the resulting array continues to work as it used to, but a FutureWarning will be issued.

In NumPy 1.9, it will switch to returning a read-only view on the original array. Attempting to write to the resulting array will produce an error.

In NumPy 1.10, it will still return a view, but this view will no longer be marked read-only. Writing to the returned array will alter your original array as well.

If you don't write to the array returned by this function, then you can just ignore all of the above.

If you depend on the current behavior, then we suggest copying the returned array explicitly, i.e., use `np.diagonal(a).copy()` instead of just `np.diagonal(a)`. This will work with both past and future

versions of NumPy.

Parameters

a : array_like

Array from which the diagonals are taken.

offset : int, optional

Offset of the diagonal from the main diagonal. Can be positive or negative. Defaults to main diagonal (0).

axis1 : int, optional

Axis to be used as the first axis of the 2-D sub-arrays from which the diagonals should be taken. Defaults to first axis (0).

axis2 : int, optional

Axis to be used as the second axis of the 2-D sub-arrays from which the diagonals should be taken. Defaults to second axis (1).

Returns

array_of_diagonals : ndarray

If *a* is 2-D, a 1-D array containing the diagonal is returned. If the dimension of *a* is larger, then an array of diagonals is returned, "packed" from left-most dimension to right-most (e.g., if *a* is 3-D, then the diagonals are "packed" along rows).

Raises

ValueError

If the dimension of *a* is less than 2.

See Also:

`diag`
MATLAB work-a-like for 1-D and 2-D arrays.

`diagflat`
Create diagonal arrays.

`trace`
Sum along diagonals.

Examples

```
>>> a = np.arange(4).reshape(2,2)
>>> a
array([[0, 1],
       [2, 3]])
>>> a.diagonal()
array([0, 3])
>>> a.diagonal(1)
array([1])
```

A 3-D example:

```
>>> a = np.arange(8).reshape(2,2,2); a
array([[[0, 1],
        [2, 3]],
       [[4, 5],
        [6, 7]]])
```

```
>>> a.diagonal(0, # Main diagonals of two arrays created by skipping
...            0, # across the outer(left)-most axis last and
...            1) # the "middle" (row) axis first.
array([[0, 6],
       [1, 7]])
```

The sub-arrays whose main diagonals we just obtained; note that each corresponds to fixing the right-most (column) axis, and that the diagonals are "packed" in rows.

```
>>> a[:,:,0] # main diagonal is [0 6]
array([[0, 2],
       [4, 6]])
>>> a[:,:,1] # main diagonal is [1 7]
array([[1, 3],
       [5, 7]])
```

numpy.**select**(*condlist*, *choicelist*, *default=0*)

Return an array drawn from elements in choicelist, depending on conditions.

Parameters

condlist : list of bool ndarrays

The list of conditions which determine from which array in *choicelist* the output elements are taken. When multiple conditions are satisfied, the first one encountered in *condlist* is used.

choicelist : list of ndarrays

The list of arrays from which the output elements are taken. It has to be of the same length as *condlist*.

default : scalar, optional

The element inserted in *output* when all conditions evaluate to False.

Returns

output : ndarray

The output at position m is the m-th element of the array in *choicelist* where the m-th element of the corresponding array in *condlist* is True.

See Also:

where

Return elements from one of two arrays depending on condition.

take, choose, compress, diag, diagonal

Examples

```
>>> x = np.arange(10)
>>> condlist = [x<3, x>5]
>>> choicelist = [x, x**2]
>>> np.select(condlist, choicelist)
array([ 0,  1,  2,  0,  0,  0, 36, 49, 64, 81])
```

3.15.3 Inserting data into arrays

place(arr, mask, vals)	Change elements of an array based on conditional and input values.
put(a, ind, v[, mode])	Replaces specified elements of an array with given values.
putmask(a, mask, values)	Changes elements of an array based on conditional and input values.
fill_diagonal(a, val[, wrap])	Fill the main diagonal of the given array of any dimensionality.

numpy.**place**(*arr*, *mask*, *vals*)

Change elements of an array based on conditional and input values.

Similar to `np.copyto(arr, vals, where=mask)`, the difference is that `place` uses the first N elements of *vals*, where N is the number of True values in *mask*, while `copyto` uses the elements where *mask* is True.

Note that `extract` does the exact opposite of `place`.

Parameters

arr : array_like

Array to put data into.

mask : array_like

Boolean mask array. Must have the same size as *a*.

vals : 1-D sequence

Values to put into *a*. Only the first N elements are used, where N is the number of True values in *mask*. If *vals* is smaller than N it will be repeated.

See Also:

`copyto`, `put`, `take`, `extract`

Examples

```
>>> arr = np.arange(6).reshape(2, 3)
>>> np.place(arr, arr>2, [44, 55])
>>> arr
array([[ 0,  1,  2],
       [44, 55, 44]])
```

numpy.**put**(*a*, *ind*, *v*, *mode='raise'*)

Replaces specified elements of an array with given values.

The indexing works on the flattened target array. `put` is roughly equivalent to:

```
a.flat[ind] = v
```

Parameters

a : ndarray

Target array.

ind : array_like

Target indices, interpreted as integers.

v : array_like

Values to place in *a* at target indices. If *v* is shorter than *ind* it will be repeated as necessary.

mode : {'raise', 'wrap', 'clip'}, optional

Specifies how out-of-bounds indices will behave.

- 'raise' – raise an error (default)
- 'wrap' – wrap around
- 'clip' – clip to the range

'clip' mode means that all indices that are too large are replaced by the index that addresses the last element along that axis. Note that this disables indexing with negative numbers.

See Also:

putmask, place

Examples

```
>>> a = np.arange(5)
>>> np.put(a, [0, 2], [-44, -55])
>>> a
array([-44,   1, -55,   3,   4])

>>> a = np.arange(5)
>>> np.put(a, 22, -5, mode='clip')
>>> a
array([ 0,  1,  2,  3, -5])
```

numpy.**putmask**(*a*, *mask*, *values*)

Changes elements of an array based on conditional and input values.

Sets `a.flat[n] = values[n]` for each n where `mask.flat[n]==True`.

If *values* is not the same size as *a* and *mask* then it will repeat. This gives behavior different from `a[mask] = values`.

Note: The `putmask` functionality is also provided by `copyto`, which can be significantly faster and in addition is NA-aware (*preservena* keyword). Replacing `putmask` with `np.copyto(a, values, where=mask)` is recommended.

Parameters

a : array_like

Target array.

mask : array_like

Boolean mask array. It has to be the same shape as *a*.

values : array_like

Values to put into *a* where *mask* is True. If *values* is smaller than *a* it will be repeated.

See Also:

place, put, take, copyto

Examples

```
>>> x = np.arange(6).reshape(2, 3)
>>> np.putmask(x, x>2, x**2)
>>> x
array([[ 0,  1,  2],
       [ 9, 16, 25]])
```

If *values* is smaller than *a* it is repeated:

```
>>> x = np.arange(5)
>>> np.putmask(x, x>1, [-33, -44])
>>> x
array([  0,   1, -33, -44, -33])
```

numpy.**fill_diagonal**(*a*, *val*, *wrap=False*)

Fill the main diagonal of the given array of any dimensionality.

For an array *a* with `a.ndim > 2`, the diagonal is the list of locations with indices `a[i, i, ..., i]` all identical. This function modifies the input array in-place, it does not return a value.

Parameters

a : array, at least 2-D.

Array whose diagonal is to be filled, it gets modified in-place.

val : scalar

Value to be written on the diagonal, its type must be compatible with that of the array a.

wrap : bool

For tall matrices in NumPy version up to 1.6.2, the diagonal "wrapped" after N columns. You can have this behavior with this option. This affect only tall matrices.

See Also:

`diag_indices`, `diag_indices_from`

Notes

New in version 1.4.0. This functionality can be obtained via `diag_indices`, but internally this version uses a much faster implementation that never constructs the indices and uses simple slicing.

Examples

```
>>> a = np.zeros((3, 3), int)
>>> np.fill_diagonal(a, 5)
>>> a
array([[5, 0, 0],
       [0, 5, 0],
       [0, 0, 5]])
```

The same function can operate on a 4-D array:

```
>>> a = np.zeros((3, 3, 3, 3), int)
>>> np.fill_diagonal(a, 4)
```

We only show a few blocks for clarity:

```
>>> a[0, 0]
array([[4, 0, 0],
       [0, 0, 0],
       [0, 0, 0]])
```

```
>>> a[1, 1]
array([[0, 0, 0],
       [0, 4, 0],
       [0, 0, 0]])
>>> a[2, 2]
array([[0, 0, 0],
       [0, 0, 0],
       [0, 0, 4]])
```

tall matrices no wrap >>> a = np.zeros((5, 3),int) >>> fill_diagonal(a, 4) array([[4, 0, 0],

[0, 4, 0], [0, 0, 4], [0, 0, 0], [0, 0, 0]])

tall matrices wrap >>> a = np.zeros((5, 3),int) >>> fill_diagonal(a, 4) array([[4, 0, 0],

[0, 4, 0], [0, 0, 4], [0, 0, 0], [4, 0, 0]])

wide matrices >>> a = np.zeros((3, 5),int) >>> fill_diagonal(a, 4) array([[4, 0, 0, 0, 0],

[0, 4, 0, 0, 0], [0, 0, 4, 0, 0]])

3.15.4 Iterating over arrays

nditer	Efficient multi-dimensional iterator object to iterate over arrays.
ndenumerate(arr)	Multidimensional index iterator.
ndindex(*shape)	An N-dimensional iterator object to index arrays.
flatiter	Flat iterator object to iterate over arrays.

class numpy.**nditer**

Efficient multi-dimensional iterator object to iterate over arrays. To get started using this object, see the *introductory guide to array iteration*.

Parameters

op : ndarray or sequence of array_like

The array(s) to iterate over.

flags : sequence of str, optional

Flags to control the behavior of the iterator.

- "buffered" enables buffering when required.
- "c_index" causes a C-order index to be tracked.
- "f_index" causes a Fortran-order index to be tracked.
- "multi_index" causes a multi-index, or a tuple of indices with one per iteration dimension, to be tracked.
- "common_dtype" causes all the operands to be converted to a common data type, with copying or buffering as necessary.
- "delay_bufalloc" delays allocation of the buffers until a reset() call is made. Allows "allocate" operands to be initialized before their values are copied into the buffers.
- "external_loop" causes the *values* given to be one-dimensional arrays with multiple values instead of zero-dimensional arrays.
- "grow_inner" allows the `value` array sizes to be made larger than the buffer size when both "buffered" and "external_loop" is used.

- "ranged" allows the iterator to be restricted to a sub-range of the iterindex values.
- "refs_ok" enables iteration of reference types, such as object arrays.
- "reduce_ok" enables iteration of "readwrite" operands which are broadcasted, also known as reduction operands.
- "zerosize_ok" allows `itersize` to be zero.

op_flags : list of list of str, optional

This is a list of flags for each operand. At minimum, one of "readonly", "readwrite", or "writeonly" must be specified.

- "readonly" indicates the operand will only be read from.
- "readwrite" indicates the operand will be read from and written to.
- "writeonly" indicates the operand will only be written to.
- "no_broadcast" prevents the operand from being broadcasted.
- "contig" forces the operand data to be contiguous.
- "aligned" forces the operand data to be aligned.
- "nbo" forces the operand data to be in native byte order.
- "copy" allows a temporary read-only copy if required.
- "updateifcopy" allows a temporary read-write copy if required.
- "allocate" causes the array to be allocated if it is None in the *op* parameter.
- "no_subtype" prevents an "allocate" operand from using a subtype.
- "arraymask" indicates that this operand is the mask to use for selecting elements when writing to operands with the 'writemasked' flag set. The iterator does not enforce this, but when writing from a buffer back to the array, it only copies those elements indicated by this mask.
- 'writemasked' indicates that only elements where the chosen 'arraymask' operand is True will be written to.

op_dtypes : dtype or tuple of dtype(s), optional

The required data type(s) of the operands. If copying or buffering is enabled, the data will be converted to/from their original types.

order : {'C', 'F', 'A', 'K'}, optional

Controls the iteration order. 'C' means C order, 'F' means Fortran order, 'A' means 'F' order if all the arrays are Fortran contiguous, 'C' order otherwise, and 'K' means as close to the order the array elements appear in memory as possible. This also affects the element memory order of "allocate" operands, as they are allocated to be compatible with iteration order. Default is 'K'.

casting : {'no', 'equiv', 'safe', 'same_kind', 'unsafe'}, optional

Controls what kind of data casting may occur when making a copy or buffering. Setting this to 'unsafe' is not recommended, as it can adversely affect accumulations.

- 'no' means the data types should not be cast at all.
- 'equiv' means only byte-order changes are allowed.
- 'safe' means only casts which can preserve values are allowed.

- 'same_kind' means only safe casts or casts within a kind, like float64 to float32, are allowed.
- 'unsafe' means any data conversions may be done.

op_axes : list of list of ints, optional

If provided, is a list of ints or None for each operands. The list of axes for an operand is a mapping from the dimensions of the iterator to the dimensions of the operand. A value of -1 can be placed for entries, causing that dimension to be treated as "newaxis".

itershape : tuple of ints, optional

The desired shape of the iterator. This allows "allocate" operands with a dimension mapped by op_axes not corresponding to a dimension of a different operand to get a value not equal to 1 for that dimension.

buffersize : int, optional

When buffering is enabled, controls the size of the temporary buffers. Set to 0 for the default value.

Notes

`nditer` supersedes `flatiter`. The iterator implementation behind `nditer` is also exposed by the Numpy C API.

The Python exposure supplies two iteration interfaces, one which follows the Python iterator protocol, and another which mirrors the C-style do-while pattern. The native Python approach is better in most cases, but if you need the iterator's coordinates or index, use the C-style pattern.

Examples

Here is how we might write an `iter_add` function, using the Python iterator protocol:

```
def iter_add_py(x, y, out=None):
    addop = np.add
    it = np.nditer([x, y, out], [],
                [['readonly'], ['readonly'], ['writeonly','allocate']])
    for (a, b, c) in it:
        addop(a, b, out=c)
    return it.operands[2]
```

Here is the same function, but following the C-style pattern:

```
def iter_add(x, y, out=None):
    addop = np.add

    it = np.nditer([x, y, out], [],
                [['readonly'], ['readonly'], ['writeonly','allocate']])

    while not it.finished:
        addop(it[0], it[1], out=it[2])
        it.iternext()

    return it.operands[2]
```

Here is an example outer product function:

```
def outer_it(x, y, out=None):
    mulop = np.multiply
```

```
    it = np.nditer([x, y, out], ['external_loop'],
            [['readonly'], ['readonly'], ['writeonly', 'allocate']],
            op_axes=[range(x.ndim)+[-1]*y.ndim,
                     [-1]*x.ndim+range(y.ndim),
                     None])

    for (a, b, c) in it:
        mulop(a, b, out=c)

    return it.operands[2]

>>> a = np.arange(2)+1
>>> b = np.arange(3)+1
>>> outer_it(a,b)
array([[1, 2, 3],
       [2, 4, 6]])
```

Here is an example function which operates like a "lambda" ufunc:

```
def luf(lamdaexpr, *args, **kwargs):
    "luf(lambdaexpr, op1, ..., opn, out=None, order='K', casting='safe', buffersize=0)"
    nargs = len(args)
    op = (kwargs.get('out',None),) + args
    it = np.nditer(op, ['buffered','external_loop'],
            [['writeonly','allocate','no_broadcast']] +
                            [['readonly','nbo','aligned']]*nargs,
            order=kwargs.get('order','K'),
            casting=kwargs.get('casting','safe'),
            buffersize=kwargs.get('buffersize',0))
    while not it.finished:
        it[0] = lamdaexpr(*it[1:])
        it.iternext()
    return it.operands[0]

>>> a = np.arange(5)
>>> b = np.ones(5)
>>> luf(lambda i,j:i*i + j/2, a, b)
array([  0.5,   1.5,   4.5,   9.5,  16.5])
```

Attributes

dtypes	(tuple of dtype(s)) The data types of the values provided in `value`. This may be different from the operand data types if buffering is enabled.
finished	(bool) Whether the iteration over the operands is finished or not.
has_delayed_bufalloc	(bool) If True, the iterator was created with the "delay_bufalloc" flag, and no reset() function was called on it yet.
has_index	(bool) If True, the iterator was created with either the "c_index" or the "f_index" flag, and the property `index` can be used to retrieve it.
has_multi_index	(bool) If True, the iterator was created with the "multi_index" flag, and the property `multi_index` can be used to retrieve it.
index :	When the "c_index" or "f_index" flag was used, this property provides access to the index. Raises a ValueError if accessed and `has_index` is False.
iterationneed_sapi	(bool) Whether iteration requires access to the Python API, for example if one of the operands is an object array.
iterindex	(int) An index which matches the order of iteration.
itersize	(int) Size of the iterator.
itviews :	Structured view(s) of `operands` in memory, matching the reordered and optimized iterator access pattern.
multi_index :	When the "multi_index" flag was used, this property provides access to the index. Raises a ValueError if accessed accessed and `has_multi_index` is False.
ndim	(int) The iterator's dimension.
nop	(int) The number of iterator operands.
operands	(tuple of operand(s)) The array(s) to be iterated over.
shape	(tuple of ints) Shape tuple, the shape of the iterator.
value :	Value of `operands` at current iteration. Normally, this is a tuple of array scalars, but if the flag "external_loop" is used, it is a tuple of one dimensional arrays.

Methods

`copy`()	Get a copy of the iterator in its current state.
`debug_print`()	Print the current state of the `nditer` instance and debug info to stdout.
`enable_external_loop`()	When the "external_loop" was not used during construction, but
`iternext`()	Check whether iterations are left, and perform a single internal iteration without returning the result
`next`	x.next() -> the next value, or raise StopIteration
`remove_axis`(i)	Removes axis *i* from the iterator.
`remove_multi_index`()	When the "multi_index" flag was specified, this removes it, allowing
`reset`()	Reset the iterator to its initial state.

`nditer.`**`copy`**`()`

Get a copy of the iterator in its current state.

Examples

```
>>> x = np.arange(10)
>>> y = x + 1
>>> it = np.nditer([x, y])
>>> it.next()
(array(0), array(1))
>>> it2 = it.copy()
>>> it2.next()
(array(1), array(2))
```

nditer.**debug_print**()
Print the current state of the nditer instance and debug info to stdout.

nditer.**enable_external_loop**()
When the "external_loop" was not used during construction, but is desired, this modifies the iterator to behave as if the flag was specified.

nditer.**iternext**()
Check whether iterations are left, and perform a single internal iteration without returning the result. Used in the C-style pattern do-while pattern. For an example, see nditer.

Returns
iternext : bool

Whether or not there are iterations left.

nditer.**next**
x.next() -> the next value, or raise StopIteration

nditer.**remove_axis**(*i*)
Removes axis *i* from the iterator. Requires that the flag "multi_index" be enabled.

nditer.**remove_multi_index**()
When the "multi_index" flag was specified, this removes it, allowing the internal iteration structure to be optimized further.

nditer.**reset**()
Reset the iterator to its initial state.

class numpy.**ndenumerate**(*arr*)
Multidimensional index iterator.

Return an iterator yielding pairs of array coordinates and values.

Parameters
a : ndarray

Input array.

See Also:

ndindex, flatiter

Examples

```
>>> a = np.array([[1, 2], [3, 4]])
>>> for index, x in np.ndenumerate(a):
...     print index, x
(0, 0) 1
(0, 1) 2
(1, 0) 3
(1, 1) 4
```

Methods

next()	Standard iterator method, returns the index tuple and array value.

ndenumerate.**next**()
Standard iterator method, returns the index tuple and array value.

Returns

coords : tuple of ints

The indices of the current iteration.

val : scalar

The array element of the current iteration.

class numpy.**ndindex**(**shape*)

An N-dimensional iterator object to index arrays.

Given the shape of an array, an ndindex instance iterates over the N-dimensional index of the array. At each iteration a tuple of indices is returned, the last dimension is iterated over first.

Parameters

'*args' : ints

The size of each dimension of the array.

See Also:

ndenumerate, flatiter

Examples

```
>>> for index in np.ndindex(3, 2, 1):
...     print index
(0, 0, 0)
(0, 1, 0)
(1, 0, 0)
(1, 1, 0)
(2, 0, 0)
(2, 1, 0)
```

Methods

ndincr()	Increment the multi-dimensional index by one.
next()	Standard iterator method, updates the index and returns the index tuple.

ndindex.**ndincr**()

Increment the multi-dimensional index by one.

This method is for backward compatibility only: do not use.

ndindex.**next**()

Standard iterator method, updates the index and returns the index tuple.

Returns

val : tuple of ints

Returns a tuple containing the indices of the current iteration.

class numpy.**flatiter**

Flat iterator object to iterate over arrays.

A flatiter iterator is returned by x.flat for any array *x*. It allows iterating over the array as if it were a 1-D array, either in a for-loop or by calling its next method.

Iteration is done in C-contiguous style, with the last index varying the fastest. The iterator can also be indexed using basic slicing or advanced indexing.

See Also:

ndarray.flat
Return a flat iterator over an array.

ndarray.flatten
Returns a flattened copy of an array.

Notes

A `flatiter` iterator can not be constructed directly from Python code by calling the `flatiter` constructor.

Examples

```
>>> x = np.arange(6).reshape(2, 3)
>>> fl = x.flat
>>> type(fl)
<type 'numpy.flatiter'>
>>> for item in fl:
...     print item
...
0
1
2
3
4
5

>>> fl[2:4]
array([2, 3])
```

Attributes

`coords`	An N-dimensional tuple of current coordinates.

flatiter.coords
An N-dimensional tuple of current coordinates.

Examples

```
>>> x = np.arange(6).reshape(2, 3)
>>> fl = x.flat
>>> fl.coords
(0, 0)
>>> fl.next()
0
>>> fl.coords
(0, 1)
```

Methods

`copy`()	Get a copy of the iterator as a 1-D array.
`next`	x.next() -> the next value, or raise StopIteration

flatiter.copy()
Get a copy of the iterator as a 1-D array.

Examples

```
>>> x = np.arange(6).reshape(2, 3)
>>> x
array([[0, 1, 2],
       [3, 4, 5]])
>>> fl = x.flat
>>> fl.copy()
array([0, 1, 2, 3, 4, 5])
```

`flatiter.next`
x.next() -> the next value, or raise StopIteration

3.16 Input and output

3.16.1 NPZ files

load(file[, mmap_mode])	Load an array(s) or pickled objects from .npy, .npz, or pickled files.
save(file, arr)	Save an array to a binary file in NumPy .npy format.
savez(file, *args, **kwds)	Save several arrays into a single file in uncompressed .npz format.
savez_compressed(file, *args, **kwds)	Save several arrays into a single file in compressed .npz format.

numpy.**load**(*file*, *mmap_mode=None*)
Load an array(s) or pickled objects from .npy, .npz, or pickled files.

Parameters
file : file-like object or string

The file to read. It must support `seek()` and `read()` methods. If the filename extension is `.gz`, the file is first decompressed.

mmap_mode : {None, 'r+', 'r', 'w+', 'c'}, optional

If not None, then memory-map the file, using the given mode (see `numpy.memmap` for a detailed description of the modes). A memory-mapped array is kept on disk. However, it can be accessed and sliced like any ndarray. Memory mapping is especially useful for accessing small fragments of large files without reading the entire file into memory.

Returns
result : array, tuple, dict, etc.

Data stored in the file. For '.npz' files, the returned instance of NpzFile class must be closed to avoid leaking file descriptors.

Raises
IOError

If the input file does not exist or cannot be read.

See Also:

`save`, `savez`, `loadtxt`

memmap
Create a memory-map to an array stored in a file on disk.

Notes

- If the file contains pickle data, then whatever object is stored in the pickle is returned.
- If the file is a `.npy` file, then a single array is returned.
- If the file is a `.npz` file, then a dictionary-like object is returned, containing `{filename: array}` key-value pairs, one for each file in the archive.
- If the file is a `.npz` file, the returned value supports the context manager protocol in a similar fashion to the open function:

```
with load('foo.npz') as data:
    a = data['a']
```

The underlyling file descriptor is closed when exiting the 'with' block.

Examples

Store data to disk, and load it again:

```
>>> np.save('/tmp/123', np.array([[1, 2, 3], [4, 5, 6]]))
>>> np.load('/tmp/123.npy')
array([[1, 2, 3],
       [4, 5, 6]])
```

Store compressed data to disk, and load it again:

```
>>> a=np.array([[1, 2, 3], [4, 5, 6]])
>>> b=np.array([1, 2])
>>> np.savez('/tmp/123.npz', a=a, b=b)
>>> data = np.load('/tmp/123.npz')
>>> data['a']
array([[1, 2, 3],
       [4, 5, 6]])
>>> data['b']
array([1, 2])
>>> data.close()
```

Mem-map the stored array, and then access the second row directly from disk:

```
>>> X = np.load('/tmp/123.npy', mmap_mode='r')
>>> X[1, :]
memmap([4, 5, 6])
```

numpy.**save**(*file*, *arr*)

Save an array to a binary file in NumPy `.npy` format.

Parameters

file : file or str

File or filename to which the data is saved. If file is a file-object, then the filename is unchanged. If file is a string, a `.npy` extension will be appended to the file name if it does not already have one.

arr : array_like

Array data to be saved.

See Also:

savez

Save several arrays into a `.npz` archive

savetxt, load

Notes

For a description of the .npy format, see *format*.

Examples

```
>>> from tempfile import TemporaryFile
>>> outfile = TemporaryFile()

>>> x = np.arange(10)
>>> np.save(outfile, x)

>>> outfile.seek(0) # Only needed here to simulate closing & reopening file
>>> np.load(outfile)
array([0, 1, 2, 3, 4, 5, 6, 7, 8, 9])
```

numpy.**savez**(*file*, **args*, ***kwds*)

Save several arrays into a single file in uncompressed .npz format.

If arguments are passed in with no keywords, the corresponding variable names, in the .npz file, are 'arr_0', 'arr_1', etc. If keyword arguments are given, the corresponding variable names, in the .npz file will match the keyword names.

Parameters

file : str or file

Either the file name (string) or an open file (file-like object) where the data will be saved. If file is a string, the .npz extension will be appended to the file name if it is not already there.

args : Arguments, optional

Arrays to save to the file. Since it is not possible for Python to know the names of the arrays outside savez, the arrays will be saved with names "arr_0", "arr_1", and so on. These arguments can be any expression.

kwds : Keyword arguments, optional

Arrays to save to the file. Arrays will be saved in the file with the keyword names.

Returns

None

See Also:

save

Save a single array to a binary file in NumPy format.

savetxt

Save an array to a file as plain text.

savez_compressed

Save several arrays into a compressed .npz file format

Notes

The .npz file format is a zipped archive of files named after the variables they contain. The archive is not compressed and each file in the archive contains one variable in .npy format. For a description of the .npy format, see *format*.

When opening the saved `.npz` file with `load` a *NpzFile* object is returned. This is a dictionary-like object which can be queried for its list of arrays (with the `.files` attribute), and for the arrays themselves.

Examples

```
>>> from tempfile import TemporaryFile
>>> outfile = TemporaryFile()
>>> x = np.arange(10)
>>> y = np.sin(x)
```

Using `savez` with *args, the arrays are saved with default names.

```
>>> np.savez(outfile, x, y)
>>> outfile.seek(0) # Only needed here to simulate closing & reopening file
>>> npzfile = np.load(outfile)
>>> npzfile.files
['arr_1', 'arr_0']
>>> npzfile['arr_0']
array([0, 1, 2, 3, 4, 5, 6, 7, 8, 9])
```

Using `savez` with **kwds, the arrays are saved with the keyword names.

```
>>> outfile = TemporaryFile()
>>> np.savez(outfile, x=x, y=y)
>>> outfile.seek(0)
>>> npzfile = np.load(outfile)
>>> npzfile.files
['y', 'x']
>>> npzfile['x']
array([0, 1, 2, 3, 4, 5, 6, 7, 8, 9])
```

numpy.**savez_compressed**(*file*, **args*, ***kwds*)

Save several arrays into a single file in compressed `.npz` format.

If keyword arguments are given, then filenames are taken from the keywords. If arguments are passed in with no keywords, then stored file names are arr_0, arr_1, etc.

Parameters

file : str

File name of .npz file.

args : Arguments

Function arguments.

kwds : Keyword arguments

Keywords.

See Also:

numpy.savez

Save several arrays into an uncompressed .npz file format

3.16.2 Text files

`loadtxt`(fname[, dtype, comments, delimiter, ...])	Load data from a text file.

Continued on next page

Table 3.63 – continued from previous page

savetxt(fname, X[, fmt, delimiter, newline, ...])	Save an array to a text file.
genfromtxt(fname[, dtype, comments, ...])	Load data from a text file, with missing values handled as specified.
fromregex(file, regexp, dtype)	Construct an array from a text file, using regular expression parsing.
fromstring(string[, dtype, count, sep])	A new 1-D array initialized from raw binary or text data in a string.
ndarray.tofile(fid[, sep, format])	Write array to a file as text or binary (default).
ndarray.tolist()	Return the array as a (possibly nested) list.

numpy.**loadtxt**(*fname*, *dtype=<type 'float'>*, *comments='#'*, *delimiter=None*, *converters=None*, *skiprows=0*, *usecols=None*, *unpack=False*, *ndmin=0*)

Load data from a text file.

Each row in the text file must have the same number of values.

Parameters

fname : file or str

File, filename, or generator to read. If the filename extension is `.gz` or `.bz2`, the file is first decompressed. Note that generators should return byte strings for Python 3k.

dtype : data-type, optional

Data-type of the resulting array; default: float. If this is a record data-type, the resulting array will be 1-dimensional, and each row will be interpreted as an element of the array. In this case, the number of columns used must match the number of fields in the data-type.

comments : str, optional

The character used to indicate the start of a comment; default: '#'.

delimiter : str, optional

The string used to separate values. By default, this is any whitespace.

converters : dict, optional

A dictionary mapping column number to a function that will convert that column to a float. E.g., if column 0 is a date string: `converters = {0: datestr2num}`. Converters can also be used to provide a default value for missing data (but see also genfromtxt): `converters = {3: lambda s: float(s.strip() or 0)}`. Default: None.

skiprows : int, optional

Skip the first *skiprows* lines; default: 0.

usecols : sequence, optional

Which columns to read, with 0 being the first. For example, `usecols = (1,4,5)` will extract the 2nd, 5th and 6th columns. The default, None, results in all columns being read.

unpack : bool, optional

If True, the returned array is transposed, so that arguments may be unpacked using `x, y, z = loadtxt(...)`. When used with a record data-type, arrays are returned for each field. Default is False.

ndmin : int, optional

The returned array will have at least *ndmin* dimensions. Otherwise mono-dimensional axes will be squeezed. Legal values: 0 (default), 1 or 2. .. versionadded:: 1.6.0

Returns

out : ndarray

Data read from the text file.

See Also:

`load`, `fromstring`, `fromregex`

`genfromtxt`
Load data with missing values handled as specified.

`scipy.io.loadmat`
reads MATLAB data files

Notes

This function aims to be a fast reader for simply formatted files. The `genfromtxt` function provides more sophisticated handling of, e.g., lines with missing values.

Examples

```
>>> from StringIO import StringIO   # StringIO behaves like a file object
>>> c = StringIO("0 1\n2 3")
>>> np.loadtxt(c)
array([[ 0.,  1.],
       [ 2.,  3.]])

>>> d = StringIO("M 21 72\nF 35 58")
>>> np.loadtxt(d, dtype={'names': ('gender', 'age', 'weight'),
...                      'formats': ('S1', 'i4', 'f4')})
array([('M', 21, 72.0), ('F', 35, 58.0)],
      dtype=[('gender', '|S1'), ('age', '<i4'), ('weight', '<f4')])

>>> c = StringIO("1,0,2\n3,0,4")
>>> x, y = np.loadtxt(c, delimiter=',', usecols=(0, 2), unpack=True)
>>> x
array([ 1.,  3.])
>>> y
array([ 2.,  4.])
```

numpy.**savetxt**(*fname*, *X*, *fmt='%.18e'*, *delimiter=' '*, *newline='\n'*, *header=''*, *footer=''*, *comments='#'*)

Save an array to a text file.

Parameters

fname : filename or file handle

If the filename ends in `.gz`, the file is automatically saved in compressed gzip format. `loadtxt` understands gzipped files transparently.

X : array_like

Data to be saved to a text file.

fmt : str or sequence of strs, optional

A single format (%10.5f), a sequence of formats, or a multi-format string, e.g. 'Iteration %d – %10.5f', in which case *delimiter* is ignored. For complex *X*, the legal options for *fmt* are:

1. **a single specifier, *fmt='%.4e'*, resulting in numbers formatted**
   like *' (%s+%sj)' % (fmt, fmt)*

2. **a full string specifying every real and imaginary part, e.g.** *' %.4e %+.4j %.4e %+.4j %.4e %+.4j'* for 3 columns
3. **a list of specifiers, one per column - in this case, the real** and imaginary part must have separate specifiers, e.g. *['%.3e + %.3ej', '(%.15e%+.15ej)']* for 2 columns

delimiter : str, optional

Character separating columns.

newline : str, optional

New in version 1.5.0.

header : str, optional

String that will be written at the beginning of the file. .. versionadded:: 1.7.0

footer : str, optional

String that will be written at the end of the file. .. versionadded:: 1.7.0

comments : str, optional

String that will be prepended to the `header` and `footer` strings, to mark them as comments. Default: '# ', as expected by e.g. `numpy.loadtxt`. .. versionadded:: 1.7.0

Character separating lines.

See Also:

save
Save an array to a binary file in NumPy `.npy` format

savez
Save several arrays into a `.npz` compressed archive

Notes

Further explanation of the *fmt* parameter (`%[flag]width[.precision]specifier`):

flags:

`-` : left justify

`+` : Forces to preceed result with + or -.

`0` : Left pad the number with zeros instead of space (see width).

width:

Minimum number of characters to be printed. The value is not truncated if it has more characters.

precision:

- For integer specifiers (eg. `d,i,o,x`), the minimum number of digits.
- For `e, E` and `f` specifiers, the number of digits to print after the decimal point.
- For `g` and `G`, the maximum number of significant digits.
- For `s`, the maximum number of characters.

specifiers:

`c` : character

`d` or `i` : signed decimal integer

`e` or `E` : scientific notation with `e` or `E`.

`f` : decimal floating point

`g,G` : use the shorter of `e,E` or `f`

`o` : signed octal

`s` : string of characters

`u` : unsigned decimal integer

`x,X` : unsigned hexadecimal integer

This explanation of `fmt` is not complete, for an exhaustive specification see [R242].

References

[R242]

Examples

```
>>> x = y = z = np.arange(0.0,5.0,1.0)
>>> np.savetxt('test.out', x, delimiter=',')   # X is an array
>>> np.savetxt('test.out', (x,y,z))   # x,y,z equal sized 1D arrays
>>> np.savetxt('test.out', x, fmt='%1.4e')   # use exponential notation
```

numpy.**genfromtxt**(*fname*, *dtype=<type 'float'>*, *comments='#'*, *delimiter=None*, *skiprows=0*, *skip_header=0*, *skip_footer=0*, *converters=None*, *missing=''*, *missing_values=None*, *filling_values=None*, *usecols=None*, *names=None*, *excludelist=None*, *deletechars=None*, *replace_space='_'*, *autostrip=False*, *case_sensitive=True*, *defaultfmt='f%i'*, *unpack=None*, *usemask=False*, *loose=True*, *invalid_raise=True*)

Load data from a text file, with missing values handled as specified.

Each line past the first *skip_header* lines is split at the *delimiter* character, and characters following the *comments* character are discarded.

Parameters

fname : file or str

File, filename, or generator to read. If the filename extension is *gz* or `bz2`, the file is first decompressed. Note that generators must return byte strings in Python 3k.

dtype : dtype, optional

Data type of the resulting array. If None, the dtypes will be determined by the contents of each column, individually.

comments : str, optional

The character used to indicate the start of a comment. All the characters occurring on a line after a comment are discarded

delimiter : str, int, or sequence, optional

The string used to separate values. By default, any consecutive whitespaces act as delimiter. An integer or sequence of integers can also be provided as width(s) of each field.

skip_header : int, optional

The numbers of lines to skip at the beginning of the file.

skip_footer : int, optional

The numbers of lines to skip at the end of the file

converters : variable, optional

The set of functions that convert the data of a column to a value. The converters can also be used to provide a default value for missing data: `converters = {3: lambda s: float(s or 0)}`.

missing_values : variable, optional

The set of strings corresponding to missing data.

filling_values : variable, optional

The set of values to be used as default when the data are missing.

usecols : sequence, optional

Which columns to read, with 0 being the first. For example, `usecols = (1, 4, 5)` will extract the 2nd, 5th and 6th columns.

names : {None, True, str, sequence}, optional

If *names* is True, the field names are read from the first valid line after the first *skip_header* lines. If *names* is a sequence or a single-string of comma-separated names, the names will be used to define the field names in a structured dtype. If *names* is None, the names of the dtype fields will be used, if any.

excludelist : sequence, optional

A list of names to exclude. This list is appended to the default list ['return','file','print']. Excluded names are appended an underscore: for example, *file* would become *file_*.

deletechars : str, optional

A string combining invalid characters that must be deleted from the names.

defaultfmt : str, optional

A format used to define default field names, such as "f%i" or "f_%02i".

autostrip : bool, optional

Whether to automatically strip white spaces from the variables.

replace_space : char, optional

Character(s) used in replacement of white spaces in the variables names. By default, use a '_'.

case_sensitive : {True, False, 'upper', 'lower'}, optional

If True, field names are case sensitive. If False or 'upper', field names are converted to upper case. If 'lower', field names are converted to lower case.

unpack : bool, optional

If True, the returned array is transposed, so that arguments may be unpacked using `x, y, z = loadtxt(...)`

usemask : bool, optional

If True, return a masked array. If False, return a regular array.

invalid_raise : bool, optional

If True, an exception is raised if an inconsistency is detected in the number of columns.
If False, a warning is emitted and the offending lines are skipped.

Returns

out : ndarray

Data read from the text file. If *usemask* is True, this is a masked array.

See Also:

numpy.loadtxt
equivalent function when no data is missing.

Notes

- When spaces are used as delimiters, or when no delimiter has been given as input, there should not be any missing data between two fields.
- When the variables are named (either by a flexible dtype or with *names*, there must not be any header in the file (else a ValueError exception is raised).
- Individual values are not stripped of spaces by default. When using a custom converter, make sure the function does remove spaces.

References

[R20]

Examples

```
>>> from StringIO import StringIO
>>> import numpy as np
```

Comma delimited file with mixed dtype

```
>>> s = StringIO("1,1.3,abcde")
>>> data = np.genfromtxt(s, dtype=[('myint','i8'),('myfloat','f8'),
... ('mystring','S5')], delimiter=",")
>>> data
array((1, 1.3, 'abcde'),
      dtype=[('myint', '<i8'), ('myfloat', '<f8'), ('mystring', '|S5')])
```

Using dtype = None

```
>>> s.seek(0) # needed for StringIO example only
>>> data = np.genfromtxt(s, dtype=None,
... names = ['myint','myfloat','mystring'], delimiter=",")
>>> data
array((1, 1.3, 'abcde'),
      dtype=[('myint', '<i8'), ('myfloat', '<f8'), ('mystring', '|S5')])
```

Specifying dtype and names

```
>>> s.seek(0)
>>> data = np.genfromtxt(s, dtype="i8,f8,S5",
... names=['myint','myfloat','mystring'], delimiter=",")
>>> data
array((1, 1.3, 'abcde'),
      dtype=[('myint', '<i8'), ('myfloat', '<f8'), ('mystring', '|S5')])
```

An example with fixed-width columns

```
>>> s = StringIO("11.3abcde")
>>> data = np.genfromtxt(s, dtype=None, names=['intvar','fltvar','strvar'],
...     delimiter=[1,3,5])
>>> data
array((1, 1.3, 'abcde'),
      dtype=[('intvar', '<i8'), ('fltvar', '<f8'), ('strvar', '|S5')])
```

numpy.**fromregex**(*file*, *regexp*, *dtype*)

Construct an array from a text file, using regular expression parsing.

The returned array is always a structured array, and is constructed from all matches of the regular expression in the file. Groups in the regular expression are converted to fields of the structured array.

Parameters

file : str or file

File name or file object to read.

regexp : str or regexp

Regular expression used to parse the file. Groups in the regular expression correspond to fields in the dtype.

dtype : dtype or list of dtypes

Dtype for the structured array.

Returns

output : ndarray

The output array, containing the part of the content of *file* that was matched by *regexp*. *output* is always a structured array.

Raises

TypeError

When `dtype` is not a valid dtype for a structured array.

See Also:

`fromstring`, `loadtxt`

Notes

Dtypes for structured arrays can be specified in several forms, but all forms specify at least the data type and field name. For details see `doc.structured_arrays`.

Examples

```
>>> f = open('test.dat', 'w')
>>> f.write("1312 foo\n1534  bar\n444   qux")
>>> f.close()

>>> regexp = r"(\d+)\s+(...)"  # match [digits, whitespace, anything]
>>> output = np.fromregex('test.dat', regexp,
...                       [('num', np.int64), ('key', 'S3')])
>>> output
array([(1312L, 'foo'), (1534L, 'bar'), (444L, 'qux')],
      dtype=[('num', '<i8'), ('key', '|S3')])
>>> output['num']
array([1312, 1534,  444], dtype=int64)
```

numpy.**fromstring**(*string*, *dtype=float*, *count=-1*, *sep=''*)

A new 1-D array initialized from raw binary or text data in a string.

Parameters

string : str

A string containing the data.

dtype : data-type, optional

The data type of the array; default: float. For binary input data, the data must be in exactly this format.

count : int, optional

Read this number of `dtype` elements from the data. If this is negative (the default), the count will be determined from the length of the data.

sep : str, optional

If not provided or, equivalently, the empty string, the data will be interpreted as binary data; otherwise, as ASCII text with decimal numbers. Also in this latter case, this argument is interpreted as the string separating numbers in the data; extra whitespace between elements is also ignored.

Returns

arr : ndarray

The constructed array.

Raises

ValueError

If the string is not the correct size to satisfy the requested `dtype` and *count*.

See Also:

`frombuffer`, `fromfile`, `fromiter`

Examples

```
>>> np.fromstring('\x01\x02', dtype=np.uint8)
array([1, 2], dtype=uint8)
>>> np.fromstring('1 2', dtype=int, sep=' ')
array([1, 2])
>>> np.fromstring('1, 2', dtype=int, sep=',')
array([1, 2])
>>> np.fromstring('\x01\x02\x03\x04\x05', dtype=np.uint8, count=3)
array([1, 2, 3], dtype=uint8)
```

ndarray.**tofile**(*fid*, *sep=""*, *format="%s"*)

Write array to a file as text or binary (default).

Data is always written in 'C' order, independent of the order of *a*. The data produced by this method can be recovered using the function fromfile().

Parameters

fid : file or str

An open file object, or a string containing a filename.

sep : str

Separator between array items for text output. If "" (empty), a binary file is written, equivalent to `file.write(a.tostring())`.

format : str

Format string for text file output. Each entry in the array is formatted to text by first converting it to the closest Python type, and then using "format" % item.

Notes

This is a convenience function for quick storage of array data. Information on endianness and precision is lost, so this method is not a good choice for files intended to archive data or transport data between machines with different endianness. Some of these problems can be overcome by outputting the data as text files, at the expense of speed and file size.

ndarray.**tolist**()

Return the array as a (possibly nested) list.

Return a copy of the array data as a (nested) Python list. Data items are converted to the nearest compatible Python type.

Parameters

none

Returns

y : list

The possibly nested list of array elements.

Notes

The array may be recreated, `a = np.array(a.tolist())`.

Examples

```
>>> a = np.array([1, 2])
>>> a.tolist()
[1, 2]
>>> a = np.array([[1, 2], [3, 4]])
>>> list(a)
[array([1, 2]), array([3, 4])]
>>> a.tolist()
[[1, 2], [3, 4]]
```

3.16.3 Raw binary files

fromfile(file[, dtype, count, sep])	Construct an array from data in a text or binary file.
ndarray.tofile(fid[, sep, format])	Write array to a file as text or binary (default).

3.16.4 String formatting

array_repr(arr[, max_line_width, precision, ...])	Return the string representation of an array.
array_str(a[, max_line_width, precision, ...])	Return a string representation of the data in an array.

numpy.**array_repr**(*arr*, *max_line_width=None*, *precision=None*, *suppress_small=None*)

Return the string representation of an array.

Parameters

arr : ndarray

Input array.

max_line_width : int, optional

The maximum number of columns the string should span. Newline characters split the string appropriately after array elements.

precision : int, optional

Floating point precision. Default is the current printing precision (usually 8), which can be altered using `set_printoptions`.

suppress_small : bool, optional

Represent very small numbers as zero, default is False. Very small is defined by *precision*, if the precision is 8 then numbers smaller than 5e-9 are represented as zero.

Returns

string : str

The string representation of an array.

See Also:

`array_str`, `array2string`, `set_printoptions`

Examples

```
>>> np.array_repr(np.array([1,2]))
'array([1, 2])'
>>> np.array_repr(np.ma.array([0.]))
'MaskedArray([ 0.])'
>>> np.array_repr(np.array([], np.int32))
'array([], dtype=int32)'

>>> x = np.array([1e-6, 4e-7, 2, 3])
>>> np.array_repr(x, precision=6, suppress_small=True)
'array([ 0.000001,  0.      ,  2.      ,  3.      ])'
```

numpy.**array_str**(*a*, *max_line_width=None*, *precision=None*, *suppress_small=None*)

Return a string representation of the data in an array.

The data in the array is returned as a single string. This function is similar to `array_repr`, the difference being that `array_repr` also returns information on the kind of array and its data type.

Parameters

a : ndarray

Input array.

max_line_width : int, optional

Inserts newlines if text is longer than *max_line_width*. The default is, indirectly, 75.

precision : int, optional

Floating point precision. Default is the current printing precision (usually 8), which can be altered using `set_printoptions`.

suppress_small : bool, optional

Represent numbers "very close" to zero as zero; default is False. Very close is defined by precision: if the precision is 8, e.g., numbers smaller (in absolute value) than 5e-9 are represented as zero.

See Also:

array2string, array_repr, set_printoptions

Examples

```
>>> np.array_str(np.arange(3))
'[0 1 2]'
```

3.16.5 Memory mapping files

memmap	Create a memory-map to an array stored in a *binary* file on disk.

class numpy.**memmap**

Create a memory-map to an array stored in a *binary* file on disk.

Memory-mapped files are used for accessing small segments of large files on disk, without reading the entire file into memory. Numpy's memmap's are array-like objects. This differs from Python's mmap module, which uses file-like objects.

This subclass of ndarray has some unpleasant interactions with some operations, because it doesn't quite fit properly as a subclass. An alternative to using this subclass is to create the mmap object yourself, then create an ndarray with ndarray.__new__ directly, passing the object created in its 'buffer=' parameter.

This class may at some point be turned into a factory function which returns a view into an mmap buffer.

Parameters

filename : str or file-like object

The file name or file object to be used as the array data buffer.

dtype : data-type, optional

The data-type used to interpret the file contents. Default is uint8.

mode : {'r+', 'r', 'w+', 'c'}, optional

The file is opened in this mode:

'r'	Open existing file for reading only.
'r+'	Open existing file for reading and writing.
'w+'	Create or overwrite existing file for reading and writing.
'c'	Copy-on-write: assignments affect data in memory, but changes are not saved to disk. The file on disk is read-only.

Default is 'r+'.

offset : int, optional

In the file, array data starts at this offset. Since *offset* is measured in bytes, it should normally be a multiple of the byte-size of dtype. When mode != 'r', even positive offsets beyond end of file are valid; The file will be extended to accommodate the additional data. The default offset is 0.

shape : tuple, optional

The desired shape of the array. If mode == 'r' and the number of remaining bytes after *offset* is not a multiple of the byte-size of dtype, you must specify shape. By default, the returned array will be 1-D with the number of elements determined by file size and data-type.

order : {'C', 'F'}, optional

Specify the order of the ndarray memory layout: C (row-major) or Fortran (column-major). This only has an effect if the shape is greater than 1-D. The default order is 'C'.

Notes

The memmap object can be used anywhere an ndarray is accepted. Given a memmap `fp`, `isinstance(fp, numpy.ndarray)` returns `True`.

Memory-mapped arrays use the Python memory-map object which (prior to Python 2.5) does not allow files to be larger than a certain size depending on the platform. This size is always < 2GB even on 64-bit systems.

Examples

```
>>> data = np.arange(12, dtype='float32')
>>> data.resize((3,4))
```

This example uses a temporary file so that doctest doesn't write files to your directory. You would use a 'normal' filename.

```
>>> from tempfile import mkdtemp
>>> import os.path as path
>>> filename = path.join(mkdtemp(), 'newfile.dat')
```

Create a memmap with dtype and shape that matches our data:

```
>>> fp = np.memmap(filename, dtype='float32', mode='w+', shape=(3,4))
>>> fp
memmap([[ 0.,  0.,  0.,  0.],
        [ 0.,  0.,  0.,  0.],
        [ 0.,  0.,  0.,  0.]], dtype=float32)
```

Write data to memmap array:

```
>>> fp[:] = data[:]
>>> fp
memmap([[  0.,   1.,   2.,   3.],
        [  4.,   5.,   6.,   7.],
        [  8.,   9.,  10.,  11.]], dtype=float32)

>>> fp.filename == path.abspath(filename)
True
```

Deletion flushes memory changes to disk before removing the object:

```
>>> del fp
```

Load the memmap and verify data was stored:

```
>>> newfp = np.memmap(filename, dtype='float32', mode='r', shape=(3,4))
>>> newfp
memmap([[  0.,   1.,   2.,   3.],
        [  4.,   5.,   6.,   7.],
        [  8.,   9.,  10.,  11.]], dtype=float32)
```

Read-only memmap:

```
>>> fpr = np.memmap(filename, dtype='float32', mode='r', shape=(3,4))
>>> fpr.flags.writeable
False
```

Copy-on-write memmap:

```
>>> fpc = np.memmap(filename, dtype='float32', mode='c', shape=(3,4))
>>> fpc.flags.writeable
True
```

It's possible to assign to copy-on-write array, but values are only written into the memory copy of the array, and not written to disk:

```
>>> fpc
memmap([[  0.,   1.,   2.,   3.],
        [  4.,   5.,   6.,   7.],
        [  8.,   9.,  10.,  11.]], dtype=float32)
>>> fpc[0,:] = 0
>>> fpc
memmap([[  0.,   0.,   0.,   0.],
        [  4.,   5.,   6.,   7.],
        [  8.,   9.,  10.,  11.]], dtype=float32)
```

File on disk is unchanged:

```
>>> fpr
memmap([[  0.,   1.,   2.,   3.],
        [  4.,   5.,   6.,   7.],
        [  8.,   9.,  10.,  11.]], dtype=float32)
```

Offset into a memmap:

```
>>> fpo = np.memmap(filename, dtype='float32', mode='r', offset=16)
>>> fpo
memmap([  4.,   5.,   6.,   7.,   8.,   9.,  10.,  11.], dtype=float32)
```

Attributes

filename	(str) Path to the mapped file.
offset	(int) Offset position in the file.
mode	(str) File mode.

Methods

flush()	Write any changes in the array to the file on disk.

memmap.**flush**()

Write any changes in the array to the file on disk.

For further information, see memmap.

Parameters
None

See Also:

memmap

close	Close the memmap file.

3.16.6 Text formatting options

set_printoptions([precision, threshold, ...])	Set printing options.
get_printoptions()	Return the current print options.
set_string_function(f[, repr])	Set a Python function to be used when pretty printing arrays.

numpy.**set_printoptions**(*precision=None*, *threshold=None*, *edgeitems=None*, *linewidth=None*, *suppress=None*, *nanstr=None*, *infstr=None*, *formatter=None*)

Set printing options.

These options determine the way floating point numbers, arrays and other NumPy objects are displayed.

Parameters

precision : int, optional

Number of digits of precision for floating point output (default 8).

threshold : int, optional

Total number of array elements which trigger summarization rather than full repr (default 1000).

edgeitems : int, optional

Number of array items in summary at beginning and end of each dimension (default 3).

linewidth : int, optional

The number of characters per line for the purpose of inserting line breaks (default 75).

suppress : bool, optional

Whether or not suppress printing of small floating point values using scientific notation (default False).

nanstr : str, optional

String representation of floating point not-a-number (default nan).

infstr : str, optional

String representation of floating point infinity (default inf).

formatter : dict of callables, optional

If not None, the keys should indicate the type(s) that the respective formatting function applies to. Callables should return a string. Types that are not specified (by their corresponding keys) are handled by the default formatters. Individual types for which a formatter can be set are:

```
- 'bool'
- 'int'
- 'timedelta' : a `numpy.timedelta64`
- 'datetime' : a `numpy.datetime64`
- 'float'
- 'longfloat' : 128-bit floats
- 'complexfloat'
- 'longcomplexfloat' : composed of two 128-bit floats
- 'numpy_str' : types `numpy.string_` and `numpy.unicode_`
- 'str' : all other strings
```

Other keys that can be used to set a group of types at once are:

```
          - 'all' : sets all types
          - 'int_kind' : sets 'int'
          - 'float_kind' : sets 'float' and 'longfloat'
          - 'complex_kind' : sets 'complexfloat' and 'longcomplexfloat'
          - 'str_kind' : sets 'str' and 'numpystr'
```

See Also:

get_printoptions, set_string_function, array2string

Notes

formatter is always reset with a call to set_printoptions.

Examples

Floating point precision can be set:

```
>>> np.set_printoptions(precision=4)
>>> print np.array([1.123456789])
[ 1.1235]
```

Long arrays can be summarised:

```
>>> np.set_printoptions(threshold=5)
>>> print np.arange(10)
[0 1 2 ..., 7 8 9]
```

Small results can be suppressed:

```
>>> eps = np.finfo(float).eps
>>> x = np.arange(4.)
>>> x**2 - (x + eps)**2
array([ -4.9304e-32,  -4.4409e-16,   0.0000e+00,   0.0000e+00])
>>> np.set_printoptions(suppress=True)
>>> x**2 - (x + eps)**2
array([-0., -0.,  0.,  0.])
```

A custom formatter can be used to display array elements as desired:

```
>>> np.set_printoptions(formatter={'all':lambda x: 'int: '+str(-x)})
>>> x = np.arange(3)
>>> x
array([int: 0, int: -1, int: -2])
>>> np.set_printoptions()  # formatter gets reset
>>> x
array([0, 1, 2])
```

To put back the default options, you can use:

```
>>> np.set_printoptions(edgeitems=3,infstr='inf',
... linewidth=75, nanstr='nan', precision=8,
... suppress=False, threshold=1000, formatter=None)
```

numpy.**get_printoptions**()

Return the current print options.

Returns

print_opts : dict

Dictionary of current print options with keys

- precision : int
- threshold : int
- edgeitems : int
- linewidth : int
- suppress : bool
- nanstr : str
- infstr : str
- formatter : dict of callables

For a full description of these options, see `set_printoptions`.

See Also:

`set_printoptions`, `set_string_function`

numpy.**set_string_function**(*f*, *repr=True*)

Set a Python function to be used when pretty printing arrays.

Parameters

f : function or None

Function to be used to pretty print arrays. The function should expect a single array argument and return a string of the representation of the array. If None, the function is reset to the default NumPy function to print arrays.

repr : bool, optional

If True (default), the function for pretty printing (`__repr__`) is set, if False the function that returns the default string representation (`__str__`) is set.

See Also:

`set_printoptions`, `get_printoptions`

Examples

```
>>> def pprint(arr):
...     return 'HA! - What are you going to do now?'
...
>>> np.set_string_function(pprint)
>>> a = np.arange(10)
>>> a
HA! - What are you going to do now?
>>> print a
[0 1 2 3 4 5 6 7 8 9]
```

We can reset the function to the default:

```
>>> np.set_string_function(None)
>>> a
array([0, 1, 2, 3, 4, 5, 6, 7, 8, 9])
```

`repr` affects either pretty printing or normal string representation. Note that `__repr__` is still affected by setting `__str__` because the width of each array element in the returned string becomes equal to the length of the result of `__str__()`.

```
>>> x = np.arange(4)
>>> np.set_string_function(lambda x:'random', repr=False)
>>> x.__str__()
'random'
>>> x.__repr__()
'array([     0,      1,      2,      3])'
```

3.16.7 Base-n representations

binary_repr(num[, width])	Return the binary representation of the input number as a string.
base_repr(number[, base, padding])	Return a string representation of a number in the given base system.

numpy.**binary_repr**(*num*, *width=None*)

Return the binary representation of the input number as a string.

For negative numbers, if width is not given, a minus sign is added to the front. If width is given, the two's complement of the number is returned, with respect to that width.

In a two's-complement system negative numbers are represented by the two's complement of the absolute value. This is the most common method of representing signed integers on computers [R16]. A N-bit two's-complement system can represent every integer in the range -2^{N-1} to $+2^{N-1}-1$.

Parameters

num : int

Only an integer decimal number can be used.

width : int, optional

The length of the returned string if *num* is positive, the length of the two's complement if *num* is negative.

Returns

bin : str

Binary representation of *num* or two's complement of *num*.

See Also:

base_repr

Return a string representation of a number in the given base system.

Notes

binary_repr is equivalent to using base_repr with base 2, but about 25x faster.

References

[R16]

Examples

```
>>> np.binary_repr(3)
'11'
>>> np.binary_repr(-3)
'-11'
>>> np.binary_repr(3, width=4)
'0011'
```

The two's complement is returned when the input number is negative and width is specified:

```
>>> np.binary_repr(-3, width=4)
'1101'
```

numpy.**base_repr**(*number*, *base=2*, *padding=0*)

Return a string representation of a number in the given base system.

Parameters

number : int

The value to convert. Only positive values are handled.

base : int, optional

Convert `number` to the *base* number system. The valid range is 2-36, the default value is 2.

padding : int, optional

Number of zeros padded on the left. Default is 0 (no padding).

Returns

out : str

String representation of `number` in *base* system.

See Also:

binary_repr

Faster version of `base_repr` for base 2.

Examples

```
>>> np.base_repr(5)
'101'
>>> np.base_repr(6, 5)
'11'
>>> np.base_repr(7, base=5, padding=3)
'00012'

>>> np.base_repr(10, base=16)
'A'
>>> np.base_repr(32, base=16)
'20'
```

3.16.8 Data sources

`DataSource`([destpath])	A generic data source file (file, http, ftp, ...).

class numpy.**DataSource**(*destpath='.'*)

A generic data source file (file, http, ftp, ...).

DataSources can be local files or remote files/URLs. The files may also be compressed or uncompressed. DataSource hides some of the low-level details of downloading the file, allowing you to simply pass in a valid file path (or URL) and obtain a file object.

Parameters

destpath : str or None, optional

Path to the directory where the source file gets downloaded to for use. If *destpath* is None, a temporary directory will be created. The default path is the current directory.

Notes

URLs require a scheme string (`http://`) to be used, without it they will fail:

```
>>> repos = DataSource()
>>> repos.exists('www.google.com/index.html')
False
>>> repos.exists('http://www.google.com/index.html')
True
```

Temporary directories are deleted when the DataSource is deleted.

Examples

```
>>> ds = DataSource('/home/guido')
>>> urlname = 'http://www.google.com/index.html'
>>> gfile = ds.open('http://www.google.com/index.html')  # remote file
>>> ds.abspath(urlname)
'/home/guido/www.google.com/site/index.html'

>>> ds = DataSource(None)  # use with temporary file
>>> ds.open('/home/guido/foobar.txt')
<open file '/home/guido.foobar.txt', mode 'r' at 0x91d4430>
>>> ds.abspath('/home/guido/foobar.txt')
'/tmp/tmpy4pgsP/home/guido/foobar.txt'
```

Methods

`abspath`(path)	Return absolute path of file in the DataSource directory.
`exists`(path)	Test if path exists.
`open`(path[, mode])	Open and return file-like object.

`DataSource.`**`abspath`**(*path*)

Return absolute path of file in the DataSource directory.

If *path* is an URL, then `abspath` will return either the location the file exists locally or the location it would exist when opened using the `open` method.

Parameters

path : str

Can be a local file or a remote URL.

Returns

out : str

Complete path, including the `DataSource` destination directory.

Notes

The functionality is based on `os.path.abspath`.

`DataSource.`**`exists`**(*path*)

Test if path exists.

Test if *path* exists as (and in this order):

- a local file.

- a remote URL that has been downloaded and stored locally in the DataSource directory.
- a remote URL that has not been downloaded, but is valid and accessible.

Parameters
path : str

Can be a local file or a remote URL.

Returns
out : bool

True if *path* exists.

Notes

When *path* is an URL, exists will return True if it's either stored locally in the DataSource directory, or is a valid remote URL. DataSource does not discriminate between the two, the file is accessible if it exists in either location.

DataSource.**open**(*path*, *mode='r'*)
Open and return file-like object.

If *path* is an URL, it will be downloaded, stored in the DataSource directory and opened from there.

Parameters
path : str

Local file path or URL to open.

mode : {'r', 'w', 'a'}, optional

Mode to open *path*. Mode 'r' for reading, 'w' for writing, 'a' to append. Available modes depend on the type of object specified by *path*. Default is 'r'.

Returns
out : file object

File object.

3.17 Linear algebra (numpy.linalg)

3.17.1 Matrix and vector products

dot(a, b[, out])	Dot product of two arrays.
vdot(a, b)	Return the dot product of two vectors.
inner(a, b)	Inner product of two arrays.
outer(a, b)	Compute the outer product of two vectors.
tensordot(a, b[, axes])	Compute tensor dot product along specified axes for arrays >= 1-D.
einsum(subscripts, *operands[, out, dtype, ...])	Evaluates the Einstein summation convention on the operands.
linalg.matrix_power(M, n)	Raise a square matrix to the (integer) power *n*.
kron(a, b)	Kronecker product of two arrays.

numpy.**dot**(*a*, *b*, *out=None*)
Dot product of two arrays.

For 2-D arrays it is equivalent to matrix multiplication, and for 1-D arrays to inner product of vectors (without

complex conjugation). For N dimensions it is a sum product over the last axis of *a* and the second-to-last of *b*:

```
dot(a, b)[i,j,k,m] = sum(a[i,j,:] * b[k,:,m])
```

Parameters

a : array_like

First argument.

b : array_like

Second argument.

out : ndarray, optional

Output argument. This must have the exact kind that would be returned if it was not used. In particular, it must have the right type, must be C-contiguous, and its dtype must be the dtype that would be returned for *dot(a,b)*. This is a performance feature. Therefore, if these conditions are not met, an exception is raised, instead of attempting to be flexible.

Returns

output : ndarray

Returns the dot product of *a* and *b*. If *a* and *b* are both scalars or both 1-D arrays then a scalar is returned; otherwise an array is returned. If *out* is given, then it is returned.

Raises

ValueError

If the last dimension of *a* is not the same size as the second-to-last dimension of *b*.

See Also:

vdot
Complex-conjugating dot product.

tensordot
Sum products over arbitrary axes.

einsum
Einstein summation convention.

Examples

```
>>> np.dot(3, 4)
12
```

Neither argument is complex-conjugated:

```
>>> np.dot([2j, 3j], [2j, 3j])
(-13+0j)
```

For 2-D arrays it's the matrix product:

```
>>> a = [[1, 0], [0, 1]]
>>> b = [[4, 1], [2, 2]]
>>> np.dot(a, b)
array([[4, 1],
       [2, 2]])
```

```
>>> a = np.arange(3*4*5*6).reshape((3,4,5,6))
>>> b = np.arange(3*4*5*6)[::-1].reshape((5,4,6,3))
>>> np.dot(a, b)[2,3,2,1,2,2]
499128
>>> sum(a[2,3,2,:] * b[1,2,:,2])
499128
```

numpy.**vdot**(*a*, *b*)

Return the dot product of two vectors.

The vdot(*a*, *b*) function handles complex numbers differently than dot(*a*, *b*). If the first argument is complex the complex conjugate of the first argument is used for the calculation of the dot product.

Note that `vdot` handles multidimensional arrays differently than `dot`: it does *not* perform a matrix product, but flattens input arguments to 1-D vectors first. Consequently, it should only be used for vectors.

Parameters

a : array_like

If *a* is complex the complex conjugate is taken before calculation of the dot product.

b : array_like

Second argument to the dot product.

Returns

output : ndarray

Dot product of *a* and *b*. Can be an int, float, or complex depending on the types of *a* and *b*.

See Also:

dot

Return the dot product without using the complex conjugate of the first argument.

Examples

```
>>> a = np.array([1+2j,3+4j])
>>> b = np.array([5+6j,7+8j])
>>> np.vdot(a, b)
(70-8j)
>>> np.vdot(b, a)
(70+8j)
```

Note that higher-dimensional arrays are flattened!

```
>>> a = np.array([[1, 4], [5, 6]])
>>> b = np.array([[4, 1], [2, 2]])
>>> np.vdot(a, b)
30
>>> np.vdot(b, a)
30
>>> 1*4 + 4*1 + 5*2 + 6*2
30
```

numpy.**inner**(*a*, *b*)

Inner product of two arrays.

Ordinary inner product of vectors for 1-D arrays (without complex conjugation), in higher dimensions a sum product over the last axes.

Parameters
a, b : array_like

If *a* and *b* are nonscalar, their last dimensions of must match.

Returns
out : ndarray

out.shape = a.shape[:-1] + b.shape[:-1]

Raises
ValueError

If the last dimension of *a* and *b* has different size.

See Also:

tensordot
Sum products over arbitrary axes.

dot
Generalised matrix product, using second last dimension of *b*.

einsum
Einstein summation convention.

Notes

For vectors (1-D arrays) it computes the ordinary inner-product:

```
np.inner(a, b) = sum(a[:]*b[:])
```

More generally, if *ndim(a) = r > 0* and *ndim(b) = s > 0*:

```
np.inner(a, b) = np.tensordot(a, b, axes=(-1,-1))
```

or explicitly:

```
np.inner(a, b)[i0,...,ir-1,j0,...,js-1]
     = sum(a[i0,...,ir-1,:]*b[j0,...,js-1,:])
```

In addition *a* or *b* may be scalars, in which case:

```
np.inner(a,b) = a*b
```

Examples

Ordinary inner product for vectors:

```
>>> a = np.array([1,2,3])
>>> b = np.array([0,1,0])
>>> np.inner(a, b)
2
```

A multidimensional example:

```
>>> a = np.arange(24).reshape((2,3,4))
>>> b = np.arange(4)
>>> np.inner(a, b)
array([[ 14,  38,  62],
       [ 86, 110, 134]])
```

An example where *b* is a scalar:

```
>>> np.inner(np.eye(2), 7)
array([[ 7.,  0.],
       [ 0.,  7.]])
```

numpy.**outer**(*a*, *b*)

Compute the outer product of two vectors.

Given two vectors, `a = [a0, a1, ..., aM]` and `b = [b0, b1, ..., bN]`, the outer product [R53] is:

```
[[a0*b0  a0*b1 ... a0*bN ]
 [a1*b0    .
 [ ...          .
 [aM*b0            aM*bN ]]
```

Parameters

a : (M,) array_like

First input vector. Input is flattened if not already 1-dimensional.

b : (N,) array_like

Second input vector. Input is flattened if not already 1-dimensional.

Returns

out : (M, N) ndarray

```
out[i, j] = a[i] * b[j]
```

See Also:

`inner`, `einsum`

References

[R53]

Examples

Make a (*very* coarse) grid for computing a Mandelbrot set:

```
>>> rl = np.outer(np.ones((5,)), np.linspace(-2, 2, 5))
>>> rl
array([[-2., -1.,  0.,  1.,  2.],
       [-2., -1.,  0.,  1.,  2.],
       [-2., -1.,  0.,  1.,  2.],
       [-2., -1.,  0.,  1.,  2.],
       [-2., -1.,  0.,  1.,  2.]])
>>> im = np.outer(1j*np.linspace(2, -2, 5), np.ones((5,)))
>>> im
array([[ 0.+2.j,  0.+2.j,  0.+2.j,  0.+2.j,  0.+2.j],
       [ 0.+1.j,  0.+1.j,  0.+1.j,  0.+1.j,  0.+1.j],
       [ 0.+0.j,  0.+0.j,  0.+0.j,  0.+0.j,  0.+0.j],
       [ 0.-1.j,  0.-1.j,  0.-1.j,  0.-1.j,  0.-1.j],
       [ 0.-2.j,  0.-2.j,  0.-2.j,  0.-2.j,  0.-2.j]])
>>> grid = rl + im
>>> grid
array([[-2.+2.j, -1.+2.j,  0.+2.j,  1.+2.j,  2.+2.j],
       [-2.+1.j, -1.+1.j,  0.+1.j,  1.+1.j,  2.+1.j],
       [-2.+0.j, -1.+0.j,  0.+0.j,  1.+0.j,  2.+0.j],
```

```
       [-2.-1.j, -1.-1.j,  0.-1.j,  1.-1.j,  2.-1.j],
       [-2.-2.j, -1.-2.j,  0.-2.j,  1.-2.j,  2.-2.j]])
```

An example using a "vector" of letters:

```
>>> x = np.array(['a', 'b', 'c'], dtype=object)
>>> np.outer(x, [1, 2, 3])
array([[a, aa, aaa],
       [b, bb, bbb],
       [c, cc, ccc]], dtype=object)
```

numpy.**tensordot**(*a*, *b*, *axes=2*)

Compute tensor dot product along specified axes for arrays >= 1-D.

Given two tensors (arrays of dimension greater than or equal to one), *a* and *b*, and an array_like object containing two array_like objects, `(a_axes, b_axes)`, sum the products of *a*'s and *b*'s elements (components) over the axes specified by `a_axes` and `b_axes`. The third argument can be a single non-negative integer_like scalar, `N`; if it is such, then the last `N` dimensions of *a* and the first `N` dimensions of *b* are summed over.

Parameters

a, b : array_like, len(shape) >= 1

Tensors to "dot".

axes : variable type

- integer_like scalar Number of axes to sum over (applies to both arrays); or
- (2,) array_like, both elements array_like of the same length List of axes to be summed over, first sequence applying to *a*, second to *b*.

See Also:

`dot`, `einsum`

Notes

When there is more than one axis to sum over - and they are not the last (first) axes of *a* (*b*) - the argument *axes* should consist of two sequences of the same length, with the first axis to sum over given first in both sequences, the second axis second, and so forth.

Examples

A "traditional" example:

```
>>> a = np.arange(60.).reshape(3,4,5)
>>> b = np.arange(24.).reshape(4,3,2)
>>> c = np.tensordot(a,b, axes=([1,0],[0,1]))
>>> c.shape
(5, 2)
>>> c
array([[ 4400.,  4730.],
       [ 4532.,  4874.],
       [ 4664.,  5018.],
       [ 4796.,  5162.],
       [ 4928.,  5306.]])
>>> # A slower but equivalent way of computing the same...
>>> d = np.zeros((5,2))
>>> for i in range(5):
...   for j in range(2):
...     for k in range(3):
...       for n in range(4):
```

```
...         d[i,j] += a[k,n,i] * b[n,k,j]
>>> c == d
array([[ True,  True],
       [ True,  True],
       [ True,  True],
       [ True,  True],
       [ True,  True]], dtype=bool)
```

An extended example taking advantage of the overloading of + and *:

```
>>> a = np.array(range(1, 9))
>>> a.shape = (2, 2, 2)
>>> A = np.array(('a', 'b', 'c', 'd'), dtype=object)
>>> A.shape = (2, 2)
>>> a; A
array([[[1, 2],
        [3, 4]],
       [[5, 6],
        [7, 8]]])
array([[a, b],
       [c, d]], dtype=object)

>>> np.tensordot(a, A) # third argument default is 2
array([abbcccdddd, aaaaabbbbbbccccccdddddddd], dtype=object)

>>> np.tensordot(a, A, 1)
array([[[acc, bdd],
        [aaacccc, bbbdddd]],
       [[aaaaacccccc, bbbbbddddddd],
        [aaaaaaaccccccc, bbbbbbbddddddddd]]], dtype=object)

>>> np.tensordot(a, A, 0) # "Left for reader" (result too long to incl.)
array([[[[[a, b],
          [c, d]],
          ...

>>> np.tensordot(a, A, (0, 1))
array([[[abbbbb, cddddd],
        [aabbbbbb, ccdddddd]],
       [[aaabbbbbbb, cccddddddd],
        [aaaabbbbbbb, ccccddddddd]]], dtype=object)

>>> np.tensordot(a, A, (2, 1))
array([[[abb, cdd],
        [aaabbbb, cccdddd]],
       [[aaaaabbbbbb, ccccccddddd],
        [aaaaaaabbbbbbbb, cccccccddddddd]]], dtype=object)

>>> np.tensordot(a, A, ((0, 1), (0, 1)))
array([abbbcccccddddddd, aabbbbccccccddddddd], dtype=object)

>>> np.tensordot(a, A, ((2, 1), (1, 0)))
array([acccbbdddd, aaaaacccccccbbbbbbddddddddd], dtype=object)
```

numpy.**einsum**(*subscripts*, **operands*, *out=None*, *dtype=None*, *order='K'*, *casting='safe'*)

Evaluates the Einstein summation convention on the operands.

Using the Einstein summation convention, many common multi-dimensional array operations can be represented in a simple fashion. This function provides a way compute such summations. The best way to understand this

function is to try the examples below, which show how many common NumPy functions can be implemented as calls to `einsum`.

Parameters

subscripts : str

Specifies the subscripts for summation.

operands : list of array_like

These are the arrays for the operation.

out : ndarray, optional

If provided, the calculation is done into this array.

dtype : data-type, optional

If provided, forces the calculation to use the data type specified. Note that you may have to also give a more liberal *casting* parameter to allow the conversions.

order : {'C', 'F', 'A', 'K'}, optional

Controls the memory layout of the output. 'C' means it should be C contiguous. 'F' means it should be Fortran contiguous, 'A' means it should be 'F' if the inputs are all 'F', 'C' otherwise. 'K' means it should be as close to the layout as the inputs as is possible, including arbitrarily permuted axes. Default is 'K'.

casting : {'no', 'equiv', 'safe', 'same_kind', 'unsafe'}, optional

Controls what kind of data casting may occur. Setting this to 'unsafe' is not recommended, as it can adversely affect accumulations.

- 'no' means the data types should not be cast at all.
- 'equiv' means only byte-order changes are allowed.
- 'safe' means only casts which can preserve values are allowed.
- 'same_kind' means only safe casts or casts within a kind, like float64 to float32, are allowed.
- 'unsafe' means any data conversions may be done.

Returns

output : ndarray

The calculation based on the Einstein summation convention.

See Also:

`dot`, `inner`, `outer`, `tensordot`

Notes

New in version 1.6.0. The subscripts string is a comma-separated list of subscript labels, where each label refers to a dimension of the corresponding operand. Repeated subscripts labels in one operand take the diagonal. For example, `np.einsum('ii', a)` is equivalent to `np.trace(a)`.

Whenever a label is repeated, it is summed, so `np.einsum('i,i', a, b)` is equivalent to `np.inner(a,b)`. If a label appears only once, it is not summed, so `np.einsum('i', a)` produces a view of `a` with no changes.

The order of labels in the output is by default alphabetical. This means that `np.einsum('ij', a)` doesn't affect a 2D array, while `np.einsum('ji', a)` takes its transpose.

The output can be controlled by specifying output subscript labels as well. This specifies the label order, and allows summing to be disallowed or forced when desired. The call `np.einsum('i->', a)` is like `np.sum(a, axis=-1)`, and `np.einsum('ii->i', a)` is like `np.diag(a)`. The difference is that `einsum` does not allow broadcasting by default.

To enable and control broadcasting, use an ellipsis. Default NumPy-style broadcasting is done by adding an ellipsis to the left of each term, like `np.einsum('...ii->...i', a)`. To take the trace along the first and last axes, you can do `np.einsum('i...i', a)`, or to do a matrix-matrix product with the left-most indices instead of rightmost, you can do `np.einsum('ij...,jk...->ik...', a, b)`.

When there is only one operand, no axes are summed, and no output parameter is provided, a view into the operand is returned instead of a new array. Thus, taking the diagonal as `np.einsum('ii->i', a)` produces a view.

An alternative way to provide the subscripts and operands is as `einsum(op0, sublist0, op1, sublist1, ..., [sublistout])`. The examples below have corresponding `einsum` calls with the two parameter methods.

Examples

```
>>> a = np.arange(25).reshape(5,5)
>>> b = np.arange(5)
>>> c = np.arange(6).reshape(2,3)

>>> np.einsum('ii', a)
60
>>> np.einsum(a, [0,0])
60
>>> np.trace(a)
60

>>> np.einsum('ii->i', a)
array([ 0,  6, 12, 18, 24])
>>> np.einsum(a, [0,0], [0])
array([ 0,  6, 12, 18, 24])
>>> np.diag(a)
array([ 0,  6, 12, 18, 24])

>>> np.einsum('ij,j', a, b)
array([ 30,  80, 130, 180, 230])
>>> np.einsum(a, [0,1], b, [1])
array([ 30,  80, 130, 180, 230])
>>> np.dot(a, b)
array([ 30,  80, 130, 180, 230])

>>> np.einsum('ji', c)
array([[0, 3],
       [1, 4],
       [2, 5]])
>>> np.einsum(c, [1,0])
array([[0, 3],
       [1, 4],
       [2, 5]])
>>> c.T
array([[0, 3],
       [1, 4],
       [2, 5]])
```

```
>>> np.einsum('..., ...', 3, c)
array([[ 0,  3,  6],
       [ 9, 12, 15]])
>>> np.einsum(3, [Ellipsis], c, [Ellipsis])
array([[ 0,  3,  6],
       [ 9, 12, 15]])
>>> np.multiply(3, c)
array([[ 0,  3,  6],
       [ 9, 12, 15]])

>>> np.einsum('i,i', b, b)
30
>>> np.einsum(b, [0], b, [0])
30
>>> np.inner(b,b)
30

>>> np.einsum('i,j', np.arange(2)+1, b)
array([[0, 1, 2, 3, 4],
       [0, 2, 4, 6, 8]])
>>> np.einsum(np.arange(2)+1, [0], b, [1])
array([[0, 1, 2, 3, 4],
       [0, 2, 4, 6, 8]])
>>> np.outer(np.arange(2)+1, b)
array([[0, 1, 2, 3, 4],
       [0, 2, 4, 6, 8]])

>>> np.einsum('i...->...', a)
array([50, 55, 60, 65, 70])
>>> np.einsum(a, [0,Ellipsis], [Ellipsis])
array([50, 55, 60, 65, 70])
>>> np.sum(a, axis=0)
array([50, 55, 60, 65, 70])

>>> a = np.arange(60.).reshape(3,4,5)
>>> b = np.arange(24.).reshape(4,3,2)
>>> np.einsum('ijk,jil->kl', a, b)
array([[ 4400.,  4730.],
       [ 4532.,  4874.],
       [ 4664.,  5018.],
       [ 4796.,  5162.],
       [ 4928.,  5306.]])
>>> np.einsum(a, [0,1,2], b, [1,0,3], [2,3])
array([[ 4400.,  4730.],
       [ 4532.,  4874.],
       [ 4664.,  5018.],
       [ 4796.,  5162.],
       [ 4928.,  5306.]])
>>> np.tensordot(a,b, axes=([1,0],[0,1]))
array([[ 4400.,  4730.],
       [ 4532.,  4874.],
       [ 4664.,  5018.],
       [ 4796.,  5162.],
       [ 4928.,  5306.]])
```

numpy.linalg.**matrix_power**(*M*, *n*)

Raise a square matrix to the (integer) power *n*.

For positive integers *n*, the power is computed by repeated matrix squarings and matrix multiplications. If `n ==`

0, the identity matrix of the same shape as M is returned. If n < 0, the inverse is computed and then raised to the abs(n).

Parameters

M : ndarray or matrix object

Matrix to be "powered." Must be square, i.e. M.shape == (m, m), with *m* a positive integer.

n : int

The exponent can be any integer or long integer, positive, negative, or zero.

Returns

Mn** : ndarray or matrix object

The return value is the same shape and type as *M*; if the exponent is positive or zero then the type of the elements is the same as those of *M*. If the exponent is negative the elements are floating-point.

Raises

LinAlgError

If the matrix is not numerically invertible.

See Also:

matrix

Provides an equivalent function as the exponentiation operator (**, not ^).

Examples

```
>>> from numpy import linalg as LA
>>> i = np.array([[0, 1], [-1, 0]]) # matrix equiv. of the imaginary unit
>>> LA.matrix_power(i, 3) # should = -i
array([[ 0, -1],
       [ 1,  0]])
>>> LA.matrix_power(np.matrix(i), 3) # matrix arg returns matrix
matrix([[ 0, -1],
        [ 1,  0]])
>>> LA.matrix_power(i, 0)
array([[1, 0],
       [0, 1]])
>>> LA.matrix_power(i, -3) # should = 1/(-i) = i, but w/ f.p. elements
array([[ 0.,  1.],
       [-1.,  0.]])
```

Somewhat more sophisticated example

```
>>> q = np.zeros((4, 4))
>>> q[0:2, 0:2] = -i
>>> q[2:4, 2:4] = i
>>> q # one of the three quarternion units not equal to 1
array([[ 0., -1.,  0.,  0.],
       [ 1.,  0.,  0.,  0.],
       [ 0.,  0.,  0.,  1.],
       [ 0.,  0., -1.,  0.]])
>>> LA.matrix_power(q, 2) # = -np.eye(4)
array([[-1.,  0.,  0.,  0.],
       [ 0., -1.,  0.,  0.],
```

```
       [ 0.,  0., -1.,  0.],
       [ 0.,  0.,  0., -1.]])
```

numpy.**kron**(*a*, *b*)

Kronecker product of two arrays.

Computes the Kronecker product, a composite array made of blocks of the second array scaled by the first.

Parameters

a, b : array_like

Returns

out : ndarray

See Also:

outer

The outer product

Notes

The function assumes that the number of dimenensions of *a* and *b* are the same, if necessary prepending the smallest with ones. If *a.shape = (r0,r1,..,rN)* and *b.shape = (s0,s1,...,sN)*, the Kronecker product has shape *(r0*s0, r1*s1, ..., rN*SN)*. The elements are products of elements from *a* and *b*, organized explicitly by:

```
kron(a,b)[k0,k1,...,kN] = a[i0,i1,...,iN] * b[j0,j1,...,jN]
```

where:

```
kt = it * st + jt,  t = 0,...,N
```

In the common 2-D case (N=1), the block structure can be visualized:

```
[[ a[0,0]*b,   a[0,1]*b,  ... , a[0,-1]*b  ],
 [  ...                              ...   ],
 [ a[-1,0]*b,  a[-1,1]*b, ... , a[-1,-1]*b ]]
```

Examples

```
>>> np.kron([1,10,100], [5,6,7])
array([  5,   6,   7,  50,  60,  70, 500, 600, 700])
>>> np.kron([5,6,7], [1,10,100])
array([  5,  50, 500,   6,  60, 600,   7,  70, 700])

>>> np.kron(np.eye(2), np.ones((2,2)))
array([[ 1.,  1.,  0.,  0.],
       [ 1.,  1.,  0.,  0.],
       [ 0.,  0.,  1.,  1.],
       [ 0.,  0.,  1.,  1.]])

>>> a = np.arange(100).reshape((2,5,2,5))
>>> b = np.arange(24).reshape((2,3,4))
>>> c = np.kron(a,b)
>>> c.shape
(2, 10, 6, 20)
>>> I = (1,3,0,2)
>>> J = (0,2,1)
>>> J1 = (0,) + J             # extend to ndim=4
>>> S1 = (1,) + b.shape
>>> K = tuple(np.array(I) * np.array(S1) + np.array(J1))
```

```
>>> c[K] == a[I]*b[J]
True
```

3.17.2 Decompositions

linalg.cholesky(a)	Cholesky decomposition.
linalg.qr(a[, mode])	Compute the qr factorization of a matrix.
linalg.svd(a[, full_matrices, compute_uv])	Singular Value Decomposition.

numpy.linalg.**cholesky**(*a*)

Cholesky decomposition.

Return the Cholesky decomposition, *L* * *L.H*, of the square matrix *a*, where *L* is lower-triangular and .H is the conjugate transpose operator (which is the ordinary transpose if *a* is real-valued). *a* must be Hermitian (symmetric if real-valued) and positive-definite. Only *L* is actually returned.

Parameters

a : (..., M, M) array_like

Hermitian (symmetric if all elements are real), positive-definite input matrix.

Returns

L : (..., M, M) array_like

Upper or lower-triangular Cholesky factor of *a*. Returns a matrix object if *a* is a matrix object.

Raises

LinAlgError

If the decomposition fails, for example, if *a* is not positive-definite.

Notes

Broadcasting rules apply, see the numpy.linalg documentation for details.

The Cholesky decomposition is often used as a fast way of solving

$$A\mathbf{x} = \mathbf{b}$$

(when *A* is both Hermitian/symmetric and positive-definite).

First, we solve for $\mathbf{y}$ in

$$L\mathbf{y} = \mathbf{b},$$

and then for $\mathbf{x}$ in

$$L.H\mathbf{x} = \mathbf{y}.$$

Examples

```
>>> A = np.array([[1,-2j],[2j,5]])
>>> A
array([[ 1.+0.j,  0.-2.j],
       [ 0.+2.j,  5.+0.j]])
>>> L = np.linalg.cholesky(A)
>>> L
array([[ 1.+0.j,  0.+0.j],
       [ 0.+2.j,  1.+0.j]])
>>> np.dot(L, L.T.conj()) # verify that L * L.H = A
array([[ 1.+0.j,  0.-2.j],
       [ 0.+2.j,  5.+0.j]])
>>> A = [[1,-2j],[2j,5]] # what happens if A is only array_like?
>>> np.linalg.cholesky(A) # an ndarray object is returned
array([[ 1.+0.j,  0.+0.j],
       [ 0.+2.j,  1.+0.j]])
>>> # But a matrix object is returned if A is a matrix object
>>> LA.cholesky(np.matrix(A))
matrix([[ 1.+0.j,  0.+0.j],
        [ 0.+2.j,  1.+0.j]])
```

numpy.linalg.**qr**(*a*, *mode='reduced'*)

Compute the qr factorization of a matrix.

Factor the matrix *a* as *qr*, where *q* is orthonormal and *r* is upper-triangular.

Parameters

a : array_like, shape (M, N)

Matrix to be factored.

mode : {'reduced', 'complete', 'r', 'raw', 'full', 'economic'}, optional

If K = min(M, N), then

'reduced' : returns q, r with dimensions (M, K), (K, N) (default) 'complete' : returns q, r with dimensions (M, M), (M, N) 'r' : returns r only with dimensions (K, N) 'raw' : returns h, tau with dimensions (N, M), (K,) 'full' : alias of 'reduced', deprecated 'economic' : returns h from 'raw', deprecated.

The options 'reduced', 'complete, and 'raw' are new in numpy 1.8, see the notes for more information. The default is 'reduced' and to maintain backward compatibility with earlier versions of numpy both it and the old default 'full' can be omitted. Note that array h returned in 'raw' mode is transposed for calling Fortran. The 'economic' mode is deprecated. The modes 'full' and 'economic' may be passed using only the first letter for backwards compatibility, but all others must be spelled out. See the Notes for more explanation.

Returns

q : ndarray of float or complex, optional

A matrix with orthonormal columns. When mode = 'complete' the result is an orthogonal/unitary matrix depending on whether or not a is real/complex. The determinant may be either +/- 1 in that case.

r : ndarray of float or complex, optional

The upper-triangular matrix.

(h, tau) : ndarrays of np.double or np.cdouble, optional

The array h contains the Householder reflectors that generate q along with r. The tau array contains scaling factors for the reflectors. In the deprecated 'economic' mode only h is returned.

Raises

LinAlgError

If factoring fails.

Notes

This is an interface to the LAPACK routines dgeqrf, zgeqrf, dorgqr, and zungqr.

For more information on the qr factorization, see for example: http://en.wikipedia.org/wiki/QR_factorization

Subclasses of *ndarray* are preserved except for the 'raw' mode. So if *a* is of type *matrix*, all the return values will be matrices too.

New 'reduced', 'complete', and 'raw' options for mode were added in Numpy 1.8 and the old option 'full' was made an alias of 'reduced'. In addition the options 'full' and 'economic' were deprecated. Because 'full' was the previous default and 'reduced' is the new default, backward compatibility can be maintained by letting *mode* default. The 'raw' option was added so that LAPACK routines that can multiply arrays by q using the Householder reflectors can be used. Note that in this case the returned arrays are of type np.double or np.cdouble and the h array is transposed to be FORTRAN compatible. No routines using the 'raw' return are currently exposed by numpy, but some are available in lapack_lite and just await the necessary work.

Examples

```
>>> a = np.random.randn(9, 6)
>>> q, r = np.linalg.qr(a)
>>> np.allclose(a, np.dot(q, r))  # a does equal qr
True
>>> r2 = np.linalg.qr(a, mode='r')
>>> r3 = np.linalg.qr(a, mode='economic')
>>> np.allclose(r, r2)  # mode='r' returns the same r as mode='full'
True
>>> # But only triu parts are guaranteed equal when mode='economic'
>>> np.allclose(r, np.triu(r3[:6,:6], k=0))
True
```

Example illustrating a common use of `qr`: solving of least squares problems

What are the least-squares-best *m* and *y0* in `y = y0 + mx` for the following data: {(0,1), (1,0), (1,2), (2,1)}. (Graph the points and you'll see that it should be y0 = 0, m = 1.) The answer is provided by solving the over-determined matrix equation `Ax = b`, where:

```
A = array([[0, 1], [1, 1], [1, 1], [2, 1]])
x = array([[y0], [m]])
b = array([[1], [0], [2], [1]])
```

If A = qr such that q is orthonormal (which is always possible via Gram-Schmidt), then `x = inv(r) * (q.T) * b`. (In numpy practice, however, we simply use `lstsq`.)

```
>>> A = np.array([[0, 1], [1, 1], [1, 1], [2, 1]])
>>> A
array([[0, 1],
       [1, 1],
       [1, 1],
       [2, 1]])
>>> b = np.array([1, 0, 2, 1])
>>> q, r = LA.qr(A)
```

```
>>> p = np.dot(q.T, b)
>>> np.dot(LA.inv(r), p)
array([  1.1e-16,   1.0e+00])
```

numpy.linalg.**svd**(*a*, *full_matrices=1*, *compute_uv=1*)

Singular Value Decomposition.

Factors the matrix *a* as `u * np.diag(s) * v`, where *u* and *v* are unitary and *s* is a 1-d array of *a*'s singular values.

Parameters

a : (..., M, N) array_like

A real or complex matrix of shape (*M*, *N*) .

full_matrices : bool, optional

If True (default), *u* and *v* have the shapes (*M*, *M*) and (*N*, *N*), respectively. Otherwise, the shapes are (*M*, *K*) and (*K*, *N*), respectively, where *K* = min(*M*, *N*).

compute_uv : bool, optional

Whether or not to compute *u* and *v* in addition to *s*. True by default.

Returns

u : { (..., M, M), (..., M, K) } array

Unitary matrices. The actual shape depends on the value of `full_matrices`. Only returned when `compute_uv` is True.

s : (..., K) array

The singular values for every matrix, sorted in descending order.

v : { (..., N, N), (..., K, N) } array

Unitary matrices. The actual shape depends on the value of `full_matrices`. Only returned when `compute_uv` is True.

Raises

LinAlgError

If SVD computation does not converge.

Notes

Broadcasting rules apply, see the `numpy.linalg` documentation for details.

The decomposition is performed using LAPACK routine _gesdd

The SVD is commonly written as `a = U S V.H`. The *v* returned by this function is `V.H` and `u = U`.

If `U` is a unitary matrix, it means that it satisfies `U.H = inv(U)`.

The rows of *v* are the eigenvectors of `a.H a`. The columns of *u* are the eigenvectors of `a a.H`. For row `i` in *v* and column `i` in *u*, the corresponding eigenvalue is `s[i]**2`.

If *a* is a *matrix* object (as opposed to an *ndarray*), then so are all the return values.

Examples

```
>>> a = np.random.randn(9, 6) + 1j*np.random.randn(9, 6)
```

Reconstruction based on full SVD:

```
>>> U, s, V = np.linalg.svd(a, full_matrices=True)
>>> U.shape, V.shape, s.shape
((9, 9), (6, 6), (6,))
>>> S = np.zeros((9, 6), dtype=complex)
>>> S[:6, :6] = np.diag(s)
>>> np.allclose(a, np.dot(U, np.dot(S, V)))
True
```

Reconstruction based on reduced SVD:

```
>>> U, s, V = np.linalg.svd(a, full_matrices=False)
>>> U.shape, V.shape, s.shape
((9, 6), (6, 6), (6,))
>>> S = np.diag(s)
>>> np.allclose(a, np.dot(U, np.dot(S, V)))
True
```

3.17.3 Matrix eigenvalues

linalg.eig(a)	Compute the eigenvalues and right eigenvectors of a square array.
linalg.eigh(a[, UPLO])	Return the eigenvalues and eigenvectors of a Hermitian or symmetric matrix.
linalg.eigvals(a)	Compute the eigenvalues of a general matrix.
linalg.eigvalsh(a[, UPLO])	Compute the eigenvalues of a Hermitian or real symmetric matrix.

numpy.linalg.**eig**(*a*)

Compute the eigenvalues and right eigenvectors of a square array.

Parameters

a : (..., M, M) array

Matrices for which the eigenvalues and right eigenvectors will be computed

Returns

w : (..., M) array

The eigenvalues, each repeated according to its multiplicity. The eigenvalues are not necessarily ordered. The resulting array will be always be of complex type. When *a* is real the resulting eigenvalues will be real (0 imaginary part) or occur in conjugate pairs

v : (..., M, M) array

The normalized (unit "length") eigenvectors, such that the column `v[:,i]` is the eigenvector corresponding to the eigenvalue `w[i]`.

Raises

LinAlgError

If the eigenvalue computation does not converge.

See Also:

eigvalsh

eigenvalues of a symmetric or Hermitian (conjugate symmetric) array.

eigvals

eigenvalues of a non-symmetric array.

Notes

Broadcasting rules apply, see the `numpy.linalg` documentation for details.

This is implemented using the _geev LAPACK routines which compute the eigenvalues and eigenvectors of general square arrays.

The number *w* is an eigenvalue of *a* if there exists a vector *v* such that `dot(a,v) = w * v`. Thus, the arrays *a*, *w*, and *v* satisfy the equations `dot(a[:,:], v[:,i]) = w[i] * v[:,i]` for $i \in \{0, ..., M-1\}$.

The array *v* of eigenvectors may not be of maximum rank, that is, some of the columns may be linearly dependent, although round-off error may obscure that fact. If the eigenvalues are all different, then theoretically the eigenvectors are linearly independent. Likewise, the (complex-valued) matrix of eigenvectors *v* is unitary if the matrix *a* is normal, i.e., if `dot(a, a.H) = dot(a.H, a)`, where *a.H* denotes the conjugate transpose of *a*.

Finally, it is emphasized that *v* consists of the *right* (as in right-hand side) eigenvectors of *a*. A vector *y* satisfying `dot(y.T, a) = z * y.T` for some number *z* is called a *left* eigenvector of *a*, and, in general, the left and right eigenvectors of a matrix are not necessarily the (perhaps conjugate) transposes of each other.

References

G. Strang, *Linear Algebra and Its Applications*, 2nd Ed., Orlando, FL, Academic Press, Inc., 1980, Various pp.

Examples

```
>>> from numpy import linalg as LA
```

(Almost) trivial example with real e-values and e-vectors.

```
>>> w, v = LA.eig(np.diag((1, 2, 3)))
>>> w; v
array([ 1.,  2.,  3.])
array([[ 1.,  0.,  0.],
       [ 0.,  1.,  0.],
       [ 0.,  0.,  1.]])
```

Real matrix possessing complex e-values and e-vectors; note that the e-values are complex conjugates of each other.

```
>>> w, v = LA.eig(np.array([[1, -1], [1, 1]]))
>>> w; v
array([ 1. + 1.j,  1. - 1.j])
array([[ 0.70710678+0.j        ,  0.70710678+0.j        ],
       [ 0.00000000-0.70710678j,  0.00000000+0.70710678j]])
```

Complex-valued matrix with real e-values (but complex-valued e-vectors); note that a.conj().T = a, i.e., a is Hermitian.

```
>>> a = np.array([[1, 1j], [-1j, 1]])
>>> w, v = LA.eig(a)
>>> w; v
array([  2.00000000e+00+0.j,   5.98651912e-36+0.j]) # i.e., {2, 0}
array([[ 0.00000000+0.70710678j,  0.70710678+0.j        ],
       [ 0.70710678+0.j        ,  0.00000000+0.70710678j]])
```

Be careful about round-off error!

```
>>> a = np.array([[1 + 1e-9, 0], [0, 1 - 1e-9]])
>>> # Theor. e-values are 1 +/- 1e-9
>>> w, v = LA.eig(a)
```

```
>>> w; v
array([ 1.,  1.])
array([[ 1.,  0.],
       [ 0.,  1.]])
```

numpy.linalg.**eigh**(*a*, *UPLO='L'*)

Return the eigenvalues and eigenvectors of a Hermitian or symmetric matrix.

Returns two objects, a 1-D array containing the eigenvalues of *a*, and a 2-D square array or matrix (depending on the input type) of the corresponding eigenvectors (in columns).

Parameters

A : (..., M, M) array

Hermitian/Symmetric matrices whose eigenvalues and eigenvectors are to be computed.

UPLO : {'L', 'U'}, optional

Specifies whether the calculation is done with the lower triangular part of *a* ('L', default) or the upper triangular part ('U').

Returns

w : (..., M) ndarray

The eigenvalues, not necessarily ordered.

v : {(..., M, M) ndarray, (..., M, M) matrix}

The column `v[:, i]` is the normalized eigenvector corresponding to the eigenvalue `w[i]`. Will return a matrix object if *a* is a matrix object.

Raises

LinAlgError

If the eigenvalue computation does not converge.

See Also:

eigvalsh
eigenvalues of symmetric or Hermitian arrays.

eig
eigenvalues and right eigenvectors for non-symmetric arrays.

eigvals
eigenvalues of non-symmetric arrays.

Notes

Broadcasting rules apply, see the `numpy.linalg` documentation for details.

The eigenvalues/eigenvectors are computed using LAPACK routines _ssyevd, _heevd

The eigenvalues of real symmetric or complex Hermitian matrices are always real. [R38] The array *v* of (column) eigenvectors is unitary and *a*, *w*, and *v* satisfy the equations `dot(a, v[:, i]) = w[i] * v[:, i]`.

References

[R38]

Examples

```
>>> from numpy import linalg as LA
>>> a = np.array([[1, -2j], [2j, 5]])
>>> a
array([[ 1.+0.j,  0.-2.j],
       [ 0.+2.j,  5.+0.j]])
>>> w, v = LA.eigh(a)
>>> w; v
array([ 0.17157288,  5.82842712])
array([[-0.92387953+0.j        , -0.38268343+0.j        ],
       [ 0.00000000+0.38268343j,  0.00000000-0.92387953j]])

>>> np.dot(a, v[:, 0]) - w[0] * v[:, 0] # verify 1st e-val/vec pair
array([2.77555756e-17 + 0.j, 0. + 1.38777878e-16j])
>>> np.dot(a, v[:, 1]) - w[1] * v[:, 1] # verify 2nd e-val/vec pair
array([ 0.+0.j,  0.+0.j])

>>> A = np.matrix(a) # what happens if input is a matrix object
>>> A
matrix([[ 1.+0.j,  0.-2.j],
        [ 0.+2.j,  5.+0.j]])
>>> w, v = LA.eigh(A)
>>> w; v
array([ 0.17157288,  5.82842712])
matrix([[-0.92387953+0.j        , -0.38268343+0.j        ],
        [ 0.00000000+0.38268343j,  0.00000000-0.92387953j]])
```

numpy.linalg.**eigvals**(*a*)

Compute the eigenvalues of a general matrix.

Main difference between `eigvals` and `eig`: the eigenvectors aren't returned.

Parameters

a : (..., M, M) array_like

A complex- or real-valued matrix whose eigenvalues will be computed.

Returns

w : (..., M,) ndarray

The eigenvalues, each repeated according to its multiplicity. They are not necessarily ordered, nor are they necessarily real for real matrices.

Raises

LinAlgError

If the eigenvalue computation does not converge.

See Also:

eig

eigenvalues and right eigenvectors of general arrays

eigvalsh

eigenvalues of symmetric or Hermitian arrays.

eigh

eigenvalues and eigenvectors of symmetric/Hermitian arrays.

Notes

Broadcasting rules apply, see the `numpy.linalg` documentation for details.

This is implemented using the _geev LAPACK routines which compute the eigenvalues and eigenvectors of general square arrays.

Examples

Illustration, using the fact that the eigenvalues of a diagonal matrix are its diagonal elements, that multiplying a matrix on the left by an orthogonal matrix, *Q*, and on the right by *Q.T* (the transpose of *Q*), preserves the eigenvalues of the "middle" matrix. In other words, if *Q* is orthogonal, then `Q * A * Q.T` has the same eigenvalues as `A`:

```
>>> from numpy import linalg as LA
>>> x = np.random.random()
>>> Q = np.array([[np.cos(x), -np.sin(x)], [np.sin(x), np.cos(x)]])
>>> LA.norm(Q[0, :]), LA.norm(Q[1, :]), np.dot(Q[0, :],Q[1, :])
(1.0, 1.0, 0.0)
```

Now multiply a diagonal matrix by Q on one side and by Q.T on the other:

```
>>> D = np.diag((-1,1))
>>> LA.eigvals(D)
array([-1.,  1.])
>>> A = np.dot(Q, D)
>>> A = np.dot(A, Q.T)
>>> LA.eigvals(A)
array([ 1., -1.])
```

numpy.linalg.**eigvalsh**(*a*, *UPLO='L'*)

Compute the eigenvalues of a Hermitian or real symmetric matrix.

Main difference from eigh: the eigenvectors are not computed.

Parameters

a : (..., M, M) array_like

A complex- or real-valued matrix whose eigenvalues are to be computed.

UPLO : {'L', 'U'}, optional

Same as *lower*, with 'L' for lower and 'U' for upper triangular. Deprecated.

Returns

w : (..., M,) ndarray

The eigenvalues, not necessarily ordered, each repeated according to its multiplicity.

Raises

LinAlgError

If the eigenvalue computation does not converge.

See Also:

eigh

eigenvalues and eigenvectors of symmetric/Hermitian arrays.

eigvals

eigenvalues of general real or complex arrays.

eig

eigenvalues and right eigenvectors of general real or complex arrays.

Notes

Broadcasting rules apply, see the `numpy.linalg` documentation for details.

The eigenvalues are computed using LAPACK routines _ssyevd, _heevd

Examples

```
>>> from numpy import linalg as LA
>>> a = np.array([[1, -2j], [2j, 5]])
>>> LA.eigvalsh(a)
array([ 0.17157288+0.j,  5.82842712+0.j])
```

3.17.4 Norms and other numbers

`linalg.norm`(x[, ord, axis])	Matrix or vector norm.
`linalg.cond`(x[, p])	Compute the condition number of a matrix.
`linalg.det`(a)	Compute the determinant of an array.
`linalg.slogdet`(a)	Compute the sign and (natural) logarithm of the determinant of an array.
`trace`(a[, offset, axis1, axis2, dtype, out])	Return the sum along diagonals of the array.

`numpy.linalg.`**`norm`**(*x*, *ord=None*, *axis=None*)

Matrix or vector norm.

This function is able to return one of seven different matrix norms, or one of an infinite number of vector norms (described below), depending on the value of the `ord` parameter.

Parameters

x : array_like

Input array. If *axis* is None, *x* must be 1-D or 2-D.

ord : {non-zero int, inf, -inf, 'fro'}, optional

Order of the norm (see table under `Notes`). inf means numpy's *inf* object.

axis : {int, 2-tuple of ints, None}, optional

If *axis* is an integer, it specifies the axis of *x* along which to compute the vector norms. If *axis* is a 2-tuple, it specifies the axes that hold 2-D matrices, and the matrix norms of these matrices are computed. If *axis* is None then either a vector norm (when *x* is 1-D) or a matrix norm (when *x* is 2-D) is returned.

Returns

n : float or ndarray

Norm of the matrix or vector(s).

Notes

For values of `ord <= 0`, the result is, strictly speaking, not a mathematical 'norm', but it may still be useful for various numerical purposes.

The following norms can be calculated:

ord	norm for matrices	norm for vectors
None	Frobenius norm	2-norm
'fro'	Frobenius norm	–
inf	max(sum(abs(x), axis=1))	max(abs(x))
-inf	min(sum(abs(x), axis=1))	min(abs(x))
0	–	sum(x != 0)
1	max(sum(abs(x), axis=0))	as below
-1	min(sum(abs(x), axis=0))	as below
2	2-norm (largest sing. value)	as below
-2	smallest singular value	as below
other	–	sum(abs(x)**ord)**(1./ord)

The Frobenius norm is given by [R39]:

$$||A||_F = [\sum_{i,j} abs(a_{i,j})^2]^{1/2}$$

References

[R39]

Examples

```
>>> from numpy import linalg as LA
>>> a = np.arange(9) - 4
>>> a
array([-4, -3, -2, -1,  0,  1,  2,  3,  4])
>>> b = a.reshape((3, 3))
>>> b
array([[-4, -3, -2],
       [-1,  0,  1],
       [ 2,  3,  4]])

>>> LA.norm(a)
7.745966692414834
>>> LA.norm(b)
7.745966692414834
>>> LA.norm(b, 'fro')
7.745966692414834
>>> LA.norm(a, np.inf)
4
>>> LA.norm(b, np.inf)
9
>>> LA.norm(a, -np.inf)
0
>>> LA.norm(b, -np.inf)
2

>>> LA.norm(a, 1)
20
>>> LA.norm(b, 1)
7
>>> LA.norm(a, -1)
-4.6566128774142013e-010
>>> LA.norm(b, -1)
6
>>> LA.norm(a, 2)
7.745966692414834
>>> LA.norm(b, 2)
7.3484692283495345
```

```
>>> LA.norm(a, -2)
nan
>>> LA.norm(b, -2)
1.8570331885190563e-016
>>> LA.norm(a, 3)
5.8480354764257312
>>> LA.norm(a, -3)
nan
```

Using the *axis* argument to compute vector norms:

```
>>> c = np.array([[ 1, 2, 3],
...               [-1, 1, 4]])
>>> LA.norm(c, axis=0)
array([ 1.41421356,  2.23606798,  5.        ])
>>> LA.norm(c, axis=1)
array([ 3.74165739,  4.24264069])
>>> LA.norm(c, ord=1, axis=1)
array([6, 6])
```

Using the *axis* argument to compute matrix norms:

```
>>> m = np.arange(8).reshape(2,2,2)
>>> LA.norm(m, axis=(1,2))
array([  3.74165739,  11.22497216])
>>> LA.norm(m[0, :, :]), LA.norm(m[1, :, :])
(3.7416573867739413, 11.224972160321824)
```

numpy.linalg.**cond**(*x*, *p=None*)

Compute the condition number of a matrix.

This function is capable of returning the condition number using one of seven different norms, depending on the value of *p* (see Parameters below).

Parameters

x : (M, N) array_like

The matrix whose condition number is sought.

p : {None, 1, -1, 2, -2, inf, -inf, 'fro'}, optional

Order of the norm:

p	norm for matrices
None	2-norm, computed directly using the SVD
'fro'	Frobenius norm
inf	max(sum(abs(x), axis=1))
-inf	min(sum(abs(x), axis=1))
1	max(sum(abs(x), axis=0))
-1	min(sum(abs(x), axis=0))
2	2-norm (largest sing. value)
-2	smallest singular value

inf means the numpy.inf object, and the Frobenius norm is the root-of-sum-of-squares norm.

Returns

c : {float, inf}

The condition number of the matrix. May be infinite.

See Also:

`numpy.linalg.norm`

Notes

The condition number of *x* is defined as the norm of *x* times the norm of the inverse of *x* [R37]; the norm can be the usual L2-norm (root-of-sum-of-squares) or one of a number of other matrix norms.

References

[R37]

Examples

```
>>> from numpy import linalg as LA
>>> a = np.array([[1, 0, -1], [0, 1, 0], [1, 0, 1]])
>>> a
array([[ 1,  0, -1],
       [ 0,  1,  0],
       [ 1,  0,  1]])
>>> LA.cond(a)
1.4142135623730951
>>> LA.cond(a, 'fro')
3.1622776601683795
>>> LA.cond(a, np.inf)
2.0
>>> LA.cond(a, -np.inf)
1.0
>>> LA.cond(a, 1)
2.0
>>> LA.cond(a, -1)
1.0
>>> LA.cond(a, 2)
1.4142135623730951
>>> LA.cond(a, -2)
0.70710678118654746
>>> min(LA.svd(a, compute_uv=0))*min(LA.svd(LA.inv(a), compute_uv=0))
0.70710678118654746
```

`numpy.linalg.det(a)`

Compute the determinant of an array.

Parameters

a : (..., M, M) array_like

Input array to compute determinants for.

Returns

det : (...) array_like

Determinant of *a*.

See Also:

`slogdet`

Another way to representing the determinant, more suitable for large matrices where underflow/overflow may occur.

Notes

Broadcasting rules apply, see the `numpy.linalg` documentation for details.

The determinant is computed via LU factorization using the LAPACK routine z/dgetrf.

Examples

The determinant of a 2-D array [[a, b], [c, d]] is ad - bc:

```
>>> a = np.array([[1, 2], [3, 4]])
>>> np.linalg.det(a)
-2.0
```

Computing determinants for a stack of matrices:

```
>>> a = np.array([ [[1, 2], [3, 4]], [[1, 2], [2, 1]], [[1, 3], [3, 1]] ])
>>> a.shape
(2, 2, 2
>>> np.linalg.det(a)
array([-2., -3., -8.])
```

`numpy.linalg.`**`slogdet`**(*a*)

Compute the sign and (natural) logarithm of the determinant of an array.

If an array has a very small or very large determinant, than a call to `det` may overflow or underflow. This routine is more robust against such issues, because it computes the logarithm of the determinant rather than the determinant itself.

Parameters

a : (..., M, M) array_like

Input array, has to be a square 2-D array.

Returns

sign : (...) array_like

A number representing the sign of the determinant. For a real matrix, this is 1, 0, or -1. For a complex matrix, this is a complex number with absolute value 1 (i.e., it is on the unit circle), or else 0.

logdet : (...) array_like

The natural log of the absolute value of the determinant.

If the determinant is zero, then *sign* will be 0 and *logdet* will be

-Inf. In all cases, the determinant is equal to `sign * np.exp(logdet)`.

See Also:

`det`

Notes

Broadcasting rules apply, see the `numpy.linalg` documentation for details.

The determinant is computed via LU factorization using the LAPACK routine z/dgetrf. New in version 1.6.0..

Examples

The determinant of a 2-D array `[[a, b], [c, d]]` is `ad - bc`:

```
>>> a = np.array([[1, 2], [3, 4]])
>>> (sign, logdet) = np.linalg.slogdet(a)
>>> (sign, logdet)
(-1, 0.69314718055994529)
>>> sign * np.exp(logdet)
-2.0
```

Computing log-determinants for a stack of matrices:

```
>>> a = np.array([ [[1, 2], [3, 4]], [[1, 2], [2, 1]], [[1, 3], [3, 1]] ])
>>> a.shape
(3, 2, 2)
>>> sign, logdet = np.linalg.slogdet(a)
>>> (sign, logdet)
(array([-1., -1., -1.]), array([ 0.69314718,  1.09861229,  2.07944154]))
>>> sign * np.exp(logdet)
array([-2., -3., -8.])
```

This routine succeeds where ordinary `det` does not:

```
>>> np.linalg.det(np.eye(500) * 0.1)
0.0
>>> np.linalg.slogdet(np.eye(500) * 0.1)
(1, -1151.2925464970228)
```

numpy.**trace**(*a*, *offset=0*, *axis1=0*, *axis2=1*, *dtype=None*, *out=None*)

Return the sum along diagonals of the array.

If *a* is 2-D, the sum along its diagonal with the given offset is returned, i.e., the sum of elements `a[i,i+offset]` for all i.

If *a* has more than two dimensions, then the axes specified by axis1 and axis2 are used to determine the 2-D sub-arrays whose traces are returned. The shape of the resulting array is the same as that of *a* with *axis1* and *axis2* removed.

Parameters

a : array_like

Input array, from which the diagonals are taken.

offset : int, optional

Offset of the diagonal from the main diagonal. Can be both positive and negative. Defaults to 0.

axis1, axis2 : int, optional

Axes to be used as the first and second axis of the 2-D sub-arrays from which the diagonals should be taken. Defaults are the first two axes of *a*.

dtype : dtype, optional

Determines the data-type of the returned array and of the accumulator where the elements are summed. If dtype has the value None and *a* is of integer type of precision less than the default integer precision, then the default integer precision is used. Otherwise, the precision is the same as that of *a*.

out : ndarray, optional

Array into which the output is placed. Its type is preserved and it must be of the right shape to hold the output.

Returns

sum_along_diagonals : ndarray

If *a* is 2-D, the sum along the diagonal is returned. If *a* has larger dimensions, then an array of sums along diagonals is returned.

See Also:

`diag`, `diagonal`, `diagflat`

Examples

```
>>> np.trace(np.eye(3))
3.0
>>> a = np.arange(8).reshape((2,2,2))
>>> np.trace(a)
array([6, 8])

>>> a = np.arange(24).reshape((2,2,2,3))
>>> np.trace(a).shape
(2, 3)
```

3.17.5 Solving equations and inverting matrices

`linalg.solve`(a, b)	Solve a linear matrix equation, or system of linear scalar equations.
`linalg.tensorsolve`(a, b[, axes])	Solve the tensor equation `a x = b` for x.
`linalg.lstsq`(a, b[, rcond])	Return the least-squares solution to a linear matrix equation.
`linalg.inv`(a)	Compute the (multiplicative) inverse of a matrix.
`linalg.pinv`(a[, rcond])	Compute the (Moore-Penrose) pseudo-inverse of a matrix.
`linalg.tensorinv`(a[, ind])	Compute the 'inverse' of an N-dimensional array.

`numpy.linalg.`**`solve`**(*a*, *b*)

Solve a linear matrix equation, or system of linear scalar equations.

Computes the "exact" solution, *x*, of the well-determined, i.e., full rank, linear matrix equation *ax* = *b*.

Parameters

a : (..., M, M) array_like

Coefficient matrix.

b : {(..., M,), (..., M, K)}, array_like

Ordinate or "dependent variable" values.

Returns

x : {(..., M,), (..., M, K)} ndarray

Solution to the system a x = b. Returned shape is identical to *b*.

Raises

LinAlgError

If *a* is singular or not square.

Notes

Broadcasting rules apply, see the `numpy.linalg` documentation for details.

The solutions are computed using LAPACK routine _gesv

a must be square and of full-rank, i.e., all rows (or, equivalently, columns) must be linearly independent; if either is not true, use `lstsq` for the least-squares best "solution" of the system/equation.

References

[R41]

Examples

Solve the system of equations `3 * x0 + x1 = 9` and `x0 + 2 * x1 = 8`:

```
>>> a = np.array([[3,1], [1,2]])
>>> b = np.array([9,8])
>>> x = np.linalg.solve(a, b)
>>> x
array([ 2.,  3.])
```

Check that the solution is correct:

```
>>> np.allclose(np.dot(a, x), b)
True
```

numpy.linalg.**tensorsolve**(*a*, *b*, *axes=None*)

Solve the tensor equation `a x = b` for x.

It is assumed that all indices of *x* are summed over in the product, together with the rightmost indices of *a*, as is done in, for example, `tensordot(a, x, axes=len(b.shape))`.

Parameters

a : array_like

Coefficient tensor, of shape `b.shape + Q`. *Q*, a tuple, equals the shape of that sub-tensor of *a* consisting of the appropriate number of its rightmost indices, and must be such that

`prod(Q) == prod(b.shape)` (in which sense *a* is said to be 'square').

b : array_like

Right-hand tensor, which can be of any shape.

axes : tuple of ints, optional

Axes in *a* to reorder to the right, before inversion. If None (default), no reordering is done.

Returns

x : ndarray, shape Q

Raises

LinAlgError

If *a* is singular or not 'square' (in the above sense).

See Also:

`tensordot`, `tensorinv`, `einsum`

Examples

```
>>> a = np.eye(2*3*4)
>>> a.shape = (2*3, 4, 2, 3, 4)
>>> b = np.random.randn(2*3, 4)
>>> x = np.linalg.tensorsolve(a, b)
>>> x.shape
(2, 3, 4)
>>> np.allclose(np.tensordot(a, x, axes=3), b)
True
```

numpy.linalg.**lstsq**(*a*, *b*, *rcond=-1*)

Return the least-squares solution to a linear matrix equation.

Solves the equation *a x = b* by computing a vector *x* that minimizes the Euclidean 2-norm || *b - a x* ||^2. The equation may be under-, well-, or over- determined (i.e., the number of linearly independent rows of *a* can be less than, equal to, or greater than its number of linearly independent columns). If *a* is square and of full rank, then *x* (but for round-off error) is the "exact" solution of the equation.

Parameters

a : (M, N) array_like

"Coefficient" matrix.

b : {(M,), (M, K)} array_like

Ordinate or "dependent variable" values. If *b* is two-dimensional, the least-squares solution is calculated for each of the *K* columns of *b*.

rcond : float, optional

Cut-off ratio for small singular values of *a*. Singular values are set to zero if they are smaller than *rcond* times the largest singular value of *a*.

Returns

x : {(N,), (N, K)} ndarray

Least-squares solution. If *b* is two-dimensional, the solutions are in the *K* columns of *x*.

residuals : {(), (1,), (K,)} ndarray

Sums of residuals; squared Euclidean 2-norm for each column in `b - a*x`. If the rank of *a* is < N or > M, this is an empty array. If *b* is 1-dimensional, this is a (1,) shape array. Otherwise the shape is (K,).

rank : int

Rank of matrix *a*.

s : (min(M, N),) ndarray

Singular values of *a*.

Raises

LinAlgError

If computation does not converge.

Notes

If *b* is a matrix, then all array results are returned as matrices.

Examples

Fit a line, `y = mx + c`, through some noisy data-points:

```
>>> x = np.array([0, 1, 2, 3])
>>> y = np.array([-1, 0.2, 0.9, 2.1])
```

By examining the coefficients, we see that the line should have a gradient of roughly 1 and cut the y-axis at, more or less, -1.

We can rewrite the line equation as `y = Ap`, where `A = [[x 1]]` and `p = [[m], [c]]`. Now use `lstsq` to solve for *p*:

```
>>> A = np.vstack([x, np.ones(len(x))]).T
>>> A
array([[ 0.,  1.],
       [ 1.,  1.],
       [ 2.,  1.],
       [ 3.,  1.]])

>>> m, c = np.linalg.lstsq(A, y)[0]
>>> print m, c
1.0 -0.95
```

Plot the data along with the fitted line:

```
>>> import matplotlib.pyplot as plt
>>> plt.plot(x, y, 'o', label='Original data', markersize=10)
>>> plt.plot(x, m*x + c, 'r', label='Fitted line')
>>> plt.legend()
>>> plt.show()
```

numpy.linalg.**inv**(*a*)

Compute the (multiplicative) inverse of a matrix.

Given a square matrix *a*, return the matrix *ainv* satisfying `dot(a, ainv) = dot(ainv, a) = eye(a.shape[0])`.

Parameters

a : (..., M, M) array_like

Matrix to be inverted.

Returns

ainv : (..., M, M) ndarray or matrix

(Multiplicative) inverse of the matrix *a*.

Raises

LinAlgError

If *a* is not square or inversion fails.

Notes

Broadcasting rules apply, see the `numpy.linalg` documentation for details.

Examples

```
>>> from numpy.linalg import inv
>>> a = np.array([[1., 2.], [3., 4.]])
>>> ainv = inv(a)
>>> np.allclose(np.dot(a, ainv), np.eye(2))
True
>>> np.allclose(np.dot(ainv, a), np.eye(2))
True
```

If a is a matrix object, then the return value is a matrix as well:

```
>>> ainv = inv(np.matrix(a))
>>> ainv
matrix([[-2. ,  1. ],
        [ 1.5, -0.5]])
```

Inverses of several matrices can be computed at once:

```
>>> a = np.array([[[1., 2.], [3., 4.]], [[1, 3], [3, 5]]])
>>> inv(a)
array([[[-2. ,  1. ],
        [ 1.5, -0.5]],
       [[-5. ,  2. ],
        [ 3. , -1. ]]])
```

numpy.linalg.**pinv**(*a*, *rcond=1e-15*)

Compute the (Moore-Penrose) pseudo-inverse of a matrix.

Calculate the generalized inverse of a matrix using its singular-value decomposition (SVD) and including all *large* singular values.

Parameters

a : (M, N) array_like

Matrix to be pseudo-inverted.

rcond : float

Cutoff for small singular values. Singular values smaller (in modulus) than *rcond* * largest_singular_value (again, in modulus) are set to zero.

Returns

B : (N, M) ndarray

The pseudo-inverse of *a*. If *a* is a *matrix* instance, then so is *B*.

Raises

LinAlgError

If the SVD computation does not converge.

Notes

The pseudo-inverse of a matrix A, denoted A^+, is defined as: "the matrix that 'solves' [the least-squares problem] $Ax = b$," i.e., if $\bar{x}$ is said solution, then A^+ is that matrix such that $\bar{x} = A^+b$.

It can be shown that if $Q_1\Sigma Q_2^T = A$ is the singular value decomposition of A, then $A^+ = Q_2\Sigma^+Q_1^T$, where $Q_{1,2}$ are orthogonal matrices, Σ is a diagonal matrix consisting of A's so-called singular values, (followed, typically, by zeros), and then Σ^+ is simply the diagonal matrix consisting of the reciprocals of A's singular values (again, followed by zeros). [R40]

References

[R40]

Examples

The following example checks that `a * a+ * a == a` and `a+ * a * a+ == a+`:

```
>>> a = np.random.randn(9, 6)
>>> B = np.linalg.pinv(a)
>>> np.allclose(a, np.dot(a, np.dot(B, a)))
```

```
True
>>> np.allclose(B, np.dot(B, np.dot(a, B)))
True
```

numpy.linalg.**tensorinv**(*a*, *ind=2*)

Compute the 'inverse' of an N-dimensional array.

The result is an inverse for *a* relative to the tensordot operation `tensordot(a, b, ind)`, i. e., up to floating-point accuracy, `tensordot(tensorinv(a), a, ind)` is the "identity" tensor for the tensordot operation.

Parameters

a : array_like

Tensor to 'invert'. Its shape must be 'square', i. e., `prod(a.shape[:ind]) == prod(a.shape[ind:])`.

ind : int, optional

Number of first indices that are involved in the inverse sum. Must be a positive integer, default is 2.

Returns

b : ndarray

a's tensordot inverse, shape `a.shape[:ind] + a.shape[ind:]`.

Raises

LinAlgError

If *a* is singular or not 'square' (in the above sense).

See Also:

`tensordot`, `tensorsolve`

Examples

```
>>> a = np.eye(4*6)
>>> a.shape = (4, 6, 8, 3)
>>> ainv = np.linalg.tensorinv(a, ind=2)
>>> ainv.shape
(8, 3, 4, 6)
>>> b = np.random.randn(4, 6)
>>> np.allclose(np.tensordot(ainv, b), np.linalg.tensorsolve(a, b))
True

>>> a = np.eye(4*6)
>>> a.shape = (24, 8, 3)
>>> ainv = np.linalg.tensorinv(a, ind=1)
>>> ainv.shape
(8, 3, 24)
>>> b = np.random.randn(24)
>>> np.allclose(np.tensordot(ainv, b, 1), np.linalg.tensorsolve(a, b))
True
```

3.17.6 Exceptions

`linalg.LinAlgError`	Generic Python-exception-derived object raised by linalg functions.

exception numpy.linalg.**LinAlgError**

Generic Python-exception-derived object raised by linalg functions.

General purpose exception class, derived from Python's exception.Exception class, programmatically raised in linalg functions when a Linear Algebra-related condition would prevent further correct execution of the function.

Parameters

None

Examples

```
>>> from numpy import linalg as LA
>>> LA.inv(np.zeros((2,2)))
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "...linalg.py", line 350,
    in inv return wrap(solve(a, identity(a.shape[0], dtype=a.dtype)))
  File "...linalg.py", line 249,
    in solve
    raise LinAlgError('Singular matrix')
numpy.linalg.LinAlgError: Singular matrix
```

3.17.7 Linear algebra on several matrices at once

Several of the linear algebra routines listed above are able to compute results for several matrices at once, if they are stacked into the same array.

This is indicated in the documentation via input parameter specifications such as `a : (..., M, M) array_like`. This means that if for instance given an input array `a.shape == (N, M, M)`, it is interpreted as a "stack" of N matrices, each of size M-by-M. Similar specification applies to return values, for instance the determinant has `det : (...)` and will in this case return an array of shape `det(a).shape == (N,)`. This generalizes to linear algebra operations on higher-dimensional arrays: the last 1 or 2 dimensions of a multidimensional array are interpreted as vectors or matrices, as appropriate for each operation.

3.18 Logic functions

3.18.1 Truth value testing

all(a[, axis, out, keepdims])	Test whether all array elements along a given axis evaluate to True.
any(a[, axis, out, keepdims])	Test whether any array element along a given axis evaluates to True.

numpy.**all**(*a*, *axis=None*, *out=None*, *keepdims=False*)

Test whether all array elements along a given axis evaluate to True.

Parameters

a : array_like

Input array or object that can be converted to an array.

axis : None or int or tuple of ints, optional

Axis or axes along which a logical AND reduction is performed. The default (*axis* = *None*) is perform a logical OR over all the dimensions of the input array. *axis* may be negative, in which case it counts from the last to the first axis. New in version 1.7.0. If

this is a tuple of ints, a reduction is performed on multiple axes, instead of a single axis or all the axes as before.

out : ndarray, optional

Alternate output array in which to place the result. It must have the same shape as the expected output and its type is preserved (e.g., if `dtype(out)` is float, the result will consist of 0.0's and 1.0's). See `doc.ufuncs` (Section "Output arguments") for more details.

keepdims : bool, optional

If this is set to True, the axes which are reduced are left in the result as dimensions with size one. With this option, the result will broadcast correctly against the original *arr*.

Returns

all : ndarray, bool

A new boolean or array is returned unless *out* is specified, in which case a reference to *out* is returned.

See Also:

ndarray.all
equivalent method

any
Test whether any element along a given axis evaluates to True.

Notes

Not a Number (NaN), positive infinity and negative infinity evaluate to *True* because these are not equal to zero.

Examples

```
>>> np.all([[True,False],[True,True]])
False

>>> np.all([[True,False],[True,True]], axis=0)
array([ True, False], dtype=bool)

>>> np.all([-1, 4, 5])
True

>>> np.all([1.0, np.nan])
True

>>> o=np.array([False])
>>> z=np.all([-1, 4, 5], out=o)
>>> id(z), id(o), z
(28293632, 28293632, array([ True], dtype=bool))
```

numpy.**any**(*a*, *axis=None*, *out=None*, *keepdims=False*)

Test whether any array element along a given axis evaluates to True.

Returns single boolean unless *axis* is not `None`

Parameters

a : array_like

Input array or object that can be converted to an array.

axis : None or int or tuple of ints, optional

Axis or axes along which a logical OR reduction is performed. The default (*axis* = *None*) is perform a logical OR over all the dimensions of the input array. *axis* may be negative, in which case it counts from the last to the first axis. New in version 1.7.0. If this is a tuple of ints, a reduction is performed on multiple axes, instead of a single axis or all the axes as before.

out : ndarray, optional

Alternate output array in which to place the result. It must have the same shape as the expected output and its type is preserved (e.g., if it is of type float, then it will remain so, returning 1.0 for True and 0.0 for False, regardless of the type of *a*). See `doc.ufuncs` (Section "Output arguments") for details.

keepdims : bool, optional

If this is set to True, the axes which are reduced are left in the result as dimensions with size one. With this option, the result will broadcast correctly against the original *arr*.

Returns

any : bool or ndarray

A new boolean or `ndarray` is returned unless *out* is specified, in which case a reference to *out* is returned.

See Also:

`ndarray.any`
equivalent method

`all`
Test whether all elements along a given axis evaluate to True.

Notes

Not a Number (NaN), positive infinity and negative infinity evaluate to *True* because these are not equal to zero.

Examples

```
>>> np.any([[True, False], [True, True]])
True

>>> np.any([[True, False], [False, False]], axis=0)
array([ True, False], dtype=bool)

>>> np.any([-1, 0, 5])
True

>>> np.any(np.nan)
True

>>> o=np.array([False])
>>> z=np.any([-1, 4, 5], out=o)
>>> z, o
(array([ True], dtype=bool), array([ True], dtype=bool))
>>> # Check now that z is a reference to o
>>> z is o
True
>>> id(z), id(o) # identity of z and o
(191614240, 191614240)
```

3.18.2 Array contents

isfinite(x[, out])	Test element-wise for finite-ness (not infinity or not Not a Number).
isinf(x[, out])	Test element-wise for positive or negative infinity.
isnan(x[, out])	Test element-wise for Not a Number (NaN), return result as a bool array.
isneginf(x[, y])	Test element-wise for negative infinity, return result as bool array.
isposinf(x[, y])	Test element-wise for positive infinity, return result as bool array.

numpy.**isfinite**(*x*[, *out*]) = **<ufunc 'isfinite'>**

Test element-wise for finite-ness (not infinity or not Not a Number).

The result is returned as a boolean array.

Parameters

x : array_like

Input values.

out : ndarray, optional

Array into which the output is placed. Its type is preserved and it must be of the right shape to hold the output. See doc.ufuncs.

Returns

y : ndarray, bool

For scalar input, the result is a new boolean with value True if the input is finite; otherwise the value is False (input is either positive infinity, negative infinity or Not a Number).

For array input, the result is a boolean array with the same dimensions as the input and the values are True if the corresponding element of the input is finite; otherwise the values are False (element is either positive infinity, negative infinity or Not a Number).

See Also:

isinf, isneginf, isposinf, isnan

Notes

Not a Number, positive infinity and negative infinity are considered to be non-finite.

Numpy uses the IEEE Standard for Binary Floating-Point for Arithmetic (IEEE 754). This means that Not a Number is not equivalent to infinity. Also that positive infinity is not equivalent to negative infinity. But infinity is equivalent to positive infinity. Errors result if the second argument is also supplied when *x* is a scalar input, or if first and second arguments have different shapes.

Examples

```
>>> np.isfinite(1)
True
>>> np.isfinite(0)
True
>>> np.isfinite(np.nan)
False
>>> np.isfinite(np.inf)
False
>>> np.isfinite(np.NINF)
False
```

```
>>> np.isfinite([np.log(-1.),1.,np.log(0)])
array([False,  True, False], dtype=bool)

>>> x = np.array([-np.inf, 0., np.inf])
>>> y = np.array([2, 2, 2])
>>> np.isfinite(x, y)
array([0, 1, 0])
>>> y
array([0, 1, 0])
```

numpy.**isinf**(*x*[, *out*]) **= <ufunc 'isinf'>**

Test element-wise for positive or negative infinity.

Return a bool-type array, the same shape as *x*, True where `x == +/-inf`, False everywhere else.

Parameters

x : array_like

Input values

out : array_like, optional

An array with the same shape as *x* to store the result.

Returns

y : bool (scalar) or bool-type ndarray

For scalar input, the result is a new boolean with value True if the input is positive or negative infinity; otherwise the value is False.

For array input, the result is a boolean array with the same shape as the input and the values are True where the corresponding element of the input is positive or negative infinity; elsewhere the values are False. If a second argument was supplied the result is stored there. If the type of that array is a numeric type the result is represented as zeros and ones, if the type is boolean then as False and True, respectively. The return value *y* is then a reference to that array.

See Also:

`isneginf`, `isposinf`, `isnan`, `isfinite`

Notes

Numpy uses the IEEE Standard for Binary Floating-Point for Arithmetic (IEEE 754).

Errors result if the second argument is supplied when the first argument is a scalar, or if the first and second arguments have different shapes.

Examples

```
>>> np.isinf(np.inf)
True
>>> np.isinf(np.nan)
False
>>> np.isinf(np.NINF)
True
>>> np.isinf([np.inf, -np.inf, 1.0, np.nan])
array([ True,  True, False, False], dtype=bool)

>>> x = np.array([-np.inf, 0., np.inf])
>>> y = np.array([2, 2, 2])
>>> np.isinf(x, y)
```

```
array([1, 0, 1])
>>> y
array([1, 0, 1])
```

numpy.**isnan**(*x*[, *out*]) = <ufunc 'isnan'>

Test element-wise for Not a Number (NaN), return result as a bool array.

Parameters

x : array_like

Input array.

Returns

y : {ndarray, bool}

For scalar input, the result is a new boolean with value True if the input is NaN; otherwise the value is False.

For array input, the result is a boolean array with the same dimensions as the input and the values are True if the corresponding element of the input is NaN; otherwise the values are False.

See Also:

isinf, isneginf, isposinf, isfinite

Notes

Numpy uses the IEEE Standard for Binary Floating-Point for Arithmetic (IEEE 754). This means that Not a Number is not equivalent to infinity.

Examples

```
>>> np.isnan(np.nan)
True
>>> np.isnan(np.inf)
False
>>> np.isnan([np.log(-1.),1.,np.log(0)])
array([ True, False, False], dtype=bool)
```

numpy.**isneginf**(*x*, *y=None*)

Test element-wise for negative infinity, return result as bool array.

Parameters

x : array_like

The input array.

y : array_like, optional

A boolean array with the same shape and type as *x* to store the result.

Returns

y : ndarray

A boolean array with the same dimensions as the input. If second argument is not supplied then a numpy boolean array is returned with values True where the corresponding element of the input is negative infinity and values False where the element of the input is not negative infinity.

If a second argument is supplied the result is stored there. If the type of that array is a numeric type the result is represented as zeros and ones, if the type is boolean then as False and True. The return value *y* is then a reference to that array.

See Also:

isinf, isposinf, isnan, isfinite

Notes

Numpy uses the IEEE Standard for Binary Floating-Point for Arithmetic (IEEE 754).

Errors result if the second argument is also supplied when x is a scalar input, or if first and second arguments have different shapes.

Examples

```
>>> np.isneginf(np.NINF)
array(True, dtype=bool)
>>> np.isneginf(np.inf)
array(False, dtype=bool)
>>> np.isneginf(np.PINF)
array(False, dtype=bool)
>>> np.isneginf([-np.inf, 0., np.inf])
array([ True, False, False], dtype=bool)

>>> x = np.array([-np.inf, 0., np.inf])
>>> y = np.array([2, 2, 2])
>>> np.isneginf(x, y)
array([1, 0, 0])
>>> y
array([1, 0, 0])
```

numpy.**isposinf**(*x*, *y=None*)

Test element-wise for positive infinity, return result as bool array.

Parameters

x : array_like

The input array.

y : array_like, optional

A boolean array with the same shape as *x* to store the result.

Returns

y : ndarray

A boolean array with the same dimensions as the input. If second argument is not supplied then a boolean array is returned with values True where the corresponding element of the input is positive infinity and values False where the element of the input is not positive infinity.

If a second argument is supplied the result is stored there. If the type of that array is a numeric type the result is represented as zeros and ones, if the type is boolean then as False and True. The return value *y* is then a reference to that array.

See Also:

isinf, isneginf, isfinite, isnan

Notes

Numpy uses the IEEE Standard for Binary Floating-Point for Arithmetic (IEEE 754).

Errors result if the second argument is also supplied when *x* is a scalar input, or if first and second arguments have different shapes.

Examples

```
>>> np.isposinf(np.PINF)
array(True, dtype=bool)
>>> np.isposinf(np.inf)
array(True, dtype=bool)
>>> np.isposinf(np.NINF)
array(False, dtype=bool)
>>> np.isposinf([-np.inf, 0., np.inf])
array([False, False,  True], dtype=bool)

>>> x = np.array([-np.inf, 0., np.inf])
>>> y = np.array([2, 2, 2])
>>> np.isposinf(x, y)
array([0, 0, 1])
>>> y
array([0, 0, 1])
```

3.18.3 Array type testing

iscomplex(x)	Returns a bool array, where True if input element is complex.
iscomplexobj(x)	Check for a complex type or an array of complex numbers.
isfortran(a)	Returns True if array is arranged in Fortran-order in memory
isreal(x)	Returns a bool array, where True if input element is real.
isrealobj(x)	Return True if x is a not complex type or an array of complex numbers.
isscalar(num)	Returns True if the type of *num* is a scalar type.

numpy.**iscomplex**(*x*)

Returns a bool array, where True if input element is complex.

What is tested is whether the input has a non-zero imaginary part, not if the input type is complex.

Parameters

x : array_like

Input array.

Returns

out : ndarray of bools

Output array.

See Also:

isreal

iscomplexobj

Return True if x is a complex type or an array of complex numbers.

Examples

```
>>> np.iscomplex([1+1j, 1+0j, 4.5, 3, 2, 2j])
array([ True, False, False, False, False,  True], dtype=bool)
```

numpy.**iscomplexobj**(*x*)

Check for a complex type or an array of complex numbers.

The type of the input is checked, not the value. Even if the input has an imaginary part equal to zero, `iscomplexobj` evaluates to True.

Parameters

x : any

The input can be of any type and shape.

Returns

iscomplexobj : bool

The return value, True if *x* is of a complex type or has at least one complex element.

See Also:

`isrealobj`, `iscomplex`

Examples

```
>>> np.iscomplexobj(1)
False
>>> np.iscomplexobj(1+0j)
True
>>> np.iscomplexobj([3, 1+0j, True])
True
```

numpy.**isfortran**(*a*)

Returns True if array is arranged in Fortran-order in memory and not C-order.

Parameters

a : ndarray

Input array.

Examples

np.array allows to specify whether the array is written in C-contiguous order (last index varies the fastest), or FORTRAN-contiguous order in memory (first index varies the fastest).

```
>>> a = np.array([[1, 2, 3], [4, 5, 6]], order='C')
>>> a
array([[1, 2, 3],
       [4, 5, 6]])
>>> np.isfortran(a)
False

>>> b = np.array([[1, 2, 3], [4, 5, 6]], order='FORTRAN')
>>> b
array([[1, 2, 3],
       [4, 5, 6]])
>>> np.isfortran(b)
True
```

The transpose of a C-ordered array is a FORTRAN-ordered array.

```
>>> a = np.array([[1, 2, 3], [4, 5, 6]], order='C')
>>> a
array([[1, 2, 3],
       [4, 5, 6]])
>>> np.isfortran(a)
False
>>> b = a.T
```

```
>>> b
array([[1, 4],
       [2, 5],
       [3, 6]])
>>> np.isfortran(b)
True
```

C-ordered arrays evaluate as False even if they are also FORTRAN-ordered.

```
>>> np.isfortran(np.array([1, 2], order='FORTRAN'))
False
```

numpy.**isreal**(*x*)

Returns a bool array, where True if input element is real.

If element has complex type with zero complex part, the return value for that element is True.

Parameters

x : array_like

Input array.

Returns

out : ndarray, bool

Boolean array of same shape as *x*.

See Also:

`iscomplex`

`isrealobj`

Return True if x is not a complex type.

Examples

```
>>> np.isreal([1+1j, 1+0j, 4.5, 3, 2, 2j])
array([False,  True,  True,  True,  True, False], dtype=bool)
```

numpy.**isrealobj**(*x*)

Return True if x is a not complex type or an array of complex numbers.

The type of the input is checked, not the value. So even if the input has an imaginary part equal to zero, `isrealobj` evaluates to False if the data type is complex.

Parameters

x : any

The input can be of any type and shape.

Returns

y : bool

The return value, False if *x* is of a complex type.

See Also:

`iscomplexobj`, `isreal`

Examples

```
>>> np.isrealobj(1)
True
>>> np.isrealobj(1+0j)
```

```
False
>>> np.isrealobj([3, 1+0j, True])
False
```

numpy.**isscalar**(*num*)

Returns True if the type of *num* is a scalar type.

Parameters

num : any

Input argument, can be of any type and shape.

Returns

val : bool

True if *num* is a scalar type, False if it is not.

Examples

```
>>> np.isscalar(3.1)
True
>>> np.isscalar([3.1])
False
>>> np.isscalar(False)
True
```

3.18.4 Logical operations

logical_and(x1, x2[, out])	Compute the truth value of x1 AND x2 elementwise.
logical_or(x1, x2[, out])	Compute the truth value of x1 OR x2 elementwise.
logical_not(x[, out])	Compute the truth value of NOT x elementwise.
logical_xor(x1, x2[, out])	Compute the truth value of x1 XOR x2, element-wise.

numpy.**logical_and**(*x1*, *x2*[, *out*]) = **<ufunc 'logical_and'>**

Compute the truth value of x1 AND x2 elementwise.

Parameters

x1, x2 : array_like

Input arrays. *x1* and *x2* must be of the same shape.

Returns

y : {ndarray, bool}

Boolean result with the same shape as *x1* and *x2* of the logical AND operation on corresponding elements of *x1* and *x2*.

See Also:

logical_or, logical_not, logical_xor, bitwise_and

Examples

```
>>> np.logical_and(True, False)
False
>>> np.logical_and([True, False], [False, False])
array([False, False], dtype=bool)
```

```
>>> x = np.arange(5)
>>> np.logical_and(x>1, x<4)
array([False, False,  True,  True, False], dtype=bool)
```

numpy.**logical_or**(*x1*, *x2*[, *out*]) = <ufunc 'logical_or'>

Compute the truth value of x1 OR x2 elementwise.

Parameters

x1, x2 : array_like

Logical OR is applied to the elements of *x1* and *x2*. They have to be of the same shape.

Returns

y : {ndarray, bool}

Boolean result with the same shape as *x1* and *x2* of the logical OR operation on elements of *x1* and *x2*.

See Also:

logical_and, logical_not, logical_xor, bitwise_or

Examples

```
>>> np.logical_or(True, False)
True
>>> np.logical_or([True, False], [False, False])
array([ True, False], dtype=bool)

>>> x = np.arange(5)
>>> np.logical_or(x < 1, x > 3)
array([ True, False, False, False,  True], dtype=bool)
```

numpy.**logical_not**(*x*[, *out*]) = <ufunc 'logical_not'>

Compute the truth value of NOT x elementwise.

Parameters

x : array_like

Logical NOT is applied to the elements of *x*.

Returns

y : bool or ndarray of bool

Boolean result with the same shape as *x* of the NOT operation on elements of *x*.

See Also:

logical_and, logical_or, logical_xor

Examples

```
>>> np.logical_not(3)
False
>>> np.logical_not([True, False, 0, 1])
array([False,  True,  True, False], dtype=bool)

>>> x = np.arange(5)
>>> np.logical_not(x<3)
array([False, False, False,  True,  True], dtype=bool)
```

numpy.**logical_xor**(*x1*, *x2*[, *out*]) = <ufunc 'logical_xor'>

Compute the truth value of x1 XOR x2, element-wise.

Parameters

x1, x2 : array_like

Logical XOR is applied to the elements of *x1* and *x2*. They must be broadcastable to the same shape.

Returns

y : bool or ndarray of bool

Boolean result of the logical XOR operation applied to the elements of *x1* and *x2*; the shape is determined by whether or not broadcasting of one or both arrays was required.

See Also:

`logical_and`, `logical_or`, `logical_not`, `bitwise_xor`

Examples

```
>>> np.logical_xor(True, False)
True
>>> np.logical_xor([True, True, False, False], [True, False, True, False])
array([False,  True,  True, False], dtype=bool)

>>> x = np.arange(5)
>>> np.logical_xor(x < 1, x > 3)
array([ True, False, False, False,  True], dtype=bool)
```

Simple example showing support of broadcasting

```
>>> np.logical_xor(0, np.eye(2))
array([[ True, False],
       [False,  True]], dtype=bool)
```

3.18.5 Comparison

`allclose`(a, b[, rtol, atol])	Returns True if two arrays are element-wise equal within a tolerance.
`isclose`(a, b[, rtol, atol, equal_nan])	Returns a boolean array where two arrays are element-wise equal within a tolerance.
`array_equal`(a1, a2)	True if two arrays have the same shape and elements, False otherwise.
`array_equiv`(a1, a2)	Returns True if input arrays are shape consistent and all elements equal.

numpy.**allclose**(*a*, *b*, *rtol=1e-05*, *atol=1e-08*)

Returns True if two arrays are element-wise equal within a tolerance.

The tolerance values are positive, typically very small numbers. The relative difference (*rtol* * abs(*b*)) and the absolute difference *atol* are added together to compare against the absolute difference between *a* and *b*.

If either array contains one or more NaNs, False is returned. Infs are treated as equal if they are in the same place and of the same sign in both arrays.

Parameters

a, b : array_like

Input arrays to compare.

rtol : float

The relative tolerance parameter (see Notes).

atol : float

The absolute tolerance parameter (see Notes).

Returns

allclose : bool

Returns True if the two arrays are equal within the given tolerance; False otherwise.

See Also:

`isclose`, `all`, `any`

Notes

If the following equation is element-wise True, then allclose returns True.

absolute(*a* - *b*) <= (*atol* + *rtol* * absolute(*b*))

The above equation is not symmetric in *a* and *b*, so that *allclose(a, b)* might be different from *allclose(b, a)* in some rare cases.

Examples

```
>>> np.allclose([1e10,1e-7], [1.00001e10,1e-8])
False
>>> np.allclose([1e10,1e-8], [1.00001e10,1e-9])
True
>>> np.allclose([1e10,1e-8], [1.0001e10,1e-9])
False
>>> np.allclose([1.0, np.nan], [1.0, np.nan])
False
```

numpy.**isclose**(*a*, *b*, *rtol=1e-05*, *atol=1e-08*, *equal_nan=False*)

Returns a boolean array where two arrays are element-wise equal within a tolerance.

The tolerance values are positive, typically very small numbers. The relative difference (*rtol* * abs(*b*)) and the absolute difference *atol* are added together to compare against the absolute difference between *a* and *b*.

Parameters

a, b : array_like

Input arrays to compare.

rtol : float

The relative tolerance parameter (see Notes).

atol : float

The absolute tolerance parameter (see Notes).

equal_nan : bool

Whether to compare NaN's as equal. If True, NaN's in *a* will be considered equal to NaN's in *b* in the output array.

Returns

y : array_like

Returns a boolean array of where *a* and *b* are equal within the given tolerance. If both *a* and *b* are scalars, returns a single boolean value.

See Also:

`allclose`

Notes

New in version 1.7.0. For finite values, isclose uses the following equation to test whether two floating point values are equivalent.

absolute(*a* - *b*) <= (*atol* + *rtol* * absolute(*b*))

The above equation is not symmetric in *a* and *b*, so that *isclose(a, b)* might be different from *isclose(b, a)* in some rare cases.

Examples

```
>>> np.isclose([1e10,1e-7], [1.00001e10,1e-8])
array([True, False])
>>> np.isclose([1e10,1e-8], [1.00001e10,1e-9])
array([True, True])
>>> np.isclose([1e10,1e-8], [1.0001e10,1e-9])
array([False, True])
>>> np.isclose([1.0, np.nan], [1.0, np.nan])
array([True, False])
>>> np.isclose([1.0, np.nan], [1.0, np.nan], equal_nan=True)
array([True, True])
```

numpy.**array_equal**(*a1*, *a2*)

True if two arrays have the same shape and elements, False otherwise.

Parameters

a1, a2 : array_like

Input arrays.

Returns

b : bool

Returns True if the arrays are equal.

See Also:

allclose

Returns True if two arrays are element-wise equal within a tolerance.

array_equiv

Returns True if input arrays are shape consistent and all elements equal.

Examples

```
>>> np.array_equal([1, 2], [1, 2])
True
>>> np.array_equal(np.array([1, 2]), np.array([1, 2]))
True
>>> np.array_equal([1, 2], [1, 2, 3])
False
>>> np.array_equal([1, 2], [1, 4])
False
```

numpy.**array_equiv**(*a1*, *a2*)

Returns True if input arrays are shape consistent and all elements equal.

Shape consistent means they are either the same shape, or one input array can be broadcasted to create the same shape as the other one.

Parameters
a1, a2 : array_like

Input arrays.

Returns
out : bool

True if equivalent, False otherwise.

Examples

```
>>> np.array_equiv([1, 2], [1, 2])
True
>>> np.array_equiv([1, 2], [1, 3])
False
```

Showing the shape equivalence:

```
>>> np.array_equiv([1, 2], [[1, 2], [1, 2]])
True
>>> np.array_equiv([1, 2], [[1, 2, 1, 2], [1, 2, 1, 2]])
False

>>> np.array_equiv([1, 2], [[1, 2], [1, 3]])
False
```

greater(x1, x2[, out])	Return the truth value of (x1 > x2) element-wise.
greater_equal(x1, x2[, out])	Return the truth value of (x1 >= x2) element-wise.
less(x1, x2[, out])	Return the truth value of (x1 < x2) element-wise.
less_equal(x1, x2[, out])	Return the truth value of (x1 =< x2) element-wise.
equal(x1, x2[, out])	Return (x1 == x2) element-wise.
not_equal(x1, x2[, out])	Return (x1 != x2) element-wise.

numpy.**greater**(*x1*, *x2*[, *out*]) **= <ufunc 'greater'>**
Return the truth value of (x1 > x2) element-wise.

Parameters
x1, x2 : array_like

Input arrays. If `x1.shape != x2.shape`, they must be broadcastable to a common shape (which may be the shape of one or the other).

Returns
out : bool or ndarray of bool

Array of bools, or a single bool if *x1* and *x2* are scalars.

See Also:

greater_equal, less, less_equal, equal, not_equal

Examples

```
>>> np.greater([4,2],[2,2])
array([ True, False], dtype=bool)
```

If the inputs are ndarrays, then np.greater is equivalent to '>'.

```
>>> a = np.array([4,2])
>>> b = np.array([2,2])
>>> a > b
array([ True, False], dtype=bool)
```

numpy.**greater_equal**(*x1*, *x2*[, *out*]) = <ufunc 'greater_equal'>

Return the truth value of (x1 >= x2) element-wise.

Parameters

x1, x2 : array_like

Input arrays. If `x1.shape != x2.shape`, they must be broadcastable to a common shape (which may be the shape of one or the other).

Returns

out : bool or ndarray of bool

Array of bools, or a single bool if *x1* and *x2* are scalars.

See Also:

`greater`, `less`, `less_equal`, `equal`, `not_equal`

Examples

```
>>> np.greater_equal([4, 2, 1], [2, 2, 2])
array([ True, True, False], dtype=bool)
```

numpy.**less**(*x1*, *x2*[, *out*]) = <ufunc 'less'>

Return the truth value of (x1 < x2) element-wise.

Parameters

x1, x2 : array_like

Input arrays. If `x1.shape != x2.shape`, they must be broadcastable to a common shape (which may be the shape of one or the other).

Returns

out : bool or ndarray of bool

Array of bools, or a single bool if *x1* and *x2* are scalars.

See Also:

`greater`, `less_equal`, `greater_equal`, `equal`, `not_equal`

Examples

```
>>> np.less([1, 2], [2, 2])
array([ True, False], dtype=bool)
```

numpy.**less_equal**(*x1*, *x2*[, *out*]) = <ufunc 'less_equal'>

Return the truth value of (x1 =< x2) element-wise.

Parameters

x1, x2 : array_like

Input arrays. If `x1.shape != x2.shape`, they must be broadcastable to a common shape (which may be the shape of one or the other).

Returns

out : bool or ndarray of bool

Array of bools, or a single bool if *x1* and *x2* are scalars.

See Also:

greater, less, greater_equal, equal, not_equal

Examples

```
>>> np.less_equal([4, 2, 1], [2, 2, 2])
array([False,  True,  True], dtype=bool)
```

numpy.**equal**(*x1*, *x2*[, *out*]) = **<ufunc 'equal'>**

Return (x1 == x2) element-wise.

Parameters

x1, x2 : array_like

Input arrays of the same shape.

Returns

out : {ndarray, bool}

Output array of bools, or a single bool if x1 and x2 are scalars.

See Also:

not_equal, greater_equal, less_equal, greater, less

Examples

```
>>> np.equal([0, 1, 3], np.arange(3))
array([ True,  True, False], dtype=bool)
```

What is compared are values, not types. So an int (1) and an array of length one can evaluate as True:

```
>>> np.equal(1, np.ones(1))
array([ True], dtype=bool)
```

numpy.**not_equal**(*x1*, *x2*[, *out*]) = **<ufunc 'not_equal'>**

Return (x1 != x2) element-wise.

Parameters

x1, x2 : array_like

Input arrays.

out : ndarray, optional

A placeholder the same shape as *x1* to store the result. See doc.ufuncs (Section "Output arguments") for more details.

Returns

not_equal : ndarray bool, scalar bool

For each element in *x1, x2*, return True if *x1* is not equal to *x2* and False otherwise.

See Also:

equal, greater, greater_equal, less, less_equal

Examples

```
>>> np.not_equal([1.,2.], [1., 3.])
array([False,  True], dtype=bool)
>>> np.not_equal([1, 2], [[1, 3],[1, 4]])
array([[False,  True],
       [False,  True]], dtype=bool)
```

3.19 Masked array operations

3.19.1 Constants

ma.MaskType	Numpy's Boolean type. Character code: ?. Alias: bool8

numpy.ma.**MaskType**
alias of bool_

3.19.2 Creation

From existing data

ma.masked_array	An array class with possibly masked values.
ma.array(data[, dtype, copy, order, mask, ...])	An array class with possibly masked values.
ma.copy	copy
ma.frombuffer(buffer[, dtype, count, offset])	Interpret a buffer as a 1-dimensional array.
ma.fromfunction(function, shape, **kwargs)	Construct an array by executing a function over each coordinate.
ma.MaskedArray.copy([order])	Return a copy of the array.

numpy.ma.**masked_array**
alias of MaskedArray

numpy.ma.**array**(*data*, *dtype=None*, *copy=False*, *order=False*, *mask=False*, *fill_value=None*, *keep_mask=True*, *hard_mask=False*, *shrink=True*, *subok=True*, *ndmin=0*)
An array class with possibly masked values.

Masked values of True exclude the corresponding element from any computation.

Construction:

```
x = MaskedArray(data, mask=nomask, dtype=None,
                copy=False, subok=True, ndmin=0, fill_value=None,
                keep_mask=True, hard_mask=None, shrink=True)
```

Parameters

data : array_like

Input data.

mask : sequence, optional

Mask. Must be convertible to an array of booleans with the same shape as *data*. True indicates a masked (i.e. invalid) data.

dtype : dtype, optional

Data type of the output. If *dtype* is None, the type of the data argument (data.dtype) is used. If *dtype* is not None and different from data.dtype, a copy is performed.

copy : bool, optional

Whether to copy the input data (True), or to use a reference instead. Default is False.

subok : bool, optional

Whether to return a subclass of `MaskedArray` if possible (True) or a plain `MaskedArray`. Default is True.

ndmin : int, optional

Minimum number of dimensions. Default is 0.

fill_value : scalar, optional

Value used to fill in the masked values when necessary. If None, a default based on the data-type is used.

keep_mask : bool, optional

Whether to combine *mask* with the mask of the input data, if any (True), or to use only *mask* for the output (False). Default is True.

hard_mask : bool, optional

Whether to use a hard mask or not. With a hard mask, masked values cannot be unmasked. Default is False.

shrink : bool, optional

Whether to force compression of an empty mask. Default is True.

`numpy.ma.` **copy = <numpy.ma.core._frommethod instance at 0x1cfa3f8>**

copy a.copy(order='C')

Return a copy of the array.

Parameters

order : {'C', 'F', 'A', 'K'}, optional

Controls the memory layout of the copy. 'C' means C-order, 'F' means F-order, 'A' means 'F' if *a* is Fortran contiguous, 'C' otherwise. 'K' means match the layout of *a* as closely as possible. (Note that this function and :func:numpy.copy are very similar, but have different default values for their order= arguments.)

Examples

```
>>> x = np.array([[1,2,3],[4,5,6]], order='F')

>>> y = x.copy()

>>> x.fill(0)

>>> x
array([[0, 0, 0],
       [0, 0, 0]])

>>> y
array([[1, 2, 3],
       [4, 5, 6]])

>>> y.flags['C_CONTIGUOUS']
True
```

numpy.ma.**frombuffer**(*buffer*, *dtype=float*, *count=-1*, *offset=0*) **= <numpy.ma.core._convert2ma instance at 0x1cfaf38>**

Interpret a buffer as a 1-dimensional array.

Parameters

buffer : buffer_like

An object that exposes the buffer interface.

dtype : data-type, optional

Data-type of the returned array; default: float.

count : int, optional

Number of items to read. `-1` means all data in the buffer.

offset : int, optional

Start reading the buffer from this offset; default: 0.

Notes

If the buffer has data that is not in machine byte-order, this should be specified as part of the data-type, e.g.:

```
>>> dt = np.dtype(int)
>>> dt = dt.newbyteorder('>')
>>> np.frombuffer(buf, dtype=dt)
```

The data of the resulting array will not be byteswapped, but will be interpreted correctly.

Examples

```
>>> s = 'hello world'
>>> np.frombuffer(s, dtype='S1', count=5, offset=6)
array(['w', 'o', 'r', 'l', 'd'],
      dtype='|S1')
```

numpy.ma.**fromfunction**(*function*, *shape*, ***kwargs*) **= <numpy.ma.core._convert2ma instance at 0x1cfaf80>**

Construct an array by executing a function over each coordinate.

The resulting array therefore has a value `fn(x, y, z)` at coordinate `(x, y, z)`.

Parameters

function : callable

The function is called with N parameters, where N is the rank of `shape`. Each parameter represents the coordinates of the array varying along a specific axis. For example, if `shape` were `(2, 2)`, then the parameters in turn be (0, 0), (0, 1), (1, 0), (1, 1).

shape : (N,) tuple of ints

Shape of the output array, which also determines the shape of the coordinate arrays passed to *function*.

dtype : data-type, optional

Data-type of the coordinate arrays passed to *function*. By default, *dtype* is float.

Returns

fromfunction : any

The result of the call to *function* is passed back directly. Therefore the shape of `fromfunction` is completely determined by *function*. If *function* returns a scalar value, the shape of `fromfunction` would match the `shape` parameter.

See Also:

`indices`, `meshgrid`

Notes

Keywords other than *dtype* are passed to *function*.

Examples

```
>>> np.fromfunction(lambda i, j: i == j, (3, 3), dtype=int)
array([[ True, False, False],
       [False,  True, False],
       [False, False,  True]], dtype=bool)

>>> np.fromfunction(lambda i, j: i + j, (3, 3), dtype=int)
array([[0, 1, 2],
       [1, 2, 3],
       [2, 3, 4]])
```

`MaskedArray.`**`copy`**(*order='C'*)

Return a copy of the array.

Parameters

order : {'C', 'F', 'A', 'K'}, optional

Controls the memory layout of the copy. 'C' means C-order, 'F' means F-order, 'A' means 'F' if *a* is Fortran contiguous, 'C' otherwise. 'K' means match the layout of *a* as closely as possible. (Note that this function and :func:numpy.copy are very similar, but have different default values for their order= arguments.)

See Also:

`numpy.copy`, `numpy.copyto`

Examples

```
>>> x = np.array([[1,2,3],[4,5,6]], order='F')

>>> y = x.copy()

>>> x.fill(0)

>>> x
array([[0, 0, 0],
       [0, 0, 0]])

>>> y
array([[1, 2, 3],
       [4, 5, 6]])

>>> y.flags['C_CONTIGUOUS']
True
```

Ones and zeros

ma.empty(shape[, dtype, order])	Return a new array of given shape and type, without initializing entries.
ma.empty_like(a[, dtype, order, subok])	Return a new array with the same shape and type as a given array.
ma.masked_all(shape[, dtype])	Empty masked array with all elements masked.
ma.masked_all_like(arr)	Empty masked array with the properties of an existing array.
ma.ones(shape[, dtype, order])	Return a new array of given shape and type, filled with ones.
ma.zeros(shape[, dtype, order])	Return a new array of given shape and type, filled with zeros.

numpy.ma.**empty**(*shape*, *dtype=float*, *order='C'*) **= <numpy.ma.core._convert2ma instance at 0x1cfae60>**

Return a new array of given shape and type, without initializing entries.

Parameters

shape : int or tuple of int

Shape of the empty array

dtype : data-type, optional

Desired output data-type.

order : {'C', 'F'}, optional

Whether to store multi-dimensional data in C (row-major) or Fortran (column-major) order in memory.

See Also:

empty_like, zeros, ones

Notes

empty, unlike zeros, does not set the array values to zero, and may therefore be marginally faster. On the other hand, it requires the user to manually set all the values in the array, and should be used with caution.

Examples

```
>>> np.empty([2, 2])
array([[ -9.74499359e+001,   6.69583040e-309],
       [  2.13182611e-314,   3.06959433e-309]])         #random

>>> np.empty([2, 2], dtype=int)
array([[-1073741821, -1067949133],
       [  496041986,    19249760]])                     #random
```

numpy.ma.**empty_like**(*a*, *dtype=None*, *order='K'*, *subok=True*) **= <numpy.ma.core._convert2ma instance at 0x1cfaef0>**

Return a new array with the same shape and type as a given array.

Parameters

a : array_like

The shape and data-type of *a* define these same attributes of the returned array.

dtype : data-type, optional

New in version 1.6.0. Overrides the data type of the result.

order : {'C', 'F', 'A', or 'K'}, optional

New in version 1.6.0. Overrides the memory layout of the result. 'C' means C-order, 'F' means F-order, 'A' means 'F' if a is Fortran contiguous, 'C' otherwise. 'K' means match the layout of a as closely as possible.

subok : bool, optional.

If True, then the newly created array will use the sub-class type of 'a', otherwise it will be a base-class array. Defaults to True.

Returns

out : ndarray

Array of uninitialized (arbitrary) data with the same shape and type as *a*.

See Also:

ones_like
Return an array of ones with shape and type of input.

zeros_like
Return an array of zeros with shape and type of input.

empty
Return a new uninitialized array.

ones
Return a new array setting values to one.

zeros
Return a new array setting values to zero.

Notes

This function does *not* initialize the returned array; to do that use *zeros_like* or *ones_like* instead. It may be marginally faster than the functions that do set the array values.

Examples

```
>>> a = ([1,2,3], [4,5,6])                         # a is array-like
>>> np.empty_like(a)
array([[-1073741821, -1073741821,           3],    #random
       [          0,           0, -1073741821]])
>>> a = np.array([[1., 2., 3.],[4.,5.,6.]])
>>> np.empty_like(a)
array([[ -2.00000715e+000,   1.48219694e-323,  -2.00000572e+000],#random
       [  4.38791518e-305,  -2.00000715e+000,   4.17269252e-309]])
```

numpy.ma.**masked_all**(*shape*, *dtype=<type 'float'>*)
Empty masked array with all elements masked.

Return an empty masked array of the given shape and dtype, where all the data are masked.

Parameters

shape : tuple

Shape of the required MaskedArray.

dtype : dtype, optional

Data type of the output.

Returns

a : MaskedArray

A masked array with all data masked.

See Also:

masked_all_like
Empty masked array modelled on an existing array.

Examples

```
>>> import numpy.ma as ma
>>> ma.masked_all((3, 3))
masked_array(data =
 [[-- -- --]
 [-- -- --]
 [-- -- --]],
      mask =
 [[ True  True  True]
 [ True  True  True]
 [ True  True  True]],
      fill_value=1e+20)
```

The *dtype* parameter defines the underlying data type.

```
>>> a = ma.masked_all((3, 3))
>>> a.dtype
dtype('float64')
>>> a = ma.masked_all((3, 3), dtype=np.int32)
>>> a.dtype
dtype('int32')
```

numpy.ma.**masked_all_like**(*arr*)
Empty masked array with the properties of an existing array.

Return an empty masked array of the same shape and dtype as the array *arr*, where all the data are masked.

Parameters
arr : ndarray

An array describing the shape and dtype of the required MaskedArray.

Returns
a : MaskedArray

A masked array with all data masked.

Raises
AttributeError

If *arr* doesn't have a shape attribute (i.e. not an ndarray)

See Also:

masked_all
Empty masked array with all elements masked.

Examples

```
>>> import numpy.ma as ma
>>> arr = np.zeros((2, 3), dtype=np.float32)
>>> arr
array([[ 0.,  0.,  0.],
       [ 0.,  0.,  0.]], dtype=float32)
>>> ma.masked_all_like(arr)
masked_array(data =
 [[-- -- --]
```

```
 [-- -- --]],
      mask =
 [[ True  True  True]
 [ True  True  True]],
      fill_value=1e+20)
```

The dtype of the masked array matches the dtype of *arr*.

```
>>> arr.dtype
dtype('float32')
>>> ma.masked_all_like(arr).dtype
dtype('float32')
```

numpy.ma.**ones**(*shape*, *dtype=None*, *order='C'*) = **<numpy.ma.core._convert2ma instance at 0x1cfc098>**

Return a new array of given shape and type, filled with ones.

Parameters

shape : int or sequence of ints

Shape of the new array, e.g., `(2, 3)` or `2`.

dtype : data-type, optional

The desired data-type for the array, e.g., `numpy.int8`. Default is `numpy.float64`.

order : {'C', 'F'}, optional

Whether to store multidimensional data in C- or Fortran-contiguous (row- or column-wise) order in memory.

Returns

out : ndarray

Array of ones with the given shape, dtype, and order.

See Also:

`zeros`, `ones_like`

Examples

```
>>> np.ones(5)
array([ 1.,  1.,  1.,  1.,  1.])

>>> np.ones((5,), dtype=np.int)
array([1, 1, 1, 1, 1])

>>> np.ones((2, 1))
array([[ 1.],
       [ 1.]])

>>> s = (2,2)
>>> np.ones(s)
array([[ 1.,  1.],
       [ 1.,  1.]])
```

numpy.ma.**zeros**(*shape*, *dtype=float*, *order='C'*) = **<numpy.ma.core._convert2ma instance at 0x1cfc128>**

Return a new array of given shape and type, filled with zeros.

Parameters

shape : int or sequence of ints

Shape of the new array, e.g., `(2, 3)` or `2`.

dtype : data-type, optional

The desired data-type for the array, e.g., `numpy.int8`. Default is `numpy.float64`.

order : {'C', 'F'}, optional

Whether to store multidimensional data in C- or Fortran-contiguous (row- or column-wise) order in memory.

Returns

out : ndarray

Array of zeros with the given shape, dtype, and order.

See Also:

zeros_like
Return an array of zeros with shape and type of input.

ones_like
Return an array of ones with shape and type of input.

empty_like
Return an empty array with shape and type of input.

ones
Return a new array setting values to one.

empty
Return a new uninitialized array.

Examples

```
>>> np.zeros(5)
array([ 0.,  0.,  0.,  0.,  0.])

>>> np.zeros((5,), dtype=numpy.int)
array([0, 0, 0, 0, 0])

>>> np.zeros((2, 1))
array([[ 0.],
       [ 0.]])

>>> s = (2,2)
>>> np.zeros(s)
array([[ 0.,  0.],
       [ 0.,  0.]])

>>> np.zeros((2,), dtype=[('x', 'i4'), ('y', 'i4')]) # custom dtype
array([(0, 0), (0, 0)],
      dtype=[('x', '<i4'), ('y', '<i4')])
```

3.19.3 Inspecting the array

`ma.all`(self[, axis, out])	Check if all of the elements of *a* are true.

Continued on next page

Table 3.87 – continued from previous page

ma.any(self[, axis, out])	Check if any of the elements of *a* are true.
ma.count(a[, axis])	Count the non-masked elements of the array along the given axis.
ma.count_masked(arr[, axis])	Count the number of masked elements along the given axis.
ma.getmask(a)	Return the mask of a masked array, or nomask.
ma.getmaskarray(arr)	Return the mask of a masked array, or full boolean array of False.
ma.getdata(a[, subok])	Return the data of a masked array as an ndarray.
ma.nonzero(self)	Return the indices of unmasked elements that are not zero.
ma.shape(obj)	Return the shape of an array.
ma.size(obj[, axis])	Return the number of elements along a given axis.
ma.MaskedArray.data	Return the current data, as a view of the original
ma.MaskedArray.mask	Mask
ma.MaskedArray.recordmask	Return the mask of the records.
ma.MaskedArray.all([axis, out])	Check if all of the elements of *a* are true.
ma.MaskedArray.any([axis, out])	Check if any of the elements of *a* are true.
ma.MaskedArray.count([axis])	Count the non-masked elements of the array along the given axis.
ma.MaskedArray.nonzero()	Return the indices of unmasked elements that are not zero.
ma.shape(obj)	Return the shape of an array.
ma.size(obj[, axis])	Return the number of elements along a given axis.

numpy.ma.**all**(*self*, *axis=None*, *out=None*) **= <numpy.ma.core._frommethod instance at 0x1cf2f80>**

Check if all of the elements of *a* are true.

Performs a logical_and over the given axis and returns the result. Masked values are considered as True during computation. For convenience, the output array is masked where ALL the values along the current axis are masked: if the output would have been a scalar and that all the values are masked, then the output is masked.

Parameters

axis : {None, integer}

Axis to perform the operation over. If None, perform over flattened array.

out : {None, array}, optional

Array into which the result can be placed. Its type is preserved and it must be of the right shape to hold the output.

See Also:

all

equivalent function

Examples

```
>>> np.ma.array([1,2,3]).all()
True
>>> a = np.ma.array([1,2,3], mask=True)
>>> (a.all() is np.ma.masked)
True
```

numpy.ma.**any**(*self*, *axis=None*, *out=None*) **= <numpy.ma.core._frommethod instance at 0x1cfa1b8>**

Check if any of the elements of *a* are true.

Performs a logical_or over the given axis and returns the result. Masked values are considered as False during computation.

Parameters

axis : {None, integer}

Axis to perform the operation over. If None, perform over flattened array and return a scalar.

out : {None, array}, optional

Array into which the result can be placed. Its type is preserved and it must be of the right shape to hold the output.

See Also:

any
equivalent function

numpy.ma.**count**(*a*, *axis=None*)
Count the non-masked elements of the array along the given axis.

Parameters
axis : int, optional

Axis along which to count the non-masked elements. If *axis* is *None*, all non-masked elements are counted.

Returns
result : int or ndarray

If *axis* is *None*, an integer count is returned. When *axis* is not *None*, an array with shape determined by the lengths of the remaining axes, is returned.

See Also:

count_masked
Count masked elements in array or along a given axis.

Examples

```
>>> import numpy.ma as ma
>>> a = ma.arange(6).reshape((2, 3))
>>> a[1, :] = ma.masked
>>> a
masked_array(data =
 [[0 1 2]
 [-- -- --]],
             mask =
 [[False False False]
 [ True  True  True]],
       fill_value = 999999)
>>> a.count()
3
```

When the *axis* keyword is specified an array of appropriate size is returned.

```
>>> a.count(axis=0)
array([1, 1, 1])
>>> a.count(axis=1)
array([3, 0])
```

numpy.ma.**count_masked**(*arr*, *axis=None*)
Count the number of masked elements along the given axis.

Parameters
arr : array_like

An array with (possibly) masked elements.

axis : int, optional

Axis along which to count. If None (default), a flattened version of the array is used.

Returns

count : int, ndarray

The total number of masked elements (axis=None) or the number of masked elements along each slice of the given axis.

See Also:

`MaskedArray.count`
Count non-masked elements.

Examples

```
>>> import numpy.ma as ma
>>> a = np.arange(9).reshape((3,3))
>>> a = ma.array(a)
>>> a[1, 0] = ma.masked
>>> a[1, 2] = ma.masked
>>> a[2, 1] = ma.masked
>>> a
masked_array(data =
 [[0 1 2]
 [-- 4 --]
 [6 -- 8]],
      mask =
 [[False False False]
 [ True False  True]
 [False  True False]],
      fill_value=999999)
>>> ma.count_masked(a)
3
```

When the *axis* keyword is used an array is returned.

```
>>> ma.count_masked(a, axis=0)
array([1, 1, 1])
>>> ma.count_masked(a, axis=1)
array([0, 2, 1])
```

numpy.ma.**getmask**(*a*)
Return the mask of a masked array, or nomask.

Return the mask of *a* as an ndarray if *a* is a `MaskedArray` and the mask is not `nomask`, else return `nomask`. To guarantee a full array of booleans of the same shape as a, use `getmaskarray`.

Parameters

a : array_like

Input `MaskedArray` for which the mask is required.

See Also:

`getdata`
Return the data of a masked array as an ndarray.

getmaskarray
Return the mask of a masked array, or full array of False.

Examples

```
>>> import numpy.ma as ma
>>> a = ma.masked_equal([[1,2],[3,4]], 2)
>>> a
masked_array(data =
 [[1 --]
 [3 4]],
      mask =
 [[False  True]
 [False False]],
      fill_value=999999)
>>> ma.getmask(a)
array([[False,  True],
       [False, False]], dtype=bool)
```

Equivalently use the `MaskedArray` *mask* attribute.

```
>>> a.mask
array([[False,  True],
       [False, False]], dtype=bool)
```

Result when mask == `nomask`

```
>>> b = ma.masked_array([[1,2],[3,4]])
>>> b
masked_array(data =
 [[1 2]
 [3 4]],
      mask =
 False,
      fill_value=999999)
>>> ma.nomask
False
>>> ma.getmask(b) == ma.nomask
True
>>> b.mask == ma.nomask
True
```

numpy.ma.**getmaskarray**(*arr*)
Return the mask of a masked array, or full boolean array of False.

Return the mask of *arr* as an ndarray if *arr* is a `MaskedArray` and the mask is not `nomask`, else return a full boolean array of False of the same shape as *arr*.

Parameters
arr : array_like

Input `MaskedArray` for which the mask is required.

See Also:

getmask
Return the mask of a masked array, or nomask.

getdata
Return the data of a masked array as an ndarray.

Examples

```
>>> import numpy.ma as ma
>>> a = ma.masked_equal([[1,2],[3,4]], 2)
>>> a
masked_array(data =
 [[1 --]
 [3 4]],
      mask =
 [[False  True]
 [False False]],
      fill_value=999999)
>>> ma.getmaskarray(a)
array([[False,  True],
       [False, False]], dtype=bool)
```

Result when mask == `nomask`

```
>>> b = ma.masked_array([[1,2],[3,4]])
>>> b
masked_array(data =
 [[1 2]
 [3 4]],
      mask =
 False,
      fill_value=999999)
>>> >ma.getmaskarray(b)
array([[False, False],
       [False, False]], dtype=bool)
```

numpy.ma.**getdata**(*a*, *subok=True*)

Return the data of a masked array as an ndarray.

Return the data of *a* (if any) as an ndarray if *a* is a `MaskedArray`, else return *a* as a ndarray or subclass (depending on *subok*) if not.

Parameters

a : array_like

Input `MaskedArray`, alternatively a ndarray or a subclass thereof.

subok : bool

Whether to force the output to be a *pure* ndarray (False) or to return a subclass of ndarray if appropriate (True, default).

See Also:

getmask

Return the mask of a masked array, or nomask.

getmaskarray

Return the mask of a masked array, or full array of False.

Examples

```
>>> import numpy.ma as ma
>>> a = ma.masked_equal([[1,2],[3,4]], 2)
>>> a
masked_array(data =
 [[1 --]
```

```
 [3 4]],
      mask =
 [[False  True]
 [False False]],
      fill_value=999999)
>>> ma.getdata(a)
array([[1, 2],
       [3, 4]])
```

Equivalently use the `MaskedArray` *data* attribute.

```
>>> a.data
array([[1, 2],
       [3, 4]])
```

numpy.ma.**nonzero**(*self*) **= <numpy.ma.core._frommethod instance at 0x1cfa638>**

Return the indices of unmasked elements that are not zero.

Returns a tuple of arrays, one for each dimension, containing the indices of the non-zero elements in that dimension. The corresponding non-zero values can be obtained with:

```
a[a.nonzero()]
```

To group the indices by element, rather than dimension, use instead:

```
np.transpose(a.nonzero())
```

The result of this is always a 2d array, with a row for each non-zero element.

Parameters
None

Returns
tuple_of_arrays : tuple

Indices of elements that are non-zero.

See Also:

numpy.nonzero
Function operating on ndarrays.

flatnonzero
Return indices that are non-zero in the flattened version of the input array.

ndarray.nonzero
Equivalent ndarray method.

count_nonzero
Counts the number of non-zero elements in the input array.

Examples

```
>>> import numpy.ma as ma
>>> x = ma.array(np.eye(3))
>>> x
masked_array(data =
 [[ 1.  0.  0.]
 [ 0.  1.  0.]
 [ 0.  0.  1.]],
      mask =
```

```
 False,
      fill_value=1e+20)
>>> x.nonzero()
(array([0, 1, 2]), array([0, 1, 2]))
```

Masked elements are ignored.

```
>>> x[1, 1] = ma.masked
>>> x
masked_array(data =
 [[1.0 0.0 0.0]
 [0.0 -- 0.0]
 [0.0 0.0 1.0]],
      mask =
 [[False False False]
 [False  True False]
 [False False False]],
      fill_value=1e+20)
>>> x.nonzero()
(array([0, 2]), array([0, 2]))
```

Indices can also be grouped by element.

```
>>> np.transpose(x.nonzero())
array([[0, 0],
       [2, 2]])
```

A common use for `nonzero` is to find the indices of an array, where a condition is True. Given an array *a*, the condition *a* > 3 is a boolean array and since False is interpreted as 0, ma.nonzero(a > 3) yields the indices of the *a* where the condition is true.

```
>>> a = ma.array([[1,2,3],[4,5,6],[7,8,9]])
>>> a > 3
masked_array(data =
 [[False False False]
 [ True  True  True]
 [ True  True  True]],
      mask =
 False,
      fill_value=999999)
>>> ma.nonzero(a > 3)
(array([1, 1, 1, 2, 2, 2]), array([0, 1, 2, 0, 1, 2]))
```

The `nonzero` method of the condition array can also be called.

```
>>> (a > 3).nonzero()
(array([1, 1, 1, 2, 2, 2]), array([0, 1, 2, 0, 1, 2]))
```

`numpy.ma.`**`shape`**(*obj*)

Return the shape of an array.

Parameters

a : array_like

Input array.

Returns

shape : tuple of ints

The elements of the shape tuple give the lengths of the corresponding array dimensions.

See Also:

`alen`

ndarray.shape
Equivalent array method.

Examples

```
>>> np.shape(np.eye(3))
(3, 3)
>>> np.shape([[1, 2]])
(1, 2)
>>> np.shape([0])
(1,)
>>> np.shape(0)
()

>>> a = np.array([(1, 2), (3, 4)], dtype=[('x', 'i4'), ('y', 'i4')])
>>> np.shape(a)
(2,)
>>> a.shape
(2,)
```

numpy.ma.**size**(*obj*, *axis=None*)
Return the number of elements along a given axis.

Parameters
a : array_like

Input data.

axis : int, optional

Axis along which the elements are counted. By default, give the total number of elements.

Returns
element_count : int

Number of elements along the specified axis.

See Also:

shape
dimensions of array

ndarray.shape
dimensions of array

ndarray.size
number of elements in array

Examples

```
>>> a = np.array([[1,2,3],[4,5,6]])
>>> np.size(a)
6
>>> np.size(a,1)
3
>>> np.size(a,0)
2
```

MaskedArray.**data**
Return the current data, as a view of the original underlying data.

MaskedArray.**mask**
Mask

MaskedArray.**recordmask**
Return the mask of the records. A record is masked when all the fields are masked.

MaskedArray.**all**(*axis=None*, *out=None*)
Check if all of the elements of *a* are true.

Performs a `logical_and` over the given axis and returns the result. Masked values are considered as True during computation. For convenience, the output array is masked where ALL the values along the current axis are masked: if the output would have been a scalar and that all the values are masked, then the output is `masked`.

Parameters

axis : {None, integer}

Axis to perform the operation over. If None, perform over flattened array.

out : {None, array}, optional

Array into which the result can be placed. Its type is preserved and it must be of the right shape to hold the output.

See Also:

all
equivalent function

Examples

```
>>> np.ma.array([1,2,3]).all()
True
>>> a = np.ma.array([1,2,3], mask=True)
>>> (a.all() is np.ma.masked)
True
```

MaskedArray.**any**(*axis=None*, *out=None*)
Check if any of the elements of *a* are true.

Performs a logical_or over the given axis and returns the result. Masked values are considered as False during computation.

Parameters

axis : {None, integer}

Axis to perform the operation over. If None, perform over flattened array and return a scalar.

out : {None, array}, optional

Array into which the result can be placed. Its type is preserved and it must be of the right shape to hold the output.

See Also:

any
equivalent function

MaskedArray.**count**(*axis=None*)

Count the non-masked elements of the array along the given axis.

Parameters

axis : int, optional

Axis along which to count the non-masked elements. If *axis* is *None*, all non-masked elements are counted.

Returns

result : int or ndarray

If *axis* is *None*, an integer count is returned. When *axis* is not *None*, an array with shape determined by the lengths of the remaining axes, is returned.

See Also:

count_masked

Count masked elements in array or along a given axis.

Examples

```
>>> import numpy.ma as ma
>>> a = ma.arange(6).reshape((2, 3))
>>> a[1, :] = ma.masked
>>> a
masked_array(data =
 [[0 1 2]
 [-- -- --]],
             mask =
 [[False False False]
 [ True  True  True]],
       fill_value = 999999)
>>> a.count()
3
```

When the *axis* keyword is specified an array of appropriate size is returned.

```
>>> a.count(axis=0)
array([1, 1, 1])
>>> a.count(axis=1)
array([3, 0])
```

MaskedArray.**nonzero**()

Return the indices of unmasked elements that are not zero.

Returns a tuple of arrays, one for each dimension, containing the indices of the non-zero elements in that dimension. The corresponding non-zero values can be obtained with:

```
a[a.nonzero()]
```

To group the indices by element, rather than dimension, use instead:

```
np.transpose(a.nonzero())
```

The result of this is always a 2d array, with a row for each non-zero element.

Parameters

None

Returns

tuple_of_arrays : tuple

Indices of elements that are non-zero.

See Also:

numpy.nonzero
Function operating on ndarrays.

flatnonzero
Return indices that are non-zero in the flattened version of the input array.

ndarray.nonzero
Equivalent ndarray method.

count_nonzero
Counts the number of non-zero elements in the input array.

Examples

```
>>> import numpy.ma as ma
>>> x = ma.array(np.eye(3))
>>> x
masked_array(data =
 [[ 1.  0.  0.]
 [ 0.  1.  0.]
 [ 0.  0.  1.]],
      mask =
 False,
      fill_value=1e+20)
>>> x.nonzero()
(array([0, 1, 2]), array([0, 1, 2]))
```

Masked elements are ignored.

```
>>> x[1, 1] = ma.masked
>>> x
masked_array(data =
 [[1.0 0.0 0.0]
 [0.0 -- 0.0]
 [0.0 0.0 1.0]],
      mask =
 [[False False False]
 [False  True False]
 [False False False]],
      fill_value=1e+20)
>>> x.nonzero()
(array([0, 2]), array([0, 2]))
```

Indices can also be grouped by element.

```
>>> np.transpose(x.nonzero())
array([[0, 0],
       [2, 2]])
```

A common use for `nonzero` is to find the indices of an array, where a condition is True. Given an array *a*, the condition *a* > 3 is a boolean array and since False is interpreted as 0, ma.nonzero(a > 3) yields the indices of the *a* where the condition is true.

```
>>> a = ma.array([[1,2,3],[4,5,6],[7,8,9]])
>>> a > 3
masked_array(data =
```

```
 [[False False False]
 [ True  True  True]
 [ True  True  True]],
      mask =
 False,
      fill_value=999999)
>>> ma.nonzero(a > 3)
(array([1, 1, 1, 2, 2, 2]), array([0, 1, 2, 0, 1, 2]))
```

The `nonzero` method of the condition array can also be called.

```
>>> (a > 3).nonzero()
(array([1, 1, 1, 2, 2, 2]), array([0, 1, 2, 0, 1, 2]))
```

`numpy.ma.`**`shape`**(*obj*)

Return the shape of an array.

Parameters

a : array_like

Input array.

Returns

shape : tuple of ints

The elements of the shape tuple give the lengths of the corresponding array dimensions.

See Also:

`alen`

`ndarray.shape`

Equivalent array method.

Examples

```
>>> np.shape(np.eye(3))
(3, 3)
>>> np.shape([[1, 2]])
(1, 2)
>>> np.shape([0])
(1,)
>>> np.shape(0)
()

>>> a = np.array([(1, 2), (3, 4)], dtype=[('x', 'i4'), ('y', 'i4')])
>>> np.shape(a)
(2,)
>>> a.shape
(2,)
```

`numpy.ma.`**`size`**(*obj*, *axis=None*)

Return the number of elements along a given axis.

Parameters

a : array_like

Input data.

axis : int, optional

Axis along which the elements are counted. By default, give the total number of elements.

Returns

element_count : int

Number of elements along the specified axis.

See Also:

`shape`
dimensions of array

`ndarray.shape`
dimensions of array

`ndarray.size`
number of elements in array

Examples

```
>>> a = np.array([[1,2,3],[4,5,6]])
>>> np.size(a)
6
>>> np.size(a,1)
3
>>> np.size(a,0)
2
```

3.19.4 Manipulating a MaskedArray

Changing the shape

`ma.ravel`(self)	Returns a 1D version of self, as a view.
`ma.reshape`(a, new_shape[, order])	Returns an array containing the same data with a new shape.
`ma.resize`(x, new_shape)	Return a new masked array with the specified size and shape.
`ma.MaskedArray.flatten`([order])	Return a copy of the array collapsed into one dimension.
`ma.MaskedArray.ravel`()	Returns a 1D version of self, as a view.
`ma.MaskedArray.reshape`(*s, **kwargs)	Give a new shape to the array without changing its data.
`ma.MaskedArray.resize`(newshape[, refcheck, ...])	

numpy.ma.**ravel**(*self*) **= <numpy.ma.core._frommethod instance at 0x1cfa7e8>**
Returns a 1D version of self, as a view.

Returns

MaskedArray

Output view is of shape `(self.size,)` (or `(np.ma.product(self.shape),)`).

Examples

```
>>> x = np.ma.array([[1,2,3],[4,5,6],[7,8,9]], mask=[0] + [1,0]*4)
>>> print x
```

```
[[1 -- 3]
 [-- 5 --]
 [7 -- 9]]
>>> print x.ravel()
[1 -- 3 -- 5 -- 7 -- 9]
```

numpy.ma.**reshape**(*a*, *new_shape*, *order='C'*)

Returns an array containing the same data with a new shape.

Refer to `MaskedArray.reshape` for full documentation.

See Also:

MaskedArray.reshape
equivalent function

numpy.ma.**resize**(*x*, *new_shape*)

Return a new masked array with the specified size and shape.

This is the masked equivalent of the `numpy.resize` function. The new array is filled with repeated copies of *x* (in the order that the data are stored in memory). If *x* is masked, the new array will be masked, and the new mask will be a repetition of the old one.

See Also:

numpy.resize
Equivalent function in the top level NumPy module.

Examples

```
>>> import numpy.ma as ma
>>> a = ma.array([[1, 2] ,[3, 4]])
>>> a[0, 1] = ma.masked
>>> a
masked_array(data =
 [[1 --]
 [3 4]],
             mask =
 [[False  True]
 [False False]],
       fill_value = 999999)
>>> np.resize(a, (3, 3))
array([[1, 2, 3],
       [4, 1, 2],
       [3, 4, 1]])
>>> ma.resize(a, (3, 3))
masked_array(data =
 [[1 -- 3]
 [4 1 --]
 [3 4 1]],
             mask =
 [[False  True False]
 [False False  True]
 [False False False]],
       fill_value = 999999)
```

A MaskedArray is always returned, regardless of the input type.

```
>>> a = np.array([[1, 2] ,[3, 4]])
>>> ma.resize(a, (3, 3))
masked_array(data =
 [[1 2 3]
 [4 1 2]
 [3 4 1]],
             mask =
 False,
       fill_value = 999999)
```

MaskedArray.**flatten**(*order='C'*)

Return a copy of the array collapsed into one dimension.

Parameters

order : {'C', 'F', 'A'}, optional

Whether to flatten in C (row-major), Fortran (column-major) order, or preserve the C/Fortran ordering from *a*. The default is 'C'.

Returns

y : ndarray

A copy of the input array, flattened to one dimension.

See Also:

ravel

Return a flattened array.

flat

A 1-D flat iterator over the array.

Examples

```
>>> a = np.array([[1,2], [3,4]])
>>> a.flatten()
array([1, 2, 3, 4])
>>> a.flatten('F')
array([1, 3, 2, 4])
```

MaskedArray.**ravel**()

Returns a 1D version of self, as a view.

Returns

MaskedArray

Output view is of shape `(self.size,)` (or `(np.ma.product(self.shape),)`).

Examples

```
>>> x = np.ma.array([[1,2,3],[4,5,6],[7,8,9]], mask=[0] + [1,0]*4)
>>> print x
[[1 -- 3]
 [-- 5 --]
 [7 -- 9]]
>>> print x.ravel()
[1 -- 3 -- 5 -- 7 -- 9]
```

MaskedArray.**reshape**(**s*, ***kwargs*)

Give a new shape to the array without changing its data.

Returns a masked array containing the same data, but with a new shape. The result is a view on the original array; if this is not possible, a ValueError is raised.

Parameters

shape : int or tuple of ints

The new shape should be compatible with the original shape. If an integer is supplied, then the result will be a 1-D array of that length.

order : {'C', 'F'}, optional

Determines whether the array data should be viewed as in C (row-major) or FORTRAN (column-major) order.

Returns

reshaped_array : array

A new view on the array.

See Also:

reshape
Equivalent function in the masked array module.

numpy.ndarray.reshape
Equivalent method on ndarray object.

numpy.reshape
Equivalent function in the NumPy module.

Notes

The reshaping operation cannot guarantee that a copy will not be made, to modify the shape in place, use `a.shape = s`

Examples

```
>>> x = np.ma.array([[1,2],[3,4]], mask=[1,0,0,1])
>>> print x
[[-- 2]
 [3 --]]
>>> x = x.reshape((4,1))
>>> print x
[[--]
 [2]
 [3]
 [--]]
```

MaskedArray.**resize**(*newshape*, *refcheck=True*, *order=False*)

Warning: This method does nothing, except raise a ValueError exception. A masked array does not own its data and therefore cannot safely be resized in place. Use the `numpy.ma.resize` function instead.

This method is difficult to implement safely and may be deprecated in future releases of NumPy.

Modifying axes

`ma.swapaxes`	swapaxes

Continued on next page

Table 3.89 – continued from previous page

ma.transpose(a[, axes])	Permute the dimensions of an array.
ma.MaskedArray.swapaxes(axis1, axis2)	Return a view of the array with *axis1* and *axis2* interchanged.
ma.MaskedArray.transpose(*axes)	Returns a view of the array with axes transposed.

numpy.ma.**swapaxes = <numpy.ma.core._frommethod instance at 0x1cfab00>**
swapaxes a.swapaxes(axis1, axis2)

Return a view of the array with *axis1* and *axis2* interchanged.

Refer to numpy.swapaxes for full documentation.

See Also:

numpy.swapaxes
equivalent function

numpy.ma.**transpose**(*a*, *axes=None*)
Permute the dimensions of an array.

This function is exactly equivalent to numpy.transpose.

See Also:

numpy.transpose
Equivalent function in top-level NumPy module.

Examples

```
>>> import numpy.ma as ma
>>> x = ma.arange(4).reshape((2,2))
>>> x[1, 1] = ma.masked
>>>> x
masked_array(data =
 [[0 1]
 [2 --]],
             mask =
 [[False False]
 [False  True]],
       fill_value = 999999)
>>> ma.transpose(x)
masked_array(data =
 [[0 2]
 [1 --]],
             mask =
 [[False False]
 [False  True]],
       fill_value = 999999)
```

MaskedArray.**swapaxes**(*axis1*, *axis2*)
Return a view of the array with *axis1* and *axis2* interchanged.

Refer to numpy.swapaxes for full documentation.

See Also:

numpy.swapaxes
equivalent function

MaskedArray.**transpose**(**axes*)

Returns a view of the array with axes transposed.

For a 1-D array, this has no effect. (To change between column and row vectors, first cast the 1-D array into a matrix object.) For a 2-D array, this is the usual matrix transpose. For an n-D array, if axes are given, their order indicates how the axes are permuted (see Examples). If axes are not provided and `a.shape = (i[0], i[1], ... i[n-2], i[n-1])`, then `a.transpose().shape = (i[n-1], i[n-2], ... i[1], i[0])`.

Parameters

axes : None, tuple of ints, or *n* ints

- None or no argument: reverses the order of the axes.
- tuple of ints: *i* in the *j*-th place in the tuple means *a*'s *i*-th axis becomes *a.transpose()*'s *j*-th axis.
- *n* ints: same as an n-tuple of the same ints (this form is intended simply as a "convenience" alternative to the tuple form)

Returns

out : ndarray

View of *a*, with axes suitably permuted.

See Also:

ndarray.T

Array property returning the array transposed.

Examples

```
>>> a = np.array([[1, 2], [3, 4]])
>>> a
array([[1, 2],
       [3, 4]])
>>> a.transpose()
array([[1, 3],
       [2, 4]])
>>> a.transpose((1, 0))
array([[1, 3],
       [2, 4]])
>>> a.transpose(1, 0)
array([[1, 3],
       [2, 4]])
```

Changing the number of dimensions

ma.atleast_1d(*arys)	Convert inputs to arrays with at least one dimension.
ma.atleast_2d(*arys)	View inputs as arrays with at least two dimensions.
ma.atleast_3d(*arys)	View inputs as arrays with at least three dimensions.
ma.expand_dims(x, axis)	Expand the shape of an array.
ma.squeeze(a[, axis])	Remove single-dimensional entries from the shape of an array.
ma.MaskedArray.squeeze([axis])	Remove single-dimensional entries from the shape of *a*.
ma.column_stack(tup)	Stack 1-D arrays as columns into a 2-D array.
ma.concatenate(arrays[, axis])	Concatenate a sequence of arrays along the given axis.

Continued on next page

Table 3.90 – continued from previous page

ma.dstack(tup)	Stack arrays in sequence depth wise (along third axis).
ma.hstack(tup)	Stack arrays in sequence horizontally (column wise).
ma.hsplit(ary, indices_or_sections)	Split an array into multiple sub-arrays horizontally (column-wise).
ma.mr_	Translate slice objects to concatenation along the first axis.
ma.row_stack(tup)	Stack arrays in sequence vertically (row wise).
ma.vstack(tup)	Stack arrays in sequence vertically (row wise).

numpy.ma.**atleast_1d**(**arys*) **= <numpy.ma.extras._fromnxfunction instance at 0x1cfc830>**

Convert inputs to arrays with at least one dimension.

Scalar inputs are converted to 1-dimensional arrays, whilst higher-dimensional inputs are preserved.

Parameters

arys1, arys2, ... : array_like

One or more input arrays.

Returns

ret : ndarray

An array, or sequence of arrays, each with `a.ndim >= 1`. Copies are made only if necessary.

Notes

The function is applied to both the _data and the _mask, if any.

Examples

```
>>> np.atleast_1d(1.0)
array([ 1.])

>>> x = np.arange(9.0).reshape(3,3)
>>> np.atleast_1d(x)
array([[ 0.,  1.,  2.],
       [ 3.,  4.,  5.],
       [ 6.,  7.,  8.]])
>>> np.atleast_1d(x) is x
True

>>> np.atleast_1d(1, [3, 4])
[array([1]), array([3, 4])]
```

numpy.ma.**atleast_2d**(**arys*) **= <numpy.ma.extras._fromnxfunction instance at 0x1cfc950>**

View inputs as arrays with at least two dimensions.

Parameters

arys1, arys2, ... : array_like

One or more array-like sequences. Non-array inputs are converted to arrays. Arrays that already have two or more dimensions are preserved.

Returns

res, res2, ... : ndarray

An array, or tuple of arrays, each with `a.ndim >= 2`. Copies are avoided where possible, and views with two or more dimensions are returned.

Notes

The function is applied to both the _data and the _mask, if any.

Examples

```
>>> np.atleast_2d(3.0)
array([[ 3.]])

>>> x = np.arange(3.0)
>>> np.atleast_2d(x)
array([[ 0.,  1.,  2.]])
>>> np.atleast_2d(x).base is x
True

>>> np.atleast_2d(1, [1, 2], [[1, 2]])
[array([[1]]), array([[1, 2]]), array([[1, 2]])]
```

numpy.ma.**atleast_3d**(**arys*) **= <numpy.ma.extras._fromnxfunction instance at 0x1cfc9e0>**

View inputs as arrays with at least three dimensions.

Parameters

arys1, arys2, ... : array_like

One or more array-like sequences. Non-array inputs are converted to arrays. Arrays that already have three or more dimensions are preserved.

Returns

res1, res2, ... : ndarray

An array, or tuple of arrays, each with `a.ndim >= 3`. Copies are avoided where possible, and views with three or more dimensions are returned. For example, a 1-D array of shape `(N,)` becomes a view of shape `(1, N, 1)`, and a 2-D array of shape `(M, N)` becomes a view of shape `(M, N, 1)`.

Notes

The function is applied to both the _data and the _mask, if any.

Examples

```
>>> np.atleast_3d(3.0)
array([[[ 3.]]])

>>> x = np.arange(3.0)
>>> np.atleast_3d(x).shape
(1, 3, 1)

>>> x = np.arange(12.0).reshape(4,3)
>>> np.atleast_3d(x).shape
(4, 3, 1)
>>> np.atleast_3d(x).base is x
True
```

```
>>> for arr in np.atleast_3d([1, 2], [[1, 2]], [[[1, 2]]]):
...     print arr, arr.shape
...
[[[1]
  [2]]] (1, 2, 1)
[[[1]
  [2]]] (1, 2, 1)
[[[1 2]]] (1, 1, 2)
```

numpy.ma.**expand_dims**(*x*, *axis*)

Expand the shape of an array.

Expands the shape of the array by including a new axis before the one specified by the *axis* parameter. This function behaves the same as numpy.expand_dims but preserves masked elements.

See Also:

numpy.expand_dims
Equivalent function in top-level NumPy module.

Examples

```
>>> import numpy.ma as ma
>>> x = ma.array([1, 2, 4])
>>> x[1] = ma.masked
>>> x
masked_array(data = [1 -- 4],
             mask = [False  True False],
       fill_value = 999999)
>>> np.expand_dims(x, axis=0)
array([[1, 2, 4]])
>>> ma.expand_dims(x, axis=0)
masked_array(data =
 [[1 -- 4]],
             mask =
 [[False  True False]],
       fill_value = 999999)
```

The same result can be achieved using slicing syntax with *np.newaxis*.

```
>>> x[np.newaxis, :]
masked_array(data =
 [[1 -- 4]],
             mask =
 [[False  True False]],
       fill_value = 999999)
```

numpy.ma.**squeeze**(*a*, *axis=None*)

Remove single-dimensional entries from the shape of an array.

Parameters

a : array_like

Input data.

axis : None or int or tuple of ints, optional

New in version 1.7.0. Selects a subset of the single-dimensional entries in the shape. If an axis is selected with shape entry greater than one, an error is raised.

Returns

squeezed : ndarray

The input array, but with with all or a subset of the dimensions of length 1 removed. This is always *a* itself or a view into *a*.

Examples

```
>>> x = np.array([[[0], [1], [2]]])
>>> x.shape
(1, 3, 1)
>>> np.squeeze(x).shape
(3,)
>>> np.squeeze(x, axis=(2,)).shape
(1, 3)
```

`MaskedArray.`**`squeeze`**(*axis=None*)

Remove single-dimensional entries from the shape of *a*.

Refer to `numpy.squeeze` for full documentation.

See Also:

`numpy.squeeze`

equivalent function

`numpy.ma.`**`column_stack`**(*tup*) **= <numpy.ma.extras._fromnxfunction instance at 0x1cfcb90>**

Stack 1-D arrays as columns into a 2-D array.

Take a sequence of 1-D arrays and stack them as columns to make a single 2-D array. 2-D arrays are stacked as-is, just like with `hstack`. 1-D arrays are turned into 2-D columns first.

Parameters

tup : sequence of 1-D or 2-D arrays.

Arrays to stack. All of them must have the same first dimension.

Returns

stacked : 2-D array

The array formed by stacking the given arrays.

Notes

The function is applied to both the _data and the _mask, if any.

Examples

```
>>> a = np.array((1,2,3))
>>> b = np.array((2,3,4))
>>> np.column_stack((a,b))
array([[1, 2],
       [2, 3],
       [3, 4]])
```

`numpy.ma.`**`concatenate`**(*arrays*, *axis=0*)

Concatenate a sequence of arrays along the given axis.

Parameters

arrays : sequence of array_like

The arrays must have the same shape, except in the dimension corresponding to *axis* (the first, by default).

axis : int, optional

The axis along which the arrays will be joined. Default is 0.

Returns

result : MaskedArray

The concatenated array with any masked entries preserved.

See Also:

`numpy.concatenate`
Equivalent function in the top-level NumPy module.

Examples

```
>>> import numpy.ma as ma
>>> a = ma.arange(3)
>>> a[1] = ma.masked
>>> b = ma.arange(2, 5)
>>> a
masked_array(data = [0 -- 2],
             mask = [False  True False],
       fill_value = 999999)
>>> b
masked_array(data = [2 3 4],
             mask = False,
       fill_value = 999999)
>>> ma.concatenate([a, b])
masked_array(data = [0 -- 2 2 3 4],
             mask = [False  True False False False False],
       fill_value = 999999)
```

numpy.ma.**dstack**(*tup*) **= <numpy.ma.extras._fromnxfunction instance at 0x1cfcc20>**

Stack arrays in sequence depth wise (along third axis).

Takes a sequence of arrays and stack them along the third axis to make a single array. Rebuilds arrays divided by *dsplit*. This is a simple way to stack 2D arrays (images) into a single 3D array for processing.

Parameters

tup : sequence of arrays

Arrays to stack. All of them must have the same shape along all but the third axis.

Returns

stacked : ndarray

The array formed by stacking the given arrays.

See Also:

vstack
Stack along first axis.

hstack
Stack along second axis.

concatenate
Join arrays.

dsplit
Split array along third axis.

Notes

The function is applied to both the _data and the _mask, if any.

Examples

```
>>> a = np.array((1,2,3))
>>> b = np.array((2,3,4))
>>> np.dstack((a,b))
array([[[1, 2],
        [2, 3],
        [3, 4]]])

>>> a = np.array([[1],[2],[3]])
>>> b = np.array([[2],[3],[4]])
>>> np.dstack((a,b))
array([[[1, 2]],
       [[2, 3]],
       [[3, 4]]])
```

numpy.ma.**hstack**(*tup*) **= <numpy.ma.extras._fromnxfunction instance at 0x1cfcb00>**

Stack arrays in sequence horizontally (column wise).

Take a sequence of arrays and stack them horizontally to make a single array. Rebuild arrays divided by hsplit.

Parameters
tup : sequence of ndarrays

All arrays must have the same shape along all but the second axis.

Returns
stacked : ndarray

The array formed by stacking the given arrays.

See Also:

vstack
Stack arrays in sequence vertically (row wise).

dstack
Stack arrays in sequence depth wise (along third axis).

concatenate
Join a sequence of arrays together.

hsplit
Split array along second axis.

Notes

The function is applied to both the _data and the _mask, if any.

Examples

```
>>> a = np.array((1,2,3))
>>> b = np.array((2,3,4))
>>> np.hstack((a,b))
array([1, 2, 3, 2, 3, 4])
>>> a = np.array([[1],[2],[3]])
>>> b = np.array([[2],[3],[4]])
>>> np.hstack((a,b))
array([[1, 2],
       [2, 3],
       [3, 4]])
```

numpy.ma.**hsplit**(*ary*, *indices_or_sections*) **= <numpy.ma.extras._fromnxfunction instance at 0x1cfcc68>**

Split an array into multiple sub-arrays horizontally (column-wise).

Please refer to the *split* documentation. `hsplit` is equivalent to *split* with `axis=1`, the array is always split along the second axis regardless of the array dimension.

See Also:

split
Split an array into multiple sub-arrays of equal size.

Notes

The function is applied to both the _data and the _mask, if any.

Examples

```
>>> x = np.arange(16.0).reshape(4, 4)
>>> x
array([[  0.,   1.,   2.,   3.],
       [  4.,   5.,   6.,   7.],
       [  8.,   9.,  10.,  11.],
       [ 12.,  13.,  14.,  15.]])
>>> np.hsplit(x, 2)
[array([[  0.,   1.],
       [  4.,   5.],
       [  8.,   9.],
       [ 12.,  13.]]),
 array([[  2.,   3.],
       [  6.,   7.],
       [ 10.,  11.],
       [ 14.,  15.]])]
>>> np.hsplit(x, np.array([3, 6]))
[array([[  0.,   1.,   2.],
       [  4.,   5.,   6.],
       [  8.,   9.,  10.],
       [ 12.,  13.,  14.]]),
 array([[  3.],
```

```
       [  7.],
       [ 11.],
       [ 15.]]),
 array([], dtype=float64)]
```

With a higher dimensional array the split is still along the second axis.

```
>>> x = np.arange(8.0).reshape(2, 2, 2)
>>> x
array([[[ 0.,  1.],
        [ 2.,  3.]],
       [[ 4.,  5.],
        [ 6.,  7.]]])
>>> np.hsplit(x, 2)
[array([[[ 0.,  1.]],
       [[ 4.,  5.]]]),
 array([[[ 2.,  3.]],
       [[ 6.,  7.]]])]
```

numpy.ma.**mr_ = <numpy.ma.extras.mr_class object at 0x1cf7f50>**

Translate slice objects to concatenation along the first axis.

This is the masked array version of *lib.index_tricks.RClass*.

See Also:

lib.index_tricks.RClass

Examples

```
>>> np.ma.mr_[np.ma.array([1,2,3]), 0, 0, np.ma.array([4,5,6])]
array([1, 2, 3, 0, 0, 4, 5, 6])
```

numpy.ma.**row_stack**(*tup*) **= <numpy.ma.extras._fromnxfunction instance at 0x1cfca70>**

Stack arrays in sequence vertically (row wise).

Take a sequence of arrays and stack them vertically to make a single array. Rebuild arrays divided by *vsplit*.

Parameters

tup : sequence of ndarrays

Tuple containing arrays to be stacked. The arrays must have the same shape along all but the first axis.

Returns

stacked : ndarray

The array formed by stacking the given arrays.

See Also:

hstack

Stack arrays in sequence horizontally (column wise).

dstack

Stack arrays in sequence depth wise (along third dimension).

concatenate
Join a sequence of arrays together.

vsplit
Split array into a list of multiple sub-arrays vertically.

Notes

The function is applied to both the _data and the _mask, if any.

Examples

```
>>> a = np.array([1, 2, 3])
>>> b = np.array([2, 3, 4])
>>> np.vstack((a,b))
array([[1, 2, 3],
       [2, 3, 4]])

>>> a = np.array([[1], [2], [3]])
>>> b = np.array([[2], [3], [4]])
>>> np.vstack((a,b))
array([[1],
       [2],
       [3],
       [2],
       [3],
       [4]])
```

numpy.ma.**vstack**(*tup*) **= <numpy.ma.extras._fromnxfunction instance at 0x1cfca70>**

Stack arrays in sequence vertically (row wise).

Take a sequence of arrays and stack them vertically to make a single array. Rebuild arrays divided by *vsplit*.

Parameters
tup : sequence of ndarrays

Tuple containing arrays to be stacked. The arrays must have the same shape along all but the first axis.

Returns
stacked : ndarray

The array formed by stacking the given arrays.

See Also:

hstack
Stack arrays in sequence horizontally (column wise).

dstack
Stack arrays in sequence depth wise (along third dimension).

concatenate
Join a sequence of arrays together.

vsplit
Split array into a list of multiple sub-arrays vertically.

Notes

The function is applied to both the _data and the _mask, if any.

Examples

```
>>> a = np.array([1, 2, 3])
>>> b = np.array([2, 3, 4])
>>> np.vstack((a,b))
array([[1, 2, 3],
       [2, 3, 4]])

>>> a = np.array([[1], [2], [3]])
>>> b = np.array([[2], [3], [4]])
>>> np.vstack((a,b))
array([[1],
       [2],
       [3],
       [2],
       [3],
       [4]])
```

Joining arrays

ma.column_stack(tup)	Stack 1-D arrays as columns into a 2-D array.
ma.concatenate(arrays[, axis])	Concatenate a sequence of arrays along the given axis.
ma.dstack(tup)	Stack arrays in sequence depth wise (along third axis).
ma.hstack(tup)	Stack arrays in sequence horizontally (column wise).
ma.vstack(tup)	Stack arrays in sequence vertically (row wise).

numpy.ma.**column_stack**(*tup*) **= <numpy.ma.extras._fromnxfunction instance at 0x1cfcb90>**

Stack 1-D arrays as columns into a 2-D array.

Take a sequence of 1-D arrays and stack them as columns to make a single 2-D array. 2-D arrays are stacked as-is, just like with hstack. 1-D arrays are turned into 2-D columns first.

Parameters

tup : sequence of 1-D or 2-D arrays.

Arrays to stack. All of them must have the same first dimension.

Returns

stacked : 2-D array

The array formed by stacking the given arrays.

Notes

The function is applied to both the _data and the _mask, if any.

Examples

```
>>> a = np.array((1,2,3))
>>> b = np.array((2,3,4))
>>> np.column_stack((a,b))
```

```
array([[1, 2],
       [2, 3],
       [3, 4]])
```

numpy.ma.**concatenate**(*arrays*, *axis=0*)

Concatenate a sequence of arrays along the given axis.

Parameters

arrays : sequence of array_like

The arrays must have the same shape, except in the dimension corresponding to *axis* (the first, by default).

axis : int, optional

The axis along which the arrays will be joined. Default is 0.

Returns

result : MaskedArray

The concatenated array with any masked entries preserved.

See Also:

numpy.concatenate

Equivalent function in the top-level NumPy module.

Examples

```
>>> import numpy.ma as ma
>>> a = ma.arange(3)
>>> a[1] = ma.masked
>>> b = ma.arange(2, 5)
>>> a
masked_array(data = [0 -- 2],
             mask = [False  True False],
       fill_value = 999999)
>>> b
masked_array(data = [2 3 4],
             mask = False,
       fill_value = 999999)
>>> ma.concatenate([a, b])
masked_array(data = [0 -- 2 2 3 4],
             mask = [False  True False False False False],
       fill_value = 999999)
```

numpy.ma.**dstack**(*tup*) **= <numpy.ma.extras._fromnxfunction instance at 0x1cfcc20>**

Stack arrays in sequence depth wise (along third axis).

Takes a sequence of arrays and stack them along the third axis to make a single array. Rebuilds arrays divided by *dsplit*. This is a simple way to stack 2D arrays (images) into a single 3D array for processing.

Parameters

tup : sequence of arrays

Arrays to stack. All of them must have the same shape along all but the third axis.

Returns

stacked : ndarray

The array formed by stacking the given arrays.

See Also:

vstack
Stack along first axis.

hstack
Stack along second axis.

concatenate
Join arrays.

dsplit
Split array along third axis.

Notes

The function is applied to both the _data and the _mask, if any.

Examples

```
>>> a = np.array((1,2,3))
>>> b = np.array((2,3,4))
>>> np.dstack((a,b))
array([[[1, 2],
        [2, 3],
        [3, 4]]])

>>> a = np.array([[1],[2],[3]])
>>> b = np.array([[2],[3],[4]])
>>> np.dstack((a,b))
array([[[1, 2]],
       [[2, 3]],
       [[3, 4]]])
```

numpy.ma.**hstack**(*tup*) **= <numpy.ma.extras._fromnxfunction instance at 0x1cfcb00>**

Stack arrays in sequence horizontally (column wise).

Take a sequence of arrays and stack them horizontally to make a single array. Rebuild arrays divided by hsplit.

Parameters

tup : sequence of ndarrays

All arrays must have the same shape along all but the second axis.

Returns

stacked : ndarray

The array formed by stacking the given arrays.

See Also:

vstack
Stack arrays in sequence vertically (row wise).

dstack
Stack arrays in sequence depth wise (along third axis).

concatenate
Join a sequence of arrays together.

hsplit
Split array along second axis.

Notes

The function is applied to both the _data and the _mask, if any.

Examples

```
>>> a = np.array((1,2,3))
>>> b = np.array((2,3,4))
>>> np.hstack((a,b))
array([1, 2, 3, 2, 3, 4])
>>> a = np.array([[1],[2],[3]])
>>> b = np.array([[2],[3],[4]])
>>> np.hstack((a,b))
array([[1, 2],
       [2, 3],
       [3, 4]])
```

numpy.ma.**vstack**(*tup*) **= <numpy.ma.extras._fromnxfunction instance at 0x1cfca70>**

Stack arrays in sequence vertically (row wise).

Take a sequence of arrays and stack them vertically to make a single array. Rebuild arrays divided by *vsplit*.

Parameters
tup : sequence of ndarrays

Tuple containing arrays to be stacked. The arrays must have the same shape along all but the first axis.

Returns
stacked : ndarray

The array formed by stacking the given arrays.

See Also:

hstack
Stack arrays in sequence horizontally (column wise).

dstack
Stack arrays in sequence depth wise (along third dimension).

concatenate
Join a sequence of arrays together.

vsplit
Split array into a list of multiple sub-arrays vertically.

Notes

The function is applied to both the _data and the _mask, if any.

Examples

```
>>> a = np.array([1, 2, 3])
>>> b = np.array([2, 3, 4])
>>> np.vstack((a,b))
array([[1, 2, 3],
       [2, 3, 4]])

>>> a = np.array([[1], [2], [3]])
>>> b = np.array([[2], [3], [4]])
>>> np.vstack((a,b))
array([[1],
       [2],
       [3],
       [2],
       [3],
       [4]])
```

3.19.5 Operations on masks

Creating a mask

ma.make_mask(m[, copy, shrink, dtype])	Create a boolean mask from an array.
ma.make_mask_none(newshape[, dtype])	Return a boolean mask of the given shape, filled with False.
ma.mask_or(m1, m2[, copy, shrink])	Combine two masks with the logical_or operator.
ma.make_mask_descr(ndtype)	Construct a dtype description list from a given dtype.

numpy.ma.**make_mask**(*m*, *copy=False*, *shrink=True*, *dtype=<type 'numpy.bool_'>*)

Create a boolean mask from an array.

Return *m* as a boolean mask, creating a copy if necessary or requested. The function can accept any sequence that is convertible to integers, or nomask. Does not require that contents must be 0s and 1s, values of 0 are interepreted as False, everything else as True.

Parameters

m : array_like

Potential mask.

copy : bool, optional

Whether to return a copy of *m* (True) or *m* itself (False).

shrink : bool, optional

Whether to shrink *m* to nomask if all its values are False.

dtype : dtype, optional

Data-type of the output mask. By default, the output mask has a dtype of MaskType (bool). If the dtype is flexible, each field has a boolean dtype.

Returns

result : ndarray

A boolean mask derived from *m*.

Examples

```
>>> import numpy.ma as ma
>>> m = [True, False, True, True]
>>> ma.make_mask(m)
array([ True, False,  True,  True], dtype=bool)
>>> m = [1, 0, 1, 1]
>>> ma.make_mask(m)
array([ True, False,  True,  True], dtype=bool)
>>> m = [1, 0, 2, -3]
>>> ma.make_mask(m)
array([ True, False,  True,  True], dtype=bool)
```

Effect of the *shrink* parameter.

```
>>> m = np.zeros(4)
>>> m
array([ 0.,  0.,  0.,  0.])
>>> ma.make_mask(m)
False
>>> ma.make_mask(m, shrink=False)
array([False, False, False, False], dtype=bool)
```

Using a flexible *dtype*.

```
>>> m = [1, 0, 1, 1]
>>> n = [0, 1, 0, 0]
>>> arr = []
>>> for man, mouse in zip(m, n):
...     arr.append((man, mouse))
>>> arr
[(1, 0), (0, 1), (1, 0), (1, 0)]
>>> dtype = np.dtype({'names':['man', 'mouse'],
                      'formats':[np.int, np.int]})
>>> arr = np.array(arr, dtype=dtype)
>>> arr
array([(1, 0), (0, 1), (1, 0), (1, 0)],
      dtype=[('man', '<i4'), ('mouse', '<i4')])
>>> ma.make_mask(arr, dtype=dtype)
array([(True, False), (False, True), (True, False), (True, False)],
      dtype=[('man', '|b1'), ('mouse', '|b1')])
```

numpy.ma.**make_mask_none**(*newshape*, *dtype=None*)

Return a boolean mask of the given shape, filled with False.

This function returns a boolean ndarray with all entries False, that can be used in common mask manipulations. If a complex dtype is specified, the type of each field is converted to a boolean type.

Parameters

newshape : tuple

A tuple indicating the shape of the mask.

dtype : {None, dtype}, optional

If None, use a MaskType instance. Otherwise, use a new datatype with the same fields as *dtype*, converted to boolean types.

Returns

result : ndarray

An ndarray of appropriate shape and dtype, filled with False.

See Also:

`make_mask`
Create a boolean mask from an array.

`make_mask_descr`
Construct a dtype description list from a given dtype.

Examples

```
>>> import numpy.ma as ma
>>> ma.make_mask_none((3,))
array([False, False, False], dtype=bool)
```

Defining a more complex dtype.

```
>>> dtype = np.dtype({'names':['foo', 'bar'],
                      'formats':[np.float32, np.int]})
>>> dtype
dtype([('foo', '<f4'), ('bar', '<i4')])
>>> ma.make_mask_none((3,), dtype=dtype)
array([(False, False), (False, False), (False, False)],
      dtype=[('foo', '|b1'), ('bar', '|b1')])
```

numpy.ma.**mask_or**(*m1*, *m2*, *copy=False*, *shrink=True*)

Combine two masks with the `logical_or` operator.

The result may be a view on *m1* or *m2* if the other is `nomask` (i.e. False).

Parameters

m1, m2 : array_like

Input masks.

copy : bool, optional

If copy is False and one of the inputs is `nomask`, return a view of the other input mask. Defaults to False.

shrink : bool, optional

Whether to shrink the output to `nomask` if all its values are False. Defaults to True.

Returns

mask : output mask

The result masks values that are masked in either *m1* or *m2*.

Raises

ValueError

If *m1* and *m2* have different flexible dtypes.

Examples

```
>>> m1 = np.ma.make_mask([0, 1, 1, 0])
>>> m2 = np.ma.make_mask([1, 0, 0, 0])
>>> np.ma.mask_or(m1, m2)
array([ True,  True,  True, False], dtype=bool)
```

numpy.ma.**make_mask_descr**(*ndtype*)

Construct a dtype description list from a given dtype.

Returns a new dtype object, with the type of all fields in *ndtype* to a boolean type. Field names are not altered.

Parameters

ndtype : dtype

The dtype to convert.

Returns

result : dtype

A dtype that looks like *ndtype*, the type of all fields is boolean.

Examples

```
>>> import numpy.ma as ma
>>> dtype = np.dtype({'names':['foo', 'bar'],
                      'formats':[np.float32, np.int]})
>>> dtype
dtype([('foo', '<f4'), ('bar', '<i4')])
>>> ma.make_mask_descr(dtype)
dtype([('foo', '|b1'), ('bar', '|b1')])
>>> ma.make_mask_descr(np.float32)
<type 'numpy.bool_'>
```

Accessing a mask

ma.getmask(a)	Return the mask of a masked array, or nomask.
ma.getmaskarray(arr)	Return the mask of a masked array, or full boolean array of False.
ma.masked_array.mask	Mask

numpy.ma.**getmask**(*a*)

Return the mask of a masked array, or nomask.

Return the mask of *a* as an ndarray if *a* is a MaskedArray and the mask is not nomask, else return nomask. To guarantee a full array of booleans of the same shape as a, use getmaskarray.

Parameters

a : array_like

Input MaskedArray for which the mask is required.

See Also:

getdata

Return the data of a masked array as an ndarray.

getmaskarray

Return the mask of a masked array, or full array of False.

Examples

```
>>> import numpy.ma as ma
>>> a = ma.masked_equal([[1,2],[3,4]], 2)
>>> a
masked_array(data =
 [[1 --]
 [3 4]],
      mask =
 [[False  True]
 [False False]],
      fill_value=999999)
>>> ma.getmask(a)
array([[False,  True],
       [False, False]], dtype=bool)
```

Equivalently use the `MaskedArray` *mask* attribute.

```
>>> a.mask
array([[False,  True],
       [False, False]], dtype=bool)
```

Result when mask == `nomask`

```
>>> b = ma.masked_array([[1,2],[3,4]])
>>> b
masked_array(data =
 [[1 2]
 [3 4]],
      mask =
 False,
      fill_value=999999)
>>> ma.nomask
False
>>> ma.getmask(b) == ma.nomask
True
>>> b.mask == ma.nomask
True
```

numpy.ma.**getmaskarray**(*arr*)

Return the mask of a masked array, or full boolean array of False.

Return the mask of *arr* as an ndarray if *arr* is a `MaskedArray` and the mask is not `nomask`, else return a full boolean array of False of the same shape as *arr*.

Parameters

arr : array_like

Input `MaskedArray` for which the mask is required.

See Also:

getmask

Return the mask of a masked array, or nomask.

getdata

Return the data of a masked array as an ndarray.

Examples

```
>>> import numpy.ma as ma
>>> a = ma.masked_equal([[1,2],[3,4]], 2)
>>> a
masked_array(data =
 [[1 --]
 [3 4]],
      mask =
 [[False  True]
 [False False]],
      fill_value=999999)
>>> ma.getmaskarray(a)
array([[False,  True],
       [False, False]], dtype=bool)
```

Result when mask == `nomask`

```
>>> b = ma.masked_array([[1,2],[3,4]])
>>> b
masked_array(data =
 [[1 2]
 [3 4]],
      mask =
 False,
      fill_value=999999)
>>> >ma.getmaskarray(b)
array([[False, False],
       [False, False]], dtype=bool)
```

`masked_array.`**`mask`**
Mask

Finding masked data

`ma.flatnotmasked_contiguous`(a)	Find contiguous unmasked data in a masked array along the given axis.
`ma.flatnotmasked_edges`(a)	Find the indices of the first and last unmasked values.
`ma.notmasked_contiguous`(a[, axis])	Find contiguous unmasked data in a masked array along the given axis.
`ma.notmasked_edges`(a[, axis])	Find the indices of the first and last unmasked values along an axis.

`numpy.ma.`**`flatnotmasked_contiguous`**`(a)`
Find contiguous unmasked data in a masked array along the given axis.

Parameters
a : narray

The input array.

Returns
slice_list : list

A sorted sequence of slices (start index, end index).

See Also:

`flatnotmasked_edges`, `notmasked_contiguous`, `notmasked_edges`, `clump_masked`, `clump_unmasked`

Notes

Only accepts 2-D arrays at most.

Examples

```
>>> a = np.ma.arange(10)
>>> np.ma.extras.flatnotmasked_contiguous(a)
slice(0, 10, None)

>>> mask = (a < 3) | (a > 8) | (a == 5)
>>> a[mask] = np.ma.masked
>>> np.array(a[~a.mask])
array([3, 4, 6, 7, 8])

>>> np.ma.extras.flatnotmasked_contiguous(a)
[slice(3, 5, None), slice(6, 9, None)]
>>> a[:] = np.ma.masked
>>> print np.ma.extras.flatnotmasked_edges(a)
None
```

numpy.ma.**flatnotmasked_edges**(*a*)

Find the indices of the first and last unmasked values.

Expects a 1-D `MaskedArray`, returns None if all values are masked.

Parameters

arr : array_like

Input 1-D `MaskedArray`

Returns

edges : ndarray or None

The indices of first and last non-masked value in the array. Returns None if all values are masked.

See Also:

`flatnotmasked_contiguous`, `notmasked_contiguous`, `notmasked_edges`, `clump_masked`, `clump_unmasked`

Notes

Only accepts 1-D arrays.

Examples

```
>>> a = np.ma.arange(10)
>>> flatnotmasked_edges(a)
[0,-1]

>>> mask = (a < 3) | (a > 8) | (a == 5)
>>> a[mask] = np.ma.masked
>>> np.array(a[~a.mask])
array([3, 4, 6, 7, 8])

>>> flatnotmasked_edges(a)
array([3, 8])
```

```
>>> a[:] = np.ma.masked
>>> print flatnotmasked_edges(ma)
None
```

numpy.ma.**notmasked_contiguous**(*a*, *axis=None*)

Find contiguous unmasked data in a masked array along the given axis.

Parameters

a : array_like

The input array.

axis : int, optional

Axis along which to perform the operation. If None (default), applies to a flattened version of the array.

Returns

endpoints : list

A list of slices (start and end indexes) of unmasked indexes in the array.

See Also:

flatnotmasked_edges, flatnotmasked_contiguous, notmasked_edges, clump_masked, clump_unmasked

Notes

Only accepts 2-D arrays at most.

Examples

```
>>> a = np.arange(9).reshape((3, 3))
>>> mask = np.zeros_like(a)
>>> mask[1:, 1:] = 1

>>> ma = np.ma.array(a, mask=mask)
>>> np.array(ma[~ma.mask])
array([0, 1, 2, 3, 6])

>>> np.ma.extras.notmasked_contiguous(ma)
[slice(0, 4, None), slice(6, 7, None)]
```

numpy.ma.**notmasked_edges**(*a*, *axis=None*)

Find the indices of the first and last unmasked values along an axis.

If all values are masked, return None. Otherwise, return a list of two tuples, corresponding to the indices of the first and last unmasked values respectively.

Parameters

a : array_like

The input array.

axis : int, optional

Axis along which to perform the operation. If None (default), applies to a flattened version of the array.

Returns

edges : ndarray or list

An array of start and end indexes if there are any masked data in the array. If there are no masked data in the array, *edges* is a list of the first and last index.

See Also:

`flatnotmasked_contiguous`, `flatnotmasked_edges`, `notmasked_contiguous`, `clump_masked`, `clump_unmasked`

Examples

```
>>> a = np.arange(9).reshape((3, 3))
>>> m = np.zeros_like(a)
>>> m[1:, 1:] = 1

>>> am = np.ma.array(a, mask=m)
>>> np.array(am[~am.mask])
array([0, 1, 2, 3, 6])

>>> np.ma.extras.notmasked_edges(ma)
array([0, 6])
```

Modifying a mask

`ma.mask_cols`(a[, axis])	Mask columns of a 2D array that contain masked values.
`ma.mask_or`(m1, m2[, copy, shrink])	Combine two masks with the `logical_or` operator.
`ma.mask_rowcols`(a[, axis])	Mask rows and/or columns of a 2D array that contain masked values.
`ma.mask_rows`(a[, axis])	Mask rows of a 2D array that contain masked values.
`ma.harden_mask`(self)	Force the mask to hard.
`ma.soften_mask`(self)	Force the mask to soft.
`ma.MaskedArray.harden_mask`()	Force the mask to hard.
`ma.MaskedArray.soften_mask`()	Force the mask to soft.
`ma.MaskedArray.shrink_mask`()	Reduce a mask to nomask when possible.
`ma.MaskedArray.unshare_mask`()	Copy the mask and set the sharedmask flag to False.

numpy.ma.**mask_cols**(*a*, *axis=None*)

Mask columns of a 2D array that contain masked values.

This function is a shortcut to `mask_rowcols` with *axis* equal to 1.

See Also:

mask_rowcols
: Mask rows and/or columns of a 2D array.

masked_where
: Mask where a condition is met.

Examples

```
>>> import numpy.ma as ma
>>> a = np.zeros((3, 3), dtype=np.int)
>>> a[1, 1] = 1
>>> a
array([[0, 0, 0],
       [0, 1, 0],
       [0, 0, 0]])
```

```
>>> a = ma.masked_equal(a, 1)
>>> a
masked_array(data =
 [[0 0 0]
 [0 -- 0]
 [0 0 0]],
      mask =
 [[False False False]
 [False  True False]
 [False False False]],
      fill_value=999999)
>>> ma.mask_cols(a)
masked_array(data =
 [[0 -- 0]
 [0 -- 0]
 [0 -- 0]],
      mask =
 [[False  True False]
 [False  True False]
 [False  True False]],
      fill_value=999999)
```

numpy.ma.**mask_or**(*m1*, *m2*, *copy=False*, *shrink=True*)

Combine two masks with the `logical_or` operator.

The result may be a view on *m1* or *m2* if the other is `nomask` (i.e. False).

Parameters

m1, m2 : array_like

Input masks.

copy : bool, optional

If copy is False and one of the inputs is `nomask`, return a view of the other input mask. Defaults to False.

shrink : bool, optional

Whether to shrink the output to `nomask` if all its values are False. Defaults to True.

Returns

mask : output mask

The result masks values that are masked in either *m1* or *m2*.

Raises

ValueError

If *m1* and *m2* have different flexible dtypes.

Examples

```
>>> m1 = np.ma.make_mask([0, 1, 1, 0])
>>> m2 = np.ma.make_mask([1, 0, 0, 0])
>>> np.ma.mask_or(m1, m2)
array([ True,  True,  True, False], dtype=bool)
```

numpy.ma.**mask_rowcols**(*a*, *axis=None*)

Mask rows and/or columns of a 2D array that contain masked values.

Mask whole rows and/or columns of a 2D array that contain masked values. The masking behavior is selected using the *axis* parameter.

- If *axis* is None, rows *and* columns are masked.
- If *axis* is 0, only rows are masked.
- If *axis* is 1 or -1, only columns are masked.

Parameters

a : array_like, MaskedArray

The array to mask. If not a MaskedArray instance (or if no array elements are masked). The result is a MaskedArray with *mask* set to `nomask` (False). Must be a 2D array.

axis : int, optional

Axis along which to perform the operation. If None, applies to a flattened version of the array.

Returns

a : MaskedArray

A modified version of the input array, masked depending on the value of the *axis* parameter.

Raises

NotImplementedError

If input array *a* is not 2D.

See Also:

mask_rows
Mask rows of a 2D array that contain masked values.

mask_cols
Mask cols of a 2D array that contain masked values.

masked_where
Mask where a condition is met.

Notes

The input array's mask is modified by this function.

Examples

```
>>> import numpy.ma as ma
>>> a = np.zeros((3, 3), dtype=np.int)
>>> a[1, 1] = 1
>>> a
array([[0, 0, 0],
       [0, 1, 0],
       [0, 0, 0]])
>>> a = ma.masked_equal(a, 1)
>>> a
masked_array(data =
 [[0 0 0]
 [0 -- 0]
 [0 0 0]],
      mask =
```

```
 [[False False False]
 [False  True False]
 [False False False]],
      fill_value=999999)
>>> ma.mask_rowcols(a)
masked_array(data =
 [[0 -- 0]
 [-- -- --]
 [0 -- 0]],
      mask =
 [[False  True False]
 [ True  True  True]
 [False  True False]],
      fill_value=999999)
```

numpy.ma.**mask_rows**(*a*, *axis=None*)

Mask rows of a 2D array that contain masked values.

This function is a shortcut to `mask_rowcols` with *axis* equal to 0.

See Also:

mask_rowcols
: Mask rows and/or columns of a 2D array.

masked_where
: Mask where a condition is met.

Examples

```
>>> import numpy.ma as ma
>>> a = np.zeros((3, 3), dtype=np.int)
>>> a[1, 1] = 1
>>> a
array([[0, 0, 0],
       [0, 1, 0],
       [0, 0, 0]])
>>> a = ma.masked_equal(a, 1)
>>> a
masked_array(data =
 [[0 0 0]
 [0 -- 0]
 [0 0 0]],
      mask =
 [[False False False]
 [False  True False]
 [False False False]],
      fill_value=999999)
>>> ma.mask_rows(a)
masked_array(data =
 [[0 0 0]
 [-- -- --]
 [0 0 0]],
      mask =
 [[False False False]
 [ True  True  True]
 [False False False]],
      fill_value=999999)
```

numpy.ma.**harden_mask**(*self*) **= <numpy.ma.core._frommethod instance at 0x1cfa4d0>**
Force the mask to hard.

Whether the mask of a masked array is hard or soft is determined by its *hardmask* property. harden_mask sets *hardmask* to True.

See Also:

hardmask

numpy.ma.**soften_mask**(*self*) **= <numpy.ma.core._frommethod instance at 0x1cfa908>**
Force the mask to soft.

Whether the mask of a masked array is hard or soft is determined by its *hardmask* property. soften_mask sets *hardmask* to False.

See Also:

hardmask

MaskedArray.**harden_mask**()
Force the mask to hard.

Whether the mask of a masked array is hard or soft is determined by its hardmask property. harden_mask sets hardmask to True.

See Also:

hardmask

MaskedArray.**soften_mask**()
Force the mask to soft.

Whether the mask of a masked array is hard or soft is determined by its hardmask property. soften_mask sets hardmask to False.

See Also:

hardmask

MaskedArray.**shrink_mask**()
Reduce a mask to nomask when possible.

Parameters
None

Returns
None

Examples

```
>>> x = np.ma.array([[1,2 ], [3, 4]], mask=[0]*4)
>>> x.mask
array([[False, False],
       [False, False]], dtype=bool)
>>> x.shrink_mask()
>>> x.mask
False
```

MaskedArray.**unshare_mask**()
Copy the mask and set the sharedmask flag to False.

Whether the mask is shared between masked arrays can be seen from the sharedmask property. unshare_mask ensures the mask is not shared. A copy of the mask is only made if it was shared.

See Also:

sharedmask

3.19.6 Conversion operations

> to a masked array

ma.asarray(a[, dtype, order])	Convert the input to a masked array of the given data-type.
ma.asanyarray(a[, dtype])	Convert the input to a masked array, conserving subclasses.
ma.fix_invalid(a[, mask, copy, fill_value])	Return input with invalid data masked and replaced by a fill value.
ma.masked_equal(x, value[, copy])	Mask an array where equal to a given value.
ma.masked_greater(x, value[, copy])	Mask an array where greater than a given value.
ma.masked_greater_equal(x, value[, copy])	Mask an array where greater than or equal to a given value.
ma.masked_inside(x, v1, v2[, copy])	Mask an array inside a given interval.
ma.masked_invalid(a[, copy])	Mask an array where invalid values occur (NaNs or infs).
ma.masked_less(x, value[, copy])	Mask an array where less than a given value.
ma.masked_less_equal(x, value[, copy])	Mask an array where less than or equal to a given value.
ma.masked_not_equal(x, value[, copy])	Mask an array where *not* equal to a given value.
ma.masked_object(x, value[, copy, shrink])	Mask the array *x* where the data are exactly equal to value.
ma.masked_outside(x, v1, v2[, copy])	Mask an array outside a given interval.
ma.masked_values(x, value[, rtol, atol, ...])	Mask using floating point equality.
ma.masked_where(condition, a[, copy])	Mask an array where a condition is met.

numpy.ma.**asarray**(*a*, *dtype=None*, *order=None*)

Convert the input to a masked array of the given data-type.

No copy is performed if the input is already an *ndarray*. If *a* is a subclass of MaskedArray, a base class MaskedArray is returned.

Parameters

a : array_like

Input data, in any form that can be converted to a masked array. This includes lists, lists of tuples, tuples, tuples of tuples, tuples of lists, ndarrays and masked arrays.

dtype : dtype, optional

By default, the data-type is inferred from the input data.

order : {'C', 'F'}, optional

Whether to use row-major ('C') or column-major ('FORTRAN') memory representation. Default is 'C'.

Returns

out : MaskedArray

Masked array interpretation of *a*.

See Also:

asanyarray

Similar to asarray, but conserves subclasses.

Examples

```
>>> x = np.arange(10.).reshape(2, 5)
>>> x
array([[ 0.,  1.,  2.,  3.,  4.],
       [ 5.,  6.,  7.,  8.,  9.]])
>>> np.ma.asarray(x)
masked_array(data =
 [[ 0.  1.  2.  3.  4.]
 [ 5.  6.  7.  8.  9.]],
             mask =
 False,
       fill_value = 1e+20)
>>> type(np.ma.asarray(x))
<class 'numpy.ma.core.MaskedArray'>
```

numpy.ma.**asanyarray**(*a*, *dtype=None*)

Convert the input to a masked array, conserving subclasses.

If *a* is a subclass of MaskedArray, its class is conserved. No copy is performed if the input is already an *ndarray*.

Parameters

a : array_like

Input data, in any form that can be converted to an array.

dtype : dtype, optional

By default, the data-type is inferred from the input data.

order : {'C', 'F'}, optional

Whether to use row-major ('C') or column-major ('FORTRAN') memory representation. Default is 'C'.

Returns

out : MaskedArray

MaskedArray interpretation of *a*.

See Also:

asarray

Similar to asanyarray, but does not conserve subclass.

Examples

```
>>> x = np.arange(10.).reshape(2, 5)
>>> x
array([[ 0.,  1.,  2.,  3.,  4.],
       [ 5.,  6.,  7.,  8.,  9.]])
>>> np.ma.asanyarray(x)
masked_array(data =
 [[ 0.  1.  2.  3.  4.]
 [ 5.  6.  7.  8.  9.]],
             mask =
 False,
       fill_value = 1e+20)
>>> type(np.ma.asanyarray(x))
<class 'numpy.ma.core.MaskedArray'>
```

numpy.ma.**fix_invalid**(*a*, *mask=False*, *copy=True*, *fill_value=None*)

Return input with invalid data masked and replaced by a fill value.

Invalid data means values of *nan*, *inf*, etc.

Parameters

a : array_like

Input array, a (subclass of) ndarray.

copy : bool, optional

Whether to use a copy of *a* (True) or to fix *a* in place (False). Default is True.

fill_value : scalar, optional

Value used for fixing invalid data. Default is None, in which case the `a.fill_value` is used.

Returns

b : MaskedArray

The input array with invalid entries fixed.

Notes

A copy is performed by default.

Examples

```
>>> x = np.ma.array([1., -1, np.nan, np.inf], mask=[1] + [0]*3)
>>> x
masked_array(data = [-- -1.0 nan inf],
             mask = [ True False False False],
       fill_value = 1e+20)
>>> np.ma.fix_invalid(x)
masked_array(data = [-- -1.0 -- --],
             mask = [ True False  True  True],
       fill_value = 1e+20)

>>> fixed = np.ma.fix_invalid(x)
>>> fixed.data
array([  1.00000000e+00,  -1.00000000e+00,   1.00000000e+20,
         1.00000000e+20])
>>> x.data
array([  1.,  -1.,  NaN,  Inf])
```

numpy.ma.**masked_equal**(*x*, *value*, *copy=True*)

Mask an array where equal to a given value.

This function is a shortcut to `masked_where`, with *condition* = (x == value). For floating point arrays, consider using `masked_values(x, value)`.

See Also:

masked_where
Mask where a condition is met.

masked_values
Mask using floating point equality.

Examples

```
>>> import numpy.ma as ma
>>> a = np.arange(4)
>>> a
array([0, 1, 2, 3])
>>> ma.masked_equal(a, 2)
masked_array(data = [0 1 -- 3],
      mask = [False False  True False],
      fill_value=999999)
```

numpy.ma.**masked_greater**(*x*, *value*, *copy=True*)

Mask an array where greater than a given value.

This function is a shortcut to `masked_where`, with *condition* = (x > value).

See Also:

masked_where
: Mask where a condition is met.

Examples

```
>>> import numpy.ma as ma
>>> a = np.arange(4)
>>> a
array([0, 1, 2, 3])
>>> ma.masked_greater(a, 2)
masked_array(data = [0 1 2 --],
      mask = [False False False  True],
      fill_value=999999)
```

numpy.ma.**masked_greater_equal**(*x*, *value*, *copy=True*)

Mask an array where greater than or equal to a given value.

This function is a shortcut to `masked_where`, with *condition* = (x >= value).

See Also:

masked_where
: Mask where a condition is met.

Examples

```
>>> import numpy.ma as ma
>>> a = np.arange(4)
>>> a
array([0, 1, 2, 3])
>>> ma.masked_greater_equal(a, 2)
masked_array(data = [0 1 -- --],
      mask = [False False  True  True],
      fill_value=999999)
```

numpy.ma.**masked_inside**(*x*, *v1*, *v2*, *copy=True*)

Mask an array inside a given interval.

Shortcut to `masked_where`, where *condition* is True for *x* inside the interval [v1,v2] (v1 <= x <= v2). The boundaries *v1* and *v2* can be given in either order.

See Also:

masked_where
Mask where a condition is met.

Notes

The array *x* is prefilled with its filling value.

Examples

```
>>> import numpy.ma as ma
>>> x = [0.31, 1.2, 0.01, 0.2, -0.4, -1.1]
>>> ma.masked_inside(x, -0.3, 0.3)
masked_array(data = [0.31 1.2 -- -- -0.4 -1.1],
      mask = [False False  True  True False False],
      fill_value=1e+20)
```

The order of *v1* and *v2* doesn't matter.

```
>>> ma.masked_inside(x, 0.3, -0.3)
masked_array(data = [0.31 1.2 -- -- -0.4 -1.1],
      mask = [False False  True  True False False],
      fill_value=1e+20)
```

numpy.ma.**masked_invalid**(*a*, *copy=True*)
Mask an array where invalid values occur (NaNs or infs).

This function is a shortcut to `masked_where`, with *condition* = ~(np.isfinite(a)). Any pre-existing mask is conserved. Only applies to arrays with a dtype where NaNs or infs make sense (i.e. floating point types), but accepts any array_like object.

See Also:

masked_where
Mask where a condition is met.

Examples

```
>>> import numpy.ma as ma
>>> a = np.arange(5, dtype=np.float)
>>> a[2] = np.NaN
>>> a[3] = np.PINF
>>> a
array([  0.,   1.,  NaN,  Inf,   4.])
>>> ma.masked_invalid(a)
masked_array(data = [0.0 1.0 -- -- 4.0],
      mask = [False False  True  True False],
      fill_value=1e+20)
```

numpy.ma.**masked_less**(*x*, *value*, *copy=True*)
Mask an array where less than a given value.

This function is a shortcut to `masked_where`, with *condition* = (x < value).

See Also:

masked_where
Mask where a condition is met.

Examples

```
>>> import numpy.ma as ma
>>> a = np.arange(4)
>>> a
array([0, 1, 2, 3])
>>> ma.masked_less(a, 2)
masked_array(data = [-- -- 2 3],
      mask = [ True  True False False],
      fill_value=999999)
```

numpy.ma.**masked_less_equal**(*x*, *value*, *copy=True*)

Mask an array where less than or equal to a given value.

This function is a shortcut to `masked_where`, with *condition* = (x <= value).

See Also:

masked_where
Mask where a condition is met.

Examples

```
>>> import numpy.ma as ma
>>> a = np.arange(4)
>>> a
array([0, 1, 2, 3])
>>> ma.masked_less_equal(a, 2)
masked_array(data = [-- -- -- 3],
      mask = [ True  True  True False],
      fill_value=999999)
```

numpy.ma.**masked_not_equal**(*x*, *value*, *copy=True*)

Mask an array where *not* equal to a given value.

This function is a shortcut to `masked_where`, with *condition* = (x != value).

See Also:

masked_where
Mask where a condition is met.

Examples

```
>>> import numpy.ma as ma
>>> a = np.arange(4)
>>> a
array([0, 1, 2, 3])
>>> ma.masked_not_equal(a, 2)
masked_array(data = [-- -- 2 --],
      mask = [ True  True False  True],
      fill_value=999999)
```

numpy.ma.**masked_object**(*x*, *value*, *copy=True*, *shrink=True*)

Mask the array *x* where the data are exactly equal to value.

This function is similar to `masked_values`, but only suitable for object arrays: for floating point, use `masked_values` instead.

Parameters
x : array_like

Array to mask

value : object

Comparison value

copy : {True, False}, optional

Whether to return a copy of *x*.

shrink : {True, False}, optional

Whether to collapse a mask full of False to nomask

Returns

result : MaskedArray

The result of masking *x* where equal to *value*.

See Also:

masked_where
Mask where a condition is met.

masked_equal
Mask where equal to a given value (integers).

masked_values
Mask using floating point equality.

Examples

```
>>> import numpy.ma as ma
>>> food = np.array(['green_eggs', 'ham'], dtype=object)
>>> # don't eat spoiled food
>>> eat = ma.masked_object(food, 'green_eggs')
>>> print eat
[-- ham]
>>> # plain ol` ham is boring
>>> fresh_food = np.array(['cheese', 'ham', 'pineapple'], dtype=object)
>>> eat = ma.masked_object(fresh_food, 'green_eggs')
>>> print eat
[cheese ham pineapple]
```

Note that *mask* is set to `nomask` if possible.

```
>>> eat
masked_array(data = [cheese ham pineapple],
      mask = False,
      fill_value=?)
```

numpy.ma.**masked_outside**(*x*, *v1*, *v2*, *copy=True*)
Mask an array outside a given interval.

Shortcut to `masked_where`, where *condition* is True for *x* outside the interval [v1,v2] (x < v1)|(x > v2). The boundaries *v1* and *v2* can be given in either order.

See Also:

masked_where
Mask where a condition is met.

Notes

The array *x* is prefilled with its filling value.

Examples

```
>>> import numpy.ma as ma
>>> x = [0.31, 1.2, 0.01, 0.2, -0.4, -1.1]
>>> ma.masked_outside(x, -0.3, 0.3)
masked_array(data = [-- -- 0.01 0.2 -- --],
      mask = [ True  True False False  True  True],
      fill_value=1e+20)
```

The order of *v1* and *v2* doesn't matter.

```
>>> ma.masked_outside(x, 0.3, -0.3)
masked_array(data = [-- -- 0.01 0.2 -- --],
      mask = [ True  True False False  True  True],
      fill_value=1e+20)
```

numpy.ma.**masked_values**(*x*, *value*, *rtol=1e-05*, *atol=1e-08*, *copy=True*, *shrink=True*)

Mask using floating point equality.

Return a MaskedArray, masked where the data in array *x* are approximately equal to *value*, i.e. where the following condition is True

(abs(x - value) <= atol+rtol*abs(value))

The fill_value is set to *value* and the mask is set to `nomask` if possible. For integers, consider using `masked_equal`.

Parameters

x : array_like

Array to mask.

value : float

Masking value.

rtol : float, optional

Tolerance parameter.

atol : float, optional

Tolerance parameter (1e-8).

copy : bool, optional

Whether to return a copy of *x*.

shrink : bool, optional

Whether to collapse a mask full of False to `nomask`.

Returns

result : MaskedArray

The result of masking *x* where approximately equal to *value*.

See Also:

masked_where

Mask where a condition is met.

masked_equal
Mask where equal to a given value (integers).

Examples

```
>>> import numpy.ma as ma
>>> x = np.array([1, 1.1, 2, 1.1, 3])
>>> ma.masked_values(x, 1.1)
masked_array(data = [1.0 -- 2.0 -- 3.0],
      mask = [False  True False  True False],
      fill_value=1.1)
```

Note that *mask* is set to `nomask` if possible.

```
>>> ma.masked_values(x, 1.5)
masked_array(data = [ 1.   1.1  2.   1.1  3. ],
      mask = False,
      fill_value=1.5)
```

For integers, the fill value will be different in general to the result of `masked_equal`.

```
>>> x = np.arange(5)
>>> x
array([0, 1, 2, 3, 4])
>>> ma.masked_values(x, 2)
masked_array(data = [0 1 -- 3 4],
      mask = [False False  True False False],
      fill_value=2)
>>> ma.masked_equal(x, 2)
masked_array(data = [0 1 -- 3 4],
      mask = [False False  True False False],
      fill_value=999999)
```

numpy.ma.**masked_where**(*condition*, *a*, *copy=True*)
Mask an array where a condition is met.

Return *a* as an array masked where *condition* is True. Any masked values of *a* or *condition* are also masked in the output.

Parameters

condition : array_like

Masking condition. When *condition* tests floating point values for equality, consider using `masked_values` instead.

a : array_like

Array to mask.

copy : bool

If True (default) make a copy of *a* in the result. If False modify *a* in place and return a view.

Returns

result : MaskedArray

The result of masking *a* where *condition* is True.

See Also:

masked_values
Mask using floating point equality.

masked_equal
Mask where equal to a given value.

masked_not_equal
Mask where *not* equal to a given value.

masked_less_equal
Mask where less than or equal to a given value.

masked_greater_equal
Mask where greater than or equal to a given value.

masked_less
Mask where less than a given value.

masked_greater
Mask where greater than a given value.

masked_inside
Mask inside a given interval.

masked_outside
Mask outside a given interval.

masked_invalid
Mask invalid values (NaNs or infs).

Examples

```
>>> import numpy.ma as ma
>>> a = np.arange(4)
>>> a
array([0, 1, 2, 3])
>>> ma.masked_where(a <= 2, a)
masked_array(data = [-- -- -- 3],
      mask = [ True  True  True False],
      fill_value=999999)
```

Mask array *b* conditional on *a*.

```
>>> b = ['a', 'b', 'c', 'd']
>>> ma.masked_where(a == 2, b)
masked_array(data = [a b -- d],
      mask = [False False  True False],
      fill_value=N/A)
```

Effect of the `copy` argument.

```
>>> c = ma.masked_where(a <= 2, a)
>>> c
masked_array(data = [-- -- -- 3],
      mask = [ True  True  True False],
      fill_value=999999)
>>> c[0] = 99
>>> c
masked_array(data = [99 -- -- 3],
      mask = [False  True  True False],
      fill_value=999999)
>>> a
```

```
array([0, 1, 2, 3])
>>> c = ma.masked_where(a <= 2, a, copy=False)
>>> c[0] = 99
>>> c
masked_array(data = [99 -- -- 3],
      mask = [False  True  True False],
      fill_value=999999)
>>> a
array([99,  1,  2,  3])
```

When *condition* or *a* contain masked values.

```
>>> a = np.arange(4)
>>> a = ma.masked_where(a == 2, a)
>>> a
masked_array(data = [0 1 -- 3],
      mask = [False False  True False],
      fill_value=999999)
>>> b = np.arange(4)
>>> b = ma.masked_where(b == 0, b)
>>> b
masked_array(data = [-- 1 2 3],
      mask = [ True False False False],
      fill_value=999999)
>>> ma.masked_where(a == 3, b)
masked_array(data = [-- 1 -- --],
      mask = [ True False  True  True],
      fill_value=999999)
```

> to a ndarray

ma.compress_cols(a)	Suppress whole columns of a 2-D array that contain masked values.
ma.compress_rowcols(x[, axis])	Suppress the rows and/or columns of a 2-D array that contain
ma.compress_rows(a)	Suppress whole rows of a 2-D array that contain masked values.
ma.compressed(x)	Return all the non-masked data as a 1-D array.
ma.filled(a[, fill_value])	Return input as an array with masked data replaced by a fill value.
ma.MaskedArray.compressed()	Return all the non-masked data as a 1-D array.
ma.MaskedArray.filled([fill_value])	Return a copy of self, with masked values filled with a given value.

numpy.ma.**compress_cols**(*a*)

Suppress whole columns of a 2-D array that contain masked values.

This is equivalent to `np.ma.extras.compress_rowcols(a, 1)`, see `extras.compress_rowcols` for details.

See Also:

`extras.compress_rowcols`

numpy.ma.**compress_rowcols**(*x*, *axis=None*)

Suppress the rows and/or columns of a 2-D array that contain masked values.

The suppression behavior is selected with the *axis* parameter.

- If axis is None, both rows and columns are suppressed.
- If axis is 0, only rows are suppressed.

•If axis is 1 or -1, only columns are suppressed.

Parameters

axis : int, optional

Axis along which to perform the operation. Default is None.

Returns

compressed_array : ndarray

The compressed array.

Examples

```
>>> x = np.ma.array(np.arange(9).reshape(3, 3), mask=[[1, 0, 0],
...                                                   [1, 0, 0],
...                                                   [0, 0, 0]])
>>> x
masked_array(data =
 [[-- 1 2]
 [-- 4 5]
 [6 7 8]],
             mask =
 [[ True False False]
 [ True False False]
 [False False False]],
       fill_value = 999999)

>>> np.ma.extras.compress_rowcols(x)
array([[7, 8]])
>>> np.ma.extras.compress_rowcols(x, 0)
array([[6, 7, 8]])
>>> np.ma.extras.compress_rowcols(x, 1)
array([[1, 2],
       [4, 5],
       [7, 8]])
```

numpy.ma.**compress_rows**(*a*)

Suppress whole rows of a 2-D array that contain masked values.

This is equivalent to `np.ma.extras.compress_rowcols(a, 0)`, see `extras.compress_rowcols` for details.

See Also:

`extras.compress_rowcols`

numpy.ma.**compressed**(*x*)

Return all the non-masked data as a 1-D array.

This function is equivalent to calling the "compressed" method of a `MaskedArray`, see `MaskedArray.compressed` for details.

See Also:

`MaskedArray.compressed`
Equivalent method.

numpy.ma.**filled**(*a*, *fill_value=None*)

Return input as an array with masked data replaced by a fill value.

If *a* is not a `MaskedArray`, *a* itself is returned. If *a* is a `MaskedArray` and *fill_value* is None, *fill_value* is set to `a.fill_value`.

Parameters

a : MaskedArray or array_like

An input object.

fill_value : scalar, optional

Filling value. Default is None.

Returns

a : ndarray

The filled array.

See Also:

`compressed`

Examples

```
>>> x = np.ma.array(np.arange(9).reshape(3, 3), mask=[[1, 0, 0],
...                                                   [1, 0, 0],
...                                                   [0, 0, 0]])
>>> x.filled()
array([[999999,      1,      2],
       [999999,      4,      5],
       [     6,      7,      8]])
```

`MaskedArray.`**`compressed`**`()`

Return all the non-masked data as a 1-D array.

Returns

data : ndarray

A new *ndarray* holding the non-masked data is returned.

Notes

The result is **not** a MaskedArray!

Examples

```
>>> x = np.ma.array(np.arange(5), mask=[0]*2 + [1]*3)
>>> x.compressed()
array([0, 1])
>>> type(x.compressed())
<type 'numpy.ndarray'>
```

`MaskedArray.`**`filled`**`(`*`fill_value=None`*`)`

Return a copy of self, with masked values filled with a given value.

Parameters

fill_value : scalar, optional

The value to use for invalid entries (None by default). If None, the `fill_value` attribute of the array is used instead.

Returns

filled_array : ndarray

A copy of `self` with invalid entries replaced by *fill_value* (be it the function argument or the attribute of `self`.

Notes

The result is **not** a MaskedArray!

Examples

```
>>> x = np.ma.array([1,2,3,4,5], mask=[0,0,1,0,1], fill_value=-999)
>>> x.filled()
array([1, 2, -999, 4, -999])
>>> type(x.filled())
<type 'numpy.ndarray'>
```

Subclassing is preserved. This means that if the data part of the masked array is a matrix, `filled` returns a matrix:

```
>>> x = np.ma.array(np.matrix([[1, 2], [3, 4]]), mask=[[0, 1], [1, 0]])
>>> x.filled()
matrix([[     1, 999999],
        [999999,      4]])
```

> to another object

`ma.MaskedArray.tofile`(fid[, sep, format])	Save a masked array to a file in binary format.
`ma.MaskedArray.tolist`([fill_value])	Return the data portion of the masked array as a hierarchical Python list.
`ma.MaskedArray.torecords`()	Transforms a masked array into a flexible-type array.
`ma.MaskedArray.tostring`([fill_value, order])	Return the array data as a string containing the raw bytes in the array.

`MaskedArray.`**`tofile`**(*fid*, *sep=''*, *format='%s'*)

Save a masked array to a file in binary format.

> **Warning:** This function is not implemented yet.

Raises

NotImplementedError

When `tofile` is called.

`MaskedArray.`**`tolist`**(*fill_value=None*)

Return the data portion of the masked array as a hierarchical Python list.

Data items are converted to the nearest compatible Python type. Masked values are converted to `fill_value`. If `fill_value` is None, the corresponding entries in the output list will be `None`.

Parameters

fill_value : scalar, optional

The value to use for invalid entries. Default is None.

Returns

result : list

The Python list representation of the masked array.

Examples

```
>>> x = np.ma.array([[1,2,3], [4,5,6], [7,8,9]], mask=[0] + [1,0]*4)
>>> x.tolist()
[[1, None, 3], [None, 5, None], [7, None, 9]]
>>> x.tolist(-999)
[[1, -999, 3], [-999, 5, -999], [7, -999, 9]]
```

MaskedArray.**torecords**()

Transforms a masked array into a flexible-type array.

The flexible type array that is returned will have two fields:

- the _data field stores the _data part of the array.
- the _mask field stores the _mask part of the array.

Parameters

None

Returns

record : ndarray

A new flexible-type *ndarray* with two fields: the first element containing a value, the second element containing the corresponding mask boolean. The returned record shape matches self.shape.

Notes

A side-effect of transforming a masked array into a flexible *ndarray* is that meta information (`fill_value`, ...) will be lost.

Examples

```
>>> x = np.ma.array([[1,2,3],[4,5,6],[7,8,9]], mask=[0] + [1,0]*4)
>>> print x
[[1 -- 3]
 [-- 5 --]
 [7 -- 9]]
>>> print x.toflex()
[[(1, False) (2, True) (3, False)]
 [(4, True) (5, False) (6, True)]
 [(7, False) (8, True) (9, False)]]
```

MaskedArray.**tostring**(*fill_value=None*, *order='C'*)

Return the array data as a string containing the raw bytes in the array.

The array is filled with a fill value before the string conversion.

Parameters

fill_value : scalar, optional

Value used to fill in the masked values. Deafult is None, in which case `MaskedArray.fill_value` is used.

order : {'C','F','A'}, optional

Order of the data item in the copy. Default is 'C'.

- 'C' – C order (row major).
- 'F' – Fortran order (column major).

- 'A' – Any, current order of array.
- None – Same as 'A'.

See Also:

`ndarray.tostring`, `tolist`, `tofile`

Notes

As for *ndarray.tostring*, information about the shape, dtype, etc., but also about `fill_value`, will be lost.

Examples

```
>>> x = np.ma.array(np.array([[1, 2], [3, 4]]), mask=[[0, 1], [1, 0]])
>>> x.tostring()
'\x01\x00\x00\x00?B\x0f\x00?B\x0f\x00\x04\x00\x00\x00'
```

Pickling and unpickling

`ma.dump`(a, F)	Pickle a masked array to a file.
`ma.dumps`(a)	Return a string corresponding to the pickling of a masked array.
`ma.load`(F)	Wrapper around `cPickle.load` which accepts either a file-like object
`ma.loads`(strg)	Load a pickle from the current string.

`numpy.ma.`**`dump`**(*a*, *F*)

Pickle a masked array to a file.

This is a wrapper around `cPickle.dump`.

Parameters

a : MaskedArray

The array to be pickled.

F : str or file-like object

The file to pickle *a* to. If a string, the full path to the file.

`numpy.ma.`**`dumps`**(*a*)

Return a string corresponding to the pickling of a masked array.

This is a wrapper around `cPickle.dumps`.

Parameters

a : MaskedArray

The array for which the string representation of the pickle is returned.

`numpy.ma.`**`load`**(*F*)

Wrapper around `cPickle.load` which accepts either a file-like object or a filename.

Parameters

F : str or file

The file or file name to load.

See Also:

`dump`

Pickle an array

Notes

This is different from `numpy.load`, which does not use cPickle but loads the NumPy binary .npy format.

`numpy.ma.`**`loads`**(*strg*)

Load a pickle from the current string.

The result of `cPickle.loads(strg)` is returned.

Parameters

strg : str

The string to load.

See Also:

`dumps`

Return a string corresponding to the pickling of a masked array.

Filling a masked array

`ma.common_fill_value`(a, b)	Return the common filling value of two masked arrays, if any.
`ma.default_fill_value`(obj)	Return the default fill value for the argument object.
`ma.maximum_fill_value`(obj)	Return the minimum value that can be represented by the dtype of an object.
`ma.maximum_fill_value`(obj)	Return the minimum value that can be represented by the dtype of an object.
`ma.set_fill_value`(a, fill_value)	Set the filling value of a, if a is a masked array.
`ma.MaskedArray.get_fill_value`()	Return the filling value of the masked array.
`ma.MaskedArray.set_fill_value`([value])	Set the filling value of the masked array.
`ma.MaskedArray.fill_value`	Filling value.

`numpy.ma.`**`common_fill_value`**(*a*, *b*)

Return the common filling value of two masked arrays, if any.

If `a.fill_value == b.fill_value`, return the fill value, otherwise return None.

Parameters

a, b : MaskedArray

The masked arrays for which to compare fill values.

Returns

fill_value : scalar or None

The common fill value, or None.

Examples

```
>>> x = np.ma.array([0, 1.], fill_value=3)
>>> y = np.ma.array([0, 1.], fill_value=3)
>>> np.ma.common_fill_value(x, y)
3.0
```

`numpy.ma.`**`default_fill_value`**(*obj*)

Return the default fill value for the argument object.

The default filling value depends on the datatype of the input array or the type of the input scalar:

datatype	default
bool	True
int	999999
float	1.e20
complex	1.e20+0j
object	'?'
string	'N/A'

Parameters
obj : ndarray, dtype or scalar

The array data-type or scalar for which the default fill value is returned.

Returns
fill_value : scalar

The default fill value.

Examples

```
>>> np.ma.default_fill_value(1)
999999
>>> np.ma.default_fill_value(np.array([1.1, 2., np.pi]))
1e+20
>>>  np.ma.default_fill_value(np.dtype(complex))
(1e+20+0j)
```

numpy.ma.**maximum_fill_value**(*obj*)
Return the minimum value that can be represented by the dtype of an object.

This function is useful for calculating a fill value suitable for taking the maximum of an array with a given dtype.

Parameters
obj : {ndarray, dtype}

An object that can be queried for it's numeric type.

Returns
val : scalar

The minimum representable value.

Raises
TypeError

If *obj* isn't a suitable numeric type.

See Also:

minimum_fill_value
The inverse function.

set_fill_value
Set the filling value of a masked array.

MaskedArray.fill_value
Return current fill value.

Examples

```
>>> import numpy.ma as ma
>>> a = np.int8()
>>> ma.maximum_fill_value(a)
-128
>>> a = np.int32()
>>> ma.maximum_fill_value(a)
-2147483648
```

An array of numeric data can also be passed.

```
>>> a = np.array([1, 2, 3], dtype=np.int8)
>>> ma.maximum_fill_value(a)
-128
>>> a = np.array([1, 2, 3], dtype=np.float32)
>>> ma.maximum_fill_value(a)
-inf
```

numpy.ma.**maximum_fill_value**(*obj*)

Return the minimum value that can be represented by the dtype of an object.

This function is useful for calculating a fill value suitable for taking the maximum of an array with a given dtype.

Parameters

obj : {ndarray, dtype}

An object that can be queried for it's numeric type.

Returns

val : scalar

The minimum representable value.

Raises

TypeError

If *obj* isn't a suitable numeric type.

See Also:

minimum_fill_value

The inverse function.

set_fill_value

Set the filling value of a masked array.

MaskedArray.fill_value

Return current fill value.

Examples

```
>>> import numpy.ma as ma
>>> a = np.int8()
>>> ma.maximum_fill_value(a)
-128
>>> a = np.int32()
>>> ma.maximum_fill_value(a)
-2147483648
```

An array of numeric data can also be passed.

```
>>> a = np.array([1, 2, 3], dtype=np.int8)
>>> ma.maximum_fill_value(a)
-128
>>> a = np.array([1, 2, 3], dtype=np.float32)
>>> ma.maximum_fill_value(a)
-inf
```

numpy.ma.**set_fill_value**(*a*, *fill_value*)

Set the filling value of a, if a is a masked array.

This function changes the fill value of the masked array *a* in place. If *a* is not a masked array, the function returns silently, without doing anything.

Parameters

a : array_like

Input array.

fill_value : dtype

Filling value. A consistency test is performed to make sure the value is compatible with the dtype of *a*.

Returns

None

Nothing returned by this function.

See Also:

maximum_fill_value

Return the default fill value for a dtype.

MaskedArray.fill_value

Return current fill value.

MaskedArray.set_fill_value

Equivalent method.

Examples

```
>>> import numpy.ma as ma
>>> a = np.arange(5)
>>> a
array([0, 1, 2, 3, 4])
>>> a = ma.masked_where(a < 3, a)
>>> a
masked_array(data = [-- -- -- 3 4],
      mask = [ True  True  True False False],
      fill_value=999999)
>>> ma.set_fill_value(a, -999)
>>> a
masked_array(data = [-- -- -- 3 4],
      mask = [ True  True  True False False],
      fill_value=-999)
```

Nothing happens if *a* is not a masked array.

```
>>> a = range(5)
>>> a
[0, 1, 2, 3, 4]
```

```
>>> ma.set_fill_value(a, 100)
>>> a
[0, 1, 2, 3, 4]
>>> a = np.arange(5)
>>> a
array([0, 1, 2, 3, 4])
>>> ma.set_fill_value(a, 100)
>>> a
array([0, 1, 2, 3, 4])
```

MaskedArray.**get_fill_value**()

Return the filling value of the masked array.

Returns

fill_value : scalar

The filling value.

Examples

```
>>> for dt in [np.int32, np.int64, np.float64, np.complex128]:
...     np.ma.array([0, 1], dtype=dt).get_fill_value()
...
999999
999999
1e+20
(1e+20+0j)

>>> x = np.ma.array([0, 1.], fill_value=-np.inf)
>>> x.get_fill_value()
-inf
```

MaskedArray.**set_fill_value**(*value=None*)

Set the filling value of the masked array.

Parameters

value : scalar, optional

The new filling value. Default is None, in which case a default based on the data type is used.

See Also:

ma.set_fill_value

Equivalent function.

Examples

```
>>> x = np.ma.array([0, 1.], fill_value=-np.inf)
>>> x.fill_value
-inf
>>> x.set_fill_value(np.pi)
>>> x.fill_value
3.1415926535897931
```

Reset to default:

```
>>> x.set_fill_value()
>>> x.fill_value
1e+20
```

MaskedArray.**fill_value**
Filling value.

3.19.7 Masked arrays arithmetics

Arithmetics

ma.anom(self[, axis, dtype])	Compute the anomalies (deviations from the arithmetic mean) along the given a
ma.anomalies(self[, axis, dtype])	Compute the anomalies (deviations from the arithmetic mean) along the given a
ma.average(a[, axis, weights, returned])	Return the weighted average of array over the given axis.
ma.conjugate(x[, out])	Return the complex conjugate, element-wise.
ma.corrcoef(x[, y, rowvar, bias, ...])	Return correlation coefficients of the input array.
ma.cov(x[, y, rowvar, bias, allow_masked, ddof])	Estimate the covariance matrix.
ma.cumsum(self[, axis, dtype, out])	Return the cumulative sum of the elements along the given axis.
ma.cumprod(self[, axis, dtype, out])	Return the cumulative product of the elements along the given axis.
ma.mean(self[, axis, dtype, out])	Returns the average of the array elements.
ma.median(a[, axis, out, overwrite_input])	Compute the median along the specified axis.
ma.power(a, b[, third])	Returns element-wise base array raised to power from second array.
ma.prod(self[, axis, dtype, out])	Return the product of the array elements over the given axis.
ma.std(self[, axis, dtype, out, ddof])	Compute the standard deviation along the specified axis.
ma.sum(self[, axis, dtype, out])	Return the sum of the array elements over the given axis.
ma.var(self[, axis, dtype, out, ddof])	Compute the variance along the specified axis.
ma.MaskedArray.anom([axis, dtype])	Compute the anomalies (deviations from the arithmetic mean) along the given a
ma.MaskedArray.cumprod([axis, dtype, out])	Return the cumulative product of the elements along the given axis.
ma.MaskedArray.cumsum([axis, dtype, out])	Return the cumulative sum of the elements along the given axis.
ma.MaskedArray.mean([axis, dtype, out])	Returns the average of the array elements.
ma.MaskedArray.prod([axis, dtype, out])	Return the product of the array elements over the given axis.
ma.MaskedArray.std([axis, dtype, out, ddof])	Compute the standard deviation along the specified axis.
ma.MaskedArray.sum([axis, dtype, out])	Return the sum of the array elements over the given axis.
ma.MaskedArray.var([axis, dtype, out, ddof])	Compute the variance along the specified axis.

numpy.ma.**anom**(*self*, *axis=None*, *dtype=None*) = **<numpy.ma.core._frommethod instance at 0x1cfa0e0>**
Compute the anomalies (deviations from the arithmetic mean) along the given axis.

Returns an array of anomalies, with the same shape as the input and where the arithmetic mean is computed along the given axis.

Parameters
axis : int, optional

Axis over which the anomalies are taken. The default is to use the mean of the flattened array as reference.

dtype : dtype, optional

Type to use in computing the variance. For arrays of integer type
the default is float32; for arrays of float types it is the same as the array type.

See Also:

mean

Compute the mean of the array.

Examples

```
>>> a = np.ma.array([1,2,3])
>>> a.anom()
masked_array(data = [-1.  0.  1.],
             mask = False,
       fill_value = 1e+20)
```

numpy.ma.**anomalies**(*self*, *axis=None*, *dtype=None*) **= <numpy.ma.core._frommethod instance at 0x1cfa0e0>**

Compute the anomalies (deviations from the arithmetic mean) along the given axis.

Returns an array of anomalies, with the same shape as the input and where the arithmetic mean is computed along the given axis.

Parameters

axis : int, optional

Axis over which the anomalies are taken. The default is to use the mean of the flattened array as reference.

dtype : dtype, optional

Type to use in computing the variance. For arrays of integer type
the default is float32; for arrays of float types it is the same as the array type.

See Also:

mean
Compute the mean of the array.

Examples

```
>>> a = np.ma.array([1,2,3])
>>> a.anom()
masked_array(data = [-1.  0.  1.],
             mask = False,
       fill_value = 1e+20)
```

numpy.ma.**average**(*a*, *axis=None*, *weights=None*, *returned=False*)

Return the weighted average of array over the given axis.

Parameters

a : array_like

Data to be averaged. Masked entries are not taken into account in the computation.

axis : int, optional

Axis along which the variance is computed. The default is to compute the variance of the flattened array.

weights : array_like, optional

The importance that each element has in the computation of the average. The weights array can either be 1-D (in which case its length must be the size of *a* along the given axis) or of the same shape as *a*. If `weights=None`, then all data in *a* are assumed to have a weight equal to one. If *weights* is complex, the imaginary parts are ignored.

returned : bool, optional

Flag indicating whether a tuple `(result, sum of weights)` should be returned as output (True), or just the result (False). Default is False.

Returns

average, [sum_of_weights] : (tuple of) scalar or MaskedArray

The average along the specified axis. When returned is *True*, return a tuple with the average as the first element and the sum of the weights as the second element. The return type is *np.float64* if *a* is of integer type, otherwise it is of the same type as *a*. If returned, *sum_of_weights* is of the same type as `average`.

Examples

```
>>> a = np.ma.array([1., 2., 3., 4.], mask=[False, False, True, True])
>>> np.ma.average(a, weights=[3, 1, 0, 0])
1.25

>>> x = np.ma.arange(6.).reshape(3, 2)
>>> print x
[[ 0.  1.]
 [ 2.  3.]
 [ 4.  5.]]
>>> avg, sumweights = np.ma.average(x, axis=0, weights=[1, 2, 3],
...                                 returned=True)
>>> print avg
[2.66666666667 3.66666666667]
```

numpy.ma.**conjugate**(*x*[, *out*]) = **<numpy.ma.core._MaskedUnaryOperation instance at 0x1cf0170>**

Return the complex conjugate, element-wise.

The complex conjugate of a complex number is obtained by changing the sign of its imaginary part.

Parameters

x : array_like

Input value.

Returns

y : ndarray

The complex conjugate of *x*, with same dtype as *y*.

Examples

```
>>> np.conjugate(1+2j)
(1-2j)

>>> x = np.eye(2) + 1j * np.eye(2)
>>> np.conjugate(x)
array([[ 1.-1.j,  0.-0.j],
       [ 0.-0.j,  1.-1.j]])
```

numpy.ma.**corrcoef**(*x*, *y=None*, *rowvar=True*, *bias=False*, *allow_masked=True*, *ddof=None*)

Return correlation coefficients of the input array.

Except for the handling of missing data this function does the same as `numpy.corrcoef`. For more details and examples, see `numpy.corrcoef`.

Parameters

x : array_like

A 1-D or 2-D array containing multiple variables and observations. Each row of *x* represents a variable, and each column a single observation of all those variables. Also see *rowvar* below.

y : array_like, optional

An additional set of variables and observations. *y* has the same shape as *x*.

rowvar : bool, optional

If *rowvar* is True (default), then each row represents a variable, with observations in the columns. Otherwise, the relationship is transposed: each column represents a variable, while the rows contain observations.

bias : bool, optional

Default normalization (False) is by `(N-1)`, where `N` is the number of observations given (unbiased estimate). If *bias* is 1, then normalization is by `N`. This keyword can be overridden by the keyword `ddof` in numpy versions >= 1.5.

allow_masked : bool, optional

If True, masked values are propagated pair-wise: if a value is masked in *x*, the corresponding value is masked in *y*. If False, raises an exception.

ddof : {None, int}, optional

New in version 1.5. If not `None` normalization is by `(N - ddof)`, where `N` is the number of observations; this overrides the value implied by `bias`. The default value is `None`.

See Also:

numpy.corrcoef
Equivalent function in top-level NumPy module.

cov
Estimate the covariance matrix.

numpy.ma.**cov**(*x*, *y=None*, *rowvar=True*, *bias=False*, *allow_masked=True*, *ddof=None*)
Estimate the covariance matrix.

Except for the handling of missing data this function does the same as `numpy.cov`. For more details and examples, see `numpy.cov`.

By default, masked values are recognized as such. If *x* and *y* have the same shape, a common mask is allocated: if `x[i,j]` is masked, then `y[i,j]` will also be masked. Setting *allow_masked* to False will raise an exception if values are missing in either of the input arrays.

Parameters

x : array_like

A 1-D or 2-D array containing multiple variables and observations. Each row of *x* represents a variable, and each column a single observation of all those variables. Also see *rowvar* below.

y : array_like, optional

An additional set of variables and observations. *y* has the same form as *x*.

rowvar : bool, optional

If *rowvar* is True (default), then each row represents a variable, with observations in the columns. Otherwise, the relationship is transposed: each column represents a variable, while the rows contain observations.

bias : bool, optional

Default normalization (False) is by `(N-1)`, where `N` is the number of observations given (unbiased estimate). If *bias* is True, then normalization is by `N`. This keyword can be overridden by the keyword `ddof` in numpy versions >= 1.5.

allow_masked : bool, optional

If True, masked values are propagated pair-wise: if a value is masked in *x*, the corresponding value is masked in *y*. If False, raises a *ValueError* exception when some values are missing.

ddof : {None, int}, optional

New in version 1.5. If not `None` normalization is by `(N - ddof)`, where `N` is the number of observations; this overrides the value implied by `bias`. The default value is `None`.

Raises

ValueError

Raised if some values are missing and *allow_masked* is False.

See Also:

`numpy.cov`

numpy.ma.**cumsum**(*self*, *axis=None*, *dtype=None*, *out=None*) **= <numpy.ma.core._frommethod instance at 0x1cfa368>**

Return the cumulative sum of the elements along the given axis. The cumulative sum is calculated over the flattened array by default, otherwise over the specified axis.

Masked values are set to 0 internally during the computation. However, their position is saved, and the result will be masked at the same locations.

Parameters

axis : {None, -1, int}, optional

Axis along which the sum is computed. The default (*axis* = None) is to compute over the flattened array. *axis* may be negative, in which case it counts from the last to the first axis.

dtype : {None, dtype}, optional

Type of the returned array and of the accumulator in which the elements are summed. If *dtype* is not specified, it defaults to the dtype of *a*, unless *a* has an integer dtype with a precision less than that of the default platform integer. In that case, the default platform integer is used.

out : ndarray, optional

Alternative output array in which to place the result. It must have the same shape and buffer length as the expected output but the type will be cast if necessary.

Returns

cumsum : ndarray.

A new array holding the result is returned unless `out` is specified, in which case a reference to `out` is returned.

Notes

The mask is lost if *out* is not a valid `MaskedArray` !

Arithmetic is modular when using integer types, and no error is raised on overflow.

Examples

```
>>> marr = np.ma.array(np.arange(10), mask=[0,0,0,1,1,1,0,0,0,0])
>>> print marr.cumsum()
[0 1 3 -- -- -- 9 16 24 33]
```

numpy.ma.**cumprod**(*self*, *axis=None*, *dtype=None*, *out=None*) **= <numpy.ma.core._frommethod instance at 0x1cfa2d8>**

Return the cumulative product of the elements along the given axis. The cumulative product is taken over the flattened array by default, otherwise over the specified axis.

Masked values are set to 1 internally during the computation. However, their position is saved, and the result will be masked at the same locations.

Parameters

axis : {None, -1, int}, optional

Axis along which the product is computed. The default (*axis* = None) is to compute over the flattened array.

dtype : {None, dtype}, optional

Determines the type of the returned array and of the accumulator where the elements are multiplied. If `dtype` has the value `None` and the type of `a` is an integer type of precision less than the default platform integer, then the default platform integer precision is used. Otherwise, the dtype is the same as that of `a`.

out : ndarray, optional

Alternative output array in which to place the result. It must have the same shape and buffer length as the expected output but the type will be cast if necessary.

Returns

cumprod : ndarray

A new array holding the result is returned unless out is specified, in which case a reference to out is returned.

Notes

The mask is lost if *out* is not a valid MaskedArray !

Arithmetic is modular when using integer types, and no error is raised on overflow.

numpy.ma.**mean**(*self*, *axis=None*, *dtype=None*, *out=None*) **= <numpy.ma.core._frommethod instance at 0x1cfa5a8>**

Returns the average of the array elements.

Masked entries are ignored. The average is taken over the flattened array by default, otherwise over the specified axis. Refer to `numpy.mean` for the full documentation.

Parameters

a : array_like

Array containing numbers whose mean is desired. If *a* is not an array, a conversion is attempted.

axis : int, optional

Axis along which the means are computed. The default is to compute the mean of the flattened array.

dtype : dtype, optional

Type to use in computing the mean. For integer inputs, the default is float64; for floating point, inputs it is the same as the input dtype.

out : ndarray, optional

Alternative output array in which to place the result. It must have the same shape as the expected output but the type will be cast if necessary.

Returns

mean : ndarray, see dtype parameter above

If *out=None*, returns a new array containing the mean values, otherwise a reference to the output array is returned.

See Also:

numpy.ma.mean
Equivalent function.

numpy.mean
Equivalent function on non-masked arrays.

numpy.ma.average
Weighted average.

Examples

```
>>> a = np.ma.array([1,2,3], mask=[False, False, True])
>>> a
masked_array(data = [1 2 --],
             mask = [False False  True],
       fill_value = 999999)
>>> a.mean()
1.5
```

numpy.ma.**median**(*a*, *axis=None*, *out=None*, *overwrite_input=False*)
Compute the median along the specified axis.

Returns the median of the array elements.

Parameters

a : array_like

Input array or object that can be converted to an array.

axis : int, optional

Axis along which the medians are computed. The default (None) is to compute the median along a flattened version of the array.

out : ndarray, optional

Alternative output array in which to place the result. It must have the same shape and buffer length as the expected output but the type will be cast if necessary.

overwrite_input : bool, optional

If True, then allow use of memory of input array (a) for calculations. The input array will be modified by the call to median. This will save memory when you do not need to

preserve the contents of the input array. Treat the input as undefined, but it will probably be fully or partially sorted. Default is False. Note that, if *overwrite_input* is True, and the input is not already an *ndarray*, an error will be raised.

Returns

median : ndarray

A new array holding the result is returned unless out is specified, in which case a reference to out is returned. Return data-type is *float64* for integers and floats smaller than *float64*, or the input data-type, otherwise.

See Also:

`mean`

Notes

Given a vector `V` with `N` non masked values, the median of `V` is the middle value of a sorted copy of `V` (`Vs`) - i.e. `Vs[(N-1)/2]`, when `N` is odd, or `{Vs[N/2 - 1] + Vs[N/2]}/2` when `N` is even.

Examples

```
>>> x = np.ma.array(np.arange(8), mask=[0]*4 + [1]*4)
>>> np.ma.extras.median(x)
1.5

>>> x = np.ma.array(np.arange(10).reshape(2, 5), mask=[0]*6 + [1]*4)
>>> np.ma.extras.median(x)
2.5
>>> np.ma.extras.median(x, axis=-1, overwrite_input=True)
masked_array(data = [ 2.  5.],
             mask = False,
       fill_value = 1e+20)
```

numpy.ma.**power**(*a*, *b*, *third=None*)

Returns element-wise base array raised to power from second array.

This is the masked array version of `numpy.power`. For details see `numpy.power`.

See Also:

`numpy.power`

Notes

The *out* argument to `numpy.power` is not supported, *third* has to be None.

numpy.ma.**prod**(*self*, *axis=None*, *dtype=None*, *out=None*) **= <numpy.ma.core._frommethod instance at 0x1cfa6c8>**

Return the product of the array elements over the given axis. Masked elements are set to 1 internally for computation.

Parameters

axis : {None, int}, optional

Axis over which the product is taken. If None is used, then the product is over all the array elements.

dtype : {None, dtype}, optional

Determines the type of the returned array and of the accumulator where the elements are multiplied. If `dtype` has the value `None` and the type of a is an integer type of precision

less than the default platform integer, then the default platform integer precision is used. Otherwise, the dtype is the same as that of a.

out : {None, array}, optional

Alternative output array in which to place the result. It must have the same shape as the expected output but the type will be cast if necessary.

Returns

product_along_axis : {array, scalar}, see dtype parameter above.

Returns an array whose shape is the same as a with the specified axis removed. Returns a 0d array when a is 1d or axis=None. Returns a reference to the specified output array if specified.

See Also:

prod

equivalent function

Notes

Arithmetic is modular when using integer types, and no error is raised on overflow.

Examples

```
>>> np.prod([1.,2.])
2.0
>>> np.prod([1.,2.], dtype=np.int32)
2
>>> np.prod([[1.,2.],[3.,4.]])
24.0
>>> np.prod([[1.,2.],[3.,4.]], axis=1)
array([  2.,  12.])
```

numpy.ma.**std**(*self*, *axis=None*, *dtype=None*, *out=None*, *ddof=0*) **= <numpy.ma.core._frommethod instance at 0x1cfa9e0>**

Compute the standard deviation along the specified axis.

Returns the standard deviation, a measure of the spread of a distribution, of the array elements. The standard deviation is computed for the flattened array by default, otherwise over the specified axis.

Parameters

a : array_like

Calculate the standard deviation of these values.

axis : int, optional

Axis along which the standard deviation is computed. The default is to compute the standard deviation of the flattened array.

dtype : dtype, optional

Type to use in computing the standard deviation. For arrays of integer type the default is float64, for arrays of float types it is the same as the array type.

out : ndarray, optional

Alternative output array in which to place the result. It must have the same shape as the expected output but the type (of the calculated values) will be cast if necessary.

ddof : int, optional

Means Delta Degrees of Freedom. The divisor used in calculations is `N - ddof`, where `N` represents the number of elements. By default *ddof* is zero.

keepdims : bool, optional

If this is set to True, the axes which are reduced are left in the result as dimensions with size one. With this option, the result will broadcast correctly against the original *arr*.

Returns

standard_deviation : ndarray, see dtype parameter above.

If *out* is None, return a new array containing the standard deviation, otherwise return a reference to the output array.

See Also:

`var`, `mean`, `nanmean`, `nanstd`, `nanvar`

numpy.doc.ufuncs
Section "Output arguments"

Notes

The standard deviation is the square root of the average of the squared deviations from the mean, i.e., `std = sqrt(mean(abs(x - x.mean())**2))`.

The average squared deviation is normally calculated as `x.sum() / N`, where `N = len(x)`. If, however, *ddof* is specified, the divisor `N - ddof` is used instead. In standard statistical practice, `ddof=1` provides an unbiased estimator of the variance of the infinite population. `ddof=0` provides a maximum likelihood estimate of the variance for normally distributed variables. The standard deviation computed in this function is the square root of the estimated variance, so even with `ddof=1`, it will not be an unbiased estimate of the standard deviation per se.

Note that, for complex numbers, `std` takes the absolute value before squaring, so that the result is always real and nonnegative.

For floating-point input, the *std* is computed using the same precision the input has. Depending on the input data, this can cause the results to be inaccurate, especially for float32 (see example below). Specifying a higher-accuracy accumulator using the *dtype* keyword can alleviate this issue.

Examples

```
>>> a = np.array([[1, 2], [3, 4]])
>>> np.std(a)
1.1180339887498949
>>> np.std(a, axis=0)
array([ 1.,  1.])
>>> np.std(a, axis=1)
array([ 0.5,  0.5])
```

In single precision, std() can be inaccurate:

```
>>> a = np.zeros((2,512*512), dtype=np.float32)
>>> a[0,:] = 1.0
>>> a[1,:] = 0.1
>>> np.std(a)
0.45172946707416706
```

Computing the standard deviation in float64 is more accurate:

```
>>> np.std(a, dtype=np.float64)
0.44999999925552653
```

numpy.ma.**sum**(*self*, *axis=None*, *dtype=None*, *out=None*) **= <numpy.ma.core._frommethod instance at 0x1cfaa70>**

Return the sum of the array elements over the given axis. Masked elements are set to 0 internally.

Parameters

axis : {None, -1, int}, optional

Axis along which the sum is computed. The default (*axis* = None) is to compute over the flattened array.

dtype : {None, dtype}, optional

Determines the type of the returned array and of the accumulator where the elements are summed. If dtype has the value None and the type of a is an integer type of precision less than the default platform integer, then the default platform integer precision is used. Otherwise, the dtype is the same as that of a.

out : {None, ndarray}, optional

Alternative output array in which to place the result. It must have the same shape and buffer length as the expected output but the type will be cast if necessary.

Returns

sum_along_axis : MaskedArray or scalar

An array with the same shape as self, with the specified axis removed. If self is a 0-d array, or if *axis* is None, a scalar is returned. If an output array is specified, a reference to *out* is returned.

Examples

```
>>> x = np.ma.array([[1,2,3],[4,5,6],[7,8,9]], mask=[0] + [1,0]*4)
>>> print x
[[1 -- 3]
 [-- 5 --]
 [7 -- 9]]
>>> print x.sum()
25
>>> print x.sum(axis=1)
[4 5 16]
>>> print x.sum(axis=0)
[8 5 12]
>>> print type(x.sum(axis=0, dtype=np.int64)[0])
<type 'numpy.int64'>
```

numpy.ma.**var**(*self*, *axis=None*, *dtype=None*, *out=None*, *ddof=0*) **= <numpy.ma.core._frommethod instance at 0x1cfab90>**

Compute the variance along the specified axis.

Returns the variance of the array elements, a measure of the spread of a distribution. The variance is computed for the flattened array by default, otherwise over the specified axis.

Parameters

a : array_like

Array containing numbers whose variance is desired. If *a* is not an array, a conversion is attempted.

axis : int, optional

Axis along which the variance is computed. The default is to compute the variance of the flattened array.

dtype : data-type, optional

Type to use in computing the variance. For arrays of integer type the default is *float32*; for arrays of float types it is the same as the array type.

out : ndarray, optional

Alternate output array in which to place the result. It must have the same shape as the expected output, but the type is cast if necessary.

ddof : int, optional

"Delta Degrees of Freedom": the divisor used in the calculation is `N - ddof`, where `N` represents the number of elements. By default *ddof* is zero.

keepdims : bool, optional

If this is set to True, the axes which are reduced are left in the result as dimensions with size one. With this option, the result will broadcast correctly against the original *arr*.

Returns

variance : ndarray, see dtype parameter above

If `out=None`, returns a new array containing the variance; otherwise, a reference to the output array is returned.

See Also:

`std`, `mean`, `nanmean`, `nanstd`, `nanvar`

`numpy.doc.ufuncs`
Section "Output arguments"

Notes

The variance is the average of the squared deviations from the mean, i.e., `var = mean(abs(x - x.mean())**2)`.

The mean is normally calculated as `x.sum() / N`, where `N = len(x)`. If, however, *ddof* is specified, the divisor `N - ddof` is used instead. In standard statistical practice, `ddof=1` provides an unbiased estimator of the variance of a hypothetical infinite population. `ddof=0` provides a maximum likelihood estimate of the variance for normally distributed variables.

Note that for complex numbers, the absolute value is taken before squaring, so that the result is always real and nonnegative.

For floating-point input, the variance is computed using the same precision the input has. Depending on the input data, this can cause the results to be inaccurate, especially for *float32* (see example below). Specifying a higher-accuracy accumulator using the `dtype` keyword can alleviate this issue.

Examples

```
>>> a = np.array([[1,2],[3,4]])
>>> np.var(a)
1.25
>>> np.var(a, axis=0)
array([ 1.,  1.])
>>> np.var(a, axis=1)
array([ 0.25,  0.25])
```

In single precision, var() can be inaccurate:

```
>>> a = np.zeros((2,512*512), dtype=np.float32)
>>> a[0,:] = 1.0
>>> a[1,:] = 0.1
>>> np.var(a)
0.20405951142311096
```

Computing the variance in float64 is more accurate:

```
>>> np.var(a, dtype=np.float64)
0.20249999932997387
>>> ((1-0.55)**2 + (0.1-0.55)**2)/2
0.20250000000000001
```

MaskedArray.**anom**(*axis=None*, *dtype=None*)

Compute the anomalies (deviations from the arithmetic mean) along the given axis.

Returns an array of anomalies, with the same shape as the input and where the arithmetic mean is computed along the given axis.

Parameters

axis : int, optional

Axis over which the anomalies are taken. The default is to use the mean of the flattened array as reference.

dtype : dtype, optional

Type to use in computing the variance. For arrays of integer type
the default is float32; for arrays of float types it is the same as the array type.

See Also:

mean

Compute the mean of the array.

Examples

```
>>> a = np.ma.array([1,2,3])
>>> a.anom()
masked_array(data = [-1.  0.  1.],
             mask = False,
       fill_value = 1e+20)
```

MaskedArray.**cumprod**(*axis=None*, *dtype=None*, *out=None*)

Return the cumulative product of the elements along the given axis. The cumulative product is taken over the flattened array by default, otherwise over the specified axis.

Masked values are set to 1 internally during the computation. However, their position is saved, and the result will be masked at the same locations.

Parameters

axis : {None, -1, int}, optional

Axis along which the product is computed. The default (*axis* = None) is to compute over the flattened array.

dtype : {None, dtype}, optional

Determines the type of the returned array and of the accumulator where the elements are multiplied. If `dtype` has the value `None` and the type of `a` is an integer type of precision less than the default platform integer, then the default platform integer precision is used. Otherwise, the dtype is the same as that of `a`.

out : ndarray, optional

Alternative output array in which to place the result. It must have the same shape and buffer length as the expected output but the type will be cast if necessary.

Returns

cumprod : ndarray

A new array holding the result is returned unless out is specified, in which case a reference to out is returned.

Notes

The mask is lost if *out* is not a valid MaskedArray !

Arithmetic is modular when using integer types, and no error is raised on overflow.

`MaskedArray.`**`cumsum`**(*axis=None*, *dtype=None*, *out=None*)

Return the cumulative sum of the elements along the given axis. The cumulative sum is calculated over the flattened array by default, otherwise over the specified axis.

Masked values are set to 0 internally during the computation. However, their position is saved, and the result will be masked at the same locations.

Parameters

axis : {None, -1, int}, optional

Axis along which the sum is computed. The default (*axis* = None) is to compute over the flattened array. *axis* may be negative, in which case it counts from the last to the first axis.

dtype : {None, dtype}, optional

Type of the returned array and of the accumulator in which the elements are summed. If `dtype` is not specified, it defaults to the dtype of *a*, unless *a* has an integer dtype with a precision less than that of the default platform integer. In that case, the default platform integer is used.

out : ndarray, optional

Alternative output array in which to place the result. It must have the same shape and buffer length as the expected output but the type will be cast if necessary.

Returns

cumsum : ndarray.

A new array holding the result is returned unless `out` is specified, in which case a reference to `out` is returned.

Notes

The mask is lost if *out* is not a valid `MaskedArray` !

Arithmetic is modular when using integer types, and no error is raised on overflow.

Examples

```
>>> marr = np.ma.array(np.arange(10), mask=[0,0,0,1,1,1,0,0,0,0])
>>> print marr.cumsum()
[0 1 3 -- -- -- 9 16 24 33]
```

`MaskedArray.`**`mean`**(*axis=None*, *dtype=None*, *out=None*)

Returns the average of the array elements.

Masked entries are ignored. The average is taken over the flattened array by default, otherwise over the specified axis. Refer to `numpy.mean` for the full documentation.

Parameters

a : array_like

Array containing numbers whose mean is desired. If *a* is not an array, a conversion is attempted.

axis : int, optional

Axis along which the means are computed. The default is to compute the mean of the flattened array.

dtype : dtype, optional

Type to use in computing the mean. For integer inputs, the default is float64; for floating point, inputs it is the same as the input dtype.

out : ndarray, optional

Alternative output array in which to place the result. It must have the same shape as the expected output but the type will be cast if necessary.

Returns

mean : ndarray, see dtype parameter above

If *out=None*, returns a new array containing the mean values, otherwise a reference to the output array is returned.

See Also:

numpy.ma.mean
Equivalent function.

numpy.mean
Equivalent function on non-masked arrays.

numpy.ma.average
Weighted average.

Examples

```
>>> a = np.ma.array([1,2,3], mask=[False, False, True])
>>> a
masked_array(data = [1 2 --],
             mask = [False False  True],
       fill_value = 999999)
>>> a.mean()
1.5
```

MaskedArray.**prod**(*axis=None*, *dtype=None*, *out=None*)
Return the product of the array elements over the given axis. Masked elements are set to 1 internally for computation.

Parameters

axis : {None, int}, optional

Axis over which the product is taken. If None is used, then the product is over all the array elements.

dtype : {None, dtype}, optional

Determines the type of the returned array and of the accumulator where the elements are multiplied. If `dtype` has the value `None` and the type of a is an integer type of precision less than the default platform integer, then the default platform integer precision is used. Otherwise, the dtype is the same as that of a.

out : {None, array}, optional

Alternative output array in which to place the result. It must have the same shape as the expected output but the type will be cast if necessary.

Returns

product_along_axis : {array, scalar}, see dtype parameter above.

Returns an array whose shape is the same as a with the specified axis removed. Returns a 0d array when a is 1d or axis=None. Returns a reference to the specified output array if specified.

See Also:

prod
equivalent function

Notes

Arithmetic is modular when using integer types, and no error is raised on overflow.

Examples

```
>>> np.prod([1.,2.])
2.0
>>> np.prod([1.,2.], dtype=np.int32)
2
>>> np.prod([[1.,2.],[3.,4.]])
24.0
>>> np.prod([[1.,2.],[3.,4.]], axis=1)
array([  2.,  12.])
```

`MaskedArray.`**`std`**(*axis=None*, *dtype=None*, *out=None*, *ddof=0*)

Compute the standard deviation along the specified axis.

Returns the standard deviation, a measure of the spread of a distribution, of the array elements. The standard deviation is computed for the flattened array by default, otherwise over the specified axis.

Parameters

a : array_like

Calculate the standard deviation of these values.

axis : int, optional

Axis along which the standard deviation is computed. The default is to compute the standard deviation of the flattened array.

dtype : dtype, optional

Type to use in computing the standard deviation. For arrays of integer type the default is float64, for arrays of float types it is the same as the array type.

out : ndarray, optional

Alternative output array in which to place the result. It must have the same shape as the expected output but the type (of the calculated values) will be cast if necessary.

ddof : int, optional

Means Delta Degrees of Freedom. The divisor used in calculations is `N - ddof`, where `N` represents the number of elements. By default *ddof* is zero.

keepdims : bool, optional

If this is set to True, the axes which are reduced are left in the result as dimensions with size one. With this option, the result will broadcast correctly against the original *arr*.

Returns

standard_deviation : ndarray, see dtype parameter above.

If *out* is None, return a new array containing the standard deviation, otherwise return a reference to the output array.

See Also:

`var`, `mean`, `nanmean`, `nanstd`, `nanvar`

`numpy.doc.ufuncs`
Section "Output arguments"

Notes

The standard deviation is the square root of the average of the squared deviations from the mean, i.e., `std = sqrt(mean(abs(x - x.mean())**2))`.

The average squared deviation is normally calculated as `x.sum() / N`, where `N = len(x)`. If, however, *ddof* is specified, the divisor `N - ddof` is used instead. In standard statistical practice, `ddof=1` provides an unbiased estimator of the variance of the infinite population. `ddof=0` provides a maximum likelihood estimate of the variance for normally distributed variables. The standard deviation computed in this function is the square root of the estimated variance, so even with `ddof=1`, it will not be an unbiased estimate of the standard deviation per se.

Note that, for complex numbers, `std` takes the absolute value before squaring, so that the result is always real and nonnegative.

For floating-point input, the *std* is computed using the same precision the input has. Depending on the input data, this can cause the results to be inaccurate, especially for float32 (see example below). Specifying a higher-accuracy accumulator using the `dtype` keyword can alleviate this issue.

Examples

```
>>> a = np.array([[1, 2], [3, 4]])
>>> np.std(a)
1.1180339887498949
>>> np.std(a, axis=0)
array([ 1.,  1.])
>>> np.std(a, axis=1)
array([ 0.5,  0.5])
```

In single precision, std() can be inaccurate:

```
>>> a = np.zeros((2,512*512), dtype=np.float32)
>>> a[0,:] = 1.0
>>> a[1,:] = 0.1
>>> np.std(a)
0.45172946707416706
```

Computing the standard deviation in float64 is more accurate:

```
>>> np.std(a, dtype=np.float64)
0.44999999925552653
```

MaskedArray.**sum**(*axis=None*, *dtype=None*, *out=None*)

Return the sum of the array elements over the given axis. Masked elements are set to 0 internally.

Parameters

axis : {None, -1, int}, optional

Axis along which the sum is computed. The default (*axis* = None) is to compute over the flattened array.

dtype : {None, dtype}, optional

Determines the type of the returned array and of the accumulator where the elements are summed. If dtype has the value None and the type of a is an integer type of precision less than the default platform integer, then the default platform integer precision is used. Otherwise, the dtype is the same as that of a.

out : {None, ndarray}, optional

Alternative output array in which to place the result. It must have the same shape and buffer length as the expected output but the type will be cast if necessary.

Returns

sum_along_axis : MaskedArray or scalar

An array with the same shape as self, with the specified axis removed. If self is a 0-d array, or if *axis* is None, a scalar is returned. If an output array is specified, a reference to *out* is returned.

Examples

```
>>> x = np.ma.array([[1,2,3],[4,5,6],[7,8,9]], mask=[0] + [1,0]*4)
>>> print x
[[1 -- 3]
 [-- 5 --]
 [7 -- 9]]
>>> print x.sum()
25
>>> print x.sum(axis=1)
[4 5 16]
>>> print x.sum(axis=0)
[8 5 12]
>>> print type(x.sum(axis=0, dtype=np.int64)[0])
<type 'numpy.int64'>
```

MaskedArray.**var**(*axis=None*, *dtype=None*, *out=None*, *ddof=0*)

Compute the variance along the specified axis.

Returns the variance of the array elements, a measure of the spread of a distribution. The variance is computed for the flattened array by default, otherwise over the specified axis.

Parameters

a : array_like

Array containing numbers whose variance is desired. If *a* is not an array, a conversion is attempted.

axis : int, optional

Axis along which the variance is computed. The default is to compute the variance of the flattened array.

dtype : data-type, optional

Type to use in computing the variance. For arrays of integer type the default is *float32*; for arrays of float types it is the same as the array type.

out : ndarray, optional

Alternate output array in which to place the result. It must have the same shape as the expected output, but the type is cast if necessary.

ddof : int, optional

"Delta Degrees of Freedom": the divisor used in the calculation is `N - ddof`, where `N` represents the number of elements. By default *ddof* is zero.

keepdims : bool, optional

If this is set to True, the axes which are reduced are left in the result as dimensions with size one. With this option, the result will broadcast correctly against the original *arr*.

Returns

variance : ndarray, see dtype parameter above

If `out=None`, returns a new array containing the variance; otherwise, a reference to the output array is returned.

See Also:

`std`, `mean`, `nanmean`, `nanstd`, `nanvar`

numpy.doc.ufuncs
Section "Output arguments"

Notes

The variance is the average of the squared deviations from the mean, i.e., `var = mean(abs(x - x.mean())**2)`.

The mean is normally calculated as `x.sum() / N`, where `N = len(x)`. If, however, *ddof* is specified, the divisor `N - ddof` is used instead. In standard statistical practice, `ddof=1` provides an unbiased estimator of the variance of a hypothetical infinite population. `ddof=0` provides a maximum likelihood estimate of the variance for normally distributed variables.

Note that for complex numbers, the absolute value is taken before squaring, so that the result is always real and nonnegative.

For floating-point input, the variance is computed using the same precision the input has. Depending on the input data, this can cause the results to be inaccurate, especially for *float32* (see example below). Specifying a higher-accuracy accumulator using the `dtype` keyword can alleviate this issue.

Examples

```
>>> a = np.array([[1,2],[3,4]])
>>> np.var(a)
1.25
>>> np.var(a, axis=0)
array([ 1.,  1.])
>>> np.var(a, axis=1)
array([ 0.25,  0.25])
```

In single precision, var() can be inaccurate:

```
>>> a = np.zeros((2,512*512), dtype=np.float32)
>>> a[0,:] = 1.0
>>> a[1,:] = 0.1
>>> np.var(a)
0.20405951142311096
```

Computing the variance in float64 is more accurate:

```
>>> np.var(a, dtype=np.float64)
0.20249999932997387
>>> ((1-0.55)**2 + (0.1-0.55)**2)/2
0.20250000000000001
```

Minimum/maximum

ma.argmax(a[, axis, fill_value])	Function version of the eponymous method.
ma.argmin(a[, axis, fill_value])	Returns array of indices of the maximum values along the given axis.
ma.max(obj[, axis, out, fill_value])	Return the maximum along a given axis.
ma.min(obj[, axis, out, fill_value])	Return the minimum along a given axis.
ma.ptp(obj[, axis, out, fill_value])	Return (maximum - minimum) along the the given dimension (i.e.
ma.MaskedArray.argmax([axis, fill_value, out])	Returns array of indices of the maximum values along the given axis.
ma.MaskedArray.argmin([axis, fill_value, out])	Return array of indices to the minimum values along the given axis.
ma.MaskedArray.max([axis, out, fill_value])	Return the maximum along a given axis.
ma.MaskedArray.min([axis, out, fill_value])	Return the minimum along a given axis.
ma.MaskedArray.ptp([axis, out, fill_value])	Return (maximum - minimum) along the the given dimension (i.e.

numpy.ma.**argmax**(*a*, *axis=None*, *fill_value=None*)

Function version of the eponymous method.

numpy.ma.**argmin**(*a*, *axis=None*, *fill_value=None*)

Returns array of indices of the maximum values along the given axis. Masked values are treated as if they had the value fill_value.

Parameters

axis : {None, integer}

If None, the index is into the flattened array, otherwise along the specified axis

fill_value : {var}, optional

Value used to fill in the masked values. If None, the output of maximum_fill_value(self._data) is used instead.

out : {None, array}, optional

Array into which the result can be placed. Its type is preserved and it must be of the right shape to hold the output.

Returns

index_array : {integer_array}

Examples

```
>>> a = np.arange(6).reshape(2,3)
>>> a.argmax()
5
```

```
>>> a.argmax(0)
array([1, 1, 1])
>>> a.argmax(1)
array([2, 2])
```

numpy.ma.**max**(*obj*, *axis=None*, *out=None*, *fill_value=None*)

Return the maximum along a given axis.

Parameters

axis : {None, int}, optional

Axis along which to operate. By default, `axis` is None and the flattened input is used.

out : array_like, optional

Alternative output array in which to place the result. Must be of the same shape and buffer length as the expected output.

fill_value : {var}, optional

Value used to fill in the masked values. If None, use the output of maximum_fill_value().

Returns

amax : array_like

New array holding the result. If `out` was specified, `out` is returned.

See Also:

maximum_fill_value

Returns the maximum filling value for a given datatype.

numpy.ma.**min**(*obj*, *axis=None*, *out=None*, *fill_value=None*)

Return the minimum along a given axis.

Parameters

axis : {None, int}, optional

Axis along which to operate. By default, `axis` is None and the flattened input is used.

out : array_like, optional

Alternative output array in which to place the result. Must be of the same shape and buffer length as the expected output.

fill_value : {var}, optional

Value used to fill in the masked values. If None, use the output of `minimum_fill_value`.

Returns

amin : array_like

New array holding the result. If `out` was specified, `out` is returned.

See Also:

minimum_fill_value

Returns the minimum filling value for a given datatype.

numpy.ma.**ptp**(*obj*, *axis=None*, *out=None*, *fill_value=None*)

Return (maximum - minimum) along the the given dimension (i.e. peak-to-peak value).

Parameters

axis : {None, int}, optional

Axis along which to find the peaks. If None (default) the flattened array is used.

out : {None, array_like}, optional

Alternative output array in which to place the result. It must have the same shape and buffer length as the expected output but the type will be cast if necessary.

fill_value : {var}, optional

Value used to fill in the masked values.

Returns

ptp : ndarray.

A new array holding the result, unless `out` was specified, in which case a reference to `out` is returned.

`MaskedArray.`**`argmax`**(*axis=None*, *fill_value=None*, *out=None*)

Returns array of indices of the maximum values along the given axis. Masked values are treated as if they had the value fill_value.

Parameters

axis : {None, integer}

If None, the index is into the flattened array, otherwise along the specified axis

fill_value : {var}, optional

Value used to fill in the masked values. If None, the output of maximum_fill_value(self._data) is used instead.

out : {None, array}, optional

Array into which the result can be placed. Its type is preserved and it must be of the right shape to hold the output.

Returns

index_array : {integer_array}

Examples

```
>>> a = np.arange(6).reshape(2,3)
>>> a.argmax()
5
>>> a.argmax(0)
array([1, 1, 1])
>>> a.argmax(1)
array([2, 2])
```

`MaskedArray.`**`argmin`**(*axis=None*, *fill_value=None*, *out=None*)

Return array of indices to the minimum values along the given axis.

Parameters

axis : {None, integer}

If None, the index is into the flattened array, otherwise along the specified axis

fill_value : {var}, optional

Value used to fill in the masked values. If None, the output of minimum_fill_value(self._data) is used instead.

out : {None, array}, optional

Array into which the result can be placed. Its type is preserved and it must be of the right shape to hold the output.

Returns

{ndarray, scalar}

If multi-dimension input, returns a new ndarray of indices to the minimum values along the given axis. Otherwise, returns a scalar of index to the minimum values along the given axis.

Examples

```
>>> x = np.ma.array(arange(4), mask=[1,1,0,0])
>>> x.shape = (2,2)
>>> print x
[[-- --]
 [2 3]]
>>> print x.argmin(axis=0, fill_value=-1)
[0 0]
>>> print x.argmin(axis=0, fill_value=9)
[1 1]
```

MaskedArray.**max**(*axis=None*, *out=None*, *fill_value=None*)

Return the maximum along a given axis.

Parameters

axis : {None, int}, optional

Axis along which to operate. By default, `axis` is None and the flattened input is used.

out : array_like, optional

Alternative output array in which to place the result. Must be of the same shape and buffer length as the expected output.

fill_value : {var}, optional

Value used to fill in the masked values. If None, use the output of maximum_fill_value().

Returns

amax : array_like

New array holding the result. If `out` was specified, `out` is returned.

See Also:

maximum_fill_value

Returns the maximum filling value for a given datatype.

MaskedArray.**min**(*axis=None*, *out=None*, *fill_value=None*)

Return the minimum along a given axis.

Parameters

axis : {None, int}, optional

Axis along which to operate. By default, `axis` is None and the flattened input is used.

out : array_like, optional

Alternative output array in which to place the result. Must be of the same shape and buffer length as the expected output.

fill_value : {var}, optional

Value used to fill in the masked values. If None, use the output of `minimum_fill_value`.

Returns

amin : array_like

New array holding the result. If `out` was specified, `out` is returned.

See Also:

`minimum_fill_value`

Returns the minimum filling value for a given datatype.

`MaskedArray.`**`ptp`**(*axis=None*, *out=None*, *fill_value=None*)

Return (maximum - minimum) along the the given dimension (i.e. peak-to-peak value).

Parameters

axis : {None, int}, optional

Axis along which to find the peaks. If None (default) the flattened array is used.

out : {None, array_like}, optional

Alternative output array in which to place the result. It must have the same shape and buffer length as the expected output but the type will be cast if necessary.

fill_value : {var}, optional

Value used to fill in the masked values.

Returns

ptp : ndarray.

A new array holding the result, unless `out` was specified, in which case a reference to `out` is returned.

Sorting

`ma.argsort`(a[, axis, kind, order, fill_value])	Return an ndarray of indices that sort the array along the specified axis.
`ma.sort`(a[, axis, kind, order, endwith, ...])	Sort the array, in-place
`ma.MaskedArray.argsort`([axis, kind, order, ...])	Return an ndarray of indices that sort the array along the specified axis.
`ma.MaskedArray.sort`([axis, kind, order, ...])	Sort the array, in-place

`numpy.ma.`**`argsort`**(*a*, *axis=None*, *kind='quicksort'*, *order=None*, *fill_value=None*)

Return an ndarray of indices that sort the array along the specified axis. Masked values are filled beforehand to *fill_value*.

Parameters

axis : int, optional

Axis along which to sort. The default is -1 (last axis). If None, the flattened array is used.

fill_value : var, optional

Value used to fill the array before sorting. The default is the *fill_value* attribute of the input array.

kind : {'quicksort', 'mergesort', 'heapsort'}, optional

Sorting algorithm.

order : list, optional

When *a* is an array with fields defined, this argument specifies which fields to compare first, second, etc. Not all fields need be specified.

Returns

index_array : ndarray, int

Array of indices that sort *a* along the specified axis. In other words, `a[index_array]` yields a sorted *a*.

See Also:

sort
Describes sorting algorithms used.

lexsort
Indirect stable sort with multiple keys.

ndarray.sort
Inplace sort.

Notes

See `sort` for notes on the different sorting algorithms.

Examples

```
>>> a = np.ma.array([3,2,1], mask=[False, False, True])
>>> a
masked_array(data = [3 2 --],
             mask = [False False  True],
       fill_value = 999999)
>>> a.argsort()
array([1, 0, 2])
```

numpy.ma.**sort**(*a*, *axis=-1*, *kind='quicksort'*, *order=None*, *endwith=True*, *fill_value=None*)
Sort the array, in-place

Parameters

a : array_like

Array to be sorted.

axis : int, optional

Axis along which to sort. If None, the array is flattened before sorting. The default is -1, which sorts along the last axis.

kind : {'quicksort', 'mergesort', 'heapsort'}, optional

Sorting algorithm. Default is 'quicksort'.

order : list, optional

When *a* is a structured array, this argument specifies which fields to compare first, second, and so on. This list does not need to include all of the fields.

endwith : {True, False}, optional

Whether missing values (if any) should be forced in the upper indices (at the end of the array) (True) or lower indices (at the beginning).

fill_value : {var}, optional

Value used internally for the masked values. If `fill_value` is not None, it supersedes `endwith`.

Returns

sorted_array : ndarray

Array of the same type and shape as *a*.

See Also:

`ndarray.sort`
Method to sort an array in-place.

`argsort`
Indirect sort.

`lexsort`
Indirect stable sort on multiple keys.

`searchsorted`
Find elements in a sorted array.

Notes

See `sort` for notes on the different sorting algorithms.

Examples

```
>>> a = ma.array([1, 2, 5, 4, 3],mask=[0, 1, 0, 1, 0])
>>> # Default
>>> a.sort()
>>> print a
[1 3 5 -- --]

>>> a = ma.array([1, 2, 5, 4, 3],mask=[0, 1, 0, 1, 0])
>>> # Put missing values in the front
>>> a.sort(endwith=False)
>>> print a
[-- -- 1 3 5]

>>> a = ma.array([1, 2, 5, 4, 3],mask=[0, 1, 0, 1, 0])
>>> # fill_value takes over endwith
>>> a.sort(endwith=False, fill_value=3)
>>> print a
[1 -- -- 3 5]
```

`MaskedArray.`**`argsort`**(*axis=None*, *kind='quicksort'*, *order=None*, *fill_value=None*)

Return an ndarray of indices that sort the array along the specified axis. Masked values are filled beforehand to `fill_value`.

Parameters

axis : int, optional

Axis along which to sort. The default is -1 (last axis). If None, the flattened array is used.

fill_value : var, optional

Value used to fill the array before sorting. The default is the `fill_value` attribute of the input array.

kind : {'quicksort', 'mergesort', 'heapsort'}, optional

Sorting algorithm.

order : list, optional

When *a* is an array with fields defined, this argument specifies which fields to compare first, second, etc. Not all fields need be specified.

Returns

index_array : ndarray, int

Array of indices that sort *a* along the specified axis. In other words, `a[index_array]` yields a sorted *a*.

See Also:

sort
Describes sorting algorithms used.

lexsort
Indirect stable sort with multiple keys.

ndarray.sort
Inplace sort.

Notes

See `sort` for notes on the different sorting algorithms.

Examples

```
>>> a = np.ma.array([3,2,1], mask=[False, False, True])
>>> a
masked_array(data = [3 2 --],
             mask = [False False  True],
       fill_value = 999999)
>>> a.argsort()
array([1, 0, 2])
```

`MaskedArray.`**`sort`**(*axis=-1*, *kind='quicksort'*, *order=None*, *endwith=True*, *fill_value=None*)
Sort the array, in-place

Parameters

a : array_like

Array to be sorted.

axis : int, optional

Axis along which to sort. If None, the array is flattened before sorting. The default is -1, which sorts along the last axis.

kind : {'quicksort', 'mergesort', 'heapsort'}, optional

Sorting algorithm. Default is 'quicksort'.

order : list, optional

When *a* is a structured array, this argument specifies which fields to compare first, second, and so on. This list does not need to include all of the fields.

endwith : {True, False}, optional

Whether missing values (if any) should be forced in the upper indices (at the end of the array) (True) or lower indices (at the beginning).

fill_value : {var}, optional

Value used internally for the masked values. If `fill_value` is not None, it supersedes `endwith`.

Returns

sorted_array : ndarray

Array of the same type and shape as *a*.

See Also:

ndarray.sort
Method to sort an array in-place.

argsort
Indirect sort.

lexsort
Indirect stable sort on multiple keys.

searchsorted
Find elements in a sorted array.

Notes

See `sort` for notes on the different sorting algorithms.

Examples

```
>>> a = ma.array([1, 2, 5, 4, 3],mask=[0, 1, 0, 1, 0])
>>> # Default
>>> a.sort()
>>> print a
[1 3 5 -- --]

>>> a = ma.array([1, 2, 5, 4, 3],mask=[0, 1, 0, 1, 0])
>>> # Put missing values in the front
>>> a.sort(endwith=False)
>>> print a
[-- -- 1 3 5]

>>> a = ma.array([1, 2, 5, 4, 3],mask=[0, 1, 0, 1, 0])
>>> # fill_value takes over endwith
>>> a.sort(endwith=False, fill_value=3)
>>> print a
[1 -- -- 3 5]
```

Algebra

ma.diag(v[, k])	Extract a diagonal or construct a diagonal array.

Continued on next page

Table 3.104 – continued from previous page

ma.dot(a, b[, strict])	Return the dot product of two arrays.
ma.identity(n[, dtype])	Return the identity array.
ma.inner(a, b)	Inner product of two arrays.
ma.innerproduct(a, b)	Inner product of two arrays.
ma.outer(a, b)	Compute the outer product of two vectors.
ma.outerproduct(a, b)	Compute the outer product of two vectors.
ma.trace(self[, offset, axis1, axis2, ...])	Return the sum along diagonals of the array.
ma.transpose(a[, axes])	Permute the dimensions of an array.
ma.MaskedArray.trace([offset, axis1, axis2, ...])	Return the sum along diagonals of the array.
ma.MaskedArray.transpose(*axes)	Returns a view of the array with axes transposed.

numpy.ma.**diag**(*v*, *k=0*)

Extract a diagonal or construct a diagonal array.

This function is the equivalent of numpy.diag that takes masked values into account, see numpy.diag for details.

See Also:

numpy.diag
Equivalent function for ndarrays.

numpy.ma.**dot**(*a*, *b*, *strict=False*)

Return the dot product of two arrays.

Note: Works only with 2-D arrays at the moment.

This function is the equivalent of numpy.dot that takes masked values into account, see numpy.dot for details.

Parameters

a, b : ndarray

Inputs arrays.

strict : bool, optional

Whether masked data are propagated (True) or set to 0 (False) for the computation. Default is False. Propagating the mask means that if a masked value appears in a row or column, the whole row or column is considered masked.

See Also:

numpy.dot
Equivalent function for ndarrays.

Examples

```
>>> a = ma.array([[1, 2, 3], [4, 5, 6]], mask=[[1, 0, 0], [0, 0, 0]])
>>> b = ma.array([[1, 2], [3, 4], [5, 6]], mask=[[1, 0], [0, 0], [0, 0]])
>>> np.ma.dot(a, b)
masked_array(data =
 [[21 26]
 [45 64]],
             mask =
 [[False False]
```

```
 [False False]],
       fill_value = 999999)
>>> np.ma.dot(a, b, strict=True)
masked_array(data =
 [[-- --]
 [-- 64]],
             mask =
 [[ True  True]
 [ True False]],
       fill_value = 999999)
```

numpy.ma.**identity**(*n*, *dtype=None*) **= <numpy.ma.core._convert2ma instance at 0x1cfaea8>**

Return the identity array.

The identity array is a square array with ones on the main diagonal.

Parameters

n : int

Number of rows (and columns) in *n* x *n* output.

dtype : data-type, optional

Data-type of the output. Defaults to `float`.

Returns

out : ndarray

n x *n* array with its main diagonal set to one, and all other elements 0.

Examples

```
>>> np.identity(3)
array([[ 1.,  0.,  0.],
       [ 0.,  1.,  0.],
       [ 0.,  0.,  1.]])
```

numpy.ma.**inner**(*a*, *b*)

Inner product of two arrays.

Ordinary inner product of vectors for 1-D arrays (without complex conjugation), in higher dimensions a sum product over the last axes.

Parameters

a, b : array_like

If *a* and *b* are nonscalar, their last dimensions of must match.

Returns

out : ndarray

out.shape = a.shape[:-1] + b.shape[:-1]

Raises

ValueError

If the last dimension of *a* and *b* has different size.

See Also:

tensordot

Sum products over arbitrary axes.

dot
Generalised matrix product, using second last dimension of *b*.

einsum
Einstein summation convention.

Notes

Masked values are replaced by 0.

Examples

Ordinary inner product for vectors:

```
>>> a = np.array([1,2,3])
>>> b = np.array([0,1,0])
>>> np.inner(a, b)
2
```

A multidimensional example:

```
>>> a = np.arange(24).reshape((2,3,4))
>>> b = np.arange(4)
>>> np.inner(a, b)
array([[ 14,  38,  62],
       [ 86, 110, 134]])
```

An example where *b* is a scalar:

```
>>> np.inner(np.eye(2), 7)
array([[ 7.,  0.],
       [ 0.,  7.]])
```

numpy.ma.**innerproduct**(*a*, *b*)
Inner product of two arrays.

Ordinary inner product of vectors for 1-D arrays (without complex conjugation), in higher dimensions a sum product over the last axes.

Parameters
a, b : array_like

If *a* and *b* are nonscalar, their last dimensions of must match.

Returns
out : ndarray

out.shape = a.shape[:-1] + b.shape[:-1]

Raises
ValueError

If the last dimension of *a* and *b* has different size.

See Also:

tensordot
Sum products over arbitrary axes.

dot
Generalised matrix product, using second last dimension of *b*.

einsum
Einstein summation convention.

Notes

Masked values are replaced by 0.

Examples

Ordinary inner product for vectors:

```
>>> a = np.array([1,2,3])
>>> b = np.array([0,1,0])
>>> np.inner(a, b)
2
```

A multidimensional example:

```
>>> a = np.arange(24).reshape((2,3,4))
>>> b = np.arange(4)
>>> np.inner(a, b)
array([[ 14,  38,  62],
       [ 86, 110, 134]])
```

An example where *b* is a scalar:

```
>>> np.inner(np.eye(2), 7)
array([[ 7.,  0.],
       [ 0.,  7.]])
```

numpy.ma.**outer**(*a*, *b*)
Compute the outer product of two vectors.

Given two vectors, `a = [a0, a1, ..., aM]` and `b = [b0, b1, ..., bN]`, the outer product [R48] is:

```
[[a0*b0  a0*b1 ... a0*bN ]
 [a1*b0    .
 [ ...          .
 [aM*b0            aM*bN ]]
```

Parameters
a : (M,) array_like

First input vector. Input is flattened if not already 1-dimensional.

b : (N,) array_like

Second input vector. Input is flattened if not already 1-dimensional.

Returns
out : (M, N) ndarray

```
out[i, j] = a[i] * b[j]
```

See Also:

`inner`, `einsum`

Notes

Masked values are replaced by 0.

References

[R48]

Examples

Make a (*very* coarse) grid for computing a Mandelbrot set:

```
>>> rl = np.outer(np.ones((5,)), np.linspace(-2, 2, 5))
>>> rl
array([[-2., -1.,  0.,  1.,  2.],
       [-2., -1.,  0.,  1.,  2.],
       [-2., -1.,  0.,  1.,  2.],
       [-2., -1.,  0.,  1.,  2.],
       [-2., -1.,  0.,  1.,  2.]])
>>> im = np.outer(1j*np.linspace(2, -2, 5), np.ones((5,)))
>>> im
array([[ 0.+2.j,  0.+2.j,  0.+2.j,  0.+2.j,  0.+2.j],
       [ 0.+1.j,  0.+1.j,  0.+1.j,  0.+1.j,  0.+1.j],
       [ 0.+0.j,  0.+0.j,  0.+0.j,  0.+0.j,  0.+0.j],
       [ 0.-1.j,  0.-1.j,  0.-1.j,  0.-1.j,  0.-1.j],
       [ 0.-2.j,  0.-2.j,  0.-2.j,  0.-2.j,  0.-2.j]])
>>> grid = rl + im
>>> grid
array([[-2.+2.j, -1.+2.j,  0.+2.j,  1.+2.j,  2.+2.j],
       [-2.+1.j, -1.+1.j,  0.+1.j,  1.+1.j,  2.+1.j],
       [-2.+0.j, -1.+0.j,  0.+0.j,  1.+0.j,  2.+0.j],
       [-2.-1.j, -1.-1.j,  0.-1.j,  1.-1.j,  2.-1.j],
       [-2.-2.j, -1.-2.j,  0.-2.j,  1.-2.j,  2.-2.j]])
```

An example using a "vector" of letters:

```
>>> x = np.array(['a', 'b', 'c'], dtype=object)
>>> np.outer(x, [1, 2, 3])
array([[a, aa, aaa],
       [b, bb, bbb],
       [c, cc, ccc]], dtype=object)
```

numpy.ma.**outerproduct**(*a*, *b*)

Compute the outer product of two vectors.

Given two vectors, `a = [a0, a1, ..., aM]` and `b = [b0, b1, ..., bN]`, the outer product [R49] is:

```
[[a0*b0  a0*b1 ... a0*bN ]
 [a1*b0    .
 [ ...          .
 [aM*b0            aM*bN ]]
```

Parameters

a : (M,) array_like

First input vector. Input is flattened if not already 1-dimensional.

b : (N,) array_like

Second input vector. Input is flattened if not already 1-dimensional.

Returns

out : (M, N) ndarray

`out[i, j] = a[i] * b[j]`

See Also:

`inner`, `einsum`

Notes

Masked values are replaced by 0.

References

[R49]

Examples

Make a (*very* coarse) grid for computing a Mandelbrot set:

```
>>> rl = np.outer(np.ones((5,)), np.linspace(-2, 2, 5))
>>> rl
array([[-2., -1.,  0.,  1.,  2.],
       [-2., -1.,  0.,  1.,  2.],
       [-2., -1.,  0.,  1.,  2.],
       [-2., -1.,  0.,  1.,  2.],
       [-2., -1.,  0.,  1.,  2.]])
>>> im = np.outer(1j*np.linspace(2, -2, 5), np.ones((5,)))
>>> im
array([[ 0.+2.j,  0.+2.j,  0.+2.j,  0.+2.j,  0.+2.j],
       [ 0.+1.j,  0.+1.j,  0.+1.j,  0.+1.j,  0.+1.j],
       [ 0.+0.j,  0.+0.j,  0.+0.j,  0.+0.j,  0.+0.j],
       [ 0.-1.j,  0.-1.j,  0.-1.j,  0.-1.j,  0.-1.j],
       [ 0.-2.j,  0.-2.j,  0.-2.j,  0.-2.j,  0.-2.j]])
>>> grid = rl + im
>>> grid
array([[-2.+2.j, -1.+2.j,  0.+2.j,  1.+2.j,  2.+2.j],
       [-2.+1.j, -1.+1.j,  0.+1.j,  1.+1.j,  2.+1.j],
       [-2.+0.j, -1.+0.j,  0.+0.j,  1.+0.j,  2.+0.j],
       [-2.-1.j, -1.-1.j,  0.-1.j,  1.-1.j,  2.-1.j],
       [-2.-2.j, -1.-2.j,  0.-2.j,  1.-2.j,  2.-2.j]])
```

An example using a "vector" of letters:

```
>>> x = np.array(['a', 'b', 'c'], dtype=object)
>>> np.outer(x, [1, 2, 3])
array([[a, aa, aaa],
       [b, bb, bbb],
       [c, cc, ccc]], dtype=object)
```

numpy.ma.**trace**(*self*, *offset=0*, *axis1=0*, *axis2=1*, *dtype=None*, *out=None*) *a.trace(offset=0, axis1=0, axis2=1, dtype=None, out=None)* **= <numpy.ma.core._frommethod instance at 0x1cfab48>**

Return the sum along diagonals of the array.

Refer to `numpy.trace` for full documentation.

See Also:

`numpy.trace`
equivalent function

numpy.ma.**transpose**(*a*, *axes=None*)
Permute the dimensions of an array.

This function is exactly equivalent to `numpy.transpose`.

See Also:

`numpy.transpose`
Equivalent function in top-level NumPy module.

Examples

```
>>> import numpy.ma as ma
>>> x = ma.arange(4).reshape((2,2))
>>> x[1, 1] = ma.masked
>>>> x
masked_array(data =
 [[0 1]
 [2 --]],
             mask =
 [[False False]
 [False  True]],
       fill_value = 999999)
>>> ma.transpose(x)
masked_array(data =
 [[0 2]
 [1 --]],
             mask =
 [[False False]
 [False  True]],
       fill_value = 999999)
```

`MaskedArray.`**`trace`**(*offset=0*, *axis1=0*, *axis2=1*, *dtype=None*, *out=None*)
Return the sum along diagonals of the array.

Refer to `numpy.trace` for full documentation.

See Also:

`numpy.trace`
equivalent function

`MaskedArray.`**`transpose`**(**axes*)
Returns a view of the array with axes transposed.

For a 1-D array, this has no effect. (To change between column and row vectors, first cast the 1-D array into a matrix object.) For a 2-D array, this is the usual matrix transpose. For an n-D array, if axes are given, their order indicates how the axes are permuted (see Examples). If axes are not provided and `a.shape = (i[0], i[1], ... i[n-2], i[n-1])`, then `a.transpose().shape = (i[n-1], i[n-2], ... i[1], i[0])`.

Parameters
axes : None, tuple of ints, or *n* ints

- None or no argument: reverses the order of the axes.
- tuple of ints: *i* in the *j*-th place in the tuple means *a*'s *i*-th axis becomes *a.transpose()*'s *j*-th axis.
- *n* ints: same as an n-tuple of the same ints (this form is intended simply as a "convenience" alternative to the tuple form)

Returns
out : ndarray

View of *a*, with axes suitably permuted.

See Also:

ndarray.T
Array property returning the array transposed.

Examples

```
>>> a = np.array([[1, 2], [3, 4]])
>>> a
array([[1, 2],
       [3, 4]])
>>> a.transpose()
array([[1, 3],
       [2, 4]])
>>> a.transpose((1, 0))
array([[1, 3],
       [2, 4]])
>>> a.transpose(1, 0)
array([[1, 3],
       [2, 4]])
```

Polynomial fit

ma.vander(x[, n])	Generate a Van der Monde matrix.
ma.polyfit(x, y, deg[, rcond, full, w, cov])	Least squares polynomial fit.

numpy.ma.**vander**(*x*, *n=None*)
Generate a Van der Monde matrix.

The columns of the output matrix are decreasing powers of the input vector. Specifically, the *i*-th output column is the input vector raised element-wise to the power of `N - i - 1`. Such a matrix with a geometric progression in each row is named for Alexandre-Theophile Vandermonde.

Parameters
x : array_like

1-D input array.

N : int, optional

Order of (number of columns in) the output. If *N* is not specified, a square array is returned (`N = len(x)`).

Returns
out : ndarray

Van der Monde matrix of order *N*. The first column is `x^(N-1)`, the second `x^(N-2)` and so forth.

Notes

Masked values in the input array result in rows of zeros.

Examples

```
>>> x = np.array([1, 2, 3, 5])
>>> N = 3
>>> np.vander(x, N)
array([[ 1,  1,  1],
       [ 4,  2,  1],
       [ 9,  3,  1],
       [25,  5,  1]])

>>> np.column_stack([x**(N-1-i) for i in range(N)])
array([[ 1,  1,  1],
       [ 4,  2,  1],
       [ 9,  3,  1],
       [25,  5,  1]])

>>> x = np.array([1, 2, 3, 5])
>>> np.vander(x)
array([[  1,   1,   1,   1],
       [  8,   4,   2,   1],
       [ 27,   9,   3,   1],
       [125,  25,   5,   1]])
```

The determinant of a square Vandermonde matrix is the product of the differences between the values of the input vector:

```
>>> np.linalg.det(np.vander(x))
48.000000000000043
>>> (5-3)*(5-2)*(5-1)*(3-2)*(3-1)*(2-1)
48
```

numpy.ma.**polyfit**(*x*, *y*, *deg*, *rcond=None*, *full=False*, *w=None*, *cov=False*)

Least squares polynomial fit.

Fit a polynomial `p(x) = p[0] * x**deg + ... + p[deg]` of degree *deg* to points *(x, y)*. Returns a vector of coefficients *p* that minimises the squared error.

Parameters

x : array_like, shape (M,)

x-coordinates of the M sample points `(x[i], y[i])`.

y : array_like, shape (M,) or (M, K)

y-coordinates of the sample points. Several data sets of sample points sharing the same x-coordinates can be fitted at once by passing in a 2D-array that contains one dataset per column.

deg : int

Degree of the fitting polynomial

rcond : float, optional

Relative condition number of the fit. Singular values smaller than this relative to the largest singular value will be ignored. The default value is len(x)*eps, where eps is the relative precision of the float type, about 2e-16 in most cases.

full : bool, optional

Switch determining nature of return value. When it is False (the default) just the coefficients are returned, when True diagnostic information from the singular value decomposition is also returned.

w : array_like, shape (M,), optional

weights to apply to the y-coordinates of the sample points.

cov : bool, optional

Return the estimate and the covariance matrix of the estimate If full is True, then cov is not returned.

Returns

p : ndarray, shape (M,) or (M, K)

Polynomial coefficients, highest power first. If *y* was 2-D, the coefficients for *k*-th data set are in `p[:,k]`.

residuals, rank, singular_values, rcond : present only if *full* = True

Residuals of the least-squares fit, the effective rank of the scaled Vandermonde coefficient matrix, its singular values, and the specified value of *rcond*. For more details, see *linalg.lstsq*.

V : ndaray, shape (M,M) or (M,M,K)

The covariance matrix of the polynomial coefficient estimates. The diagonal of this matrix are the variance estimates for each coefficient. If y is a 2-d array, then the covariance matrix for the *k*-th data set are in `V[:,:,k]`

Warns

RankWarning

The rank of the coefficient matrix in the least-squares fit is deficient. The warning is only raised if *full* = False.

The warnings can be turned off by

```
>>> import warnings
>>> warnings.simplefilter('ignore', np.RankWarning)
```

See Also:

polyval
Computes polynomial values.

linalg.lstsq
Computes a least-squares fit.

scipy.interpolate.UnivariateSpline
Computes spline fits.

Notes

Any masked values in x is propagated in y, and vice-versa.

References

[R50], [R51]

Examples

```
>>> x = np.array([0.0, 1.0, 2.0, 3.0,  4.0,  5.0])
>>> y = np.array([0.0, 0.8, 0.9, 0.1, -0.8, -1.0])
>>> z = np.polyfit(x, y, 3)
```

```
>>> z
array([ 0.08703704, -0.81349206,  1.69312169, -0.03968254])
```

It is convenient to use *poly1d* objects for dealing with polynomials:

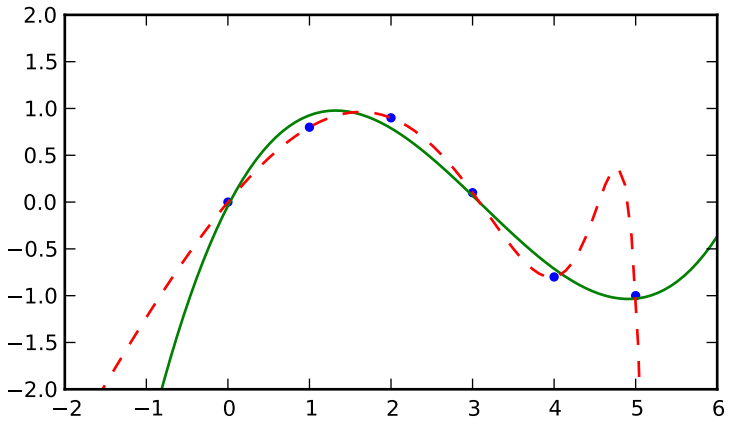
```
>>> p = np.poly1d(z)
>>> p(0.5)
0.6143849206349179
>>> p(3.5)
-0.34732142857143039
>>> p(10)
22.579365079365115
```

High-order polynomials may oscillate wildly:

```
>>> p30 = np.poly1d(np.polyfit(x, y, 30))
/... RankWarning: Polyfit may be poorly conditioned...
>>> p30(4)
-0.80000000000000204
>>> p30(5)
-0.99999999999999445
>>> p30(4.5)
-0.10547061179440398
```

Illustration:

```
>>> import matplotlib.pyplot as plt
>>> xp = np.linspace(-2, 6, 100)
>>> plt.plot(x, y, '.', xp, p(xp), '-', xp, p30(xp), '--')
[<matplotlib.lines.Line2D object at 0x...>, <matplotlib.lines.Line2D object at 0x...>, <matplotl
>>> plt.ylim(-2,2)
(-2, 2)
>>> plt.show()
```



Clipping and rounding

ma.around	Round an array to the given number of decimals.
ma.clip(a, a_min, a_max[, out])	Clip (limit) the values in an array.
ma.round(a[, decimals, out])	Return a copy of a, rounded to 'decimals' places.
ma.MaskedArray.clip(a_min, a_max[, out])	Return an array whose values are limited to [a_min, a_max].
ma.MaskedArray.round([decimals, out])	Return *a* with each element rounded to the given number of decimals.

numpy.ma.**around = <numpy.ma.core._MaskedUnaryOperation instance at 0x1cf05a8>**

Round an array to the given number of decimals.

Refer to around for full documentation.

See Also:

around
equivalent function

numpy.ma.**clip**(*a*, *a_min*, *a_max*, *out=None*)

Clip (limit) the values in an array.

Given an interval, values outside the interval are clipped to the interval edges. For example, if an interval of [0, 1] is specified, values smaller than 0 become 0, and values larger than 1 become 1.

Parameters

a : array_like

Array containing elements to clip.

a_min : scalar or array_like

Minimum value.

a_max : scalar or array_like

Maximum value. If *a_min* or *a_max* are array_like, then they will be broadcasted to the shape of *a*.

out : ndarray, optional

The results will be placed in this array. It may be the input array for in-place clipping. *out* must be of the right shape to hold the output. Its type is preserved.

Returns

clipped_array : ndarray

An array with the elements of *a*, but where values < *a_min* are replaced with *a_min*, and those > *a_max* with *a_max*.

See Also:

numpy.doc.ufuncs
Section "Output arguments"

Examples

```
>>> a = np.arange(10)
>>> np.clip(a, 1, 8)
array([1, 1, 2, 3, 4, 5, 6, 7, 8, 8])
>>> a
array([0, 1, 2, 3, 4, 5, 6, 7, 8, 9])
>>> np.clip(a, 3, 6, out=a)
```

```
array([3, 3, 3, 3, 4, 5, 6, 6, 6, 6])
>>> a = np.arange(10)
>>> a
array([0, 1, 2, 3, 4, 5, 6, 7, 8, 9])
>>> np.clip(a, [3,4,1,1,1,4,4,4,4,4], 8)
array([3, 4, 2, 3, 4, 5, 6, 7, 8, 8])
```

numpy.ma.**round**(*a*, *decimals=0*, *out=None*)

Return a copy of a, rounded to 'decimals' places.

When 'decimals' is negative, it specifies the number of positions to the left of the decimal point. The real and imaginary parts of complex numbers are rounded separately. Nothing is done if the array is not of float type and 'decimals' is greater than or equal to 0.

Parameters

decimals : int

Number of decimals to round to. May be negative.

out : array_like

Existing array to use for output. If not given, returns a default copy of a.

Notes

If out is given and does not have a mask attribute, the mask of a is lost!

MaskedArray.**clip**(*a_min*, *a_max*, *out=None*)

Return an array whose values are limited to `[a_min, a_max]`.

Refer to `numpy.clip` for full documentation.

See Also:

numpy.clip

equivalent function

MaskedArray.**round**(*decimals=0*, *out=None*)

Return *a* with each element rounded to the given number of decimals.

Refer to `numpy.around` for full documentation.

See Also:

numpy.around

equivalent function

Miscellanea

`ma.allequal`(a, b[, fill_value])	Return True if all entries of a and b are equal, using
`ma.allclose`(a, b[, masked_equal, rtol, atol])	Returns True if two arrays are element-wise equal within a tolerance.
`ma.apply_along_axis`(func1d, axis, arr, ...)	Apply a function to 1-D slices along the given axis.
`ma.arange`([start,] stop[, step,][, dtype])	Return evenly spaced values within a given interval.
`ma.choose`(indices, choices[, out, mode])	Use an index array to construct a new array from a set of choices.
`ma.ediff1d`(arr[, to_end, to_begin])	Compute the differences between consecutive elements of an array.
`ma.indices`(dimensions[, dtype])	Return an array representing the indices of a grid.
`ma.where`(condition[, x, y])	Return a masked array with elements from x or y, depending on condition.

numpy.ma.**allequal**(*a*, *b*, *fill_value=True*)

Return True if all entries of a and b are equal, using fill_value as a truth value where either or both are masked.

Parameters

a, b : array_like

Input arrays to compare.

fill_value : bool, optional

Whether masked values in a or b are considered equal (True) or not (False).

Returns

y : bool

Returns True if the two arrays are equal within the given tolerance, False otherwise. If either array contains NaN, then False is returned.

See Also:

`all`, `any`, `numpy.ma.allclose`

Examples

```
>>> a = ma.array([1e10, 1e-7, 42.0], mask=[0, 0, 1])
>>> a
masked_array(data = [10000000000.0 1e-07 --],
      mask = [False False  True],
      fill_value=1e+20)

>>> b = array([1e10, 1e-7, -42.0])
>>> b
array([  1.00000000e+10,   1.00000000e-07,  -4.20000000e+01])
>>> ma.allequal(a, b, fill_value=False)
False
>>> ma.allequal(a, b)
True
```

numpy.ma.**allclose**(*a*, *b*, *masked_equal=True*, *rtol=1e-05*, *atol=1e-08*)

Returns True if two arrays are element-wise equal within a tolerance.

This function is equivalent to `allclose` except that masked values are treated as equal (default) or unequal, depending on the `masked_equal` argument.

Parameters

a, b : array_like

Input arrays to compare.

masked_equal : bool, optional

Whether masked values in *a* and *b* are considered equal (True) or not (False). They are considered equal by default.

rtol : float, optional

Relative tolerance. The relative difference is equal to `rtol * b`. Default is 1e-5.

atol : float, optional

Absolute tolerance. The absolute difference is equal to *atol*. Default is 1e-8.

Returns

y : bool

Returns True if the two arrays are equal within the given tolerance, False otherwise. If either array contains NaN, then False is returned.

See Also:

`all`, `any`

`numpy.allclose`
the non-masked `allclose`.

Notes

If the following equation is element-wise True, then `allclose` returns True:

```
absolute(`a` - `b`) <= (`atol` + `rtol` * absolute(`b`))
```

Return True if all elements of *a* and *b* are equal subject to given tolerances.

Examples

```
>>> a = ma.array([1e10, 1e-7, 42.0], mask=[0, 0, 1])
>>> a
masked_array(data = [10000000000.0 1e-07 --],
             mask = [False False  True],
       fill_value = 1e+20)
>>> b = ma.array([1e10, 1e-8, -42.0], mask=[0, 0, 1])
>>> ma.allclose(a, b)
False

>>> a = ma.array([1e10, 1e-8, 42.0], mask=[0, 0, 1])
>>> b = ma.array([1.00001e10, 1e-9, -42.0], mask=[0, 0, 1])
>>> ma.allclose(a, b)
True
>>> ma.allclose(a, b, masked_equal=False)
False
```

Masked values are not compared directly.

```
>>> a = ma.array([1e10, 1e-8, 42.0], mask=[0, 0, 1])
>>> b = ma.array([1.00001e10, 1e-9, 42.0], mask=[0, 0, 1])
>>> ma.allclose(a, b)
True
>>> ma.allclose(a, b, masked_equal=False)
False
```

numpy.ma.**apply_along_axis**(*func1d*, *axis*, *arr*, **args*, ***kwargs*)
Apply a function to 1-D slices along the given axis.

Execute *func1d(a, *args)* where *func1d* operates on 1-D arrays and *a* is a 1-D slice of *arr* along *axis*.

Parameters

func1d : function

This function should accept 1-D arrays. It is applied to 1-D slices of *arr* along the specified axis.

axis : integer

Axis along which *arr* is sliced.

arr : ndarray

Input array.

args : any

Additional arguments to *func1d*.

Returns

apply_along_axis : ndarray

The output array. The shape of *outarr* is identical to the shape of *arr*, except along the *axis* dimension, where the length of *outarr* is equal to the size of the return value of *func1d*. If *func1d* returns a scalar *outarr* will have one fewer dimensions than *arr*.

See Also:

apply_over_axes
Apply a function repeatedly over multiple axes.

Examples

```
>>> def my_func(a):
...     """Average first and last element of a 1-D array"""
...     return (a[0] + a[-1]) * 0.5
>>> b = np.array([[1,2,3], [4,5,6], [7,8,9]])
>>> np.apply_along_axis(my_func, 0, b)
array([ 4.,  5.,  6.])
>>> np.apply_along_axis(my_func, 1, b)
array([ 2.,  5.,  8.])
```

For a function that doesn't return a scalar, the number of dimensions in *outarr* is the same as *arr*.

```
>>> b = np.array([[8,1,7], [4,3,9], [5,2,6]])
>>> np.apply_along_axis(sorted, 1, b)
array([[1, 7, 8],
       [3, 4, 9],
       [2, 5, 6]])
```

numpy.ma.**arange**([*start*], *stop*[, *step*], *dtype=None*) **= <numpy.ma.core._convert2ma instance at 0x1cfad40>**

Return evenly spaced values within a given interval.

Values are generated within the half-open interval `[start, stop)` (in other words, the interval including *start* but excluding *stop*). For integer arguments the function is equivalent to the Python built-in range function, but returns an ndarray rather than a list.

When using a non-integer step, such as 0.1, the results will often not be consistent. It is better to use `linspace` for these cases.

Parameters

start : number, optional

Start of interval. The interval includes this value. The default start value is 0.

stop : number

End of interval. The interval does not include this value, except in some cases where *step* is not an integer and floating point round-off affects the length of *out*.

step : number, optional

Spacing between values. For any output *out*, this is the distance between two adjacent values, `out[i+1] - out[i]`. The default step size is 1. If *step* is specified, *start* must also be given.

dtype : dtype

The type of the output array. If *dtype* is not given, infer the data type from the other input arguments.

Returns

arange : ndarray

Array of evenly spaced values.

For floating point arguments, the length of the result is `ceil((stop - start)/step)`. Because of floating point overflow, this rule may result in the last element of *out* being greater than *stop*.

See Also:

linspace
Evenly spaced numbers with careful handling of endpoints.

ogrid
Arrays of evenly spaced numbers in N-dimensions.

mgrid
Grid-shaped arrays of evenly spaced numbers in N-dimensions.

Examples

```
>>> np.arange(3)
array([0, 1, 2])
>>> np.arange(3.0)
array([ 0.,  1.,  2.])
>>> np.arange(3,7)
array([3, 4, 5, 6])
>>> np.arange(3,7,2)
array([3, 5])
```

numpy.ma.**choose**(*indices*, *choices*, *out=None*, *mode='raise'*)
Use an index array to construct a new array from a set of choices.

Given an array of integers and a set of n choice arrays, this method will create a new array that merges each of the choice arrays. Where a value in *a* is i, the new array will have the value that choices[i] contains in the same place.

Parameters

a : ndarray of ints

This array must contain integers in `[0, n-1]`, where n is the number of choices.

choices : sequence of arrays

Choice arrays. The index array and all of the choices should be broadcastable to the same shape.

out : array, optional

If provided, the result will be inserted into this array. It should be of the appropriate shape and *dtype*.

mode : {'raise', 'wrap', 'clip'}, optional

Specifies how out-of-bounds indices will behave.

- 'raise' : raise an error
- 'wrap' : wrap around

- 'clip' : clip to the range

Returns

merged_array : array

See Also:

choose

equivalent function

Examples

```
>>> choice = np.array([[1,1,1], [2,2,2], [3,3,3]])
>>> a = np.array([2, 1, 0])
>>> np.ma.choose(a, choice)
masked_array(data = [3 2 1],
      mask = False,
      fill_value=999999)
```

numpy.ma.**ediff1d**(*arr*, *to_end=None*, *to_begin=None*)

Compute the differences between consecutive elements of an array.

This function is the equivalent of `numpy.ediff1d` that takes masked values into account, see `numpy.ediff1d` for details.

See Also:

numpy.ediff1d

Equivalent function for ndarrays.

numpy.ma.**indices**(*dimensions*, *dtype=<type 'int'>*)

Return an array representing the indices of a grid.

Compute an array where the subarrays contain index values 0,1,... varying only along the corresponding axis.

Parameters

dimensions : sequence of ints

The shape of the grid.

dtype : dtype, optional

Data type of the result.

Returns

grid : ndarray

The array of grid indices, `grid.shape = (len(dimensions),) + tuple(dimensions).`

See Also:

`mgrid`, `meshgrid`

Notes

The output shape is obtained by prepending the number of dimensions in front of the tuple of dimensions, i.e. if *dimensions* is a tuple `(r0, ..., rN-1)` of length `N`, the output shape is `(N,r0,...,rN-1)`.

The subarrays `grid[k]` contains the N-D array of indices along the `k-th` axis. Explicitly:

```
grid[k,i0,i1,...,iN-1] = ik
```

Examples

```
>>> grid = np.indices((2, 3))
>>> grid.shape
(2, 2, 3)
>>> grid[0]        # row indices
array([[0, 0, 0],
       [1, 1, 1]])
>>> grid[1]        # column indices
array([[0, 1, 2],
       [0, 1, 2]])
```

The indices can be used as an index into an array.

```
>>> x = np.arange(20).reshape(5, 4)
>>> row, col = np.indices((2, 3))
>>> x[row, col]
array([[0, 1, 2],
       [4, 5, 6]])
```

Note that it would be more straightforward in the above example to extract the required elements directly with `x[:2, :3]`.

numpy.ma.**where**(*condition*, *x=None*, *y=None*)

Return a masked array with elements from x or y, depending on condition.

Returns a masked array, shaped like condition, where the elements are from *x* when *condition* is True, and from *y* otherwise. If neither *x* nor *y* are given, the function returns a tuple of indices where *condition* is True (the result of `condition.nonzero()`).

Parameters

condition : array_like, bool

The condition to meet. For each True element, yield the corresponding element from *x*, otherwise from *y*.

x, y : array_like, optional

Values from which to choose. *x* and *y* need to have the same shape as condition, or be broadcast-able to that shape.

Returns

out : MaskedArray or tuple of ndarrays

The resulting masked array if *x* and *y* were given, otherwise the result of `condition.nonzero()`.

See Also:

numpy.where

Equivalent function in the top-level NumPy module.

Examples

```
>>> x = np.ma.array(np.arange(9.).reshape(3, 3), mask=[[0, 1, 0],
...                                                    [1, 0, 1],
...                                                    [0, 1, 0]])
>>> print x
[[0.0 -- 2.0]
 [-- 4.0 --]
 [6.0 -- 8.0]]
```

```
>>> np.ma.where(x > 5)     # return the indices where x > 5
(array([2, 2]), array([0, 2]))

>>> print np.ma.where(x > 5, x, -3.1416)
[[-3.1416 -- -3.1416]
 [-- -3.1416 --]
 [6.0 -- 8.0]]
```

3.20 Mathematical functions

3.20.1 Trigonometric functions

sin(x[, out])	Trigonometric sine, element-wise.
cos(x[, out])	Cosine elementwise.
tan(x[, out])	Compute tangent element-wise.
arcsin(x[, out])	Inverse sine, element-wise.
arccos(x[, out])	Trigonometric inverse cosine, element-wise.
arctan(x[, out])	Trigonometric inverse tangent, element-wise.
hypot(x1, x2[, out])	Given the "legs" of a right triangle, return its hypotenuse.
arctan2(x1, x2[, out])	Element-wise arc tangent of x1/x2 choosing the quadrant correctly.
degrees(x[, out])	Convert angles from radians to degrees.
radians(x[, out])	Convert angles from degrees to radians.
unwrap(p[, discont, axis])	Unwrap by changing deltas between values to 2*pi complement.
deg2rad(x[, out])	Convert angles from degrees to radians.
rad2deg(x[, out])	Convert angles from radians to degrees.

numpy.**sin**(*x*[, *out*]) **= <ufunc 'sin'>**

Trigonometric sine, element-wise.

Parameters

x : array_like

Angle, in radians (2π rad equals 360 degrees).

Returns

y : array_like

The sine of each element of x.

See Also:

arcsin, sinh, cos

Notes

The sine is one of the fundamental functions of trigonometry (the mathematical study of triangles). Consider a circle of radius 1 centered on the origin. A ray comes in from the $+x$ axis, makes an angle at the origin (measured counter-clockwise from that axis), and departs from the origin. The y coordinate of the outgoing ray's intersection with the unit circle is the sine of that angle. It ranges from -1 for $x = 3\pi/2$ to +1 for $\pi/2$. The function has zeroes where the angle is a multiple of π. Sines of angles between π and 2π are negative. The numerous properties of the sine and related functions are included in any standard trigonometry text.

Examples

Print sine of one angle:

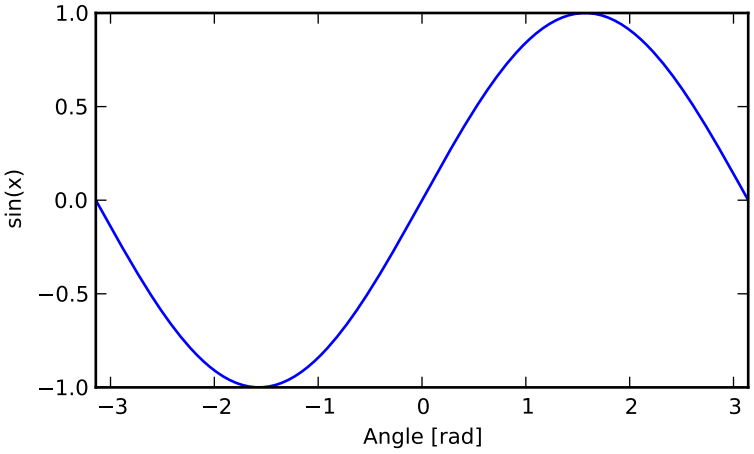
```
>>> np.sin(np.pi/2.)
1.0
```

Print sines of an array of angles given in degrees:

```
>>> np.sin(np.array((0., 30., 45., 60., 90.)) * np.pi / 180. )
array([ 0.        ,  0.5       ,  0.70710678,  0.8660254 ,  1.        ])
```

Plot the sine function:

```
>>> import matplotlib.pylab as plt
>>> x = np.linspace(-np.pi, np.pi, 201)
>>> plt.plot(x, np.sin(x))
>>> plt.xlabel('Angle [rad]')
>>> plt.ylabel('sin(x)')
>>> plt.axis('tight')
>>> plt.show()
```



numpy.**cos**(*x*[, *out*]) = **<ufunc 'cos'>**

Cosine elementwise.

Parameters

x : array_like

Input array in radians.

out : ndarray, optional

Output array of same shape as *x*.

Returns

y : ndarray

The corresponding cosine values.

Raises

ValueError: invalid return array shape

if *out* is provided and *out.shape* != *x.shape* (See Examples)

Notes

If *out* is provided, the function writes the result into it, and returns a reference to *out*. (See Examples)

References

M. Abramowitz and I. A. Stegun, Handbook of Mathematical Functions. New York, NY: Dover, 1972.

Examples

```
>>> np.cos(np.array([0, np.pi/2, np.pi]))
array([  1.00000000e+00,   6.12303177e-17,  -1.00000000e+00])
>>>
>>> # Example of providing the optional output parameter
>>> out2 = np.cos([0.1], out1)
>>> out2 is out1
True
>>>
>>> # Example of ValueError due to provision of shape mis-matched `out`
>>> np.cos(np.zeros((3,3)),np.zeros((2,2)))
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: invalid return array shape
```

numpy.**tan**(*x*[, *out*]) = <ufunc 'tan'>

Compute tangent element-wise.

Equivalent to `np.sin(x)/np.cos(x)` element-wise.

Parameters

x : array_like

Input array.

out : ndarray, optional

Output array of same shape as *x*.

Returns

y : ndarray

The corresponding tangent values.

Raises

ValueError: invalid return array shape

if *out* is provided and *out.shape* != *x.shape* (See Examples)

Notes

If *out* is provided, the function writes the result into it, and returns a reference to *out*. (See Examples)

References

M. Abramowitz and I. A. Stegun, Handbook of Mathematical Functions. New York, NY: Dover, 1972.

Examples

```
>>> from math import pi
>>> np.tan(np.array([-pi,pi/2,pi]))
array([  1.22460635e-16,   1.63317787e+16,  -1.22460635e-16])
```

```
>>>
>>> # Example of providing the optional output parameter illustrating
>>> # that what is returned is a reference to said parameter
>>> out2 = np.cos([0.1], out1)
>>> out2 is out1
True
>>>
>>> # Example of ValueError due to provision of shape mis-matched 'out'
>>> np.cos(np.zeros((3,3)),np.zeros((2,2)))
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: invalid return array shape
```

numpy.**arcsin**(*x*[, *out*]) = <ufunc 'arcsin'>

Inverse sine, element-wise.

Parameters

x : array_like

y-coordinate on the unit circle.

out : ndarray, optional

Array of the same shape as *x*, in which to store the results. See `doc.ufuncs` (Section "Output arguments") for more details.

Returns

angle : ndarray

The inverse sine of each element in *x*, in radians and in the closed interval `[-pi/2, pi/2]`. If *x* is a scalar, a scalar is returned, otherwise an array.

See Also:

`sin`, `cos`, `arccos`, `tan`, `arctan`, `arctan2`, `emath.arcsin`

Notes

`arcsin` is a multivalued function: for each *x* there are infinitely many numbers *z* such that $sin(z) = x$. The convention is to return the angle *z* whose real part lies in [-pi/2, pi/2].

For real-valued input data types, *arcsin* always returns real output. For each value that cannot be expressed as a real number or infinity, it yields `nan` and sets the *invalid* floating point error flag.

For complex-valued input, `arcsin` is a complex analytic function that has, by convention, the branch cuts [-inf, -1] and [1, inf] and is continuous from above on the former and from below on the latter.

The inverse sine is also known as *asin* or sin^{-1}.

References

Abramowitz, M. and Stegun, I. A., *Handbook of Mathematical Functions*, 10th printing, New York: Dover, 1964, pp. 79ff. http://www.math.sfu.ca/~cbm/aands/

Examples

```
>>> np.arcsin(1)     # pi/2
1.5707963267948966
>>> np.arcsin(-1)    # -pi/2
-1.5707963267948966
>>> np.arcsin(0)
0.0
```

numpy.**arccos**(*x*[, *out*]) = <ufunc 'arccos'>

Trigonometric inverse cosine, element-wise.

The inverse of cos so that, if `y = cos(x)`, then `x = arccos(y)`.

Parameters

x : array_like

x-coordinate on the unit circle. For real arguments, the domain is [-1, 1].

out : ndarray, optional

Array of the same shape as *a*, to store results in. See `doc.ufuncs` (Section "Output arguments") for more details.

Returns

angle : ndarray

The angle of the ray intersecting the unit circle at the given *x*-coordinate in radians [0, pi]. If *x* is a scalar then a scalar is returned, otherwise an array of the same shape as *x* is returned.

See Also:

cos, arctan, arcsin, emath.arccos

Notes

arccos is a multivalued function: for each *x* there are infinitely many numbers *z* such that *cos(z) = x*. The convention is to return the angle *z* whose real part lies in *[0, pi]*.

For real-valued input data types, arccos always returns real output. For each value that cannot be expressed as a real number or infinity, it yields nan and sets the *invalid* floating point error flag.

For complex-valued input, arccos is a complex analytic function that has branch cuts *[-inf, -1]* and *[1, inf]* and is continuous from above on the former and from below on the latter.

The inverse cos is also known as *acos* or cos^-1.

References

M. Abramowitz and I.A. Stegun, "Handbook of Mathematical Functions", 10th printing, 1964, pp. 79. http://www.math.sfu.ca/~cbm/aands/

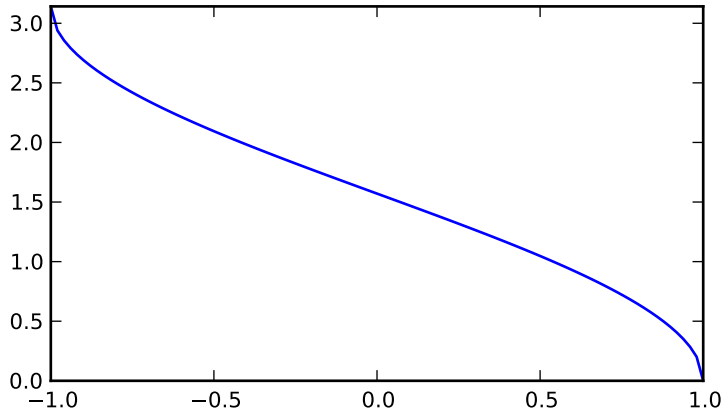
Examples

We expect the arccos of 1 to be 0, and of -1 to be pi:

```
>>> np.arccos([1, -1])
array([ 0.        ,  3.14159265])
```

Plot arccos:

```
>>> import matplotlib.pyplot as plt
>>> x = np.linspace(-1, 1, num=100)
>>> plt.plot(x, np.arccos(x))
>>> plt.axis('tight')
>>> plt.show()
```



numpy.**arctan**(*x*[, *out*]) = <ufunc 'arctan'>

Trigonometric inverse tangent, element-wise.

The inverse of tan, so that if `y = tan(x)` then `x = arctan(y)`.

Parameters

x : array_like

Input values. `arctan` is applied to each element of *x*.

Returns

out : ndarray

Out has the same shape as *x*. Its real part is in `[-pi/2, pi/2]` (`arctan(+/-inf)` returns `+/-pi/2`). It is a scalar if *x* is a scalar.

See Also:

arctan2

The "four quadrant" arctan of the angle formed by (*x*, *y*) and the positive *x*-axis.

angle

Argument of complex values.

Notes

`arctan` is a multi-valued function: for each *x* there are infinitely many numbers *z* such that tan(*z*) = *x*. The convention is to return the angle *z* whose real part lies in [-pi/2, pi/2].

For real-valued input data types, `arctan` always returns real output. For each value that cannot be expressed as a real number or infinity, it yields `nan` and sets the *invalid* floating point error flag.

For complex-valued input, `arctan` is a complex analytic function that has [*1j, infj*] and [*-1j, -infj*] as branch cuts, and is continuous from the left on the former and from the right on the latter.

The inverse tangent is also known as *atan* or tan^{-1}.

References

Abramowitz, M. and Stegun, I. A., *Handbook of Mathematical Functions*, 10th printing, New York: Dover, 1964, pp. 79. http://www.math.sfu.ca/~cbm/aands/

Examples

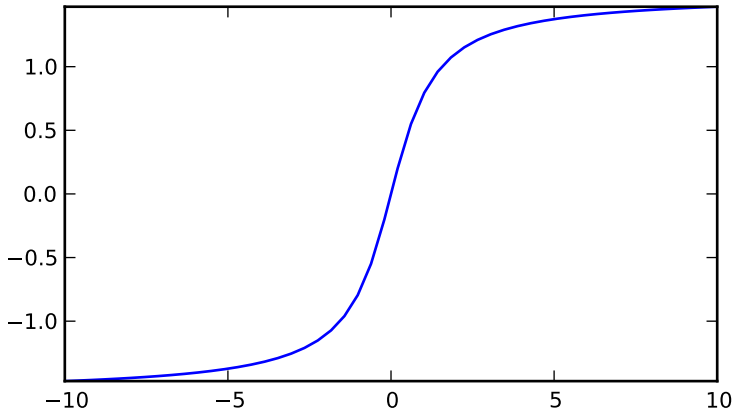
We expect the arctan of 0 to be 0, and of 1 to be pi/4:

```
>>> np.arctan([0, 1])
array([ 0.        ,  0.78539816])

>>> np.pi/4
0.78539816339744828
```

Plot arctan:

```
>>> import matplotlib.pyplot as plt
>>> x = np.linspace(-10, 10)
>>> plt.plot(x, np.arctan(x))
>>> plt.axis('tight')
>>> plt.show()
```



numpy.**hypot**(*x1*, *x2*[, *out*]) = **<ufunc 'hypot'>**

Given the "legs" of a right triangle, return its hypotenuse.

Equivalent to `sqrt(x1**2 + x2**2)`, element-wise. If *x1* or *x2* is scalar_like (i.e., unambiguously castable to a scalar type), it is broadcast for use with each element of the other argument. (See Examples)

Parameters

x1, x2 : array_like

Leg of the triangle(s).

out : ndarray, optional

Array into which the output is placed. Its type is preserved and it must be of the right shape to hold the output. See doc.ufuncs.

Returns

z : ndarray

The hypotenuse of the triangle(s).

Examples

```
>>> np.hypot(3*np.ones((3, 3)), 4*np.ones((3, 3)))
array([[ 5.,  5.,  5.],
       [ 5.,  5.,  5.],
       [ 5.,  5.,  5.]])
```

Example showing broadcast of scalar_like argument:

```
>>> np.hypot(3*np.ones((3, 3)), [4])
array([[ 5.,  5.,  5.],
       [ 5.,  5.,  5.],
       [ 5.,  5.,  5.]])
```

numpy.**arctan2**(*x1*, *x2*[, *out*]) = **<ufunc 'arctan2'>**

Element-wise arc tangent of `x1/x2` choosing the quadrant correctly.

The quadrant (i.e., branch) is chosen so that `arctan2(x1, x2)` is the signed angle in radians between the ray ending at the origin and passing through the point (1,0), and the ray ending at the origin and passing through the point (*x2*, *x1*). (Note the role reversal: the "*y*-coordinate" is the first function parameter, the "*x*-coordinate" is the second.) By IEEE convention, this function is defined for *x2* = +/-0 and for either or both of *x1* and *x2* = +/-inf (see Notes for specific values).

This function is not defined for complex-valued arguments; for the so-called argument of complex values, use `angle`.

Parameters

x1 : array_like, real-valued

y-coordinates.

x2 : array_like, real-valued

x-coordinates. *x2* must be broadcastable to match the shape of *x1* or vice versa.

Returns

angle : ndarray

Array of angles in radians, in the range `[-pi, pi]`.

See Also:

`arctan`, `tan`, `angle`

Notes

arctan2 is identical to the *atan2* function of the underlying C library. The following special values are defined in the C standard: [R6]

x1	*x2*	*arctan2(x1,x2)*
+/- 0	+0	+/- 0
+/- 0	-0	+/- pi
> 0	+/-inf	+0 / +pi
< 0	+/-inf	-0 / -pi
+/-inf	+inf	+/- (pi/4)
+/-inf	-inf	+/- (3*pi/4)

Note that +0 and -0 are distinct floating point numbers, as are +inf and -inf.

References

[R6]

Examples

Consider four points in different quadrants:

```
>>> x = np.array([-1, +1, +1, -1])
>>> y = np.array([-1, -1, +1, +1])
>>> np.arctan2(y, x) * 180 / np.pi
array([-135.,  -45.,   45.,  135.])
```

Note the order of the parameters. `arctan2` is defined also when *x2* = 0 and at several other special points, obtaining values in the range `[-pi, pi]`:

```
>>> np.arctan2([1., -1.], [0., 0.])
array([ 1.57079633, -1.57079633])
>>> np.arctan2([0., 0., np.inf], [+0., -0., np.inf])
array([ 0.        ,  3.14159265,  0.78539816])
```

numpy.**degrees**(*x*[, *out*]) = <ufunc 'degrees'>

Convert angles from radians to degrees.

Parameters

x : array_like

Input array in radians.

out : ndarray, optional

Output array of same shape as x.

Returns

y : ndarray of floats

The corresponding degree values; if *out* was supplied this is a reference to it.

See Also:

`rad2deg`

equivalent function

Examples

Convert a radian array to degrees

```
>>> rad = np.arange(12.)*np.pi/6
>>> np.degrees(rad)
array([   0.,   30.,   60.,   90.,  120.,  150.,  180.,  210.,  240.,
        270.,  300.,  330.])

>>> out = np.zeros((rad.shape))
>>> r = degrees(rad, out)
>>> np.all(r == out)
True
```

numpy.**radians**(*x*[, *out*]) = <ufunc 'radians'>

Convert angles from degrees to radians.

Parameters

x : array_like

Input array in degrees.

out : ndarray, optional

Output array of same shape as *x*.

Returns

y : ndarray

The corresponding radian values.

See Also:

`deg2rad`
equivalent function

Examples

Convert a degree array to radians

```
>>> deg = np.arange(12.) * 30.
>>> np.radians(deg)
array([ 0.        ,  0.52359878,  1.04719755,  1.57079633,  2.0943951 ,
        2.61799388,  3.14159265,  3.66519143,  4.1887902 ,  4.71238898,
        5.23598776,  5.75958653])

>>> out = np.zeros((deg.shape))
>>> ret = np.radians(deg, out)
>>> ret is out
True
```

numpy.**unwrap**(*p*, *discont=3.141592653589793*, *axis=-1*)
Unwrap by changing deltas between values to 2*pi complement.

Unwrap radian phase *p* by changing absolute jumps greater than *discont* to their 2*pi complement along the given axis.

Parameters

p : array_like

Input array.

discont : float, optional

Maximum discontinuity between values, default is `pi`.

axis : int, optional

Axis along which unwrap will operate, default is the last axis.

Returns

out : ndarray

Output array.

See Also:

`rad2deg`, `deg2rad`

Notes

If the discontinuity in *p* is smaller than `pi`, but larger than *discont*, no unwrapping is done because taking the 2*pi complement would only make the discontinuity larger.

Examples

```
>>> phase = np.linspace(0, np.pi, num=5)
>>> phase[3:] += np.pi
>>> phase
array([ 0.        ,  0.78539816,  1.57079633,  5.49778714,  6.28318531])
>>> np.unwrap(phase)
array([ 0.        ,  0.78539816,  1.57079633, -0.78539816,  0.        ])
```

numpy.**deg2rad**(*x*[, *out*]) = <ufunc 'deg2rad'>

Convert angles from degrees to radians.

Parameters

x : array_like

Angles in degrees.

Returns

y : ndarray

The corresponding angle in radians.

See Also:

rad2deg

Convert angles from radians to degrees.

unwrap

Remove large jumps in angle by wrapping.

Notes

New in version 1.3.0. `deg2rad(x)` is `x * pi / 180`.

Examples

```
>>> np.deg2rad(180)
3.1415926535897931
```

numpy.**rad2deg**(*x*[, *out*]) = <ufunc 'rad2deg'>

Convert angles from radians to degrees.

Parameters

x : array_like

Angle in radians.

out : ndarray, optional

Array into which the output is placed. Its type is preserved and it must be of the right shape to hold the output. See doc.ufuncs.

Returns

y : ndarray

The corresponding angle in degrees.

See Also:

deg2rad

Convert angles from degrees to radians.

unwrap

Remove large jumps in angle by wrapping.

Notes

New in version 1.3.0. rad2deg(x) is `180 * x / pi`.

Examples

```
>>> np.rad2deg(np.pi/2)
90.0
```

3.20.2 Hyperbolic functions

sinh(x[, out])	Hyperbolic sine, element-wise.
cosh(x[, out])	Hyperbolic cosine, element-wise.
tanh(x[, out])	Compute hyperbolic tangent element-wise.
arcsinh(x[, out])	Inverse hyperbolic sine elementwise.
arccosh(x[, out])	Inverse hyperbolic cosine, elementwise.
arctanh(x[, out])	Inverse hyperbolic tangent elementwise.

numpy.**sinh**(*x*[, *out*]) = <ufunc 'sinh'>

Hyperbolic sine, element-wise.

Equivalent to `1/2 * (np.exp(x) - np.exp(-x))` or `-1j * np.sin(1j*x)`.

Parameters

x : array_like

Input array.

out : ndarray, optional

Output array of same shape as *x*.

Returns

y : ndarray

The corresponding hyperbolic sine values.

Raises

ValueError: invalid return array shape

if *out* is provided and *out.shape* != *x.shape* (See Examples)

Notes

If *out* is provided, the function writes the result into it, and returns a reference to *out*. (See Examples)

References

M. Abramowitz and I. A. Stegun, Handbook of Mathematical Functions. New York, NY: Dover, 1972, pg. 83.

Examples

```
>>> np.sinh(0)
0.0
>>> np.sinh(np.pi*1j/2)
1j
>>> np.sinh(np.pi*1j) # (exact value is 0)
1.2246063538223773e-016j
>>> # Discrepancy due to vagaries of floating point arithmetic.
```

```
>>> # Example of providing the optional output parameter
>>> out2 = np.sinh([0.1], out1)
>>> out2 is out1
True

>>> # Example of ValueError due to provision of shape mis-matched `out`
>>> np.sinh(np.zeros((3,3)),np.zeros((2,2)))
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: invalid return array shape
```

numpy.**cosh**(*x*[, *out*]) = <ufunc 'cosh'>

Hyperbolic cosine, element-wise.

Equivalent to `1/2 * (np.exp(x) + np.exp(-x))` and `np.cos(1j*x)`.

Parameters

x : array_like

Input array.

Returns

out : ndarray

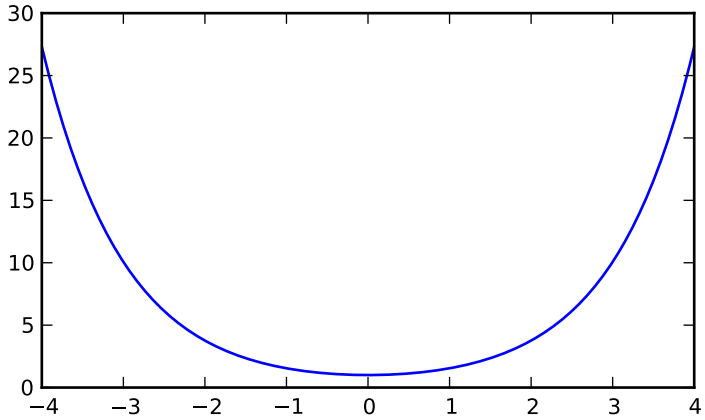
Output array of same shape as *x*.

Examples

```
>>> np.cosh(0)
1.0
```

The hyperbolic cosine describes the shape of a hanging cable:

```
>>> import matplotlib.pyplot as plt
>>> x = np.linspace(-4, 4, 1000)
>>> plt.plot(x, np.cosh(x))
>>> plt.show()
```



numpy.**tanh**(*x*[, *out*]) = <ufunc 'tanh'>

Compute hyperbolic tangent element-wise.

Equivalent to `np.sinh(x)/np.cosh(x)` or `-1j * np.tan(1j*x)`.

Parameters

x : array_like

Input array.

out : ndarray, optional

Output array of same shape as *x*.

Returns

y : ndarray

The corresponding hyperbolic tangent values.

Raises

ValueError: invalid return array shape

if *out* is provided and *out.shape* != *x.shape* (See Examples)

Notes

If *out* is provided, the function writes the result into it, and returns a reference to *out*. (See Examples)

References

[R246], [R247]

Examples

```
>>> np.tanh((0, np.pi*1j, np.pi*1j/2))
array([ 0. +0.00000000e+00j,  0. -1.22460635e-16j,  0. +1.63317787e+16j])

>>> # Example of providing the optional output parameter illustrating
>>> # that what is returned is a reference to said parameter
>>> out2 = np.tanh([0.1], out1)
>>> out2 is out1
True

>>> # Example of ValueError due to provision of shape mis-matched `out`
>>> np.tanh(np.zeros((3,3)),np.zeros((2,2)))
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
ValueError: invalid return array shape
```

numpy.**arcsinh**(*x*[, *out*]) = <ufunc 'arcsinh'>

Inverse hyperbolic sine elementwise.

Parameters

x : array_like

Input array.

out : ndarray, optional

Array into which the output is placed. Its type is preserved and it must be of the right shape to hold the output. See `doc.ufuncs`.

Returns

out : ndarray

Array of of the same shape as *x*.

Notes

`arcsinh` is a multivalued function: for each *x* there are infinitely many numbers *z* such that *sinh(z) = x*. The convention is to return the *z* whose imaginary part lies in *[-pi/2, pi/2]*.

For real-valued input data types, `arcsinh` always returns real output. For each value that cannot be expressed as a real number or infinity, it returns `nan` and sets the *invalid* floating point error flag.

For complex-valued input, `arccos` is a complex analytical function that has branch cuts *[1j, infj]* and *[-1j, -infj]* and is continuous from the right on the former and from the left on the latter.

The inverse hyperbolic sine is also known as *asinh* or `sinh^-1`.

References

[R4], [R5]

Examples

```
>>> np.arcsinh(np.array([np.e, 10.0]))
array([ 1.72538256,  2.99822295])
```

numpy.**arccosh**(*x*[, *out*]) = **<ufunc 'arccosh'>**

Inverse hyperbolic cosine, elementwise.

Parameters

x : array_like

Input array.

out : ndarray, optional

Array of the same shape as *x*, to store results in. See `doc.ufuncs` (Section "Output arguments") for details.

Returns

arccosh : ndarray

Array of the same shape as *x*.

See Also:

`cosh`, `arcsinh`, `sinh`, `arctanh`, `tanh`

Notes

`arccosh` is a multivalued function: for each *x* there are infinitely many numbers *z* such that *cosh(z) = x*. The convention is to return the *z* whose imaginary part lies in *[-pi, pi]* and the real part in `[0, inf]`.

For real-valued input data types, `arccosh` always returns real output. For each value that cannot be expressed as a real number or infinity, it yields `nan` and sets the *invalid* floating point error flag.

For complex-valued input, `arccosh` is a complex analytical function that has a branch cut *[-inf, 1]* and is continuous from above on it.

References

[R2], [R3]

Examples

```
>>> np.arccosh([np.e, 10.0])
array([ 1.65745445,  2.99322285])
```

```
>>> np.arccosh(1)
0.0
```

numpy.**arctanh**(*x*[, *out*]) = <ufunc 'arctanh'>
Inverse hyperbolic tangent elementwise.

Parameters
x : array_like

Input array.

Returns
out : ndarray

Array of the same shape as *x*.

See Also:

`emath.arctanh`

Notes

`arctanh` is a multivalued function: for each *x* there are infinitely many numbers *z* such that *tanh(z) = x*. The convention is to return the *z* whose imaginary part lies in *[-pi/2, pi/2]*.

For real-valued input data types, `arctanh` always returns real output. For each value that cannot be expressed as a real number or infinity, it yields `nan` and sets the *invalid* floating point error flag.

For complex-valued input, `arctanh` is a complex analytical function that has branch cuts *[-1, -inf]* and *[1, inf]* and is continuous from above on the former and from below on the latter.

The inverse hyperbolic tangent is also known as *atanh* or `tanh^-1`.

References

[R7], [R8]

Examples

```
>>> np.arctanh([0, -0.5])
array([ 0.        , -0.54930614])
```

3.20.3 Rounding

`around`(a[, decimals, out])	Evenly round to the given number of decimals.
`round_`(a[, decimals, out])	Round an array to the given number of decimals.
`rint`(x[, out])	Round elements of the array to the nearest integer.
`fix`(x[, y])	Round to nearest integer towards zero.
`floor`(x[, out])	Return the floor of the input, element-wise.
`ceil`(x[, out])	Return the ceiling of the input, element-wise.
`trunc`(x[, out])	Return the truncated value of the input, element-wise.

numpy.**around**(*a*, *decimals=0*, *out=None*)
Evenly round to the given number of decimals.

Parameters
a : array_like

Input data.

decimals : int, optional

Number of decimal places to round to (default: 0). If decimals is negative, it specifies the number of positions to the left of the decimal point.

out : ndarray, optional

Alternative output array in which to place the result. It must have the same shape as the expected output, but the type of the output values will be cast if necessary. See `doc.ufuncs` (Section "Output arguments") for details.

Returns

rounded_array : ndarray

An array of the same type as *a*, containing the rounded values. Unless *out* was specified, a new array is created. A reference to the result is returned.

The real and imaginary parts of complex numbers are rounded separately. The result of rounding a float is a float.

See Also:

ndarray.round
equivalent method

ceil, fix, floor, rint, trunc

Notes

For values exactly halfway between rounded decimal values, Numpy rounds to the nearest even value. Thus 1.5 and 2.5 round to 2.0, -0.5 and 0.5 round to 0.0, etc. Results may also be surprising due to the inexact representation of decimal fractions in the IEEE floating point standard [R9] and errors introduced when scaling by powers of ten.

References

[R9], [R10]

Examples

```
>>> np.around([0.37, 1.64])
array([ 0.,  2.])
>>> np.around([0.37, 1.64], decimals=1)
array([ 0.4,  1.6])
>>> np.around([.5, 1.5, 2.5, 3.5, 4.5]) # rounds to nearest even value
array([ 0.,  2.,  2.,  4.,  4.])
>>> np.around([1,2,3,11], decimals=1) # ndarray of ints is returned
array([ 1,  2,  3, 11])
>>> np.around([1,2,3,11], decimals=-1)
array([ 0,  0,  0, 10])
```

numpy.**round_**(*a*, *decimals=0*, *out=None*)
Round an array to the given number of decimals.

Refer to around for full documentation.

See Also:

around
equivalent function

numpy.**rint**(*x*[, *out*]) = <ufunc 'rint'>
Round elements of the array to the nearest integer.

Parameters
x : array_like

Input array.

Returns
out : {ndarray, scalar}

Output array is same shape and type as *x*.

See Also:

ceil, floor, trunc

Examples

```
>>> a = np.array([-1.7, -1.5, -0.2, 0.2, 1.5, 1.7, 2.0])
>>> np.rint(a)
array([-2., -2., -0.,  0.,  2.,  2.,  2.])
```

numpy.**fix**(*x*, *y=None*)
Round to nearest integer towards zero.

Round an array of floats element-wise to nearest integer towards zero. The rounded values are returned as floats.

Parameters
x : array_like

An array of floats to be rounded

y : ndarray, optional

Output array

Returns
out : ndarray of floats

The array of rounded numbers

See Also:

trunc, floor, ceil

around
Round to given number of decimals

Examples

```
>>> np.fix(3.14)
3.0
>>> np.fix(3)
3.0
>>> np.fix([2.1, 2.9, -2.1, -2.9])
array([ 2.,  2., -2., -2.])
```

numpy.**floor**(*x*[, *out*]) = <ufunc 'floor'>
Return the floor of the input, element-wise.

The floor of the scalar *x* is the largest integer *i*, such that *i* <= *x*. It is often denoted as $\lfloor x \rfloor$.

Parameters
x : array_like

Input data.

Returns

y : {ndarray, scalar}

The floor of each element in *x*.

See Also:

`ceil`, `trunc`, `rint`

Notes

Some spreadsheet programs calculate the "floor-towards-zero", in other words `floor(-2.5) == -2`. NumPy, however, uses the a definition of `floor` such that *floor(-2.5) == -3*.

Examples

```
>>> a = np.array([-1.7, -1.5, -0.2, 0.2, 1.5, 1.7, 2.0])
>>> np.floor(a)
array([-2., -2., -1.,  0.,  1.,  1.,  2.])
```

numpy.**ceil**(*x*[, *out*]) = <ufunc 'ceil'>

Return the ceiling of the input, element-wise.

The ceil of the scalar *x* is the smallest integer *i*, such that *i* >= *x*. It is often denoted as $\lceil x \rceil$.

Parameters

x : array_like

Input data.

Returns

y : {ndarray, scalar}

The ceiling of each element in *x*, with `float` dtype.

See Also:

`floor`, `trunc`, `rint`

Examples

```
>>> a = np.array([-1.7, -1.5, -0.2, 0.2, 1.5, 1.7, 2.0])
>>> np.ceil(a)
array([-1., -1., -0.,  1.,  2.,  2.,  2.])
```

numpy.**trunc**(*x*[, *out*]) = <ufunc 'trunc'>

Return the truncated value of the input, element-wise.

The truncated value of the scalar *x* is the nearest integer *i* which is closer to zero than *x* is. In short, the fractional part of the signed number *x* is discarded.

Parameters

x : array_like

Input data.

Returns

y : {ndarray, scalar}

The truncated value of each element in *x*.

See Also:

ceil, floor, rint

Notes

New in version 1.3.0.

Examples

```
>>> a = np.array([-1.7, -1.5, -0.2, 0.2, 1.5, 1.7, 2.0])
>>> np.trunc(a)
array([-1., -1., -0.,  0.,  1.,  1.,  2.])
```

3.20.4 Sums, products, differences

prod(a[, axis, dtype, out, keepdims])	Return the product of array elements over a given axis.
sum(a[, axis, dtype, out, keepdims])	Sum of array elements over a given axis.
nansum(a[, axis, dtype, out, keepdims])	Return the sum of array elements over a given axis treating Not a
cumprod(a[, axis, dtype, out])	Return the cumulative product of elements along a given axis.
cumsum(a[, axis, dtype, out])	Return the cumulative sum of the elements along a given axis.
diff(a[, n, axis])	Calculate the n-th order discrete difference along given axis.
ediff1d(ary[, to_end, to_begin])	The differences between consecutive elements of an array.
gradient(f, *varargs)	Return the gradient of an N-dimensional array.
cross(a, b[, axisa, axisb, axisc, axis])	Return the cross product of two (arrays of) vectors.
trapz(y[, x, dx, axis])	Integrate along the given axis using the composite trapezoidal rule.

numpy.**prod**(*a*, *axis=None*, *dtype=None*, *out=None*, *keepdims=False*)

Return the product of array elements over a given axis.

Parameters

a : array_like

Input data.

axis : None or int or tuple of ints, optional

Axis or axes along which a product is performed. The default (*axis* = *None*) is perform a product over all the dimensions of the input array. *axis* may be negative, in which case it counts from the last to the first axis. New in version 1.7.0. If this is a tuple of ints, a product is performed on multiple axes, instead of a single axis or all the axes as before.

dtype : data-type, optional

The data-type of the returned array, as well as of the accumulator in which the elements are multiplied. By default, if *a* is of integer type, dtype is the default platform integer. (Note: if the type of *a* is unsigned, then so is dtype.) Otherwise, the dtype is the same as that of *a*.

out : ndarray, optional

Alternative output array in which to place the result. It must have the same shape as the expected output, but the type of the output values will be cast if necessary.

keepdims : bool, optional

If this is set to True, the axes which are reduced are left in the result as dimensions with size one. With this option, the result will broadcast correctly against the original *arr*.

Returns

product_along_axis : ndarray, see `dtype` parameter above.

An array shaped as *a* but with the specified axis removed. Returns a reference to *out* if specified.

See Also:

ndarray.prod
equivalent method

numpy.doc.ufuncs
Section "Output arguments"

Notes

Arithmetic is modular when using integer types, and no error is raised on overflow. That means that, on a 32-bit platform:

```
>>> x = np.array([536870910, 536870910, 536870910, 536870910])
>>> np.prod(x) #random
16
```

Examples

By default, calculate the product of all elements:

```
>>> np.prod([1.,2.])
2.0
```

Even when the input array is two-dimensional:

```
>>> np.prod([[1.,2.],[3.,4.]])
24.0
```

But we can also specify the axis over which to multiply:

```
>>> np.prod([[1.,2.],[3.,4.]], axis=1)
array([  2.,  12.])
```

If the type of *x* is unsigned, then the output type is the unsigned platform integer:

```
>>> x = np.array([1, 2, 3], dtype=np.uint8)
>>> np.prod(x).dtype == np.uint
True
```

If *x* is of a signed integer type, then the output type is the default platform integer:

```
>>> x = np.array([1, 2, 3], dtype=np.int8)
>>> np.prod(x).dtype == np.int
True
```

numpy.**sum**(*a*, *axis=None*, *dtype=None*, *out=None*, *keepdims=False*)
Sum of array elements over a given axis.

Parameters

a : array_like

Elements to sum.

axis : None or int or tuple of ints, optional

Axis or axes along which a sum is performed. The default (*axis* = *None*) is perform a sum over all the dimensions of the input array. *axis* may be negative, in which case it counts from the last to the first axis. New in version 1.7.0. If this is a tuple of ints, a sum is performed on multiple axes, instead of a single axis or all the axes as before.

dtype : dtype, optional

The type of the returned array and of the accumulator in which the elements are summed. By default, the dtype of *a* is used. An exception is when *a* has an integer type with less precision than the default platform integer. In that case, the default platform integer is used instead.

out : ndarray, optional

Array into which the output is placed. By default, a new array is created. If *out* is given, it must be of the appropriate shape (the shape of *a* with *axis* removed, i.e., `numpy.delete(a.shape, axis)`). Its type is preserved. See `doc.ufuncs` (Section "Output arguments") for more details.

keepdims : bool, optional

If this is set to True, the axes which are reduced are left in the result as dimensions with size one. With this option, the result will broadcast correctly against the original *arr*.

Returns

sum_along_axis : ndarray

An array with the same shape as *a*, with the specified axis removed. If *a* is a 0-d array, or if *axis* is None, a scalar is returned. If an output array is specified, a reference to *out* is returned.

See Also:

ndarray.sum
Equivalent method.

cumsum
Cumulative sum of array elements.

trapz
Integration of array values using the composite trapezoidal rule.

`mean`, `average`

Notes

Arithmetic is modular when using integer types, and no error is raised on overflow.

Examples

```
>>> np.sum([0.5, 1.5])
2.0
>>> np.sum([0.5, 0.7, 0.2, 1.5], dtype=np.int32)
1
>>> np.sum([[0, 1], [0, 5]])
6
>>> np.sum([[0, 1], [0, 5]], axis=0)
array([0, 6])
>>> np.sum([[0, 1], [0, 5]], axis=1)
array([1, 5])
```

If the accumulator is too small, overflow occurs:

```
>>> np.ones(128, dtype=np.int8).sum(dtype=np.int8)
-128
```

numpy.**nansum**(*a*, *axis=None*, *dtype=None*, *out=None*, *keepdims=0*)

Return the sum of array elements over a given axis treating Not a Numbers (NaNs) as zero.

FutureWarning: In Numpy versions <= 1.8 Nan is returned for slices that are all-NaN or empty. In later versions zero will be returned.

Parameters

a : array_like

Array containing numbers whose sum is desired. If *a* is not an array, a conversion is attempted.

axis : int, optional

Axis along which the sum is computed. The default is to compute the sum of the flattened array.

dtype : data-type, optional

The type of the returned array and of the accumulator in which the elements are summed. By default, the dtype of *a* is used. An exception is when *a* has an integer type with less precision than the platform (u)intp. In that case, the default will be either (u)int32 or (u)int64 depending on whether the platform is 32 or 64 bits. For inexact inputs, dtype must be inexact. New in version 1.8.0.

out : ndarray, optional

Alternate output array in which to place the result. The default is `None`. If provided, it must have the same shape as the expected output, but the type will be cast if necessary. See `doc.ufuncs` for details. The casting of NaN to integer can yield unexpected results. New in version 1.8.0.

keepdims : bool, optional

If True, the axes which are reduced are left in the result as dimensions with size one. With this option, the result will broadcast correctly against the original *arr*. New in version 1.8.0.

Returns

y : ndarray or numpy scalar

See Also:

numpy.sum
Sum across array propagating NaNs.

isnan
Show which elements are NaN.

isfinite
Show which elements are not NaN or +/-inf.

Notes

If both positive and negative infinity are present, the sum will be Not A Number (NaN).

Numpy integer arithmetic is modular. If the size of a sum exceeds the size of an integer accumulator, its value will wrap around and the result will be incorrect. Specifying `dtype=double` can alleviate that problem.

Examples

```
>>> np.nansum(1)
1
>>> np.nansum([1])
1
>>> np.nansum([1, np.nan])
1.0
>>> a = np.array([[1, 1], [1, np.nan]])
>>> np.nansum(a)
3.0
>>> np.nansum(a, axis=0)
array([ 2.,  1.])
>>> np.nansum([1, np.nan, np.inf])
inf
>>> np.nansum([1, np.nan, np.NINF])
-inf
>>> np.nansum([1, np.nan, np.inf, -np.inf]) # both +/- infinity present
nan
```

numpy.**cumprod**(*a*, *axis=None*, *dtype=None*, *out=None*)

Return the cumulative product of elements along a given axis.

Parameters

a : array_like

Input array.

axis : int, optional

Axis along which the cumulative product is computed. By default the input is flattened.

dtype : dtype, optional

Type of the returned array, as well as of the accumulator in which the elements are multiplied. If *dtype* is not specified, it defaults to the dtype of *a*, unless *a* has an integer dtype with a precision less than that of the default platform integer. In that case, the default platform integer is used instead.

out : ndarray, optional

Alternative output array in which to place the result. It must have the same shape and buffer length as the expected output but the type of the resulting values will be cast if necessary.

Returns

cumprod : ndarray

A new array holding the result is returned unless *out* is specified, in which case a reference to out is returned.

See Also:

numpy.doc.ufuncs

Section "Output arguments"

Notes

Arithmetic is modular when using integer types, and no error is raised on overflow.

Examples

```
>>> a = np.array([1,2,3])
>>> np.cumprod(a) # intermediate results 1, 1*2
...               # total product 1*2*3 = 6
array([1, 2, 6])
>>> a = np.array([[1, 2, 3], [4, 5, 6]])
>>> np.cumprod(a, dtype=float) # specify type of output
array([   1.,    2.,    6.,   24.,  120.,  720.])
```

The cumulative product for each column (i.e., over the rows) of *a*:

```
>>> np.cumprod(a, axis=0)
array([[ 1,  2,  3],
       [ 4, 10, 18]])
```

The cumulative product for each row (i.e. over the columns) of *a*:

```
>>> np.cumprod(a,axis=1)
array([[  1,   2,   6],
       [  4,  20, 120]])
```

numpy.**cumsum**(*a*, *axis=None*, *dtype=None*, *out=None*)

Return the cumulative sum of the elements along a given axis.

Parameters

a : array_like

Input array.

axis : int, optional

Axis along which the cumulative sum is computed. The default (None) is to compute the cumsum over the flattened array.

dtype : dtype, optional

Type of the returned array and of the accumulator in which the elements are summed. If `dtype` is not specified, it defaults to the dtype of *a*, unless *a* has an integer dtype with a precision less than that of the default platform integer. In that case, the default platform integer is used.

out : ndarray, optional

Alternative output array in which to place the result. It must have the same shape and buffer length as the expected output but the type will be cast if necessary. See `doc.ufuncs` (Section "Output arguments") for more details.

Returns

cumsum_along_axis : ndarray.

A new array holding the result is returned unless *out* is specified, in which case a reference to *out* is returned. The result has the same size as *a*, and the same shape as *a* if *axis* is not None or *a* is a 1-d array.

See Also:

sum

Sum array elements.

trapz

Integration of array values using the composite trapezoidal rule.

diff
Calculate the n-th order discrete difference along given axis.

Notes

Arithmetic is modular when using integer types, and no error is raised on overflow.

Examples

```
>>> a = np.array([[1,2,3], [4,5,6]])
>>> a
array([[1, 2, 3],
       [4, 5, 6]])
>>> np.cumsum(a)
array([ 1,  3,  6, 10, 15, 21])
>>> np.cumsum(a, dtype=float)     # specifies type of output value(s)
array([  1.,   3.,   6.,  10.,  15.,  21.])

>>> np.cumsum(a,axis=0)      # sum over rows for each of the 3 columns
array([[1, 2, 3],
       [5, 7, 9]])
>>> np.cumsum(a,axis=1)      # sum over columns for each of the 2 rows
array([[ 1,  3,  6],
       [ 4,  9, 15]])
```

numpy.**diff**(*a*, *n=1*, *axis=-1*)
Calculate the n-th order discrete difference along given axis.

The first order difference is given by `out[n] = a[n+1] - a[n]` along the given axis, higher order differences are calculated by using `diff` recursively.

Parameters
a : array_like

Input array

n : int, optional

The number of times values are differenced.

axis : int, optional

The axis along which the difference is taken, default is the last axis.

Returns
diff : ndarray

The *n* order differences. The shape of the output is the same as *a* except along *axis* where the dimension is smaller by *n*.

See Also:

`gradient`, `ediff1d`, `cumsum`

Examples

```
>>> x = np.array([1, 2, 4, 7, 0])
>>> np.diff(x)
array([ 1,  2,  3, -7])
>>> np.diff(x, n=2)
array([  1,   1, -10])
```

```
>>> x = np.array([[1, 3, 6, 10], [0, 5, 6, 8]])
>>> np.diff(x)
array([[2, 3, 4],
       [5, 1, 2]])
>>> np.diff(x, axis=0)
array([[-1,  2,  0, -2]])
```

numpy.**ediff1d**(*ary*, *to_end=None*, *to_begin=None*)

The differences between consecutive elements of an array.

Parameters

ary : array_like

If necessary, will be flattened before the differences are taken.

to_end : array_like, optional

Number(s) to append at the end of the returned differences.

to_begin : array_like, optional

Number(s) to prepend at the beginning of the returned differences.

Returns

ediff1d : ndarray

The differences. Loosely, this is `ary.flat[1:] - ary.flat[:-1]`.

See Also:

`diff`, `gradient`

Notes

When applied to masked arrays, this function drops the mask information if the *to_begin* and/or *to_end* parameters are used.

Examples

```
>>> x = np.array([1, 2, 4, 7, 0])
>>> np.ediff1d(x)
array([ 1,  2,  3, -7])

>>> np.ediff1d(x, to_begin=-99, to_end=np.array([88, 99]))
array([-99,   1,   2,   3,  -7,  88,  99])
```

The returned array is always 1D.

```
>>> y = [[1, 2, 4], [1, 6, 24]]
>>> np.ediff1d(y)
array([ 1,  2, -3,  5, 18])
```

numpy.**gradient**(*f*, **varargs*)

Return the gradient of an N-dimensional array.

The gradient is computed using central differences in the interior and first differences at the boundaries. The returned gradient hence has the same shape as the input array.

Parameters

f : array_like

An N-dimensional array containing samples of a scalar function.

‘*varargs‘ : scalars

0, 1, or N scalars specifying the sample distances in each direction, that is: *dx*, *dy*, *dz*, ... The default distance is 1.

Returns

gradient : ndarray

N arrays of the same shape as *f* giving the derivative of *f* with respect to each dimension.

Examples

```
>>> x = np.array([1, 2, 4, 7, 11, 16], dtype=np.float)
>>> np.gradient(x)
array([ 1. ,  1.5,  2.5,  3.5,  4.5,  5. ])
>>> np.gradient(x, 2)
array([ 0.5 ,  0.75,  1.25,  1.75,  2.25,  2.5 ])

>>> np.gradient(np.array([[1, 2, 6], [3, 4, 5]], dtype=np.float))
[array([[ 2.,  2., -1.],
       [ 2.,  2., -1.]]),
array([[ 1. ,  2.5,  4. ],
       [ 1. ,  1. ,  1. ]])]
```

numpy.**cross**(*a*, *b*, *axisa=-1*, *axisb=-1*, *axisc=-1*, *axis=None*)

Return the cross product of two (arrays of) vectors.

The cross product of *a* and *b* in R^3 is a vector perpendicular to both *a* and *b*. If *a* and *b* are arrays of vectors, the vectors are defined by the last axis of *a* and *b* by default, and these axes can have dimensions 2 or 3. Where the dimension of either *a* or *b* is 2, the third component of the input vector is assumed to be zero and the cross product calculated accordingly. In cases where both input vectors have dimension 2, the z-component of the cross product is returned.

Parameters

a : array_like

Components of the first vector(s).

b : array_like

Components of the second vector(s).

axisa : int, optional

Axis of *a* that defines the vector(s). By default, the last axis.

axisb : int, optional

Axis of *b* that defines the vector(s). By default, the last axis.

axisc : int, optional

Axis of *c* containing the cross product vector(s). By default, the last axis.

axis : int, optional

If defined, the axis of *a*, *b* and *c* that defines the vector(s) and cross product(s). Overrides *axisa*, *axisb* and *axisc*.

Returns

c : ndarray

Vector cross product(s).

Raises

ValueError

When the dimension of the vector(s) in *a* and/or *b* does not equal 2 or 3.

See Also:

inner
: Inner product

outer
: Outer product.

ix_
: Construct index arrays.

Examples

Vector cross-product.

```
>>> x = [1, 2, 3]
>>> y = [4, 5, 6]
>>> np.cross(x, y)
array([-3,  6, -3])
```

One vector with dimension 2.

```
>>> x = [1, 2]
>>> y = [4, 5, 6]
>>> np.cross(x, y)
array([12, -6, -3])
```

Equivalently:

```
>>> x = [1, 2, 0]
>>> y = [4, 5, 6]
>>> np.cross(x, y)
array([12, -6, -3])
```

Both vectors with dimension 2.

```
>>> x = [1,2]
>>> y = [4,5]
>>> np.cross(x, y)
-3
```

Multiple vector cross-products. Note that the direction of the cross product vector is defined by the *right-hand rule*.

```
>>> x = np.array([[1,2,3], [4,5,6]])
>>> y = np.array([[4,5,6], [1,2,3]])
>>> np.cross(x, y)
array([[-3,  6, -3],
       [ 3, -6,  3]])
```

The orientation of *c* can be changed using the *axisc* keyword.

```
>>> np.cross(x, y, axisc=0)
array([[-3,  3],
       [ 6, -6],
       [-3,  3]])
```

Change the vector definition of *x* and *y* using *axisa* and *axisb*.

```
>>> x = np.array([[1,2,3], [4,5,6], [7, 8, 9]])
>>> y = np.array([[7, 8, 9], [4,5,6], [1,2,3]])
>>> np.cross(x, y)
array([[ -6,  12,  -6],
       [  0,   0,   0],
       [  6, -12,   6]])
>>> np.cross(x, y, axisa=0, axisb=0)
array([[-24,  48, -24],
       [-30,  60, -30],
       [-36,  72, -36]])
```

numpy.**trapz**(*y*, *x=None*, *dx=1.0*, *axis=-1*)

Integrate along the given axis using the composite trapezoidal rule.

Integrate *y* (*x*) along given axis.

Parameters

y : array_like

Input array to integrate.

x : array_like, optional

If *x* is None, then spacing between all *y* elements is *dx*.

dx : scalar, optional

If *x* is None, spacing given by *dx* is assumed. Default is 1.

axis : int, optional

Specify the axis.

Returns

trapz : float

Definite integral as approximated by trapezoidal rule.

See Also:

`sum`, `cumsum`

Notes

Image [R249] illustrates trapezoidal rule – y-axis locations of points will be taken from *y* array, by default x-axis distances between points will be 1.0, alternatively they can be provided with *x* array or with *dx* scalar. Return value will be equal to combined area under the red lines.

References

[R248], [R249]

Examples

```
>>> np.trapz([1,2,3])
4.0
>>> np.trapz([1,2,3], x=[4,6,8])
8.0
>>> np.trapz([1,2,3], dx=2)
8.0
>>> a = np.arange(6).reshape(2, 3)
>>> a
array([[0, 1, 2],
```

```
       [3, 4, 5]])
>>> np.trapz(a, axis=0)
array([ 1.5,  2.5,  3.5])
>>> np.trapz(a, axis=1)
array([ 2.,  8.])
```

3.20.5 Exponents and logarithms

exp(x[, out])	Calculate the exponential of all elements in the input array.
expm1(x[, out])	Calculate `exp(x) - 1` for all elements in the array.
exp2(x[, out])	Calculate *2**p* for all *p* in the input array.
log(x[, out])	Natural logarithm, element-wise.
log10(x[, out])	Return the base 10 logarithm of the input array, element-wise.
log2(x[, out])	Base-2 logarithm of *x*.
log1p(x[, out])	Return the natural logarithm of one plus the input array, element-wise.
logaddexp(x1, x2[, out])	Logarithm of the sum of exponentiations of the inputs.
logaddexp2(x1, x2[, out])	Logarithm of the sum of exponentiations of the inputs in base-2.

numpy.**exp**(*x*[, *out*]) **= <ufunc 'exp'>**

Calculate the exponential of all elements in the input array.

Parameters

x : array_like

Input values.

Returns

out : ndarray

Output array, element-wise exponential of *x*.

See Also:

expm1

Calculate `exp(x) - 1` for all elements in the array.

exp2

Calculate `2**x` for all elements in the array.

Notes

The irrational number `e` is also known as Euler's number. It is approximately 2.718281, and is the base of the natural logarithm, `ln` (this means that, if $x = \ln y = \log_e y$, then $e^x = y$. For real input, `exp(x)` is always positive.

For complex arguments, `x = a + ib`, we can write $e^x = e^a e^{ib}$. The first term, e^a, is already known (it is the real argument, described above). The second term, e^{ib}, is $\cos b + i \sin b$, a function with magnitude 1 and a periodic phase.

References

[R18], [R19]

Examples

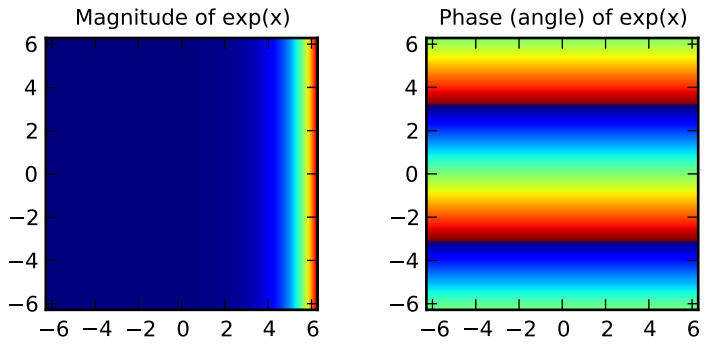
Plot the magnitude and phase of `exp(x)` in the complex plane:

```
>>> import matplotlib.pyplot as plt

>>> x = np.linspace(-2*np.pi, 2*np.pi, 100)
>>> xx = x + 1j * x[:, np.newaxis] # a + ib over complex plane
>>> out = np.exp(xx)

>>> plt.subplot(121)
>>> plt.imshow(np.abs(out),
...            extent=[-2*np.pi, 2*np.pi, -2*np.pi, 2*np.pi])
>>> plt.title('Magnitude of exp(x)')

>>> plt.subplot(122)
>>> plt.imshow(np.angle(out),
...            extent=[-2*np.pi, 2*np.pi, -2*np.pi, 2*np.pi])
>>> plt.title('Phase (angle) of exp(x)')
>>> plt.show()
```



numpy.**expm1**(*x*[, *out*]) **= <ufunc 'expm1'>**

Calculate `exp(x) - 1` for all elements in the array.

Parameters

x : array_like

Input values.

Returns

out : ndarray

Element-wise exponential minus one: `out = exp(x) - 1`.

See Also:

log1p

`log(1 + x)`, the inverse of expm1.

Notes

This function provides greater precision than the formula `exp(x) - 1` for small values of `x`.

Examples

The true value of `exp(1e-10) - 1` is `1.00000000005e-10` to about 32 significant digits. This example shows the superiority of expm1 in this case.

```
>>> np.expm1(1e-10)
1.00000000005e-10
>>> np.exp(1e-10) - 1
1.000000082740371e-10
```

numpy.**exp2**(*x*[, *out*]) = <ufunc 'exp2'>

Calculate *2**p* for all *p* in the input array.

Parameters

x : array_like

Input values.

out : ndarray, optional

Array to insert results into.

Returns

out : ndarray

Element-wise 2 to the power *x*.

See Also:

`power`

Notes

New in version 1.3.0.

Examples

```
>>> np.exp2([2, 3])
array([ 4.,  8.])
```

numpy.**log**(*x*[, *out*]) = <ufunc 'log'>

Natural logarithm, element-wise.

The natural logarithm `log` is the inverse of the exponential function, so that *log(exp(x)) = x*. The natural logarithm is logarithm in base `e`.

Parameters

x : array_like

Input value.

Returns

y : ndarray

The natural logarithm of *x*, element-wise.

See Also:

`log10`, `log2`, `log1p`, `emath.log`

Notes

Logarithm is a multivalued function: for each *x* there is an infinite number of *z* such that *exp(z) = x*. The convention is to return the *z* whose imaginary part lies in *[-pi, pi]*.

For real-valued input data types, `log` always returns real output. For each value that cannot be expressed as a real number or infinity, it yields `nan` and sets the *invalid* floating point error flag.

For complex-valued input, `log` is a complex analytical function that has a branch cut *[-inf, 0]* and is continuous from above on it. `log` handles the floating-point negative zero as an infinitesimal negative number, conforming to the C99 standard.

References

[R42], [R43]

Examples

```
>>> np.log([1, np.e, np.e**2, 0])
array([  0.,   1.,   2., -Inf])
```

numpy.**log10**(*x*[, *out*]) = **<ufunc 'log10'>**

Return the base 10 logarithm of the input array, element-wise.

Parameters

x : array_like

Input values.

Returns

y : ndarray

The logarithm to the base 10 of *x*, element-wise. NaNs are returned where x is negative.

See Also:

`emath.log10`

Notes

Logarithm is a multivalued function: for each *x* there is an infinite number of *z* such that *10**z = x*. The convention is to return the *z* whose imaginary part lies in *[-pi, pi]*.

For real-valued input data types, `log10` always returns real output. For each value that cannot be expressed as a real number or infinity, it yields `nan` and sets the *invalid* floating point error flag.

For complex-valued input, `log10` is a complex analytical function that has a branch cut *[-inf, 0]* and is continuous from above on it. `log10` handles the floating-point negative zero as an infinitesimal negative number, conforming to the C99 standard.

References

[R44], [R45]

Examples

```
>>> np.log10([1e-15, -3.])
array([-15.,  NaN])
```

numpy.**log2**(*x*[, *out*]) = **<ufunc 'log2'>**

Base-2 logarithm of *x*.

Parameters

x : array_like

Input values.

Returns
y : ndarray

Base-2 logarithm of *x*.

See Also:

`log`, `log10`, `log1p`, `emath.log2`

Notes

New in version 1.3.0. Logarithm is a multivalued function: for each *x* there is an infinite number of *z* such that *2**z = x*. The convention is to return the *z* whose imaginary part lies in *[-pi, pi]*.

For real-valued input data types, `log2` always returns real output. For each value that cannot be expressed as a real number or infinity, it yields `nan` and sets the *invalid* floating point error flag.

For complex-valued input, `log2` is a complex analytical function that has a branch cut *[-inf, 0]* and is continuous from above on it. `log2` handles the floating-point negative zero as an infinitesimal negative number, conforming to the C99 standard.

Examples

```
>>> x = np.array([0, 1, 2, 2**4])
>>> np.log2(x)
array([-Inf,   0.,   1.,   4.])

>>> xi = np.array([0+1.j, 1, 2+0.j, 4.j])
>>> np.log2(xi)
array([ 0.+2.26618007j,  0.+0.j        ,  1.+0.j        ,  2.+2.26618007j])
```

`numpy.log1p`(*x*[, *out*]) = <ufunc 'log1p'>
Return the natural logarithm of one plus the input array, element-wise.

Calculates `log(1 + x)`.

Parameters
x : array_like

Input values.

Returns
y : ndarray

Natural logarithm of *1 + x*, element-wise.

See Also:

`expm1`
`exp(x) - 1`, the inverse of `log1p`.

Notes

For real-valued input, `log1p` is accurate also for *x* so small that *1 + x == 1* in floating-point accuracy.

Logarithm is a multivalued function: for each *x* there is an infinite number of *z* such that *exp(z) = 1 + x*. The convention is to return the *z* whose imaginary part lies in *[-pi, pi]*.

For real-valued input data types, `log1p` always returns real output. For each value that cannot be expressed as a real number or infinity, it yields `nan` and sets the *invalid* floating point error flag.

For complex-valued input, `log1p` is a complex analytical function that has a branch cut *[-inf, -1]* and is continuous from above on it. `log1p` handles the floating-point negative zero as an infinitesimal negative number, conforming to the C99 standard.

References

[R46], [R47]

Examples

```
>>> np.log1p(1e-99)
1e-99
>>> np.log(1 + 1e-99)
0.0
```

numpy.**logaddexp**(*x1*, *x2*[, *out*]) = <ufunc 'logaddexp'>

Logarithm of the sum of exponentiations of the inputs.

Calculates `log(exp(x1) + exp(x2))`. This function is useful in statistics where the calculated probabilities of events may be so small as to exceed the range of normal floating point numbers. In such cases the logarithm of the calculated probability is stored. This function allows adding probabilities stored in such a fashion.

Parameters

x1, x2 : array_like

Input values.

Returns

result : ndarray

Logarithm of `exp(x1) + exp(x2)`.

See Also:

logaddexp2

Logarithm of the sum of exponentiations of inputs in base-2.

Notes

New in version 1.3.0.

Examples

```
>>> prob1 = np.log(1e-50)
>>> prob2 = np.log(2.5e-50)
>>> prob12 = np.logaddexp(prob1, prob2)
>>> prob12
-113.87649168120691
>>> np.exp(prob12)
3.5000000000000057e-50
```

numpy.**logaddexp2**(*x1*, *x2*[, *out*]) = <ufunc 'logaddexp2'>

Logarithm of the sum of exponentiations of the inputs in base-2.

Calculates `log2(2**x1 + 2**x2)`. This function is useful in machine learning when the calculated probabilities of events may be so small as to exceed the range of normal floating point numbers. In such cases the base-2 logarithm of the calculated probability can be used instead. This function allows adding probabilities stored in such a fashion.

Parameters

x1, x2 : array_like

Input values.

out : ndarray, optional

Array to store results in.

Returns

result : ndarray

Base-2 logarithm of `2**x1 + 2**x2`.

See Also:

`logaddexp`
Logarithm of the sum of exponentiations of the inputs.

Notes

New in version 1.3.0.

Examples

```
>>> prob1 = np.log2(1e-50)
>>> prob2 = np.log2(2.5e-50)
>>> prob12 = np.logaddexp2(prob1, prob2)
>>> prob1, prob2, prob12
(-166.09640474436813, -164.77447664948076, -164.28904982231052)
>>> 2**prob12
3.4999999999999914e-50
```

3.20.6 Other special functions

`i0`(x)	Modified Bessel function of the first kind, order 0.
`sinc`(x)	Return the sinc function.

`numpy.i0`(*x*)
Modified Bessel function of the first kind, order 0.

Usually denoted I_0. This function does broadcast, but will *not* "up-cast" int dtype arguments unless accompanied by at least one float or complex dtype argument (see Raises below).

Parameters

x : array_like, dtype float or complex

Argument of the Bessel function.

Returns

out : ndarray, shape = x.shape, dtype = x.dtype

The modified Bessel function evaluated at each of the elements of *x*.

Raises

TypeError: array cannot be safely cast to required type

If argument consists exclusively of int dtypes.

See Also:

`scipy.special.iv`, `scipy.special.ive`

Notes

We use the algorithm published by Clenshaw [R29] and referenced by Abramowitz and Stegun [R30], for which the function domain is partitioned into the two intervals [0,8] and (8,inf), and Chebyshev polynomial expansions are employed in each interval. Relative error on the domain [0,30] using IEEE arithmetic is documented [R31] as having a peak of 5.8e-16 with an rms of 1.4e-16 (n = 30000).

References

[R29], [R30], [R31]

Examples

```
>>> np.i0([0.])
array(1.0)
>>> np.i0([0., 1. + 2j])
array([ 1.00000000+0.j        ,  0.18785373+0.64616944j])
```

numpy.**sinc**(*x*)

Return the sinc function.

The sinc function is $\sin(\pi x)/(\pi x)$.

Parameters

x : ndarray

Array (possibly multi-dimensional) of values for which to to calculate `sinc(x)`.

Returns

out : ndarray

`sinc(x)`, which has the same shape as the input.

Notes

`sinc(0)` is the limit value 1.

The name sinc is short for “sine cardinal” or “sinus cardinalis”.

The sinc function is used in various signal processing applications, including in anti-aliasing, in the construction of a Lanczos resampling filter, and in interpolation.

For bandlimited interpolation of discrete-time signals, the ideal interpolation kernel is proportional to the sinc function.

References

[R244], [R245]

Examples

```
>>> x = np.linspace(-4, 4, 41)
>>> np.sinc(x)
array([ -3.89804309e-17,  -4.92362781e-02,  -8.40918587e-02,
        -8.90384387e-02,  -5.84680802e-02,   3.89804309e-17,
         6.68206631e-02,   1.16434881e-01,   1.26137788e-01,
         8.50444803e-02,  -3.89804309e-17,  -1.03943254e-01,
        -1.89206682e-01,  -2.16236208e-01,  -1.55914881e-01,
         3.89804309e-17,   2.33872321e-01,   5.04551152e-01,
         7.56826729e-01,   9.35489284e-01,   1.00000000e+00,
         9.35489284e-01,   7.56826729e-01,   5.04551152e-01,
         2.33872321e-01,   3.89804309e-17,  -1.55914881e-01,
```

```
        -2.16236208e-01,  -1.89206682e-01,  -1.03943254e-01,
        -3.89804309e-17,   8.50444803e-02,   1.26137788e-01,
         1.16434881e-01,   6.68206631e-02,   3.89804309e-17,
        -5.84680802e-02,  -8.90384387e-02,  -8.40918587e-02,
        -4.92362781e-02,  -3.89804309e-17])

>>> plt.plot(x, np.sinc(x))
[<matplotlib.lines.Line2D object at 0x...>]
>>> plt.title("Sinc Function")
<matplotlib.text.Text object at 0x...>
>>> plt.ylabel("Amplitude")
<matplotlib.text.Text object at 0x...>
>>> plt.xlabel("X")
<matplotlib.text.Text object at 0x...>
>>> plt.show()
```

It works in 2-D as well:

```
>>> x = np.linspace(-4, 4, 401)
>>> xx = np.outer(x, x)
>>> plt.imshow(np.sinc(xx))
<matplotlib.image.AxesImage object at 0x...>
```

3.20.7 Floating point routines

signbit(x[, out])	Returns element-wise True where signbit is set (less than zero).
copysign(x1, x2[, out])	Change the sign of x1 to that of x2, element-wise.
frexp(x[, out1, out2])	Split the number, x, into a normalized fraction (y1) and exponent (y2)
ldexp(x1, x2[, out])	Compute y = x1 * 2**x2.

numpy.**signbit**(*x*[, *out*]) = **<ufunc 'signbit'>**

Returns element-wise True where signbit is set (less than zero).

Parameters

x : array_like

The input value(s).

out : ndarray, optional

Array into which the output is placed. Its type is preserved and it must be of the right shape to hold the output. See doc.ufuncs.

Returns

result : ndarray of bool

Output array, or reference to *out* if that was supplied.

Examples

```
>>> np.signbit(-1.2)
True
>>> np.signbit(np.array([1, -2.3, 2.1]))
array([False,  True, False], dtype=bool)
```

numpy.**copysign**(*x1*, *x2*[, *out*]) = **<ufunc 'copysign'>**

Change the sign of x1 to that of x2, element-wise.

If both arguments are arrays or sequences, they have to be of the same length. If *x2* is a scalar, its sign will be copied to all elements of *x1*.

Parameters

x1 : array_like

Values to change the sign of.

x2 : array_like

The sign of *x2* is copied to *x1*.

out : ndarray, optional

Array into which the output is placed. Its type is preserved and it must be of the right shape to hold the output. See doc.ufuncs.

Returns

out : array_like

The values of *x1* with the sign of *x2*.

Examples

```
>>> np.copysign(1.3, -1)
-1.3
>>> 1/np.copysign(0, 1)
inf
>>> 1/np.copysign(0, -1)
-inf

>>> np.copysign([-1, 0, 1], -1.1)
array([-1., -0., -1.])
>>> np.copysign([-1, 0, 1], np.arange(3)-1)
array([-1.,  0.,  1.])
```

numpy.**frexp**(*x*[, *out1*, *out2*]) **= <ufunc 'frexp'>**

Split the number, x, into a normalized fraction (y1) and exponent (y2)

numpy.**ldexp**(*x1*, *x2*[, *out*]) **= <ufunc 'ldexp'>**

Compute y = x1 * 2**x2.

3.20.8 Arithmetic operations

add(x1, x2[, out])	Add arguments element-wise.
reciprocal(x[, out])	Return the reciprocal of the argument, element-wise.
negative(x[, out])	Returns an array with the negative of each element of the original array.
multiply(x1, x2[, out])	Multiply arguments element-wise.
divide(x1, x2[, out])	Divide arguments element-wise.
power(x1, x2[, out])	First array elements raised to powers from second array, element-wise.
subtract(x1, x2[, out])	Subtract arguments, element-wise.
true_divide(x1, x2[, out])	Returns a true division of the inputs, element-wise.
floor_divide(x1, x2[, out])	Return the largest integer smaller or equal to the division of the inputs.
fmod(x1, x2[, out])	Return the element-wise remainder of division.
mod(x1, x2[, out])	Return element-wise remainder of division.
modf(x[, out1, out2])	Return the fractional and integral parts of an array, element-wise.
remainder(x1, x2[, out])	Return element-wise remainder of division.

numpy.**add**(*x1*, *x2*[, *out*]) **= <ufunc 'add'>**

Add arguments element-wise.

Parameters

x1, x2 : array_like

The arrays to be added. If `x1.shape != x2.shape`, they must be broadcastable to a common shape (which may be the shape of one or the other).

Returns

add : ndarray or scalar

The sum of *x1* and *x2*, element-wise. Returns a scalar if both *x1* and *x2* are scalars.

Notes

Equivalent to *x1* + *x2* in terms of array broadcasting.

Examples

```
>>> np.add(1.0, 4.0)
5.0
>>> x1 = np.arange(9.0).reshape((3, 3))
>>> x2 = np.arange(3.0)
>>> np.add(x1, x2)
array([[  0.,   2.,   4.],
       [  3.,   5.,   7.],
       [  6.,   8.,  10.]])
```

numpy.**reciprocal**(*x*[, *out*]) **= <ufunc 'reciprocal'>**

Return the reciprocal of the argument, element-wise.

Calculates `1/x`.

Parameters

x : array_like

Input array.

Returns

y : ndarray

Return array.

Notes

Note: This function is not designed to work with integers.

For integer arguments with absolute value larger than 1 the result is always zero because of the way Python handles integer division. For integer zero the result is an overflow.

Examples

```
>>> np.reciprocal(2.)
0.5
>>> np.reciprocal([1, 2., 3.33])
array([ 1.       ,  0.5      ,  0.3003003])
```

numpy.**negative**(*x*[, *out*]) **= <ufunc 'negative'>**

Returns an array with the negative of each element of the original array.

Parameters

x : array_like or scalar

Input array.

Returns

y : ndarray or scalar

Returned array or scalar: $y = -x$.

Examples

```
>>> np.negative([1.,-1.])
array([-1.,  1.])
```

numpy.**multiply**(*x1*, *x2*[, *out*]) **= <ufunc 'multiply'>**

Multiply arguments element-wise.

Parameters

x1, x2 : array_like

Input arrays to be multiplied.

Returns

y : ndarray

The product of *x1* and *x2*, element-wise. Returns a scalar if both *x1* and *x2* are scalars.

Notes

Equivalent to *x1* * *x2* in terms of array broadcasting.

Examples

```
>>> np.multiply(2.0, 4.0)
8.0

>>> x1 = np.arange(9.0).reshape((3, 3))
>>> x2 = np.arange(3.0)
>>> np.multiply(x1, x2)
array([[  0.,   1.,   4.],
       [  0.,   4.,  10.],
       [  0.,   7.,  16.]])
```

numpy.**divide**(*x1*, *x2*[, *out*]) **= <ufunc 'divide'>**

Divide arguments element-wise.

Parameters

x1 : array_like

Dividend array.

x2 : array_like

Divisor array.

out : ndarray, optional

Array into which the output is placed. Its type is preserved and it must be of the right shape to hold the output. See doc.ufuncs.

Returns

y : {ndarray, scalar}

The quotient *x1/x2*, element-wise. Returns a scalar if both *x1* and *x2* are scalars.

See Also:

`seterr`
Set whether to raise or warn on overflow, underflow and division by zero.

Notes

Equivalent to *x1* / *x2* in terms of array-broadcasting.

Behavior on division by zero can be changed using `seterr`.

When both *x1* and *x2* are of an integer type, `divide` will return integers and throw away the fractional part. Moreover, division by zero always yields zero in integer arithmetic.

Examples

```
>>> np.divide(2.0, 4.0)
0.5
>>> x1 = np.arange(9.0).reshape((3, 3))
>>> x2 = np.arange(3.0)
>>> np.divide(x1, x2)
array([[ NaN,  1. ,  1. ],
       [ Inf,  4. ,  2.5],
       [ Inf,  7. ,  4. ]])
```

Note the behavior with integer types:

```
>>> np.divide(2, 4)
0
>>> np.divide(2, 4.)
0.5
```

Division by zero always yields zero in integer arithmetic, and does not raise an exception or a warning:

```
>>> np.divide(np.array([0, 1], dtype=int), np.array([0, 0], dtype=int))
array([0, 0])
```

Division by zero can, however, be caught using `seterr`:

```
>>> old_err_state = np.seterr(divide='raise')
>>> np.divide(1, 0)
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
FloatingPointError: divide by zero encountered in divide

>>> ignored_states = np.seterr(**old_err_state)
>>> np.divide(1, 0)
0
```

numpy.**power**(*x1*, *x2*[, *out*]) = **<ufunc 'power'>**
First array elements raised to powers from second array, element-wise.

Raise each base in *x1* to the positionally-corresponding power in *x2*. *x1* and *x2* must be broadcastable to the same shape.

Parameters

x1 : array_like

The bases.

x2 : array_like

The exponents.

Returns

y : ndarray

The bases in *x1* raised to the exponents in *x2*.

Examples

Cube each element in a list.

```
>>> x1 = range(6)
>>> x1
[0, 1, 2, 3, 4, 5]
>>> np.power(x1, 3)
array([  0,   1,   8,  27,  64, 125])
```

Raise the bases to different exponents.

```
>>> x2 = [1.0, 2.0, 3.0, 3.0, 2.0, 1.0]
>>> np.power(x1, x2)
array([  0.,   1.,   8.,  27.,  16.,   5.])
```

The effect of broadcasting.

```
>>> x2 = np.array([[1, 2, 3, 3, 2, 1], [1, 2, 3, 3, 2, 1]])
>>> x2
array([[1, 2, 3, 3, 2, 1],
       [1, 2, 3, 3, 2, 1]])
>>> np.power(x1, x2)
array([[ 0,  1,  8, 27, 16,  5],
       [ 0,  1,  8, 27, 16,  5]])
```

numpy.**subtract**(*x1*, *x2*[, *out*]) **= <ufunc 'subtract'>**

Subtract arguments, element-wise.

Parameters

x1, x2 : array_like

The arrays to be subtracted from each other.

Returns

y : ndarray

The difference of *x1* and *x2*, element-wise. Returns a scalar if both *x1* and *x2* are scalars.

Notes

Equivalent to `x1 - x2` in terms of array broadcasting.

Examples

```
>>> np.subtract(1.0, 4.0)
-3.0
```

```
>>> x1 = np.arange(9.0).reshape((3, 3))
>>> x2 = np.arange(3.0)
>>> np.subtract(x1, x2)
array([[ 0.,  0.,  0.],
       [ 3.,  3.,  3.],
       [ 6.,  6.,  6.]])
```

numpy.**true_divide**(*x1*, *x2*[, *out*]) = **<ufunc 'true_divide'>**

Returns a true division of the inputs, element-wise.

Instead of the Python traditional 'floor division', this returns a true division. True division adjusts the output type to present the best answer, regardless of input types.

Parameters

x1 : array_like

Dividend array.

x2 : array_like

Divisor array.

Returns

out : ndarray

Result is scalar if both inputs are scalar, ndarray otherwise.

Notes

The floor division operator `//` was added in Python 2.2 making `//` and `/` equivalent operators. The default floor division operation of `/` can be replaced by true division with `from __future__ import division`.

In Python 3.0, `//` is the floor division operator and `/` the true division operator. The `true_divide(x1, x2)` function is equivalent to true division in Python.

Examples

```
>>> x = np.arange(5)
>>> np.true_divide(x, 4)
array([ 0.  ,  0.25,  0.5 ,  0.75,  1.  ])

>>> x/4
array([0, 0, 0, 0, 1])
>>> x//4
array([0, 0, 0, 0, 1])

>>> from __future__ import division
>>> x/4
array([ 0.  ,  0.25,  0.5 ,  0.75,  1.  ])
>>> x//4
array([0, 0, 0, 0, 1])
```

numpy.**floor_divide**(*x1*, *x2*[, *out*]) = **<ufunc 'floor_divide'>**

Return the largest integer smaller or equal to the division of the inputs.

Parameters

x1 : array_like

Numerator.

x2 : array_like

Denominator.

Returns

y : ndarray

y = floor(*x1*/*x2*)

See Also:

divide
Standard division.

floor
Round a number to the nearest integer toward minus infinity.

ceil
Round a number to the nearest integer toward infinity.

Examples

```
>>> np.floor_divide(7,3)
2
>>> np.floor_divide([1., 2., 3., 4.], 2.5)
array([ 0.,  0.,  1.,  1.])
```

numpy.**fmod**(*x1*, *x2*[, *out*]) = <ufunc 'fmod'>
Return the element-wise remainder of division.

This is the NumPy implementation of the Python modulo operator %.

Parameters
x1 : array_like

Dividend.

x2 : array_like

Divisor.

Returns
y : array_like

The remainder of the division of *x1* by *x2*.

See Also:

remainder
Modulo operation where the quotient is *floor(x1/x2)*.

divide

Notes

The result of the modulo operation for negative dividend and divisors is bound by conventions. In fmod, the sign of the remainder is the sign of the dividend. In remainder, the sign of the divisor does not affect the sign of the result.

Examples

```
>>> np.fmod([-3, -2, -1, 1, 2, 3], 2)
array([-1,  0, -1,  1,  0,  1])
>>> np.remainder([-3, -2, -1, 1, 2, 3], 2)
array([1, 0, 1, 1, 0, 1])

>>> np.fmod([5, 3], [2, 2.])
array([ 1.,  1.])
>>> a = np.arange(-3, 3).reshape(3, 2)
>>> a
array([[-3, -2],
       [-1,  0],
       [ 1,  2]])
```

```
>>> np.fmod(a, [2,2])
array([[-1,  0],
       [-1,  0],
       [ 1,  0]])
```

numpy.**mod**(*x1*, *x2*[, *out*]) = <ufunc 'remainder'>

Return element-wise remainder of division.

Computes `x1 - floor(x1 / x2) * x2`.

Parameters

x1 : array_like

Dividend array.

x2 : array_like

Divisor array.

out : ndarray, optional

Array into which the output is placed. Its type is preserved and it must be of the right shape to hold the output. See doc.ufuncs.

Returns

y : ndarray

The remainder of the quotient `x1/x2`, element-wise. Returns a scalar if both *x1* and *x2* are scalars.

See Also:

`divide`, `floor`

Notes

Returns 0 when *x2* is 0 and both *x1* and *x2* are (arrays of) integers.

Examples

```
>>> np.remainder([4, 7], [2, 3])
array([0, 1])
>>> np.remainder(np.arange(7), 5)
array([0, 1, 2, 3, 4, 0, 1])
```

numpy.**modf**(*x*[, *out1*, *out2*]) = <ufunc 'modf'>

Return the fractional and integral parts of an array, element-wise.

The fractional and integral parts are negative if the given number is negative.

Parameters

x : array_like

Input array.

Returns

y1 : ndarray

Fractional part of *x*.

y2 : ndarray

Integral part of *x*.

Notes

For integer input the return values are floats.

Examples

```
>>> np.modf([0, 3.5])
(array([ 0. ,  0.5]), array([ 0.,  3.]))
>>> np.modf(-0.5)
(-0.5, -0)
```

numpy.**remainder**(*x1*, *x2*[, *out*]) = <ufunc 'remainder'>

Return element-wise remainder of division.

Computes `x1 - floor(x1 / x2) * x2`.

Parameters

x1 : array_like

Dividend array.

x2 : array_like

Divisor array.

out : ndarray, optional

Array into which the output is placed. Its type is preserved and it must be of the right shape to hold the output. See doc.ufuncs.

Returns

y : ndarray

The remainder of the quotient `x1/x2`, element-wise. Returns a scalar if both *x1* and *x2* are scalars.

See Also:

`divide`, `floor`

Notes

Returns 0 when *x2* is 0 and both *x1* and *x2* are (arrays of) integers.

Examples

```
>>> np.remainder([4, 7], [2, 3])
array([0, 1])
>>> np.remainder(np.arange(7), 5)
array([0, 1, 2, 3, 4, 0, 1])
```

3.20.9 Handling complex numbers

`angle`(z[, deg])	Return the angle of the complex argument.
`real`(val)	Return the real part of the elements of the array.
`imag`(val)	Return the imaginary part of the elements of the array.
`conj`(x[, out])	Return the complex conjugate, element-wise.

numpy.**angle**(*z*, *deg=0*)

Return the angle of the complex argument.

Parameters

z : array_like

A complex number or sequence of complex numbers.

deg : bool, optional

Return angle in degrees if True, radians if False (default).

Returns

angle : {ndarray, scalar}

The counterclockwise angle from the positive real axis on the complex plane, with dtype as numpy.float64.

See Also:

`arctan2`, `absolute`

Examples

```
>>> np.angle([1.0, 1.0j, 1+1j])               # in radians
array([ 0.        ,  1.57079633,  0.78539816])
>>> np.angle(1+1j, deg=True)                  # in degrees
45.0
```

numpy.**real**(*val*)

Return the real part of the elements of the array.

Parameters

val : array_like

Input array.

Returns

out : ndarray

Output array. If *val* is real, the type of *val* is used for the output. If *val* has complex elements, the returned type is float.

See Also:

`real_if_close`, `imag`, `angle`

Examples

```
>>> a = np.array([1+2j, 3+4j, 5+6j])
>>> a.real
array([ 1.,  3.,  5.])
>>> a.real = 9
>>> a
array([ 9.+2.j,  9.+4.j,  9.+6.j])
>>> a.real = np.array([9, 8, 7])
>>> a
array([ 9.+2.j,  8.+4.j,  7.+6.j])
```

numpy.**imag**(*val*)

Return the imaginary part of the elements of the array.

Parameters

val : array_like

Input array.

Returns

out : ndarray

Output array. If *val* is real, the type of *val* is used for the output. If *val* has complex elements, the returned type is float.

See Also:

`real`, `angle`, `real_if_close`

Examples

```
>>> a = np.array([1+2j, 3+4j, 5+6j])
>>> a.imag
array([ 2.,  4.,  6.])
>>> a.imag = np.array([8, 10, 12])
>>> a
array([ 1. +8.j,  3.+10.j,  5.+12.j])
```

numpy.**conj**(*x*[, *out*]) **= <ufunc 'conjugate'>**

Return the complex conjugate, element-wise.

The complex conjugate of a complex number is obtained by changing the sign of its imaginary part.

Parameters

x : array_like

Input value.

Returns

y : ndarray

The complex conjugate of *x*, with same dtype as *y*.

Examples

```
>>> np.conjugate(1+2j)
(1-2j)

>>> x = np.eye(2) + 1j * np.eye(2)
>>> np.conjugate(x)
array([[ 1.-1.j,  0.-0.j],
       [ 0.-0.j,  1.-1.j]])
```

3.20.10 Miscellaneous

`convolve`(a, v[, mode])	Returns the discrete, linear convolution of two one-dimensional sequences.
`clip`(a, a_min, a_max[, out])	Clip (limit) the values in an array.
`sqrt`(x[, out])	Return the positive square-root of an array, element-wise.
`square`(x[, out])	Return the element-wise square of the input.
`absolute`(x[, out])	Calculate the absolute value element-wise.
`fabs`(x[, out])	Compute the absolute values elementwise.
`sign`(x[, out])	Returns an element-wise indication of the sign of a number.
`maximum`(x1, x2[, out])	Element-wise maximum of array elements.
`minimum`(x1, x2[, out])	Element-wise minimum of array elements.
`fmax`(x1, x2[, out])	Element-wise maximum of array elements.
`fmin`(x1, x2[, out])	Element-wise minimum of array elements.

Continued on next page

Table 3.117 – continued from previous page

nan_to_num(x)	Replace nan with zero and inf with finite numbers.
real_if_close(a[, tol])	If complex input returns a real array if complex parts are close to zero.
interp(x, xp, fp[, left, right])	One-dimensional linear interpolation.

numpy.**convolve**(*a*, *v*, *mode='full'*)

Returns the discrete, linear convolution of two one-dimensional sequences.

The convolution operator is often seen in signal processing, where it models the effect of a linear time-invariant system on a signal [R17]. In probability theory, the sum of two independent random variables is distributed according to the convolution of their individual distributions.

Parameters

a : (N,) array_like

First one-dimensional input array.

v : (M,) array_like

Second one-dimensional input array.

mode : {'full', 'valid', 'same'}, optional

'full':
By default, mode is 'full'. This returns the convolution at each point of overlap, with an output shape of (N+M-1,). At the end-points of the convolution, the signals do not overlap completely, and boundary effects may be seen.

'same':
Mode *same* returns output of length `max(M, N)`. Boundary effects are still visible.

'valid':
Mode *valid* returns output of length `max(M, N) - min(M, N) + 1`. The convolution product is only given for points where the signals overlap completely. Values outside the signal boundary have no effect.

Returns

out : ndarray

Discrete, linear convolution of *a* and *v*.

See Also:

scipy.signal.fftconvolve
Convolve two arrays using the Fast Fourier Transform.

scipy.linalg.toeplitz
Used to construct the convolution operator.

Notes

The discrete convolution operation is defined as

$$(f * g)[n] = \sum_{m=-\infty}^{\infty} f[m]g[n-m]$$

It can be shown that a convolution $x(t) * y(t)$ in time/space is equivalent to the multiplication $X(f)Y(f)$ in the Fourier domain, after appropriate padding (padding is necessary to prevent circular convolution). Since multiplication is more efficient (faster) than convolution, the function `scipy.signal.fftconvolve` exploits the FFT to calculate the convolution of large data-sets.

References

[R17]

Examples

Note how the convolution operator flips the second array before "sliding" the two across one another:

```
>>> np.convolve([1, 2, 3], [0, 1, 0.5])
array([ 0. ,  1. ,  2.5,  4. ,  1.5])
```

Only return the middle values of the convolution. Contains boundary effects, where zeros are taken into account:

```
>>> np.convolve([1,2,3],[0,1,0.5], 'same')
array([ 1. ,  2.5,  4. ])
```

The two arrays are of the same length, so there is only one position where they completely overlap:

```
>>> np.convolve([1,2,3],[0,1,0.5], 'valid')
array([ 2.5])
```

numpy.**clip**(*a*, *a_min*, *a_max*, *out=None*)

Clip (limit) the values in an array.

Given an interval, values outside the interval are clipped to the interval edges. For example, if an interval of `[0, 1]` is specified, values smaller than 0 become 0, and values larger than 1 become 1.

Parameters

a : array_like

Array containing elements to clip.

a_min : scalar or array_like

Minimum value.

a_max : scalar or array_like

Maximum value. If *a_min* or *a_max* are array_like, then they will be broadcasted to the shape of *a*.

out : ndarray, optional

The results will be placed in this array. It may be the input array for in-place clipping. *out* must be of the right shape to hold the output. Its type is preserved.

Returns

clipped_array : ndarray

An array with the elements of *a*, but where values < *a_min* are replaced with *a_min*, and those > *a_max* with *a_max*.

See Also:

numpy.doc.ufuncs

Section "Output arguments"

Examples

```
>>> a = np.arange(10)
>>> np.clip(a, 1, 8)
array([1, 1, 2, 3, 4, 5, 6, 7, 8, 8])
>>> a
array([0, 1, 2, 3, 4, 5, 6, 7, 8, 9])
```

```
>>> np.clip(a, 3, 6, out=a)
array([3, 3, 3, 3, 4, 5, 6, 6, 6, 6])
>>> a = np.arange(10)
>>> a
array([0, 1, 2, 3, 4, 5, 6, 7, 8, 9])
>>> np.clip(a, [3,4,1,1,1,4,4,4,4,4], 8)
array([3, 4, 2, 3, 4, 5, 6, 7, 8, 8])
```

numpy.**sqrt**(*x*[, *out*]) = <ufunc 'sqrt'>

Return the positive square-root of an array, element-wise.

Parameters

x : array_like

The values whose square-roots are required.

out : ndarray, optional

Alternate array object in which to put the result; if provided, it must have the same shape as *x*

Returns

y : ndarray

An array of the same shape as *x*, containing the positive square-root of each element in *x*. If any element in *x* is complex, a complex array is returned (and the square-roots of negative reals are calculated). If all of the elements in *x* are real, so is *y*, with negative elements returning `nan`. If *out* was provided, *y* is a reference to it.

See Also:

lib.scimath.sqrt

A version which returns complex numbers when given negative reals.

Notes

sqrt has–consistent with common convention–as its branch cut the real "interval" [*-inf*, 0), and is continuous from above on it. (A branch cut is a curve in the complex plane across which a given complex function fails to be continuous.)

Examples

```
>>> np.sqrt([1,4,9])
array([ 1.,  2.,  3.])

>>> np.sqrt([4, -1, -3+4J])
array([ 2.+0.j,  0.+1.j,  1.+2.j])

>>> np.sqrt([4, -1, numpy.inf])
array([  2.,  NaN,  Inf])
```

numpy.**square**(*x*[, *out*]) = <ufunc 'square'>

Return the element-wise square of the input.

Parameters

x : array_like

Input data.

Returns

out : ndarray

Element-wise $x*x$, of the same shape and dtype as x. Returns scalar if x is a scalar.

See Also:

`numpy.linalg.matrix_power`, `sqrt`, `power`

Examples

```
>>> np.square([-1j, 1])
array([-1.-0.j,  1.+0.j])
```

numpy.**absolute**(x[, out]) = <ufunc 'absolute'>

Calculate the absolute value element-wise.

Parameters

x : array_like

Input array.

Returns

absolute : ndarray

An ndarray containing the absolute value of each element in x. For complex input, `a + ib`, the absolute value is $\sqrt{a^2 + b^2}$.

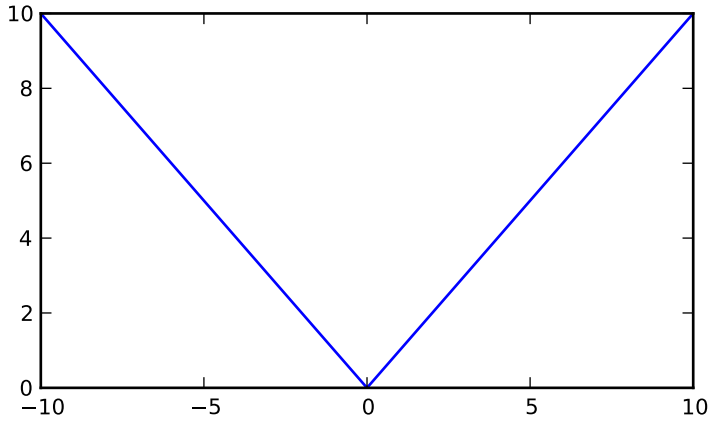
Examples

```
>>> x = np.array([-1.2, 1.2])
>>> np.absolute(x)
array([ 1.2,  1.2])
>>> np.absolute(1.2 + 1j)
1.5620499351813308
```

Plot the function over `[-10, 10]`:

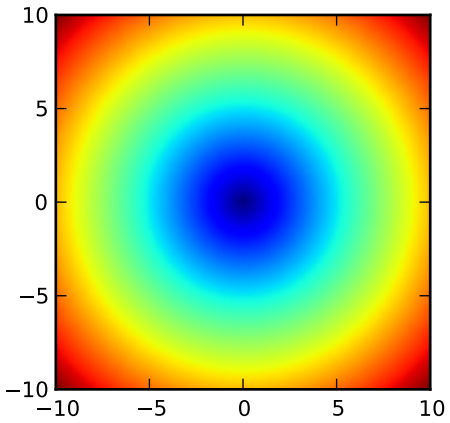
```
>>> import matplotlib.pyplot as plt

>>> x = np.linspace(start=-10, stop=10, num=101)
>>> plt.plot(x, np.absolute(x))
>>> plt.show()
```



Plot the function over the complex plane:

```
>>> xx = x + 1j * x[:, np.newaxis]
>>> plt.imshow(np.abs(xx), extent=[-10, 10, -10, 10])
>>> plt.show()
```



numpy.**fabs**(*x*[, *out*]) **= <ufunc 'fabs'>**

Compute the absolute values elementwise.

This function returns the absolute values (positive magnitude) of the data in *x*. Complex values are not handled, use `absolute` to find the absolute values of complex data.

Parameters

x : array_like

The array of numbers for which the absolute values are required. If *x* is a scalar, the result *y* will also be a scalar.

out : ndarray, optional

Array into which the output is placed. Its type is preserved and it must be of the right shape to hold the output. See doc.ufuncs.

Returns

y : {ndarray, scalar}

The absolute values of *x*, the returned values are always floats.

See Also:

absolute

Absolute values including `complex` types.

Examples

```
>>> np.fabs(-1)
1.0
>>> np.fabs([-1.2, 1.2])
array([ 1.2,  1.2])
```

numpy.**sign**(*x*[, *out*]) = <ufunc 'sign'>
Returns an element-wise indication of the sign of a number.

The `sign` function returns `-1 if x < 0, 0 if x==0, 1 if x > 0`.

Parameters
x : array_like

Input values.

Returns
y : ndarray

The sign of *x*.

Examples

```
>>> np.sign([-5., 4.5])
array([-1.,  1.])
>>> np.sign(0)
0
```

numpy.**maximum**(*x1*, *x2*[, *out*]) = <ufunc 'maximum'>
Element-wise maximum of array elements.

Compare two arrays and returns a new array containing the element-wise maxima. If one of the elements being compared is a nan, then that element is returned. If both elements are nans then the first is returned. The latter distinction is important for complex nans, which are defined as at least one of the real or imaginary parts being a nan. The net effect is that nans are propagated.

Parameters
x1, x2 : array_like

The arrays holding the elements to be compared. They must have the same shape, or shapes that can be broadcast to a single shape.

Returns
y : {ndarray, scalar}

The maximum of *x1* and *x2*, element-wise. Returns scalar if both *x1* and *x2* are scalars.

See Also:

minimum
Element-wise minimum of two arrays, propagating any NaNs.

fmax
Element-wise maximum of two arrays, ignoring any NaNs.

amax
The maximum value of an array along a given axis, propagating any NaNs.

nanmax
The maximum value of an array along a given axis, ignoring any NaNs.

`fmin`, `amin`, `nanmin`

Notes

The maximum is equivalent to `np.where(x1 >= x2, x1, x2)` when neither x1 nor x2 are nans, but it is faster and does proper broadcasting.

Examples

```
>>> np.maximum([2, 3, 4], [1, 5, 2])
array([2, 5, 4])

>>> np.maximum(np.eye(2), [0.5, 2]) # broadcasting
array([[ 1. ,  2. ],
       [ 0.5,  2. ]])

>>> np.maximum([np.nan, 0, np.nan], [0, np.nan, np.nan])
array([ NaN,  NaN,  NaN])
>>> np.maximum(np.Inf, 1)
inf
```

numpy.**minimum**(*x1*, *x2*[, *out*]) = <ufunc 'minimum'>

Element-wise minimum of array elements.

Compare two arrays and returns a new array containing the element-wise minima. If one of the elements being compared is a nan, then that element is returned. If both elements are nans then the first is returned. The latter distinction is important for complex nans, which are defined as at least one of the real or imaginary parts being a nan. The net effect is that nans are propagated.

Parameters

x1, x2 : array_like

The arrays holding the elements to be compared. They must have the same shape, or shapes that can be broadcast to a single shape.

Returns

y : {ndarray, scalar}

The minimum of *x1* and *x2*, element-wise. Returns scalar if both *x1* and *x2* are scalars.

See Also:

maximum

Element-wise maximum of two arrays, propagating any NaNs.

fmin

Element-wise minimum of two arrays, ignoring any NaNs.

amin

The minimum value of an array along a given axis, propagating any NaNs.

nanmin

The minimum value of an array along a given axis, ignoring any NaNs.

fmax, amax, nanmax

Notes

The minimum is equivalent to `np.where(x1 <= x2, x1, x2)` when neither x1 nor x2 are nans, but it is faster and does proper broadcasting.

Examples

```
>>> np.minimum([2, 3, 4], [1, 5, 2])
array([1, 3, 2])
```

```
>>> np.minimum(np.eye(2), [0.5, 2]) # broadcasting
array([[ 0.5,  0. ],
       [ 0. ,  1. ]])

>>> np.minimum([np.nan, 0, np.nan],[0, np.nan, np.nan])
array([ NaN,  NaN,  NaN])
>>> np.minimum(-np.Inf, 1)
-inf
```

numpy.**fmax**(*x1*, *x2*[, *out*]) = <ufunc 'fmax'>

Element-wise maximum of array elements.

Compare two arrays and returns a new array containing the element-wise maxima. If one of the elements being compared is a nan, then the non-nan element is returned. If both elements are nans then the first is returned. The latter distinction is important for complex nans, which are defined as at least one of the real or imaginary parts being a nan. The net effect is that nans are ignored when possible.

Parameters

x1, x2 : array_like

The arrays holding the elements to be compared. They must have the same shape.

Returns

y : {ndarray, scalar}

The minimum of *x1* and *x2*, element-wise. Returns scalar if both *x1* and *x2* are scalars.

See Also:

fmin

Element-wise minimum of two arrays, ignoring any NaNs.

maximum

Element-wise maximum of two arrays, propagating any NaNs.

amax

The maximum value of an array along a given axis, propagating any NaNs.

nanmax

The maximum value of an array along a given axis, ignoring any NaNs.

minimum, amin, nanmin

Notes

New in version 1.3.0. The fmax is equivalent to `np.where(x1 >= x2, x1, x2)` when neither x1 nor x2 are nans, but it is faster and does proper broadcasting.

Examples

```
>>> np.fmax([2, 3, 4], [1, 5, 2])
array([ 2.,  5.,  4.])

>>> np.fmax(np.eye(2), [0.5, 2])
array([[ 1. ,  2. ],
       [ 0.5,  2. ]])

>>> np.fmax([np.nan, 0, np.nan],[0, np.nan, np.nan])
array([  0.,   0.,  NaN])
```

numpy.**fmin**(*x1*, *x2*[, *out*]) = <ufunc 'fmin'>
Element-wise minimum of array elements.

Compare two arrays and returns a new array containing the element-wise minima. If one of the elements being compared is a nan, then the non-nan element is returned. If both elements are nans then the first is returned. The latter distinction is important for complex nans, which are defined as at least one of the real or imaginary parts being a nan. The net effect is that nans are ignored when possible.

Parameters
x1, x2 : array_like

The arrays holding the elements to be compared. They must have the same shape.

Returns
y : {ndarray, scalar}

The minimum of *x1* and *x2*, element-wise. Returns scalar if both *x1* and *x2* are scalars.

See Also:

fmax
Element-wise maximum of two arrays, ignoring any NaNs.

minimum
Element-wise minimum of two arrays, propagating any NaNs.

amin
The minimum value of an array along a given axis, propagating any NaNs.

nanmin
The minimum value of an array along a given axis, ignoring any NaNs.

maximum, amax, nanmax

Notes

New in version 1.3.0. The fmin is equivalent to `np.where(x1 <= x2, x1, x2)` when neither x1 nor x2 are nans, but it is faster and does proper broadcasting.

Examples

```
>>> np.fmin([2, 3, 4], [1, 5, 2])
array([2, 5, 4])

>>> np.fmin(np.eye(2), [0.5, 2])
array([[ 1. ,  2. ],
       [ 0.5,  2. ]])

>>> np.fmin([np.nan, 0, np.nan],[0, np.nan, np.nan])
array([  0.,   0.,  NaN])
```

numpy.**nan_to_num**(*x*)
Replace nan with zero and inf with finite numbers.

Returns an array or scalar replacing Not a Number (NaN) with zero, (positive) infinity with a very large number and negative infinity with a very small (or negative) number.

Parameters
x : array_like

Input data.

Returns

out : ndarray, float

Array with the same shape as *x* and dtype of the element in *x* with the greatest precision. NaN is replaced by zero, and infinity (-infinity) is replaced by the largest (smallest or most negative) floating point value that fits in the output dtype. All finite numbers are upcast to the output dtype (default float64).

See Also:

isinf
Shows which elements are negative or negative infinity.

isneginf
Shows which elements are negative infinity.

isposinf
Shows which elements are positive infinity.

isnan
Shows which elements are Not a Number (NaN).

isfinite
Shows which elements are finite (not NaN, not infinity)

Notes

Numpy uses the IEEE Standard for Binary Floating-Point for Arithmetic (IEEE 754). This means that Not a Number is not equivalent to infinity.

Examples

```
>>> np.set_printoptions(precision=8)
>>> x = np.array([np.inf, -np.inf, np.nan, -128, 128])
>>> np.nan_to_num(x)
array([  1.79769313e+308,  -1.79769313e+308,   0.00000000e+000,
        -1.28000000e+002,   1.28000000e+002])
```

numpy.**real_if_close**(*a*, *tol=100*)

If complex input returns a real array if complex parts are close to zero.

"Close to zero" is defined as *tol* * (machine epsilon of the type for *a*).

Parameters

a : array_like

Input array.

tol : float

Tolerance in machine epsilons for the complex part of the elements in the array.

Returns

out : ndarray

If *a* is real, the type of *a* is used for the output. If *a* has complex elements, the returned type is float.

See Also:

real, imag, angle

Notes

Machine epsilon varies from machine to machine and between data types but Python floats on most platforms have a machine epsilon equal to 2.2204460492503131e-16. You can use 'np.finfo(np.float).eps' to print out the machine epsilon for floats.

Examples

```
>>> np.finfo(np.float).eps
2.2204460492503131e-16

>>> np.real_if_close([2.1 + 4e-14j], tol=1000)
array([ 2.1])
>>> np.real_if_close([2.1 + 4e-13j], tol=1000)
array([ 2.1 +4.00000000e-13j])
```

numpy.**interp**(*x*, *xp*, *fp*, *left=None*, *right=None*)

One-dimensional linear interpolation.

Returns the one-dimensional piecewise linear interpolant to a function with given values at discrete data-points.

Parameters

x : array_like

The x-coordinates of the interpolated values.

xp : 1-D sequence of floats

The x-coordinates of the data points, must be increasing.

fp : 1-D sequence of floats

The y-coordinates of the data points, same length as *xp*.

left : float, optional

Value to return for $x <$ *xp[0]*, default is *fp[0]*.

right : float, optional

Value to return for $x >$ *xp[-1]*, defaults is *fp[-1]*.

Returns

y : {float, ndarray}

The interpolated values, same shape as *x*.

Raises

ValueError

If *xp* and *fp* have different length

Notes

Does not check that the x-coordinate sequence *xp* is increasing. If *xp* is not increasing, the results are nonsense. A simple check for increasingness is:

```
np.all(np.diff(xp) > 0)
```

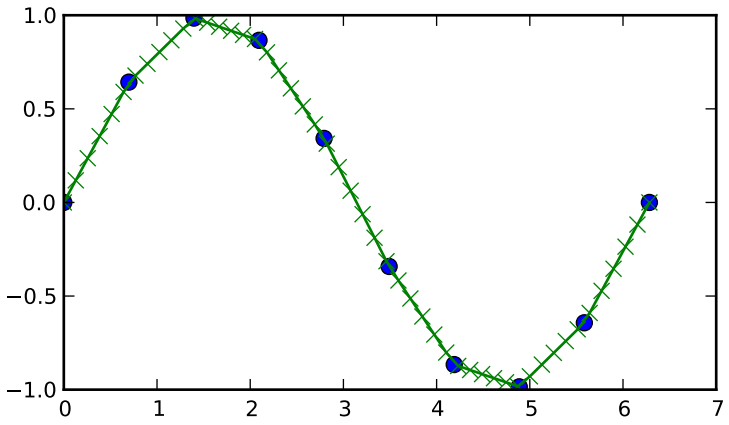
Examples

```
>>> xp = [1, 2, 3]
>>> fp = [3, 2, 0]
>>> np.interp(2.5, xp, fp)
```

```
1.0
>>> np.interp([0, 1, 1.5, 2.72, 3.14], xp, fp)
array([ 3. ,  3. ,  2.5 ,  0.56,  0. ])
>>> UNDEF = -99.0
>>> np.interp(3.14, xp, fp, right=UNDEF)
-99.0
```

Plot an interpolant to the sine function:

```
>>> x = np.linspace(0, 2*np.pi, 10)
>>> y = np.sin(x)
>>> xvals = np.linspace(0, 2*np.pi, 50)
>>> yinterp = np.interp(xvals, x, y)
>>> import matplotlib.pyplot as plt
>>> plt.plot(x, y, 'o')
[<matplotlib.lines.Line2D object at 0x...>]
>>> plt.plot(xvals, yinterp, '-x')
[<matplotlib.lines.Line2D object at 0x...>]
>>> plt.show()
```



3.21 Matrix library (`numpy.matlib`)

This module contains all functions in the `numpy` namespace, with the following replacement functions that return `matrices` instead of `ndarrays`.

Functions that are also in the numpy namespace and return matrices

`mat`(data[, dtype])	Interpret the input as a matrix.
`matrix`	Returns a matrix from an array-like object, or from a string of data.
`asmatrix`(data[, dtype])	Interpret the input as a matrix.
`bmat`(obj[, ldict, gdict])	Build a matrix object from a string, nested sequence, or array.

Replacement functions in `matlib`

empty(shape[, dtype, order])	Return a new matrix of given shape and type, without initializing entries.
zeros(shape[, dtype, order])	Return a matrix of given shape and type, filled with zeros.
ones(shape[, dtype, order])	Matrix of ones.
eye(n[, M, k, dtype])	Return a matrix with ones on the diagonal and zeros elsewhere.
identity(n[, dtype])	Returns the square identity matrix of given size.
repmat(a, m, n)	Repeat a 0-D to 2-D array or matrix MxN times.
rand(*args)	Return a matrix of random values with given shape.
randn(*args)	Return a random matrix with data from the "standard normal" distribution.

numpy.matlib.**empty**(*shape*, *dtype=None*, *order='C'*)

Return a new matrix of given shape and type, without initializing entries.

Parameters

shape : int or tuple of int

Shape of the empty matrix.

dtype : data-type, optional

Desired output data-type.

order : {'C', 'F'}, optional

Whether to store multi-dimensional data in C (row-major) or Fortran (column-major) order in memory.

See Also:

empty_like, zeros

Notes

empty, unlike zeros, does not set the matrix values to zero, and may therefore be marginally faster. On the other hand, it requires the user to manually set all the values in the array, and should be used with caution.

Examples

```
>>> import numpy.matlib
>>> np.matlib.empty((2, 2))    # filled with random data
matrix([[  6.76425276e-320,   9.79033856e-307],
        [  7.39337286e-309,   3.22135945e-309]])        #random
>>> np.matlib.empty((2, 2), dtype=int)
matrix([[ 6600475,        0],
        [ 6586976, 22740995]])                          #random
```

numpy.matlib.**zeros**(*shape*, *dtype=None*, *order='C'*)

Return a matrix of given shape and type, filled with zeros.

Parameters

shape : int or sequence of ints

Shape of the matrix

dtype : data-type, optional

The desired data-type for the matrix, default is float.

order : {'C', 'F'}, optional

Whether to store the result in C- or Fortran-contiguous order, default is 'C'.

Returns

out : matrix

Zero matrix of given shape, dtype, and order.

See Also:

numpy.zeros
Equivalent array function.

matlib.ones
Return a matrix of ones.

Notes

If `shape` has length one i.e. `(N,)`, or is a scalar `N`, *out* becomes a single row matrix of shape `(1,N)`.

Examples

```
>>> import numpy.matlib
>>> np.matlib.zeros((2, 3))
matrix([[ 0.,  0.,  0.],
        [ 0.,  0.,  0.]])

>>> np.matlib.zeros(2)
matrix([[ 0.,  0.]])
```

numpy.matlib.**ones**(*shape*, *dtype=None*, *order='C'*)
Matrix of ones.

Return a matrix of given shape and type, filled with ones.

Parameters

shape : {sequence of ints, int}

Shape of the matrix

dtype : data-type, optional

The desired data-type for the matrix, default is np.float64.

order : {'C', 'F'}, optional

Whether to store matrix in C- or Fortran-contiguous order, default is 'C'.

Returns

out : matrix

Matrix of ones of given shape, dtype, and order.

See Also:

ones
Array of ones.

matlib.zeros
Zero matrix.

Notes

If `shape` has length one i.e. `(N,)`, or is a scalar `N`, *out* becomes a single row matrix of shape `(1,N)`.

Examples

```
>>> np.matlib.ones((2,3))
matrix([[ 1.,  1.,  1.],
        [ 1.,  1.,  1.]])

>>> np.matlib.ones(2)
matrix([[ 1.,  1.]])
```

numpy.matlib.**eye**(*n*, *M=None*, *k=0*, *dtype=<type 'float'>*)

Return a matrix with ones on the diagonal and zeros elsewhere.

Parameters

n : int

Number of rows in the output.

M : int, optional

Number of columns in the output, defaults to *n*.

k : int, optional

Index of the diagonal: 0 refers to the main diagonal, a positive value refers to an upper diagonal, and a negative value to a lower diagonal.

dtype : dtype, optional

Data-type of the returned matrix.

Returns

I : matrix

A *n* x *M* matrix where all elements are equal to zero, except for the *k*-th diagonal, whose values are equal to one.

See Also:

numpy.eye

Equivalent array function.

identity

Square identity matrix.

Examples

```
>>> import numpy.matlib
>>> np.matlib.eye(3, k=1, dtype=float)
matrix([[ 0.,  1.,  0.],
        [ 0.,  0.,  1.],
        [ 0.,  0.,  0.]])
```

numpy.matlib.**identity**(*n*, *dtype=None*)

Returns the square identity matrix of given size.

Parameters

n : int

Size of the returned identity matrix.

dtype : data-type, optional

Data-type of the output. Defaults to `float`.

Returns

out : matrix

n x *n* matrix with its main diagonal set to one, and all other elements zero.

See Also:

numpy.identity
Equivalent array function.

matlib.eye
More general matrix identity function.

Examples

```
>>> import numpy.matlib
>>> np.matlib.identity(3, dtype=int)
matrix([[1, 0, 0],
        [0, 1, 0],
        [0, 0, 1]])
```

numpy.matlib.**repmat**(*a*, *m*, *n*)
Repeat a 0-D to 2-D array or matrix MxN times.

Parameters

a : array_like

The array or matrix to be repeated.

m, n : int

The number of times *a* is repeated along the first and second axes.

Returns

out : ndarray

The result of repeating *a*.

Examples

```
>>> import numpy.matlib
>>> a0 = np.array(1)
>>> np.matlib.repmat(a0, 2, 3)
array([[1, 1, 1],
       [1, 1, 1]])

>>> a1 = np.arange(4)
>>> np.matlib.repmat(a1, 2, 2)
array([[0, 1, 2, 3, 0, 1, 2, 3],
       [0, 1, 2, 3, 0, 1, 2, 3]])

>>> a2 = np.asmatrix(np.arange(6).reshape(2, 3))
>>> np.matlib.repmat(a2, 2, 3)
matrix([[0, 1, 2, 0, 1, 2, 0, 1, 2],
        [3, 4, 5, 3, 4, 5, 3, 4, 5],
        [0, 1, 2, 0, 1, 2, 0, 1, 2],
        [3, 4, 5, 3, 4, 5, 3, 4, 5]])
```

numpy.matlib.**rand**(**args*)
Return a matrix of random values with given shape.

Create a matrix of the given shape and propagate it with random samples from a uniform distribution over `[0, 1)`.

Parameters

***args** : Arguments

Shape of the output. If given as N integers, each integer specifies the size of one dimension. If given as a tuple, this tuple gives the complete shape.

Returns

out : ndarray

The matrix of random values with shape given by **args*.

See Also:

`randn`, `numpy.random.rand`

Examples

```
>>> import numpy.matlib
>>> np.matlib.rand(2, 3)
matrix([[ 0.68340382,  0.67926887,  0.83271405],
        [ 0.00793551,  0.20468222,  0.95253525]])       #random
>>> np.matlib.rand((2, 3))
matrix([[ 0.84682055,  0.73626594,  0.11308016],
        [ 0.85429008,  0.3294825 ,  0.89139555]])       #random
```

If the first argument is a tuple, other arguments are ignored:

```
>>> np.matlib.rand((2, 3), 4)
matrix([[ 0.46898646,  0.15163588,  0.95188261],
        [ 0.59208621,  0.09561818,  0.00583606]])       #random
```

numpy.matlib.**randn**(**args*)

Return a random matrix with data from the "standard normal" distribution.

`randn` generates a matrix filled with random floats sampled from a univariate "normal" (Gaussian) distribution of mean 0 and variance 1.

Parameters

***args** : Arguments

Shape of the output. If given as N integers, each integer specifies the size of one dimension. If given as a tuple, this tuple gives the complete shape.

Returns

Z : matrix of floats

A matrix of floating-point samples drawn from the standard normal distribution.

See Also:

`rand`, `random.randn`

Notes

For random samples from $N(\mu, \sigma^2)$, use:

```
sigma * np.matlib.randn(...)  + mu
```

Examples

```
>>> import numpy.matlib
>>> np.matlib.randn(1)
matrix([[-0.09542833]])                                  #random
>>> np.matlib.randn(1, 2, 3)
matrix([[ 0.16198284,  0.0194571 ,  0.18312985],
        [-0.7509172 ,  1.61055   ,  0.45298599]])       #random
```

Two-by-four matrix of samples from $N(3, 6.25)$:

```
>>> 2.5 * np.matlib.randn((2, 4)) + 3
matrix([[ 4.74085004,  8.89381862,  4.09042411,  4.83721922],
        [ 7.52373709,  5.07933944, -2.64043543,  0.45610557]])  #random
```

3.22 Numarray compatibility (`numpy.numarray`)

3.23 Old Numeric compatibility (`numpy.oldnumeric`)

Don't add these to the __all__ variable though

3.24 Miscellaneous routines

3.24.1 Buffer objects

`getbuffer`(obj [,offset[, size]])	Create a buffer object from the given object referencing a slice of length size starting at offset.
`newbuffer`(size)	Return a new uninitialized buffer object.

numpy.**getbuffer**(*obj*[, *offset*[, *size*]])

Create a buffer object from the given object referencing a slice of length size starting at offset.

Default is the entire buffer. A read-write buffer is attempted followed by a read-only buffer.

Parameters

obj : object

offset : int, optional

size : int, optional

Returns

buffer_obj : buffer

Examples

```
>>> buf = np.getbuffer(np.ones(5), 1, 3)
>>> len(buf)
3
>>> buf[0]
'\x00'
>>> buf
<read-write buffer for 0x8af1e70, size 3, offset 1 at 0x8ba4ec0>
```

numpy.**newbuffer**(*size*)
Return a new uninitialized buffer object.

Parameters
size : int

Size in bytes of returned buffer object.

Returns
newbuffer : buffer object

Returned, uninitialized buffer object of `size` bytes.

3.24.2 Performance tuning

`alterdot`	Change `dot`, `vdot`, and `inner` to use accelerated BLAS functions.
`restoredot`	Restore `dot`, `vdot`, and *innerproduct* to the default non-BLAS
`setbufsize`(size)	Set the size of the buffer used in ufuncs.
`getbufsize`()	Return the size of the buffer used in ufuncs.

numpy.**alterdot**()
Change `dot`, `vdot`, and `inner` to use accelerated BLAS functions.

Typically, as a user of Numpy, you do not explicitly call this function. If Numpy is built with an accelerated BLAS, this function is automatically called when Numpy is imported.

When Numpy is built with an accelerated BLAS like ATLAS, these functions are replaced to make use of the faster implementations. The faster implementations only affect float32, float64, complex64, and complex128 arrays. Furthermore, the BLAS API only includes matrix-matrix, matrix-vector, and vector-vector products. Products of arrays with larger dimensionalities use the built in functions and are not accelerated.

See Also:

restoredot
`restoredot` undoes the effects of `alterdot`.

numpy.**restoredot**()
Restore `dot`, `vdot`, and *innerproduct* to the default non-BLAS implementations.

Typically, the user will only need to call this when troubleshooting and installation problem, reproducing the conditions of a build without an accelerated BLAS, or when being very careful about benchmarking linear algebra operations.

See Also:

alterdot
`restoredot` undoes the effects of `alterdot`.

numpy.**setbufsize**(*size*)
Set the size of the buffer used in ufuncs.

Parameters
size : int

Size of buffer.

numpy.**getbufsize**()
Return the size of the buffer used in ufuncs.

Returns

getbufsize : int

Size of ufunc buffer in bytes.

3.25 Padding Arrays

pad(array, pad_width[, mode])	Pads an array.

numpy.**pad**(*array*, *pad_width*, *mode=None*, ***kwargs*)

Pads an array.

Parameters

array : array_like of rank N

Input array

pad_width : {sequence, int}

Number of values padded to the edges of each axis. ((before_1, after_1), ... (before_N, after_N)) unique pad widths for each axis. ((before, after),) yields same before and after pad for each axis. (pad,) or int is a shortcut for before = after = pad width for all axes.

mode : {str, function}

One of the following string values or a user supplied function.

'constant' Pads with a constant value. 'edge' Pads with the edge values of array. 'linear_ramp' Pads with the linear ramp between end_value and the

array edge value.

'maximum' Pads with the maximum value of all or part of the
vector along each axis.

'mean' Pads with the mean value of all or part of the
vector along each axis.

'median' Pads with the median value of all or part of the
vector along each axis.

'minimum' Pads with the minimum value of all or part of the
vector along each axis.

'reflect' Pads with the reflection of the vector mirrored on
the first and last values of the vector along each axis.

'symmetric' Pads with the reflection of the vector mirrored
along the edge of the array.

'wrap' Pads with the wrap of the vector along the axis.
The first values are used to pad the end and the end values are used to pad the beginning.

<function> Padding function, see Notes.

stat_length : {sequence, int}, optional

Used in ‘maximum’, ‘mean’, ‘median’, and ‘minimum’. Number of values at edge of each axis used to calculate the statistic value.

((before_1, after_1), ... (before_N, after_N)) unique statistic lengths for each axis.

((before, after),) yields same before and after statistic lengths for each axis.

(stat_length,) or int is a shortcut for before = after = statistic length for all axes.

Default is `None`, to use the entire axis.

constant_values : {sequence, int}, optional

Used in ‘constant’. The values to set the padded values for each axis.

((before_1, after_1), ... (before_N, after_N)) unique pad constants for each axis.

((before, after),) yields same before and after constants for each axis.

(constant,) or int is a shortcut for before = after = constant for all axes.

Default is 0.

end_values : {sequence, int}, optional

Used in ‘linear_ramp’. The values used for the ending value of the linear_ramp and that will form the edge of the padded array.

((before_1, after_1), ... (before_N, after_N)) unique end values for each axis.

((before, after),) yields same before and after end values for each axis.

(constant,) or int is a shortcut for before = after = end value for all axes.

Default is 0.

reflect_type : str {‘even’, ‘odd’}, optional

Used in ‘reflect’, and ‘symmetric’. The ‘even’ style is the default with an unaltered reflection around the edge value. For the ‘odd’ style, the extented part of the array is created by subtracting the reflected values from two times the edge value.

Returns

pad : ndarray

Padded array of rank equal to `array` with shape increased according to *pad_width*.

Notes

New in version 1.7.0. For an array with rank greater than 1, some of the padding of later axes is calculated from padding of previous axes. This is easiest to think about with a rank 2 array where the corners of the padded array are calculated by using padded values from the first axis.

The padding function, if used, should return a rank 1 array equal in length to the vector argument with padded values replaced. It has the following signature:

padding_func(vector, iaxis_pad_width, iaxis, **kwargs)

where

vector

[ndarray] A rank 1 array already padded with zeros. Padded values are vector[:pad_tuple[0]] and vector[-pad_tuple[1]:].

iaxis_pad_width

[tuple] A 2-tuple of ints, iaxis_pad_width[0] represents the number of values padded at the

beginning of vector where iaxis_pad_width[1] represents the number of values padded at the end of vector.

iaxis
[int] The axis currently being calculated.

kwargs
[misc] Any keyword arguments the function requires.

Examples

```
>>> a = [1, 2, 3, 4, 5]
>>> np.lib.pad(a, (2,3), 'constant', constant_values=(4,6))
array([4, 4, 1, 2, 3, 4, 5, 6, 6, 6])

>>> np.lib.pad(a, (2,3), 'edge')
array([1, 1, 1, 2, 3, 4, 5, 5, 5, 5])

>>> np.lib.pad(a, (2,3), 'linear_ramp', end_values=(5,-4))
array([ 5,  3,  1,  2,  3,  4,  5,  2, -1, -4])

>>> np.lib.pad(a, (2,), 'maximum')
array([5, 5, 1, 2, 3, 4, 5, 5, 5])

>>> np.lib.pad(a, (2,), 'mean')
array([3, 3, 1, 2, 3, 4, 5, 3, 3])

>>> np.lib.pad(a, (2,), 'median')
array([3, 3, 1, 2, 3, 4, 5, 3, 3])

>>> a = [[1,2], [3,4]]
>>> np.lib.pad(a, ((3, 2), (2, 3)), 'minimum')
array([[1, 1, 1, 2, 1, 1, 1],
       [1, 1, 1, 2, 1, 1, 1],
       [1, 1, 1, 2, 1, 1, 1],
       [1, 1, 1, 2, 1, 1, 1],
       [3, 3, 3, 4, 3, 3, 3],
       [1, 1, 1, 2, 1, 1, 1],
       [1, 1, 1, 2, 1, 1, 1]])

>>> a = [1, 2, 3, 4, 5]
>>> np.lib.pad(a, (2,3), 'reflect')
array([3, 2, 1, 2, 3, 4, 5, 4, 3, 2])

>>> np.lib.pad(a, (2,3), 'reflect', reflect_type='odd')
array([-1,  0,  1,  2,  3,  4,  5,  6,  7,  8])

>>> np.lib.pad(a, (2,3), 'symmetric')
array([2, 1, 1, 2, 3, 4, 5, 5, 4, 3])

>>> np.lib.pad(a, (2,3), 'symmetric', reflect_type='odd')
array([0, 1, 1, 2, 3, 4, 5, 5, 6, 7])

>>> np.lib.pad(a, (2,3), 'wrap')
array([4, 5, 1, 2, 3, 4, 5, 1, 2, 3])

>>> def padwithtens(vector, pad_width, iaxis, kwargs):
...     vector[:pad_width[0]] = 10
```

```
...     vector[-pad_width[1]:] = 10
...     return vector

>>> a = np.arange(6)
>>> a = a.reshape((2,3))

>>> np.lib.pad(a, 2, padwithtens)
array([[10, 10, 10, 10, 10, 10, 10],
       [10, 10, 10, 10, 10, 10, 10],
       [10, 10,  0,  1,  2, 10, 10],
       [10, 10,  3,  4,  5, 10, 10],
       [10, 10, 10, 10, 10, 10, 10],
       [10, 10, 10, 10, 10, 10, 10]])
```

3.26 Polynomials

Polynomials in NumPy can be *created*, *manipulated*, and even *fitted* using the *Using the Convenience Classes* of the `numpy.polynomial` package, introduced in NumPy 1.4.

Prior to NumPy 1.4, `numpy.poly1d` was the class of choice and it is still available in order to maintain backward compatibility. However, the newer Polynomial package is more complete than `numpy.poly1d` and its convenience classes are better behaved in the numpy environment. Therefore Polynomial is recommended for new coding.

3.26.1 Transition notice

The various routines in the Polynomial package all deal with series whose coefficients go from degree zero upward, which is the *reverse order* of the Poly1d convention. The easy way to remember this is that indexes correspond to degree, i.e., coef[i] is the coefficient of the term of degree i.

Polynomial Package

New in version 1.4.0.

Using the Convenience Classes

The convenience classes provided by the polynomial package are:

Name	Provides
Polynomial	Power series
Chebyshev	Chebyshev series
Legendre	Legendre series
Laguerre	Laguerre series
Hermite	Hermite series
HermiteE	HermiteE series

The series in this context are finite sums of the corresponding polynomial basis functions multiplied by coefficients. For instance, a power series looks like

$$p(x) = 1 + 2x + 3x^2$$

and has coefficients $[1, 2, 3]$. The Chebyshev series with the same coefficients looks like

$$p(x) = 1T_0(x) + 2T_1(x) + 3T_2(x)$$

and more generally

$$p(x) = \sum_{i=0}^{n} c_i T_i(x)$$

where in this case the T_n are the Chebyshev functions of degree n, but could just as easily be the basis functions of any of the other classes. The convention for all the classes is that the coefficient $c[i]$ goes with the basis function of degree i.

All of the classes have the same methods, and especially they implement the Python numeric operators +, -, *, //, %, divmod, **, ==, and !=. The last two can be a bit problematic due to floating point roundoff errors. We now give a quick demonstration of the various operations using Numpy version 1.7.0.

Basics First we need a polynomial class and a polynomial instance to play with. The classes can be imported directly from the polynomial package or from the module of the relevant type. Here we import from the package and use the conventional Polynomial class because of its familiarity:

```
>>> from numpy.polynomial import Polynomial as P
>>> p = P([1,2,3])
>>> p
Polynomial([ 1.,  2.,  3.], [-1.,  1.], [-1.,  1.])
```

Note that there are three parts to the long version of the printout. The first is the coefficients, the second is the domain, and the third is the window:

```
>>> p.coef
array([ 1.,  2.,  3.])
>>> p.domain
array([-1.,  1.])
>>> p.window
array([-1.,  1.])
```

Printing a polynomial yields a shorter form without the domain and window:

```
>>> print p
poly([ 1.  2.  3.])
```

We will deal with the domain and window when we get to fitting, for the moment we ignore them and run through the basic algebraic and arithmetic operations.

Addition and Subtraction:

```
>>> p + p
Polynomial([ 2.,  4.,  6.], [-1.,  1.], [-1.,  1.])
>>> p - p
Polynomial([ 0.], [-1.,  1.], [-1.,  1.])
```

Multiplication:

```
>>> p * p
Polynomial([  1.,   4.,  10.,  12.,   9.], [-1.,  1.], [-1.,  1.])
```

Powers:

```
>>> p**2
Polynomial([  1.,   4.,  10.,  12.,   9.], [-1.,  1.], [-1.,  1.])
```

Division:

Floor division, '//', is the division operator for the polynomial classes, polynomials are treated like integers in this regard. For Python versions < 3.x the '/' operator maps to '//', as it does for Python, for later versions the '/' will only work for division by scalars. At some point it will be deprecated:

```
>>> p // P([-1, 1])
Polynomial([ 5.,  3.], [-1.,  1.], [-1.,  1.])
```

Remainder:

```
>>> p % P([-1, 1])
Polynomial([ 6.], [-1.,  1.], [-1.,  1.])
```

Divmod:

```
>>> quo, rem = divmod(p, P([-1, 1]))
>>> quo
Polynomial([ 5.,  3.], [-1.,  1.], [-1.,  1.])
>>> rem
Polynomial([ 6.], [-1.,  1.], [-1.,  1.])
```

Evaluation:

```
>>> x = np.arange(5)
>>> p(x)
array([  1.,   6.,  17.,  34.,  57.])
>>> x = np.arange(6).reshape(3,2)
>>> p(x)
array([[  1.,   6.],
       [ 17.,  34.],
       [ 57.,  86.]])
```

Substitution:

Substitute a polynomial for x and expand the result. Here we substitute p in itself leading to a new polynomial of degree 4 after expansion. If the polynomials are regarded as functions this is composition of functions:

```
>>> p(p)
Polynomial([  6.,  16.,  36.,  36.,  27.], [-1.,  1.], [-1.,  1.])
```

Roots:

```
>>> p.roots()
array([-0.33333333-0.47140452j, -0.33333333+0.47140452j])
```

It isn't always convenient to explicitly use Polynomial instances, so tuples, lists, arrays, and scalars are automatically cast in the arithmetic operations:

```
>>> p + [1, 2, 3]
Polynomial([ 2.,  4.,  6.], [-1.,  1.], [-1.,  1.])
>>> [1, 2, 3] * p
Polynomial([  1.,   4.,  10.,  12.,   9.], [-1.,  1.], [-1.,  1.])
>>> p / 2
Polynomial([ 0.5,  1. ,  1.5], [-1.,  1.], [-1.,  1.])
```

Polynomials that differ in domain, window, or class can't be mixed in arithmetic:

```
>>> from numpy.polynomial import Chebyshev as T
>>> p + P([1], domain=[0,1])
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "<string>", line 213, in __add__
TypeError: Domains differ
>>> p + P([1], window=[0,1])
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "<string>", line 215, in __add__
TypeError: Windows differ
>>> p + T([1])
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "<string>", line 211, in __add__
TypeError: Polynomial types differ
```

But different types can be used for substitution. In fact, this is how conversion of Polynomial classes among themselves is done for type, domain, and window casting:

```
>>> p(T([0, 1]))
Chebyshev([ 2.5,  2. ,  1.5], [-1.,  1.], [-1.,  1.])
```

Which gives the polynomial p in Chebyshev form. This works because $T_1(x) = x$ and substituting x for x doesn't change the original polynomial. However, all the multiplications and divisions will be done using Chebyshev series, hence the type of the result.

Calculus Polynomial instances can be integrated and differentiated.:

```
>>> from numpy.polynomial import Polynomial as P
>>> p = P([2, 6])
>>> p.integ()
Polynomial([ 0.,  2.,  3.], [-1.,  1.], [-1.,  1.])
>>> p.integ(2)
Polynomial([ 0.,  0.,  1.,  1.], [-1.,  1.], [-1.,  1.])
```

The first example integrates p once, the second example integrates it twice. By default, the lower bound of the integration and the integration constant are 0, but both can be specified.:

```
>>> p.integ(lbnd=-1)
Polynomial([-1.,  2.,  3.], [-1.,  1.], [-1.,  1.])
>>> p.integ(lbnd=-1, k=1)
Polynomial([ 0.,  2.,  3.], [-1.,  1.], [-1.,  1.])
```

In the first case the lower bound of the integration is set to -1 and the integration constant is 0. In the second the constant of integration is set to 1 as well. Differentiation is simpler since the only option is the number times the polynomial is differentiated:

```
>>> p = P([1, 2, 3])
>>> p.deriv(1)
Polynomial([ 2.,  6.], [-1.,  1.], [-1.,  1.])
>>> p.deriv(2)
Polynomial([ 6.], [-1.,  1.], [-1.,  1.])
```

Other Polynomial Constructors Constructing polynomials by specifying coefficients is just one way of obtaining a polynomial instance, they may also be created by specifying their roots, by conversion from other polynomial types, and by least squares fits. Fitting is discussed in its own section, the other methods are demonstrated below:

```
>>> from numpy.polynomial import Polynomial as P
>>> from numpy.polynomial import Chebyshev as T
>>> p = P.fromroots([1, 2, 3])
>>> p
Polynomial([ -6.,  11.,  -6.,   1.], [-1.,  1.], [-1.,  1.])
>>> p.convert(kind=T)
Chebyshev([ -9.  ,  11.75,  -3.  ,   0.25], [-1.,  1.], [-1.,  1.])
```

The convert method can also convert domain and window:

```
>>> p.convert(kind=T, domain=[0, 1])
Chebyshev([-2.4375 ,  2.96875, -0.5625 ,  0.03125], [ 0.,  1.], [-1.,  1.])
>>> p.convert(kind=P, domain=[0, 1])
Polynomial([-1.875,  2.875, -1.125,  0.125], [ 0.,  1.], [-1.,  1.])
```

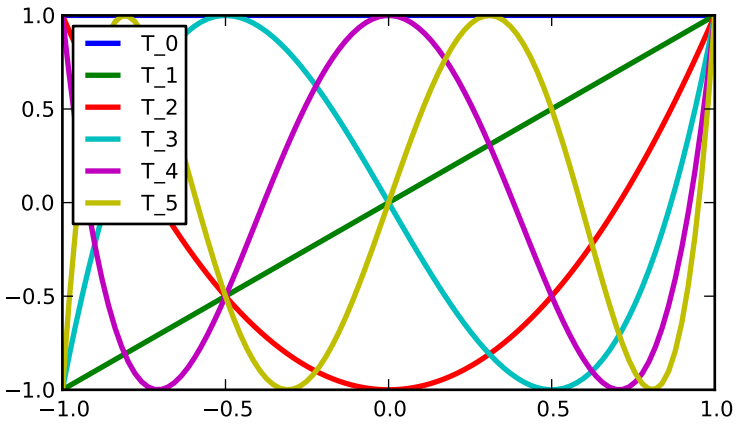
In numpy versions >= 1.7.0 the *basis* and *cast* class methods are also available. The cast method works like the convert method while the basis method returns the basis polynomial of given degree:

```
>>> P.basis(3)
Polynomial([ 0.,  0.,  0.,  1.], [-1.,  1.], [-1.,  1.])
>>> T.cast(p)
Chebyshev([ -9.  ,  11.75,  -3.  ,   0.25], [-1.,  1.], [-1.,  1.])
```

Conversions between types can be useful, but it is *not* recommended for routine use. The loss of numerical precision in passing from a Chebyshev series of degree 50 to a Polynomial series of the same degree can make the results of numerical evaluation essentially random.

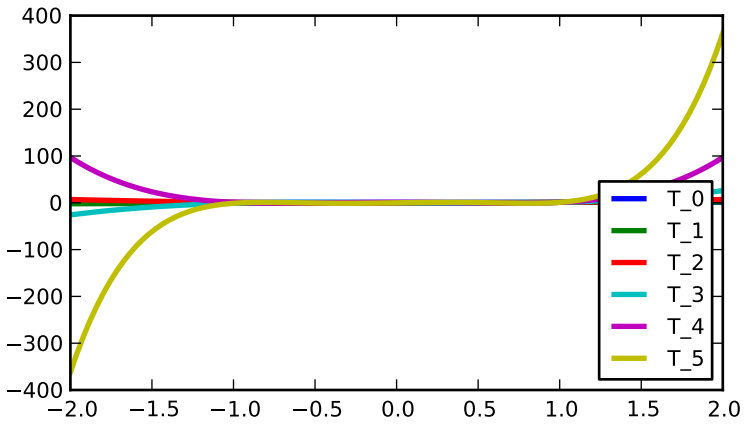
Fitting Fitting is the reason that the *domain* and *window* attributes are part of the convenience classes. To illustrate the problem, the values of the Chebyshev polynomials up to degree 5 are plotted below.

```
>>> import matplotlib.pyplot as plt
>>> from numpy.polynomial import Chebyshev as T
>>> x = np.linspace(-1, 1, 100)
>>> for i in range(6): ax = plt.plot(x, T.basis(i)(x), lw=2, label="T_%d"%i)
...
>>> plt.legend(loc="upper left")
<matplotlib.legend.Legend object at 0x3b3ee10>
>>> plt.show()
```



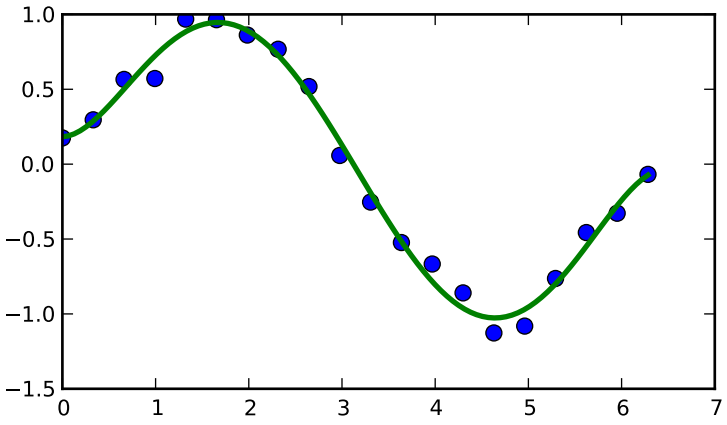
In the range -1 <= *x* <= 1 they are nice, equiripple functions lying between +/- 1. The same plots over the range -2 <= *x* <= 2 look very different:

```
>>> import matplotlib.pyplot as plt
>>> from numpy.polynomial import Chebyshev as T
>>> x = np.linspace(-2, 2, 100)
>>> for i in range(6): ax = plt.plot(x, T.basis(i)(x), lw=2, label="T_%d"%i)
...
>>> plt.legend(loc="lower right")
<matplotlib.legend.Legend object at 0x3b3ee10>
>>> plt.show()
```



As can be seen, the "good" parts have shrunk to insignificance. In using Chebyshev polynomials for fitting we want to use the region where *x* is between -1 and 1 and that is what the *window* specifies. However, it is unlikely that the data to be fit has all its data points in that interval, so we use *domain* to specify the interval where the data points lie. When the fit is done, the domain is first mapped to the window by a linear transformation and the usual least squares fit is done using the mapped data points. The window and domain of the fit are part of the returned series and are automatically used when computing values, derivatives, and such. If they aren't specified in the call the fitting routine will use the default window and the smallest domain that holds all the data points. This is illustrated below for a fit to a noisy sine curve.

```
>>> import numpy as np
>>> import matplotlib.pyplot as plt
>>> from numpy.polynomial import Chebyshev as T
>>> np.random.seed(11)
>>> x = np.linspace(0, 2*np.pi, 20)
>>> y = np.sin(x) + np.random.normal(scale=.1, size=x.shape)
>>> p = T.fit(x, y, 5)
>>> plt.plot(x, y, 'o')
[<matplotlib.lines.Line2D object at 0x2136c10>]
>>> xx, yy = p.linspace()
>>> plt.plot(xx, yy, lw=2)
[<matplotlib.lines.Line2D object at 0x1cf2890>]
>>> p.domain
array([ 0.        ,  6.28318531])
>>> p.window
array([-1.,  1.])
>>> plt.show()
```



Polynomial Module (`numpy.polynomial.polynomial`)

New in version 1.4.0. This module provides a number of objects (mostly functions) useful for dealing with Polynomial series, including a `Polynomial` class that encapsulates the usual arithmetic operations. (General information on how this module represents and works with such polynomials is in the docstring for its "parent" sub-package, `numpy.polynomial`).

`Polynomial`(coef[, domain, window])	A Polynomial series class.

Polynomial Class

class `numpy.polynomial.polynomial.`**`Polynomial`**(*coef, domain=[-1, 1], window=[-1, 1]*)

A Polynomial series class.

Polynomial instances provide the standard Python numerical methods '+', '-', '*', '//', '%', 'divmod', '**', and '()' as well as the listed methods.

Parameters

coef : array_like

Polynomial coefficients, in increasing order. For example, `(1, 2, 3)` implies `P_0 + 2P_1 + 3P_2` where the `P_i` are a graded polynomial basis.

domain : (2,) array_like, optional

Domain to use. The interval `[domain[0], domain[1]]` is mapped to the interval `[window[0], window[1]]` by shifting and scaling. The default value is [-1,1].

window : (2,) array_like, optional

Window, see `domain` for its use. The default value is [-1,1]. .. versionadded:: 1.6.0

Notes

It is important to specify the domain in many cases, for instance in fitting data, because many of the important properties of the polynomial basis only hold in a specified interval and consequently the data must be mapped into that interval in order to benefit.

Attributes

coef	((N,) ndarray) Polynomial coefficients, from low to high.
domain	((2,) ndarray) Domain that is mapped to `window`.
window	((2,) ndarray) Window that `domain` is mapped to.

Methods

`__call__`(arg)	
`basis`(deg[, domain, window])	Polynomial polynomial of degree *deg*.
`cast`(series[, domain, window])	Convert instance to equivalent Polynomial series.
`convert`([domain, kind, window])	Convert to different class and/or domain.
`copy`()	Return a copy.
`cutdeg`(deg)	Truncate series to the given degree.
`degree`()	The degree of the series.
`deriv`([m])	Differentiate.
`fit`(x, y, deg[, domain, rcond, full, w, window])	Least squares fit to data.
`fromroots`(roots[, domain, window])	Return Polynomial instance with specified roots.
`has_samecoef`(other)	Check if coefficients match.
`has_samedomain`(other)	Check if domains match.
`has_sametype`(other)	Check if types match.
`has_samewindow`(other)	Check if windows match.
`identity`([domain, window])	Identity function.
`integ`([m, k, lbnd])	Integrate.
`linspace`([n, domain])	Return x,y values at equally spaced points in domain.
`mapparms`()	Return the mapping parameters.
`roots`()	Return list of roots.
`trim`([tol])	Remove small leading coefficients
`truncate`(size)	Truncate series to length *size*.

`Polynomial.__call__`(*arg*)

static `Polynomial.basis`(*deg, domain=[-1, 1], window=[-1, 1]*)

Polynomial polynomial of degree *deg*.

Returns an instance of the Polynomial polynomial of degree *d*.

Parameters

deg : int

Degree of the Polynomial polynomial. Must be >= 0.

domain : array_like

The resulting array must be of the form `[beg, end]`, where `beg` and `end` are the endpoints of the domain.

window : array_like

The resulting array must be if the form `[beg, end]`, where `beg` and `end` are the endpoints of the window.

Returns

p : Polynomial instance

Notes

New in version 1.7.0.

static `Polynomial.cast`(*series, domain=[-1, 1], window=[-1, 1]*)
Convert instance to equivalent Polynomial series.

The *series* is expected to be an instance of some polynomial series of one of the types supported by by the numpy.polynomial module, but could be some other class that supports the convert method.

Parameters
series : series

The instance series to be converted.

domain : array_like

The resulting array must be of the form `[beg, end]`, where `beg` and `end` are the endpoints of the domain.

window : array_like

The resulting array must be if the form `[beg, end]`, where `beg` and `end` are the endpoints of the window.

Returns

p : Polynomial instance

A Polynomial series equal to the *poly* series.

See Also:

`convert`

Notes

New in version 1.7.0.

`Polynomial.convert`(*domain=None*, *kind=None*, *window=None*)
Convert to different class and/or domain.

Parameters
domain : array_like, optional

The domain of the converted series. If the value is None, the default domain of *kind* is used.

kind : class, optional

The polynomial series type class to which the current instance should be converted. If kind is None, then the class of the current instance is used.

window : array_like, optional

The window of the converted series. If the value is None, the default window of *kind* is used.

Returns
new_series_instance : *kind*

The returned class can be of different type than the current instance and/or have a different domain.

Notes

Conversion between domains and class types can result in numerically ill defined series.

`Polynomial.copy()`
Return a copy.

Return a copy of the current Polynomial instance.

Returns
new_instance : Polynomial

Copy of current instance.

`Polynomial.cutdeg(deg)`
Truncate series to the given degree.

Reduce the degree of the Polynomial series to *deg* by discarding the high order terms. If *deg* is greater than the current degree a copy of the current series is returned. This can be useful in least squares where the coefficients of the high degree terms may be very small.

Parameters
deg : non-negative int

The series is reduced to degree *deg* by discarding the high order terms. The value of *deg* must be a non-negative integer.

Returns
new_instance : Polynomial

New instance of Polynomial with reduced degree.

Notes

New in version 1.5.0.

`Polynomial.degree()`
The degree of the series.

Notes

New in version 1.5.0.

`Polynomial.deriv(m=1)`
Differentiate.

Return an instance of Polynomial that is the derivative of the current series. Refer to `polyder` for full documentation.

Parameters
m : non-negative int

The number of integrations to perform.

Returns
derivative : Polynomial

The derivative of the series using the same domain.

See Also:

polyder
similar function.

polyint
similar function for integration.

static Polynomial.**fit**(*x, y, deg, domain=None, rcond=None, full=False, w=None, window=[-1, 1]*)
Least squares fit to data.

Return a Polynomial instance that is the least squares fit to the data *y* sampled at *x*. Unlike polyfit, the domain of the returned instance can be specified and this will often result in a superior fit with less chance of ill conditioning. Support for NA was added in version 1.7.0. See polyfit for full documentation of the implementation.

Parameters

x : array_like, shape (M,)

x-coordinates of the M sample points `(x[i], y[i])`.

y : array_like, shape (M,) or (M, K)

y-coordinates of the sample points. Several data sets of sample points sharing the same x-coordinates can be fitted at once by passing in a 2D-array that contains one dataset per column.

deg : int

Degree of the fitting polynomial.

domain : {None, [beg, end], []}, optional

Domain to use for the returned Polynomial instance. If `None`, then a minimal domain that covers the points *x* is chosen. If `[]` the default domain `[-1,1]` is used. The default value is [-1,1] in numpy 1.4.x and `None` in later versions. The `'[]` value was added in numpy 1.5.0.

rcond : float, optional

Relative condition number of the fit. Singular values smaller than this relative to the largest singular value will be ignored. The default value is len(x)*eps, where eps is the relative precision of the float type, about 2e-16 in most cases.

full : bool, optional

Switch determining nature of return value. When it is False (the default) just the coefficients are returned, when True diagnostic information from the singular value decomposition is also returned.

w : array_like, shape (M,), optional

Weights. If not None the contribution of each point `(x[i],y[i])` to the fit is weighted by *w[i]*. Ideally the weights are chosen so that the errors of the products `w[i]*y[i]` all have the same variance. The default value is None. .. versionadded:: 1.5.0

window : {[beg, end]}, optional

Window to use for the returned Polynomial instance. The default value is `[-1,1]` .. versionadded:: 1.6.0

Returns

least_squares_fit : instance of Polynomial

The Polynomial instance is the least squares fit to the data and has the domain specified in the call.

[residuals, rank, singular_values, rcond] : only if *full* = True

Residuals of the least squares fit, the effective rank of the scaled Vandermonde matrix and its singular values, and the specified value of *rcond*. For more details, see *linalg.lstsq*.

See Also:

polyfit
similar function

static Polynomial.**fromroots**(*roots, domain=[-1, 1], window=[-1, 1]*)
Return Polynomial instance with specified roots.

Returns an instance of Polynomial representing the product `(x - r[0])*(x - r[1])*...*(x - r[n-1])`, where `r` is the list of roots.

Parameters
roots : array_like

List of roots.

domain : {array_like, None}, optional

Domain for the resulting instance of Polynomial. If none the domain is the interval from the smallest root to the largest. The default is [-1,1].

window : array_like, optional

Window for the resulting instance of Polynomial. The default value is [-1,1].

Returns
object : Polynomial instance

Series with the specified roots.

See Also:

polyfromroots
equivalent function

Polynomial.**has_samecoef**(*other*)
Check if coefficients match.

Parameters
other : class instance

The other class must have the `coef` attribute.

Returns
bool : boolean

True if the coefficients are the same, False otherwise.

Notes

New in version 1.6.0.

Polynomial.**has_samedomain**(*other*)
Check if domains match.

Parameters
other : class instance

The other class must have the `domain` attribute.

Returns
bool : boolean

True if the domains are the same, False otherwise.

Notes

New in version 1.6.0.

`Polynomial.`**`has_sametype`**(*other*)
Check if types match.

Parameters
other : object

Class instance.

Returns
bool : boolean

True if other is same class as self

Notes

New in version 1.7.0.

`Polynomial.`**`has_samewindow`**(*other*)
Check if windows match.

Parameters
other : class instance

The other class must have the `window` attribute.

Returns
bool : boolean

True if the windows are the same, False otherwise.

Notes

New in version 1.6.0.

static `Polynomial.`**`identity`**(*domain=[-1, 1], window=[-1, 1]*)
Identity function.

If `p` is the returned Polynomial object, then `p(x) == x` for all values of x.

Parameters
domain : array_like

The resulting array must be of the form `[beg, end]`, where `beg` and `end` are the endpoints of the domain.

window : array_like

The resulting array must be if the form `[beg, end]`, where `beg` and `end` are the endpoints of the window.

Returns
identity : Polynomial instance

Polynomial.**integ**(*m=1*, *k=[]*, *lbnd=None*)

Integrate.

Return an instance of Polynomial that is the definite integral of the current series. Refer to `polyint` for full documentation.

Parameters

m : non-negative int

The number of integrations to perform.

k : array_like

Integration constants. The first constant is applied to the first integration, the second to the second, and so on. The list of values must less than or equal to *m* in length and any missing values are set to zero.

lbnd : Scalar

The lower bound of the definite integral.

Returns

integral : Polynomial

The integral of the series using the same domain.

See Also:

polyint

similar function.

polyder

similar function for derivative.

Polynomial.**linspace**(*n=100*, *domain=None*)

Return x,y values at equally spaced points in domain.

Returns x, y values at *n* linearly spaced points across domain. Here y is the value of the polynomial at the points x. By default the domain is the same as that of the Polynomial instance. This method is intended mostly as a plotting aid.

Parameters

n : int, optional

Number of point pairs to return. The default value is 100.

domain : {None, array_like}

If not None, the specified domain is used instead of that of the calling instance. It should be of the form `[beg,end]`. The default is None.

Returns

x, y : ndarrays

`x` is equal to linspace(self.domain[0], self.domain[1], n) `y` is the polynomial evaluated at `x`.

New in version 1.5.0.

Polynomial.**mapparms**()

Return the mapping parameters.

The returned values define a linear map `off + scl*x` that is applied to the input arguments before the series is evaluated. The map depends on the `domain` and `window`; if the current `domain` is equal to

the `window` the resulting map is the identity. If the coefficients of the `Polynomial` instance are to be used by themselves outside this class, then the linear function must be substituted for the `x` in the standard representation of the base polynomials.

Returns

off, scl : floats or complex

The mapping function is defined by `off + scl*x`.

Notes

If the current domain is the interval `[l_1, r_1]` and the window is `[l_2, r_2]`, then the linear mapping function `L` is defined by the equations:

```
L(l_1) = l_2
L(r_1) = r_2
```

`Polynomial.`**`roots`**`()`

Return list of roots.

Return ndarray of roots for this series. See `polyroots` for full documentation. Note that the accuracy of the roots is likely to decrease the further outside the domain they lie.

See Also:

`polyroots`

similar function

`polyfromroots`

function to go generate series from roots.

`Polynomial.`**`trim`**`(`*`tol=0`*`)`

Remove small leading coefficients

Remove leading coefficients until a coefficient is reached whose absolute value greater than *tol* or the beginning of the series is reached. If all the coefficients would be removed the series is set to `[0]`. A new Polynomial instance is returned with the new coefficients. The current instance remains unchanged.

Parameters

tol : non-negative number.

All trailing coefficients less than *tol* will be removed.

Returns

new_instance : Polynomial

Contains the new set of coefficients.

`Polynomial.`**`truncate`**`(`*`size`*`)`

Truncate series to length *size*.

Reduce the Polynomial series to length *size* by discarding the high degree terms. The value of *size* must be a positive integer. This can be useful in least squares where the coefficients of the high degree terms may be very small.

Parameters

size : positive int

The series is reduced to length *size* by discarding the high degree terms. The value of *size* must be a positive integer.

Returns

new_instance : Polynomial

New instance of Polynomial with truncated coefficients.

polyval(x, c[, tensor])	Evaluate a polynomial at points x.
polyval2d(x, y, c)	Evaluate a 2-D polynomial at points (x, y).
polyval3d(x, y, z, c)	Evaluate a 3-D polynomial at points (x, y, z).
polygrid2d(x, y, c)	Evaluate a 2-D polynomial on the Cartesian product of x and y.
polygrid3d(x, y, z, c)	Evaluate a 3-D polynomial on the Cartesian product of x, y and z.
polyroots(c)	Compute the roots of a polynomial.
polyfromroots(roots)	Generate a monic polynomial with given roots.

Basics

numpy.polynomial.polynomial.**polyval**(*x*, *c*, *tensor=True*)

Evaluate a polynomial at points x.

If *c* is of length *n + 1*, this function returns the value

$$p(x) = c_0 + c_1 * x + ... + c_n * x^n$$

The parameter *x* is converted to an array only if it is a tuple or a list, otherwise it is treated as a scalar. In either case, either *x* or its elements must support multiplication and addition both with themselves and with the elements of *c*.

If *c* is a 1-D array, then *p(x)* will have the same shape as *x*. If *c* is multidimensional, then the shape of the result depends on the value of *tensor*. If *tensor* is true the shape will be c.shape[1:] + x.shape. If *tensor* is false the shape will be c.shape[1:]. Note that scalars have shape (,).

Trailing zeros in the coefficients will be used in the evaluation, so they should be avoided if efficiency is a concern.

Parameters

x : array_like, compatible object

If *x* is a list or tuple, it is converted to an ndarray, otherwise it is left unchanged and treated as a scalar. In either case, *x* or its elements must support addition and multiplication with with themselves and with the elements of *c*.

c : array_like

Array of coefficients ordered so that the coefficients for terms of degree n are contained in c[n]. If *c* is multidimensional the remaining indices enumerate multiple polynomials. In the two dimensional case the coefficients may be thought of as stored in the columns of *c*.

tensor : boolean, optional

If True, the shape of the coefficient array is extended with ones on the right, one for each dimension of *x*. Scalars have dimension 0 for this action. The result is that every column of coefficients in *c* is evaluated for every element of *x*. If False, *x* is broadcast over the columns of *c* for the evaluation. This keyword is useful when *c* is multidimensional. The default value is True. New in version 1.7.0.

Returns

values : ndarray, compatible object

The shape of the returned array is described above.

See Also:

polyval2d, polygrid2d, polyval3d, polygrid3d

Notes

The evaluation uses Horner's method.

Examples

```
>>> from numpy.polynomial.polynomial import polyval
>>> polyval(1, [1,2,3])
6.0
>>> a = np.arange(4).reshape(2,2)
>>> a
array([[0, 1],
       [2, 3]])
>>> polyval(a, [1,2,3])
array([[  1.,   6.],
       [ 17.,  34.]])
>>> coef = np.arange(4).reshape(2,2) # multidimensional coefficients
>>> coef
array([[0, 1],
       [2, 3]])
>>> polyval([1,2], coef, tensor=True)
array([[ 2.,  4.],
       [ 4.,  7.]])
>>> polyval([1,2], coef, tensor=False)
array([ 2.,  7.])
```

numpy.polynomial.polynomial.**polyval2d**(*x*, *y*, *c*)

Evaluate a 2-D polynomial at points (x, y).

This function returns the value

$$p(x,y) = \sum_{i,j} c_{i,j} * x^i * y^j$$

The parameters *x* and *y* are converted to arrays only if they are tuples or a lists, otherwise they are treated as a scalars and they must have the same shape after conversion. In either case, either *x* and *y* or their elements must support multiplication and addition both with themselves and with the elements of *c*.

If *c* has fewer than two dimensions, ones are implicitly appended to its shape to make it 2-D. The shape of the result will be c.shape[2:] + x.shape.

Parameters

x, y : array_like, compatible objects

The two dimensional series is evaluated at the points *(x, y)*, where *x* and *y* must have the same shape. If *x* or *y* is a list or tuple, it is first converted to an ndarray, otherwise it is left unchanged and, if it isn't an ndarray, it is treated as a scalar.

c : array_like

Array of coefficients ordered so that the coefficient of the term of multi-degree i,j is contained in *c[i,j]*. If *c* has dimension greater than two the remaining indices enumerate multiple sets of coefficients.

Returns

values : ndarray, compatible object

The values of the two dimensional polynomial at points formed with pairs of corresponding values from *x* and *y*.

See Also:

polyval, polygrid2d, polyval3d, polygrid3d

Notes

numpy.polynomial.polynomial.**polyval3d**(*x*, *y*, *z*, *c*)

Evaluate a 3-D polynomial at points (x, y, z).

This function returns the values:

$$p(x,y,z) = \sum_{i,j,k} c_{i,j,k} * x^i * y^j * z^k$$

The parameters *x*, *y*, and *z* are converted to arrays only if they are tuples or a lists, otherwise they are treated as a scalars and they must have the same shape after conversion. In either case, either *x*, *y*, and *z* or their elements must support multiplication and addition both with themselves and with the elements of *c*.

If *c* has fewer than 3 dimensions, ones are implicitly appended to its shape to make it 3-D. The shape of the result will be c.shape[3:] + x.shape.

Parameters

x, y, z : array_like, compatible object

The three dimensional series is evaluated at the points *(x, y, z)*, where *x*, *y*, and *z* must have the same shape. If any of *x*, *y*, or *z* is a list or tuple, it is first converted to an ndarray, otherwise it is left unchanged and if it isn't an ndarray it is treated as a scalar.

c : array_like

Array of coefficients ordered so that the coefficient of the term of multi-degree i,j,k is contained in `c[i,j,k]`. If *c* has dimension greater than 3 the remaining indices enumerate multiple sets of coefficients.

Returns

values : ndarray, compatible object

The values of the multidimensional polynomial on points formed with triples of corresponding values from *x*, *y*, and *z*.

See Also:

polyval, polyval2d, polygrid2d, polygrid3d

Notes

numpy.polynomial.polynomial.**polygrid2d**(*x*, *y*, *c*)

Evaluate a 2-D polynomial on the Cartesian product of x and y.

This function returns the values:

$$p(a,b) = \sum_{i,j} c_{i,j} * a^i * b^j$$

where the points *(a, b)* consist of all pairs formed by taking *a* from *x* and *b* from *y*. The resulting points form a grid with *x* in the first dimension and *y* in the second.

The parameters *x* and *y* are converted to arrays only if they are tuples or a lists, otherwise they are treated as a scalars. In either case, either *x* and *y* or their elements must support multiplication and addition both with themselves and with the elements of *c*.

If *c* has fewer than two dimensions, ones are implicitly appended to its shape to make it 2-D. The shape of the result will be c.shape[2:] + x.shape + y.shape.

Parameters

x, y : array_like, compatible objects

The two dimensional series is evaluated at the points in the Cartesian product of *x* and *y*. If *x* or *y* is a list or tuple, it is first converted to an ndarray, otherwise it is left unchanged and, if it isn't an ndarray, it is treated as a scalar.

c : array_like

Array of coefficients ordered so that the coefficients for terms of degree i,j are contained in `c[i,j]`. If *c* has dimension greater than two the remaining indices enumerate multiple sets of coefficients.

Returns

values : ndarray, compatible object

The values of the two dimensional polynomial at points in the Cartesian product of *x* and *y*.

See Also:

`polyval`, `polyval2d`, `polyval3d`, `polygrid3d`

Notes

`numpy.polynomial.polynomial.`**`polygrid3d`**(*x*, *y*, *z*, *c*)

Evaluate a 3-D polynomial on the Cartesian product of x, y and z.

This function returns the values:

$$p(a,b,c) = \sum_{i,j,k} c_{i,j,k} * a^i * b^j * c^k$$

where the points *(a, b, c)* consist of all triples formed by taking *a* from *x*, *b* from *y*, and *c* from *z*. The resulting points form a grid with *x* in the first dimension, *y* in the second, and *z* in the third.

The parameters *x*, *y*, and *z* are converted to arrays only if they are tuples or a lists, otherwise they are treated as a scalars. In either case, either *x*, *y*, and *z* or their elements must support multiplication and addition both with themselves and with the elements of *c*.

If *c* has fewer than three dimensions, ones are implicitly appended to its shape to make it 3-D. The shape of the result will be c.shape[3:] + x.shape + y.shape + z.shape.

Parameters

x, y, z : array_like, compatible objects

The three dimensional series is evaluated at the points in the Cartesian product of *x*, *y*, and *z*. If *x*,'y', or *z* is a list or tuple, it is first converted to an ndarray, otherwise it is left unchanged and, if it isn't an ndarray, it is treated as a scalar.

c : array_like

Array of coefficients ordered so that the coefficients for terms of degree i,j are contained in `c[i,j]`. If *c* has dimension greater than two the remaining indices enumerate multiple sets of coefficients.

Returns

values : ndarray, compatible object

The values of the two dimensional polynomial at points in the Cartesian product of x and y.

See Also:

`polyval`, `polyval2d`, `polygrid2d`, `polyval3d`

Notes

`numpy.polynomial.polynomial.`**`polyroots`**`(c)`

Compute the roots of a polynomial.

Return the roots (a.k.a. "zeros") of the polynomial

$$p(x) = \sum_i c[i] * x^i.$$

Parameters

c : 1-D array_like

1-D array of polynomial coefficients.

Returns

out : ndarray

Array of the roots of the polynomial. If all the roots are real, then *out* is also real, otherwise it is complex.

See Also:

`chebroots`

Notes

The root estimates are obtained as the eigenvalues of the companion matrix, Roots far from the origin of the complex plane may have large errors due to the numerical instability of the power series for such values. Roots with multiplicity greater than 1 will also show larger errors as the value of the series near such points is relatively insensitive to errors in the roots. Isolated roots near the origin can be improved by a few iterations of Newton's method.

Examples

```
>>> import numpy.polynomial.polynomial as poly
>>> poly.polyroots(poly.polyfromroots((-1,0,1)))
array([-1.,  0.,  1.])
>>> poly.polyroots(poly.polyfromroots((-1,0,1))).dtype
dtype('float64')
>>> j = complex(0,1)
>>> poly.polyroots(poly.polyfromroots((-j,0,j)))
array([  0.00000000e+00+0.j,   0.00000000e+00+1.j,   2.77555756e-17-1.j])
```

`numpy.polynomial.polynomial.`**`polyfromroots`**`(roots)`

Generate a monic polynomial with given roots.

Return the coefficients of the polynomial

$$p(x) = (x - r_0) * (x - r_1) * ... * (x - r_n),$$

where the *r_n* are the roots specified in *roots*. If a zero has multiplicity n, then it must appear in *roots* n times. For instance, if 2 is a root of multiplicity three and 3 is a root of multiplicity 2, then *roots* looks something like [2, 2, 2, 3, 3]. The roots can appear in any order.

If the returned coefficients are *c*, then

$$p(x) = c_0 + c_1 * x + ... + x^n$$

The coefficient of the last term is 1 for monic polynomials in this form.

Parameters

roots : array_like

Sequence containing the roots.

Returns

out : ndarray

1-D array of the polynomial's coefficients If all the roots are real, then *out* is also real, otherwise it is complex. (see Examples below).

See Also:

`chebfromroots`, `legfromroots`, `lagfromroots`, `hermfromroots`, `hermefromroots`

Notes

The coefficients are determined by multiplying together linear factors of the form *(x - r_i)*, i.e.

$$p(x) = (x - r_0)(x - r_1)...(x - r_n)$$

where `n == len(roots) - 1`; note that this implies that *1* is always returned for a_n.

Examples

```
>>> import numpy.polynomial as P
>>> P.polyfromroots((-1,0,1)) # x(x - 1)(x + 1) = x^3 - x
array([ 0., -1.,  0.,  1.])
>>> j = complex(0,1)
>>> P.polyfromroots((-j,j)) # complex returned, though values are real
array([ 1.+0.j,  0.+0.j,  1.+0.j])
```

`polyfit`(x, y, deg[, rcond, full, w])	Least-squares fit of a polynomial to data.
`polyvander`(x, deg)	Vandermonde matrix of given degree.
`polyvander2d`(x, y, deg)	Pseudo-Vandermonde matrix of given degrees.
`polyvander3d`(x, y, z, deg)	Pseudo-Vandermonde matrix of given degrees.

Fitting

`numpy.polynomial.polynomial.`**`polyfit`**(*x*, *y*, *deg*, *rcond=None*, *full=False*, *w=None*)

Least-squares fit of a polynomial to data.

Return the coefficients of a polynomial of degree *deg* that is the least squares fit to the data values *y* given at points *x*. If *y* is 1-D the returned coefficients will also be 1-D. If *y* is 2-D multiple fits are done, one for each column of *y*, and the resulting coefficients are stored in the corresponding columns of a 2-D return. The fitted

polynomial(s) are in the form

$$p(x) = c_0 + c_1 * x + ... + c_n * x^n,$$

where *n* is *deg*.

Since numpy version 1.7.0, polyfit also supports NA. If any of the elements of *x*, *y*, or *w* are NA, then the corresponding rows of the linear least squares problem (see Notes) are set to 0. If *y* is 2-D, then an NA in any row of *y* invalidates that whole row.

Parameters

x : array_like, shape (*M*,)

x-coordinates of the *M* sample (data) points `(x[i], y[i])`.

y : array_like, shape (*M*,) or (*M*, *K*)

y-coordinates of the sample points. Several sets of sample points sharing the same x-coordinates can be (independently) fit with one call to `polyfit` by passing in for *y* a 2-D array that contains one data set per column.

deg : int

Degree of the polynomial(s) to be fit.

rcond : float, optional

Relative condition number of the fit. Singular values smaller than *rcond*, relative to the largest singular value, will be ignored. The default value is `len(x)*eps`, where *eps* is the relative precision of the platform's float type, about 2e-16 in most cases.

full : bool, optional

Switch determining the nature of the return value. When `False` (the default) just the coefficients are returned; when `True`, diagnostic information from the singular value decomposition (used to solve the fit's matrix equation) is also returned.

w : array_like, shape (*M*,), optional

Weights. If not None, the contribution of each point `(x[i],y[i])` to the fit is weighted by *w[i]*. Ideally the weights are chosen so that the errors of the products `w[i]*y[i]` all have the same variance. The default value is None. New in version 1.5.0.

Returns

coef : ndarray, shape (*deg* + 1,) or (*deg* + 1, *K*)

Polynomial coefficients ordered from low to high. If *y* was 2-D, the coefficients in column *k* of *coef* represent the polynomial fit to the data in *y*'s *k*-th column.

[residuals, rank, singular_values, rcond] : present when *full* == True

Sum of the squared residuals (SSR) of the least-squares fit; the effective rank of the scaled Vandermonde matrix; its singular values; and the specified value of *rcond*. For more information, see *linalg.lstsq*.

Raises

RankWarning

Raised if the matrix in the least-squares fit is rank deficient. The warning is only raised if *full* == False. The warnings can be turned off by:

```
>>> import warnings
>>> warnings.simplefilter('ignore', RankWarning)
```

See Also:

`chebfit`, `legfit`, `lagfit`, `hermfit`, `hermefit`

`polyval`
Evaluates a polynomial.

`polyvander`
Vandermonde matrix for powers.

`linalg.lstsq`
Computes a least-squares fit from the matrix.

`scipy.interpolate.UnivariateSpline`
Computes spline fits.

Notes

The solution is the coefficients of the polynomial *p* that minimizes the sum of the weighted squared errors

$$E = \sum_j w_j^2 * |y_j - p(x_j)|^2,$$

where the w_j are the weights. This problem is solved by setting up the (typically) over-determined matrix equation:

$$V(x) * c = w * y,$$

where *V* is the weighted pseudo Vandermonde matrix of *x*, *c* are the coefficients to be solved for, *w* are the weights, and *y* are the observed values. This equation is then solved using the singular value decomposition of *V*.

If some of the singular values of *V* are so small that they are neglected (and *full* == `False`), a *RankWarning* will be raised. This means that the coefficient values may be poorly determined. Fitting to a lower order polynomial will usually get rid of the warning (but may not be what you want, of course; if you have independent reason(s) for choosing the degree which isn't working, you may have to: a) reconsider those reasons, and/or b) reconsider the quality of your data). The *rcond* parameter can also be set to a value smaller than its default, but the resulting fit may be spurious and have large contributions from roundoff error.

Polynomial fits using double precision tend to "fail" at about (polynomial) degree 20. Fits using Chebyshev or Legendre series are generally better conditioned, but much can still depend on the distribution of the sample points and the smoothness of the data. If the quality of the fit is inadequate, splines may be a good alternative.

Examples

```
>>> from numpy import polynomial as P
>>> x = np.linspace(-1,1,51) # x "data": [-1, -0.96, ..., 0.96, 1]
>>> y = x**3 - x + np.random.randn(len(x)) # x^3 - x + N(0,1) "noise"
>>> c, stats = P.polyfit(x,y,3,full=True)
>>> c # c[0], c[2] should be approx. 0, c[1] approx. -1, c[3] approx. 1
array([ 0.01909725, -1.30598256, -0.00577963,  1.02644286])
>>> stats # note the large SSR, explaining the rather poor results
[array([ 38.06116253]), 4, array([ 1.38446749,  1.32119158,  0.50443316,
0.28853036]), 1.1324274851176597e-014]
```

Same thing without the added noise

```
>>> y = x**3 - x
>>> c, stats = P.polyfit(x,y,3,full=True)
>>> c # c[0], c[2] should be "very close to 0", c[1] ~= -1, c[3] ~= 1
array([ -1.73362882e-17,  -1.00000000e+00,  -2.67471909e-16,
         1.00000000e+00])
>>> stats # note the minuscule SSR
[array([  7.46346754e-31]), 4, array([ 1.38446749,  1.32119158,
0.50443316,  0.28853036]), 1.1324274851176597e-014]
```

numpy.polynomial.polynomial.**polyvander**(*x*, *deg*)

Vandermonde matrix of given degree.

Returns the Vandermonde matrix of degree *deg* and sample points *x*. The Vandermonde matrix is defined by

$$V[..., i] = x^i,$$

where *0 <= i <= deg*. The leading indices of *V* index the elements of *x* and the last index is the power of *x*.

If *c* is a 1-D array of coefficients of length *n + 1* and *V* is the matrix `V = polyvander(x, n)`, then `np.dot(V, c)` and `polyval(x, c)` are the same up to roundoff. This equivalence is useful both for least squares fitting and for the evaluation of a large number of polynomials of the same degree and sample points.

Parameters

x : array_like

Array of points. The dtype is converted to float64 or complex128 depending on whether any of the elements are complex. If *x* is scalar it is converted to a 1-D array.

deg : int

Degree of the resulting matrix.

Returns

vander : ndarray.

The Vandermonde matrix. The shape of the returned matrix is `x.shape + (deg + 1,)`, where the last index is the power of *x*. The dtype will be the same as the converted *x*.

See Also:

`polyvander2d`, `polyvander3d`

numpy.polynomial.polynomial.**polyvander2d**(*x*, *y*, *deg*)

Pseudo-Vandermonde matrix of given degrees.

Returns the pseudo-Vandermonde matrix of degrees *deg* and sample points *(x, y)*. The pseudo-Vandermonde matrix is defined by

$$V[..., deg[1] * i + j] = x^i * y^j,$$

where *0 <= i <= deg[0]* and *0 <= j <= deg[1]*. The leading indices of *V* index the points *(x, y)* and the last index encodes the powers of *x* and *y*.

If `V = polyvander2d(x, y, [xdeg, ydeg])`, then the columns of *V* correspond to the elements of a 2-D coefficient array *c* of shape (xdeg + 1, ydeg + 1) in the order

$$c_{00}, c_{01}, c_{02}..., c_{10}, c_{11}, c_{12}...$$

and `np.dot(V, c.flat)` and `polyval2d(x, y, c)` will be the same up to roundoff. This equivalence is useful both for least squares fitting and for the evaluation of a large number of 2-D polynomials of the same degrees and sample points.

Parameters

x, y : array_like

Arrays of point coordinates, all of the same shape. The dtypes will be converted to either float64 or complex128 depending on whether any of the elements are complex. Scalars are converted to 1-D arrays.

deg : list of ints

List of maximum degrees of the form [x_deg, y_deg].

Returns

vander2d : ndarray

The shape of the returned matrix is `x.shape + (order,)`, where $order = (deg[0]+1)*(deg([1]+1)$. The dtype will be the same as the converted *x* and *y*.

See Also:

`polyvander`, `polyvander3d.`, `polyval3d`

`numpy.polynomial.polynomial.`**`polyvander3d`**(*x*, *y*, *z*, *deg*)

Pseudo-Vandermonde matrix of given degrees.

Returns the pseudo-Vandermonde matrix of degrees *deg* and sample points *(x, y, z)*. If *l, m, n* are the given degrees in *x, y, z*, then The pseudo-Vandermonde matrix is defined by

$$V[..., (m+1)(n+1)i + (n+1)j + k] = x^i * y^j * z^k,$$

where *0 <= i <= l*, *0 <= j <= m*, and *0 <= j <= n*. The leading indices of *V* index the points *(x, y, z)* and the last index encodes the powers of *x*, *y*, and *z*.

If `V = polyvander3d(x, y, z, [xdeg, ydeg, zdeg])`, then the columns of *V* correspond to the elements of a 3-D coefficient array *c* of shape (xdeg + 1, ydeg + 1, zdeg + 1) in the order

$$c_{000}, c_{001}, c_{002}, ..., c_{010}, c_{011}, c_{012}, ...$$

and `np.dot(V, c.flat)` and `polyval3d(x, y, z, c)` will be the same up to roundoff. This equivalence is useful both for least squares fitting and for the evaluation of a large number of 3-D polynomials of the same degrees and sample points.

Parameters

x, y, z : array_like

Arrays of point coordinates, all of the same shape. The dtypes will be converted to either float64 or complex128 depending on whether any of the elements are complex. Scalars are converted to 1-D arrays.

deg : list of ints

List of maximum degrees of the form [x_deg, y_deg, z_deg].

Returns

vander3d : ndarray

The shape of the returned matrix is `x.shape + (order,)`, where $order = (deg[0]+1)*(deg([1]+1)*(deg[2]+1)$. The dtype will be the same as the converted *x*, *y*, and *z*.

See Also:

polyvander, polyvander3d., polyval3d

Notes

polyder(c[, m, scl, axis])	Differentiate a polynomial.
polyint(c[, m, k, lbnd, scl, axis])	Integrate a polynomial.

Calculus

numpy.polynomial.polynomial.**polyder**(*c*, *m=1*, *scl=1*, *axis=0*)

Differentiate a polynomial.

Returns the polynomial coefficients *c* differentiated *m* times along *axis*. At each iteration the result is multiplied by *scl* (the scaling factor is for use in a linear change of variable). The argument *c* is an array of coefficients from low to high degree along each axis, e.g., [1,2,3] represents the polynomial `1 + 2*x + 3*x**2` while [[1,2],[1,2]] represents `1 + 1*x + 2*y + 2*x*y` if axis=0 is `x` and axis=1 is `y`.

Parameters

c : array_like

Array of polynomial coefficients. If c is multidimensional the different axis correspond to different variables with the degree in each axis given by the corresponding index.

m : int, optional

Number of derivatives taken, must be non-negative. (Default: 1)

scl : scalar, optional

Each differentiation is multiplied by *scl*. The end result is multiplication by `scl**m`. This is for use in a linear change of variable. (Default: 1)

axis : int, optional

Axis over which the derivative is taken. (Default: 0). New in version 1.7.0.

Returns

der : ndarray

Polynomial coefficients of the derivative.

See Also:

polyint

Examples

```
>>> from numpy import polynomial as P
>>> c = (1,2,3,4) # 1 + 2x + 3x**2 + 4x**3
>>> P.polyder(c) # (d/dx)(c) = 2 + 6x + 12x**2
array([  2.,   6.,  12.])
>>> P.polyder(c,3) # (d**3/dx**3)(c) = 24
array([ 24.])
>>> P.polyder(c,scl=-1) # (d/d(-x))(c) = -2 - 6x - 12x**2
array([ -2.,  -6., -12.])
>>> P.polyder(c,2,-1) # (d**2/d(-x)**2)(c) = 6 + 24x
array([  6.,  24.])
```

numpy.polynomial.polynomial.**polyint**(*c*, *m=1*, *k=[]*, *lbnd=0*, *scl=1*, *axis=0*)

Integrate a polynomial.

Returns the polynomial coefficients *c* integrated *m* times from *lbnd* along *axis*. At each iteration the resulting series is **multiplied** by *scl* and an integration constant, *k*, is added. The scaling factor is for use in a linear change of variable. ("Buyer beware": note that, depending on what one is doing, one may want *scl* to be the reciprocal of what one might expect; for more information, see the Notes section below.) The argument *c* is an array of coefficients, from low to high degree along each axis, e.g., [1,2,3] represents the polynomial `1 + 2*x + 3*x**2` while [[1,2],[1,2]] represents `1 + 1*x + 2*y + 2*x*y` if axis=0 is `x` and axis=1 is `y`.

Parameters

c : array_like

1-D array of polynomial coefficients, ordered from low to high.

m : int, optional

Order of integration, must be positive. (Default: 1)

k : {[], list, scalar}, optional

Integration constant(s). The value of the first integral at zero is the first value in the list, the value of the second integral at zero is the second value, etc. If `k == []` (the default), all constants are set to zero. If `m == 1`, a single scalar can be given instead of a list.

lbnd : scalar, optional

The lower bound of the integral. (Default: 0)

scl : scalar, optional

Following each integration the result is *multiplied* by *scl* before the integration constant is added. (Default: 1)

axis : int, optional

Axis over which the integral is taken. (Default: 0). New in version 1.7.0.

Returns

S : ndarray

Coefficient array of the integral.

Raises

ValueError

If `m < 1`, `len(k) > m`.

See Also:

`polyder`

Notes

Note that the result of each integration is *multiplied* by *scl*. Why is this important to note? Say one is making a linear change of variable $u = ax + b$ in an integral relative to *x*. Then .. math::*dx* = *du*/*a*, so one will need to set *scl* equal to $1/a$ - perhaps not what one would have first thought.

Examples

```
>>> from numpy import polynomial as P
>>> c = (1,2,3)
>>> P.polyint(c) # should return array([0, 1, 1, 1])
array([ 0.,  1.,  1.,  1.])
>>> P.polyint(c,3) # should return array([0, 0, 0, 1/6, 1/12, 1/20])
array([ 0.        ,  0.        ,  0.        ,  0.16666667,  0.08333333,
```

```
        0.05      ])
>>> P.polyint(c,k=3) # should return array([3, 1, 1, 1])
array([ 3.,  1.,  1.,  1.])
>>> P.polyint(c,lbnd=-2) # should return array([6, 1, 1, 1])
array([ 6.,  1.,  1.,  1.])
>>> P.polyint(c,scl=-2) # should return array([0, -2, -2, -2])
array([ 0., -2., -2., -2.])
```

polyadd(c1, c2)	Add one polynomial to another.
polysub(c1, c2)	Subtract one polynomial from another.
polymul(c1, c2)	Multiply one polynomial by another.
polymulx(c)	Multiply a polynomial by x.
polydiv(c1, c2)	Divide one polynomial by another.
polypow(c, pow[, maxpower])	Raise a polynomial to a power.

Algebra

numpy.polynomial.polynomial.**polyadd**(*c1*, *c2*)

Add one polynomial to another.

Returns the sum of two polynomials *c1* + *c2*. The arguments are sequences of coefficients from lowest order term to highest, i.e., [1,2,3] represents the polynomial `1 + 2*x + 3*x**2`.

Parameters

c1, c2 : array_like

1-D arrays of polynomial coefficients ordered from low to high.

Returns

out : ndarray

The coefficient array representing their sum.

See Also:

polysub, polymul, polydiv, polypow

Examples

```
>>> from numpy import polynomial as P
>>> c1 = (1,2,3)
>>> c2 = (3,2,1)
>>> sum = P.polyadd(c1,c2); sum
array([ 4.,  4.,  4.])
>>> P.polyval(2, sum) # 4 + 4(2) + 4(2**2)
28.0
```

numpy.polynomial.polynomial.**polysub**(*c1*, *c2*)

Subtract one polynomial from another.

Returns the difference of two polynomials *c1* - *c2*. The arguments are sequences of coefficients from lowest order term to highest, i.e., [1,2,3] represents the polynomial `1 + 2*x + 3*x**2`.

Parameters

c1, c2 : array_like

1-D arrays of polynomial coefficients ordered from low to high.

Returns

out : ndarray

Of coefficients representing their difference.

See Also:

polyadd, polymul, polydiv, polypow

Examples

```
>>> from numpy import polynomial as P
>>> c1 = (1,2,3)
>>> c2 = (3,2,1)
>>> P.polysub(c1,c2)
array([-2.,  0.,  2.])
>>> P.polysub(c2,c1) # -P.polysub(c1,c2)
array([ 2.,  0., -2.])
```

numpy.polynomial.polynomial.**polymul**(*c1*, *c2*)

Multiply one polynomial by another.

Returns the product of two polynomials *c1* * *c2*. The arguments are sequences of coefficients, from lowest order term to highest, e.g., [1,2,3] represents the polynomial `1 + 2*x + 3*x**2`.

Parameters

c1, c2 : array_like

1-D arrays of coefficients representing a polynomial, relative to the "standard" basis, and ordered from lowest order term to highest.

Returns

out : ndarray

Of the coefficients of their product.

See Also:

polyadd, polysub, polydiv, polypow

Examples

```
>>> import numpy.polynomial as P
>>> c1 = (1,2,3)
>>> c2 = (3,2,1)
>>> P.polymul(c1,c2)
array([  3.,   8.,  14.,   8.,   3.])
```

numpy.polynomial.polynomial.**polymulx**(*c*)

Multiply a polynomial by x.

Multiply the polynomial *c* by x, where x is the independent variable.

Parameters

c : array_like

1-D array of polynomial coefficients ordered from low to high.

Returns

out : ndarray

Array representing the result of the multiplication.

Notes

New in version 1.5.0.

numpy.polynomial.polynomial.**polydiv**(*c1*, *c2*)
Divide one polynomial by another.

Returns the quotient-with-remainder of two polynomials *c1* / *c2*. The arguments are sequences of coefficients, from lowest order term to highest, e.g., [1,2,3] represents `1 + 2*x + 3*x**2`.

Parameters
c1, c2 : array_like

1-D arrays of polynomial coefficients ordered from low to high.

Returns
[quo, rem] : ndarrays

Of coefficient series representing the quotient and remainder.

See Also:

`polyadd`, `polysub`, `polymul`, `polypow`

Examples

```
>>> import numpy.polynomial as P
>>> c1 = (1,2,3)
>>> c2 = (3,2,1)
>>> P.polydiv(c1,c2)
(array([ 3.]), array([-8., -4.]))
>>> P.polydiv(c2,c1)
(array([ 0.33333333]), array([ 2.66666667,  1.33333333]))
```

numpy.polynomial.polynomial.**polypow**(*c*, *pow*, *maxpower=None*)
Raise a polynomial to a power.

Returns the polynomial *c* raised to the power *pow*. The argument *c* is a sequence of coefficients ordered from low to high. i.e., [1,2,3] is the series `1 + 2*x + 3*x**2.`

Parameters
c : array_like

1-D array of array of series coefficients ordered from low to high degree.

pow : integer

Power to which the series will be raised

maxpower : integer, optional

Maximum power allowed. This is mainly to limit growth of the series to unmanageable size. Default is 16

Returns
coef : ndarray

Power series of power.

See Also:

`polyadd`, `polysub`, `polymul`, `polydiv`

`polycompanion`(c)	Return the companion matrix of c.
`polydomain`	
`polyzero`	

Continued on next page

Table 3.129 – continued from previous page

polyone	
polyx	
polytrim(c[, tol])	Remove "small" "trailing" coefficients from a polynomial.
polyline(off, scl)	Returns an array representing a linear polynomial.

Miscellaneous

numpy.polynomial.polynomial.**polycompanion**(*c*)

Return the companion matrix of c.

The companion matrix for power series cannot be made symmetric by scaling the basis, so this function differs from those for the orthogonal polynomials.

Parameters

c : array_like

1-D array of polynomial coefficients ordered from low to high degree.

Returns

mat : ndarray

Companion matrix of dimensions (deg, deg).

Notes

New in version 1.7.0.

numpy.polynomial.polynomial.**polydomain = array([-1, 1])**

numpy.polynomial.polynomial.**polyzero = array([0])**

numpy.polynomial.polynomial.**polyone = array([1])**

numpy.polynomial.polynomial.**polyx = array([0, 1])**

numpy.polynomial.polynomial.**polytrim**(*c*, *tol=0*)

Remove "small" "trailing" coefficients from a polynomial.

"Small" means "small in absolute value" and is controlled by the parameter *tol*; "trailing" means highest order coefficient(s), e.g., in `[0, 1, 1, 0, 0]` (which represents `0 + x + x**2 + 0*x**3 + 0*x**4`) both the 3-rd and 4-th order coefficients would be "trimmed."

Parameters

c : array_like

1-d array of coefficients, ordered from lowest order to highest.

tol : number, optional

Trailing (i.e., highest order) elements with absolute value less than or equal to *tol* (default value is zero) are removed.

Returns

trimmed : ndarray

1-d array with trailing zeros removed. If the resulting series would be empty, a series containing a single zero is returned.

Raises
ValueError

If *tol* < 0

See Also:

`trimseq`

Examples

```
>>> from numpy import polynomial as P
>>> P.trimcoef((0,0,3,0,5,0,0))
array([ 0.,  0.,  3.,  0.,  5.])
>>> P.trimcoef((0,0,1e-3,0,1e-5,0,0),1e-3) # item == tol is trimmed
array([ 0.])
>>> i = complex(0,1) # works for complex
>>> P.trimcoef((3e-4,1e-3*(1-i),5e-4,2e-5*(1+i)), 1e-3)
array([ 0.0003+0.j   ,  0.0010-0.001j])
```

numpy.polynomial.polynomial.**polyline**(*off*, *scl*)

Returns an array representing a linear polynomial.

Parameters
off, scl : scalars

The "y-intercept" and "slope" of the line, respectively.

Returns
y : ndarray

This module's representation of the linear polynomial `off + scl*x`.

See Also:

`chebline`

Examples

```
>>> from numpy import polynomial as P
>>> P.polyline(1,-1)
array([ 1, -1])
>>> P.polyval(1, P.polyline(1,-1)) # should be 0
0.0
```

Chebyshev Module (`numpy.polynomial.chebyshev`)

New in version 1.4.0. This module provides a number of objects (mostly functions) useful for dealing with Chebyshev series, including a `Chebyshev` class that encapsulates the usual arithmetic operations. (General information on how this module represents and works with such polynomials is in the docstring for its "parent" sub-package, `numpy.polynomial`).

`Chebyshev`(coef[, domain, window])	A Chebyshev series class.

Chebyshev Class

class numpy.polynomial.chebyshev.**Chebyshev**(*coef, domain=[-1, 1], window=[-1, 1]*)

A Chebyshev series class.

Chebyshev instances provide the standard Python numerical methods '+', '-', '*', '//', '%', 'divmod', '**', and '()' as well as the listed methods.

Parameters

coef : array_like

Chebyshev coefficients, in increasing order. For example, `(1, 2, 3)` implies `P_0 + 2P_1 + 3P_2` where the `P_i` are a graded polynomial basis.

domain : (2,) array_like, optional

Domain to use. The interval `[domain[0], domain[1]]` is mapped to the interval `[window[0], window[1]]` by shifting and scaling. The default value is [-1,1].

window : (2,) array_like, optional

Window, see `domain` for its use. The default value is [-1,1]. .. versionadded:: 1.6.0

Notes

It is important to specify the domain in many cases, for instance in fitting data, because many of the important properties of the polynomial basis only hold in a specified interval and consequently the data must be mapped into that interval in order to benefit.

Attributes

coef	((N,) ndarray) Chebyshev coefficients, from low to high.
domain	((2,) ndarray) Domain that is mapped to `window`.
window	((2,) ndarray) Window that `domain` is mapped to.

Methods

`__call__`(arg)	
`basis`(deg[, domain, window])	Chebyshev polynomial of degree *deg*.
`cast`(series[, domain, window])	Convert instance to equivalent Chebyshev series.
`convert`([domain, kind, window])	Convert to different class and/or domain.
`copy`()	Return a copy.
`cutdeg`(deg)	Truncate series to the given degree.
`degree`()	The degree of the series.
`deriv`([m])	Differentiate.
`fit`(x, y, deg[, domain, rcond, full, w, window])	Least squares fit to data.
`fromroots`(roots[, domain, window])	Return Chebyshev instance with specified roots.
`has_samecoef`(other)	Check if coefficients match.
`has_samedomain`(other)	Check if domains match.
`has_sametype`(other)	Check if types match.
`has_samewindow`(other)	Check if windows match.
`identity`([domain, window])	Identity function.
`integ`([m, k, lbnd])	Integrate.
`linspace`([n, domain])	Return x,y values at equally spaced points in domain.
`mapparms`()	Return the mapping parameters.
`roots`()	Return list of roots.
`trim`([tol])	Remove small leading coefficients
`truncate`(size)	Truncate series to length *size*.

`Chebyshev.__call__`(*arg*)

static `Chebyshev.basis`(*deg, domain=[-1, 1], window=[-1, 1]*)

Chebyshev polynomial of degree *deg*.

Returns an instance of the Chebyshev polynomial of degree *d*.

Parameters

deg : int

Degree of the Chebyshev polynomial. Must be >= 0.

domain : array_like

The resulting array must be of the form `[beg, end]`, where `beg` and `end` are the endpoints of the domain.

window : array_like

The resulting array must be if the form `[beg, end]`, where `beg` and `end` are the endpoints of the window.

Returns

p : Chebyshev instance

Notes

New in version 1.7.0.

static `Chebyshev.`**`cast`**(*series, domain=[-1, 1], window=[-1, 1]*)

Convert instance to equivalent Chebyshev series.

The *series* is expected to be an instance of some polynomial series of one of the types supported by by the numpy.polynomial module, but could be some other class that supports the convert method.

Parameters

series : series

The instance series to be converted.

domain : array_like

The resulting array must be of the form `[beg, end]`, where `beg` and `end` are the endpoints of the domain.

window : array_like

The resulting array must be if the form `[beg, end]`, where `beg` and `end` are the endpoints of the window.

Returns

p : Chebyshev instance

A Chebyshev series equal to the *poly* series.

See Also:

`convert`

Notes

New in version 1.7.0.

`Chebyshev.`**`convert`**(*domain=None*, *kind=None*, *window=None*)

Convert to different class and/or domain.

Parameters

domain : array_like, optional

The domain of the converted series. If the value is None, the default domain of *kind* is used.

kind : class, optional

The polynomial series type class to which the current instance should be converted. If kind is None, then the class of the current instance is used.

window : array_like, optional

The window of the converted series. If the value is None, the default window of *kind* is used.

Returns

new_series_instance : *kind*

The returned class can be of different type than the current instance and/or have a different domain.

Notes

Conversion between domains and class types can result in numerically ill defined series.

`Chebyshev.copy()`

Return a copy.

Return a copy of the current Chebyshev instance.

Returns

new_instance : Chebyshev

Copy of current instance.

`Chebyshev.cutdeg(deg)`

Truncate series to the given degree.

Reduce the degree of the Chebyshev series to *deg* by discarding the high order terms. If *deg* is greater than the current degree a copy of the current series is returned. This can be useful in least squares where the coefficients of the high degree terms may be very small.

Parameters

deg : non-negative int

The series is reduced to degree *deg* by discarding the high order terms. The value of *deg* must be a non-negative integer.

Returns

new_instance : Chebyshev

New instance of Chebyshev with reduced degree.

Notes

New in version 1.5.0.

`Chebyshev.degree()`

The degree of the series.

Notes

New in version 1.5.0.

`Chebyshev.deriv(m=1)`

Differentiate.

Return an instance of Chebyshev that is the derivative of the current series. Refer to `chebder` for full documentation.

Parameters

m : non-negative int

The number of integrations to perform.

Returns

derivative : Chebyshev

The derivative of the series using the same domain.

See Also:

chebder
similar function.

chebint
similar function for integration.

static `Chebyshev.fit`(*x, y, deg, domain=None, rcond=None, full=False, w=None, window=[-1, 1]*)
Least squares fit to data.

Return a `Chebyshev` instance that is the least squares fit to the data *y* sampled at *x*. Unlike `chebfit`, the domain of the returned instance can be specified and this will often result in a superior fit with less chance of ill conditioning. Support for NA was added in version 1.7.0. See `chebfit` for full documentation of the implementation.

Parameters

x : array_like, shape (M,)

x-coordinates of the M sample points `(x[i], y[i])`.

y : array_like, shape (M,) or (M, K)

y-coordinates of the sample points. Several data sets of sample points sharing the same x-coordinates can be fitted at once by passing in a 2D-array that contains one dataset per column.

deg : int

Degree of the fitting polynomial.

domain : {None, [beg, end], []}, optional

Domain to use for the returned Chebyshev instance. If `None`, then a minimal domain that covers the points *x* is chosen. If `[]` the default domain `[-1,1]` is used. The default value is [-1,1] in numpy 1.4.x and `None` in later versions. The `'[]` value was added in numpy 1.5.0.

rcond : float, optional

Relative condition number of the fit. Singular values smaller than this relative to the largest singular value will be ignored. The default value is len(x)*eps, where eps is the relative precision of the float type, about 2e-16 in most cases.

full : bool, optional

Switch determining nature of return value. When it is False (the default) just the coefficients are returned, when True diagnostic information from the singular value decomposition is also returned.

w : array_like, shape (M,), optional

Weights. If not None the contribution of each point `(x[i],y[i])` to the fit is weighted by *w[i]*. Ideally the weights are chosen so that the errors of the products `w[i]*y[i]` all have the same variance. The default value is None. .. versionadded:: 1.5.0

window : {[beg, end]}, optional

Window to use for the returned Chebyshev instance. The default value is `[-1,1]` .. versionadded:: 1.6.0

Returns

least_squares_fit : instance of Chebyshev

The Chebyshev instance is the least squares fit to the data and has the domain specified in the call.

[residuals, rank, singular_values, rcond] : only if *full* = True

Residuals of the least squares fit, the effective rank of the scaled Vandermonde matrix and its singular values, and the specified value of *rcond*. For more details, see *linalg.lstsq*.

See Also:

chebfit
similar function

static Chebyshev.**fromroots**(*roots, domain=[-1, 1], window=[-1, 1]*)
Return Chebyshev instance with specified roots.

Returns an instance of Chebyshev representing the product `(x - r[0])*(x - r[1])*...*(x - r[n-1])`, where `r` is the list of roots.

Parameters

roots : array_like

List of roots.

domain : {array_like, None}, optional

Domain for the resulting instance of Chebyshev. If none the domain is the interval from the smallest root to the largest. The default is [-1,1].

window : array_like, optional

Window for the resulting instance of Chebyshev. The default value is [-1,1].

Returns

object : Chebyshev instance

Series with the specified roots.

See Also:

chebfromroots
equivalent function

Chebyshev.**has_samecoef**(*other*)
Check if coefficients match.

Parameters

other : class instance

The other class must have the `coef` attribute.

Returns
bool : boolean

True if the coefficients are the same, False otherwise.

Notes

New in version 1.6.0.

`Chebyshev.`**`has_samedomain`**(*other*)
Check if domains match.

Parameters
other : class instance

The other class must have the `domain` attribute.

Returns
bool : boolean

True if the domains are the same, False otherwise.

Notes

New in version 1.6.0.

`Chebyshev.`**`has_sametype`**(*other*)
Check if types match.

Parameters
other : object

Class instance.

Returns
bool : boolean

True if other is same class as self

Notes

New in version 1.7.0.

`Chebyshev.`**`has_samewindow`**(*other*)
Check if windows match.

Parameters
other : class instance

The other class must have the `window` attribute.

Returns
bool : boolean

True if the windows are the same, False otherwise.

Notes

New in version 1.6.0.

static `Chebyshev.`**`identity`**(*domain=[-1, 1], window=[-1, 1]*)
Identity function.

If `p` is the returned Chebyshev object, then `p(x) == x` for all values of x.

Parameters

domain : array_like

The resulting array must be of the form `[beg, end]`, where `beg` and `end` are the endpoints of the domain.

window : array_like

The resulting array must be if the form `[beg, end]`, where `beg` and `end` are the endpoints of the window.

Returns

identity : Chebyshev instance

`Chebyshev.`**`integ`**(*m=1*, *k=[]*, *lbnd=None*)

Integrate.

Return an instance of Chebyshev that is the definite integral of the current series. Refer to `chebint` for full documentation.

Parameters

m : non-negative int

The number of integrations to perform.

k : array_like

Integration constants. The first constant is applied to the first integration, the second to the second, and so on. The list of values must less than or equal to *m* in length and any missing values are set to zero.

lbnd : Scalar

The lower bound of the definite integral.

Returns

integral : Chebyshev

The integral of the series using the same domain.

See Also:

`chebint`

similar function.

`chebder`

similar function for derivative.

`Chebyshev.`**`linspace`**(*n=100*, *domain=None*)

Return x,y values at equally spaced points in domain.

Returns x, y values at *n* linearly spaced points across domain. Here y is the value of the polynomial at the points x. By default the domain is the same as that of the Chebyshev instance. This method is intended mostly as a plotting aid.

Parameters

n : int, optional

Number of point pairs to return. The default value is 100.

domain : {None, array_like}

If not None, the specified domain is used instead of that of the calling instance. It should be of the form `[beg,end]`. The default is None.

Returns

x, y : ndarrays

`x` is equal to linspace(self.domain[0], self.domain[1], n) `y` is the polynomial evaluated at `x`.

New in version 1.5.0.

`Chebyshev.`**`mapparms`**`()`

Return the mapping parameters.

The returned values define a linear map `off + scl*x` that is applied to the input arguments before the series is evaluated. The map depends on the `domain` and `window`; if the current `domain` is equal to the `window` the resulting map is the identity. If the coefficients of the `Chebyshev` instance are to be used by themselves outside this class, then the linear function must be substituted for the `x` in the standard representation of the base polynomials.

Returns

off, scl : floats or complex

The mapping function is defined by `off + scl*x`.

Notes

If the current domain is the interval `[l_1, r_1]` and the window is `[l_2, r_2]`, then the linear mapping function `L` is defined by the equations:

```
L(l_1) = l_2
L(r_1) = r_2
```

`Chebyshev.`**`roots`**`()`

Return list of roots.

Return ndarray of roots for this series. See `chebroots` for full documentation. Note that the accuracy of the roots is likely to decrease the further outside the domain they lie.

See Also:

`chebroots`

similar function

`chebfromroots`

function to go generate series from roots.

`Chebyshev.`**`trim`**`(`*`tol=0`*`)`

Remove small leading coefficients

Remove leading coefficients until a coefficient is reached whose absolute value greater than *tol* or the beginning of the series is reached. If all the coefficients would be removed the series is set to `[0]`. A new Chebyshev instance is returned with the new coefficients. The current instance remains unchanged.

Parameters

tol : non-negative number.

All trailing coefficients less than *tol* will be removed.

Returns

new_instance : Chebyshev

Contains the new set of coefficients.

Chebyshev.**truncate**(*size*)

Truncate series to length *size*.

Reduce the Chebyshev series to length *size* by discarding the high degree terms. The value of *size* must be a positive integer. This can be useful in least squares where the coefficients of the high degree terms may be very small.

Parameters

size : positive int

The series is reduced to length *size* by discarding the high degree terms. The value of *size* must be a positive integer.

Returns

new_instance : Chebyshev

New instance of Chebyshev with truncated coefficients.

chebval(x, c[, tensor])	Evaluate a Chebyshev series at points x.
chebval2d(x, y, c)	Evaluate a 2-D Chebyshev series at points (x, y).
chebval3d(x, y, z, c)	Evaluate a 3-D Chebyshev series at points (x, y, z).
chebgrid2d(x, y, c)	Evaluate a 2-D Chebyshev series on the Cartesian product of x and y.
chebgrid3d(x, y, z, c)	Evaluate a 3-D Chebyshev series on the Cartesian product of x, y, and z.
chebroots(c)	Compute the roots of a Chebyshev series.
chebfromroots(roots)	Generate a Chebyshev series with given roots.

Basics

numpy.polynomial.chebyshev.**chebval**(*x*, *c*, *tensor=True*)

Evaluate a Chebyshev series at points x.

If *c* is of length *n + 1*, this function returns the value:

$$p(x) = c_0 * T_0(x) + c_1 * T_1(x) + ... + c_n * T_n(x)$$

The parameter *x* is converted to an array only if it is a tuple or a list, otherwise it is treated as a scalar. In either case, either *x* or its elements must support multiplication and addition both with themselves and with the elements of *c*.

If *c* is a 1-D array, then *p(x)* will have the same shape as *x*. If *c* is multidimensional, then the shape of the result depends on the value of *tensor*. If *tensor* is true the shape will be c.shape[1:] + x.shape. If *tensor* is false the shape will be c.shape[1:]. Note that scalars have shape (,).

Trailing zeros in the coefficients will be used in the evaluation, so they should be avoided if efficiency is a concern.

Parameters

x : array_like, compatible object

If *x* is a list or tuple, it is converted to an ndarray, otherwise it is left unchanged and treated as a scalar. In either case, *x* or its elements must support addition and multiplication with with themselves and with the elements of *c*.

c : array_like

Array of coefficients ordered so that the coefficients for terms of degree n are contained in c[n]. If *c* is multidimensional the remaining indices enumerate multiple polynomials. In the two dimensional case the coefficients may be thought of as stored in the columns of *c*.

tensor : boolean, optional

If True, the shape of the coefficient array is extended with ones on the right, one for each dimension of *x*. Scalars have dimension 0 for this action. The result is that every column of coefficients in *c* is evaluated for every element of *x*. If False, *x* is broadcast over the columns of *c* for the evaluation. This keyword is useful when *c* is multidimensional. The default value is True. New in version 1.7.0.

Returns

values : ndarray, algebra_like

The shape of the return value is described above.

See Also:

`chebval2d`, `chebgrid2d`, `chebval3d`, `chebgrid3d`

Notes

The evaluation uses Clenshaw recursion, aka synthetic division.

`numpy.polynomial.chebyshev.`**`chebval2d`**(*x*, *y*, *c*)

Evaluate a 2-D Chebyshev series at points (x, y).

This function returns the values:

$$p(x,y) = \sum_{i,j} c_{i,j} * T_i(x) * T_j(y)$$

The parameters *x* and *y* are converted to arrays only if they are tuples or a lists, otherwise they are treated as a scalars and they must have the same shape after conversion. In either case, either *x* and *y* or their elements must support multiplication and addition both with themselves and with the elements of *c*.

If *c* is a 1-D array a one is implicitly appended to its shape to make it 2-D. The shape of the result will be c.shape[2:] + x.shape.

Parameters

x, y : array_like, compatible objects

The two dimensional series is evaluated at the points *(x, y)*, where *x* and *y* must have the same shape. If *x* or *y* is a list or tuple, it is first converted to an ndarray, otherwise it is left unchanged and if it isn't an ndarray it is treated as a scalar.

c : array_like

Array of coefficients ordered so that the coefficient of the term of multi-degree i,j is contained in `c[i,j]`. If *c* has dimension greater than 2 the remaining indices enumerate multiple sets of coefficients.

Returns

values : ndarray, compatible object

The values of the two dimensional Chebyshev series at points formed from pairs of corresponding values from *x* and *y*.

See Also:

`chebval`, `chebgrid2d`, `chebval3d`, `chebgrid3d`

Notes

`numpy.polynomial.chebyshev.`**`chebval3d`**(*x*, *y*, *z*, *c*)

Evaluate a 3-D Chebyshev series at points (x, y, z).

This function returns the values:

$$p(x, y, z) = \sum_{i,j,k} c_{i,j,k} * T_i(x) * T_j(y) * T_k(z)$$

The parameters *x*, *y*, and *z* are converted to arrays only if they are tuples or a lists, otherwise they are treated as a scalars and they must have the same shape after conversion. In either case, either *x*, *y*, and *z* or their elements must support multiplication and addition both with themselves and with the elements of *c*.

If *c* has fewer than 3 dimensions, ones are implicitly appended to its shape to make it 3-D. The shape of the result will be c.shape[3:] + x.shape.

Parameters

x, y, z : array_like, compatible object

The three dimensional series is evaluated at the points *(x, y, z)*, where *x*, *y*, and *z* must have the same shape. If any of *x*, *y*, or *z* is a list or tuple, it is first converted to an ndarray, otherwise it is left unchanged and if it isn't an ndarray it is treated as a scalar.

c : array_like

Array of coefficients ordered so that the coefficient of the term of multi-degree i,j,k is contained in `c[i,j,k]`. If *c* has dimension greater than 3 the remaining indices enumerate multiple sets of coefficients.

Returns

values : ndarray, compatible object

The values of the multidimensional polynomial on points formed with triples of corresponding values from *x*, *y*, and *z*.

See Also:

`chebval`, `chebval2d`, `chebgrid2d`, `chebgrid3d`

Notes

`numpy.polynomial.chebyshev.`**`chebgrid2d`**(*x*, *y*, *c*)

Evaluate a 2-D Chebyshev series on the Cartesian product of x and y.

This function returns the values:

$$p(a, b) = \sum_{i,j} c_{i,j} * T_i(a) * T_j(b),$$

where the points *(a, b)* consist of all pairs formed by taking *a* from *x* and *b* from *y*. The resulting points form a grid with *x* in the first dimension and *y* in the second.

The parameters *x* and *y* are converted to arrays only if they are tuples or a lists, otherwise they are treated as a scalars. In either case, either *x* and *y* or their elements must support multiplication and addition both with themselves and with the elements of *c*.

If *c* has fewer than two dimensions, ones are implicitly appended to its shape to make it 2-D. The shape of the result will be c.shape[2:] + x.shape + y.shape.

Parameters

x, y : array_like, compatible objects

The two dimensional series is evaluated at the points in the Cartesian product of *x* and *y*. If *x* or *y* is a list or tuple, it is first converted to an ndarray, otherwise it is left unchanged and, if it isn't an ndarray, it is treated as a scalar.

c : array_like

Array of coefficients ordered so that the coefficient of the term of multi-degree i,j is contained in *c[i,j]*. If *c* has dimension greater than two the remaining indices enumerate multiple sets of coefficients.

Returns

values : ndarray, compatible object

The values of the two dimensional Chebyshev series at points in the Cartesian product of *x* and *y*.

See Also:

`chebval`, `chebval2d`, `chebval3d`, `chebgrid3d`

Notes

`numpy.polynomial.chebyshev.`**`chebgrid3d`**(*x*, *y*, *z*, *c*)

Evaluate a 3-D Chebyshev series on the Cartesian product of x, y, and z.

This function returns the values:

$$p(a, b, c) = \sum_{i,j,k} c_{i,j,k} * T_i(a) * T_j(b) * T_k(c)$$

where the points *(a, b, c)* consist of all triples formed by taking *a* from *x*, *b* from *y*, and *c* from *z*. The resulting points form a grid with *x* in the first dimension, *y* in the second, and *z* in the third.

The parameters *x*, *y*, and *z* are converted to arrays only if they are tuples or a lists, otherwise they are treated as a scalars. In either case, either *x*, *y*, and *z* or their elements must support multiplication and addition both with themselves and with the elements of *c*.

If *c* has fewer than three dimensions, ones are implicitly appended to its shape to make it 3-D. The shape of the result will be c.shape[3:] + x.shape + y.shape + z.shape.

Parameters

x, y, z : array_like, compatible objects

The three dimensional series is evaluated at the points in the Cartesian product of *x*, *y*, and *z*. If *x*,'y', or *z* is a list or tuple, it is first converted to an ndarray, otherwise it is left unchanged and, if it isn't an ndarray, it is treated as a scalar.

c : array_like

Array of coefficients ordered so that the coefficients for terms of degree i,j are contained in `c[i,j]`. If *c* has dimension greater than two the remaining indices enumerate multiple sets of coefficients.

Returns

values : ndarray, compatible object

The values of the two dimensional polynomial at points in the Cartesian product of *x* and *y*.

See Also:

`chebval`, `chebval2d`, `chebgrid2d`, `chebval3d`

Notes

numpy.polynomial.chebyshev.**chebroots**(*c*)

Compute the roots of a Chebyshev series.

Return the roots (a.k.a. "zeros") of the polynomial

$$p(x) = \sum_i c[i] * T_i(x).$$

Parameters

c : 1-D array_like

1-D array of coefficients.

Returns

out : ndarray

Array of the roots of the series. If all the roots are real, then *out* is also real, otherwise it is complex.

See Also:

`polyroots`, `legroots`, `lagroots`, `hermroots`, `hermeroots`

Notes

The root estimates are obtained as the eigenvalues of the companion matrix, Roots far from the origin of the complex plane may have large errors due to the numerical instability of the series for such values. Roots with multiplicity greater than 1 will also show larger errors as the value of the series near such points is relatively insensitive to errors in the roots. Isolated roots near the origin can be improved by a few iterations of Newton's method.

The Chebyshev series basis polynomials aren't powers of *x* so the results of this function may seem unintuitive.

Examples

```
>>> import numpy.polynomial.chebyshev as cheb
>>> cheb.chebroots((-1, 1,-1, 1)) # T3 - T2 + T1 - T0 has real roots
array([ -5.00000000e-01,   2.60860684e-17,   1.00000000e+00])
```

numpy.polynomial.chebyshev.**chebfromroots**(*roots*)

Generate a Chebyshev series with given roots.

The function returns the coefficients of the polynomial

$$p(x) = (x - r_0) * (x - r_1) * ... * (x - r_n),$$

in Chebyshev form, where the *r_n* are the roots specified in *roots*. If a zero has multiplicity n, then it must appear in *roots* n times. For instance, if 2 is a root of multiplicity three and 3 is a root of multiplicity 2, then *roots* looks something like [2, 2, 2, 3, 3]. The roots can appear in any order.

If the returned coefficients are *c*, then

$$p(x) = c_0 + c_1 * T_1(x) + ... + c_n * T_n(x)$$

The coefficient of the last term is not generally 1 for monic polynomials in Chebyshev form.

Parameters

roots : array_like

Sequence containing the roots.

Returns

out : ndarray

1-D array of coefficients. If all roots are real then *out* is a real array, if some of the roots are complex, then *out* is complex even if all the coefficients in the result are real (see Examples below).

See Also:

`polyfromroots`, `legfromroots`, `lagfromroots`, `hermfromroots`, `hermefromroots`.

Examples

```
>>> import numpy.polynomial.chebyshev as C
>>> C.chebfromroots((-1,0,1)) # x^3 - x relative to the standard basis
array([ 0.  , -0.25,  0.  ,  0.25])
>>> j = complex(0,1)
>>> C.chebfromroots((-j,j)) # x^2 + 1 relative to the standard basis
array([ 1.5+0.j,  0.0+0.j,  0.5+0.j])
```

`chebfit`(x, y, deg[, rcond, full, w])	Least squares fit of Chebyshev series to data.
`chebvander`(x, deg)	Pseudo-Vandermonde matrix of given degree.
`chebvander2d`(x, y, deg)	Pseudo-Vandermonde matrix of given degrees.
`chebvander3d`(x, y, z, deg)	Pseudo-Vandermonde matrix of given degrees.

Fitting

`numpy.polynomial.chebyshev.`**`chebfit`**(*x*, *y*, *deg*, *rcond=None*, *full=False*, *w=None*)

Least squares fit of Chebyshev series to data.

Return the coefficients of a Legendre series of degree *deg* that is the least squares fit to the data values *y* given at points *x*. If *y* is 1-D the returned coefficients will also be 1-D. If *y* is 2-D multiple fits are done, one for each column of *y*, and the resulting coefficients are stored in the corresponding columns of a 2-D return. The fitted polynomial(s) are in the form

$$p(x) = c_0 + c_1 * T_1(x) + ... + c_n * T_n(x),$$

where *n* is *deg*.

Since numpy version 1.7.0, chebfit also supports NA. If any of the elements of *x*, *y*, or *w* are NA, then the corresponding rows of the linear least squares problem (see Notes) are set to 0. If *y* is 2-D, then an NA in any row of *y* invalidates that whole row.

Parameters

x : array_like, shape (M,)

x-coordinates of the M sample points `(x[i], y[i])`.

y : array_like, shape (M,) or (M, K)

y-coordinates of the sample points. Several data sets of sample points sharing the same x-coordinates can be fitted at once by passing in a 2D-array that contains one dataset per column.

deg : int

Degree of the fitting series

rcond : float, optional

Relative condition number of the fit. Singular values smaller than this relative to the largest singular value will be ignored. The default value is len(x)*eps, where eps is the relative precision of the float type, about 2e-16 in most cases.

full : bool, optional

Switch determining nature of return value. When it is False (the default) just the coefficients are returned, when True diagnostic information from the singular value decomposition is also returned.

w : array_like, shape (*M*,), optional

Weights. If not None, the contribution of each point `(x[i],y[i])` to the fit is weighted by *w[i]*. Ideally the weights are chosen so that the errors of the products `w[i]*y[i]` all have the same variance. The default value is None. New in version 1.5.0.

Returns

coef : ndarray, shape (M,) or (M, K)

Chebyshev coefficients ordered from low to high. If *y* was 2-D, the coefficients for the data in column k of *y* are in column *k*.

[residuals, rank, singular_values, rcond] : present when *full* = True

Residuals of the least-squares fit, the effective rank of the scaled Vandermonde matrix and its singular values, and the specified value of *rcond*. For more details, see *linalg.lstsq*.

Warns

RankWarning

The rank of the coefficient matrix in the least-squares fit is deficient. The warning is only raised if *full* = False. The warnings can be turned off by

```
>>> import warnings
>>> warnings.simplefilter('ignore', RankWarning)
```

See Also:

`polyfit`, `legfit`, `lagfit`, `hermfit`, `hermefit`

`chebval`
Evaluates a Chebyshev series.

`chebvander`
Vandermonde matrix of Chebyshev series.

`chebweight`
Chebyshev weight function.

`linalg.lstsq`
Computes a least-squares fit from the matrix.

`scipy.interpolate.UnivariateSpline`
Computes spline fits.

Notes

The solution is the coefficients of the Chebyshev series *p* that minimizes the sum of the weighted squared errors

$$E = \sum_j w_j^2 * |y_j - p(x_j)|^2,$$

where w_j are the weights. This problem is solved by setting up as the (typically) overdetermined matrix equation

$$V(x) * c = w * y,$$

where *V* is the weighted pseudo Vandermonde matrix of *x*, *c* are the coefficients to be solved for, *w* are the weights, and *y* are the observed values. This equation is then solved using the singular value decomposition of *V*.

If some of the singular values of *V* are so small that they are neglected, then a *RankWarning* will be issued. This means that the coefficient values may be poorly determined. Using a lower order fit will usually get rid of the warning. The *rcond* parameter can also be set to a value smaller than its default, but the resulting fit may be spurious and have large contributions from roundoff error.

Fits using Chebyshev series are usually better conditioned than fits using power series, but much can depend on the distribution of the sample points and the smoothness of the data. If the quality of the fit is inadequate splines may be a good alternative.

References

[R58]

`numpy.polynomial.chebyshev.`**`chebvander`**(*x*, *deg*)

Pseudo-Vandermonde matrix of given degree.

Returns the pseudo-Vandermonde matrix of degree *deg* and sample points *x*. The pseudo-Vandermonde matrix is defined by

$$V[..., i] = T_i(x),$$

where *0 <= i <= deg*. The leading indices of *V* index the elements of *x* and the last index is the degree of the Chebyshev polynomial.

If *c* is a 1-D array of coefficients of length *n + 1* and *V* is the matrix `V = chebvander(x, n)`, then `np.dot(V, c)` and `chebval(x, c)` are the same up to roundoff. This equivalence is useful both for least squares fitting and for the evaluation of a large number of Chebyshev series of the same degree and sample points.

Parameters

x : array_like

Array of points. The dtype is converted to float64 or complex128 depending on whether any of the elements are complex. If *x* is scalar it is converted to a 1-D array.

deg : int

Degree of the resulting matrix.

Returns

vander : ndarray

The pseudo Vandermonde matrix. The shape of the returned matrix is `x.shape + (deg + 1,)`, where The last index is the degree of the corresponding Chebyshev polynomial. The dtype will be the same as the converted *x*.

numpy.polynomial.chebyshev.**chebvander2d**(*x*, *y*, *deg*)

Pseudo-Vandermonde matrix of given degrees.

Returns the pseudo-Vandermonde matrix of degrees *deg* and sample points *(x, y)*. The pseudo-Vandermonde matrix is defined by

$$V[..., deg[1] * i + j] = T_i(x) * T_j(y),$$

where *0 <= i <= deg[0]* and *0 <= j <= deg[1]*. The leading indices of *V* index the points *(x, y)* and the last index encodes the degrees of the Chebyshev polynomials.

If `V = chebvander2d(x, y, [xdeg, ydeg])`, then the columns of *V* correspond to the elements of a 2-D coefficient array *c* of shape (xdeg + 1, ydeg + 1) in the order

$$c_{00}, c_{01}, c_{02}..., c_{10}, c_{11}, c_{12}...$$

and `np.dot(V, c.flat)` and `chebval2d(x, y, c)` will be the same up to roundoff. This equivalence is useful both for least squares fitting and for the evaluation of a large number of 2-D Chebyshev series of the same degrees and sample points.

Parameters

x, y : array_like

Arrays of point coordinates, all of the same shape. The dtypes will be converted to either float64 or complex128 depending on whether any of the elements are complex. Scalars are converted to 1-D arrays.

deg : list of ints

List of maximum degrees of the form [x_deg, y_deg].

Returns

vander2d : ndarray

The shape of the returned matrix is `x.shape + (order,)`, where $order = (deg[0] + 1) * (deg([1] + 1)$. The dtype will be the same as the converted *x* and *y*.

See Also:

`chebvander`, `chebvander3d.`, `chebval3d`

Notes

numpy.polynomial.chebyshev.**chebvander3d**(*x*, *y*, *z*, *deg*)

Pseudo-Vandermonde matrix of given degrees.

Returns the pseudo-Vandermonde matrix of degrees *deg* and sample points *(x, y, z)*. If *l, m, n* are the given degrees in *x, y, z*, then The pseudo-Vandermonde matrix is defined by

$$V[..., (m + 1)(n + 1)i + (n + 1)j + k] = T_i(x) * T_j(y) * T_k(z),$$

where *0 <= i <= l*, *0 <= j <= m*, and *0 <= j <= n*. The leading indices of *V* index the points *(x, y, z)* and the last index encodes the degrees of the Chebyshev polynomials.

If `V = chebvander3d(x, y, z, [xdeg, ydeg, zdeg])`, then the columns of *V* correspond to the elements of a 3-D coefficient array *c* of shape (xdeg + 1, ydeg + 1, zdeg + 1) in the order

$$c_{000}, c_{001}, c_{002}, ..., c_{010}, c_{011}, c_{012}, ...$$

and `np.dot(V, c.flat)` and `chebval3d(x, y, z, c)` will be the same up to roundoff. This equivalence is useful both for least squares fitting and for the evaluation of a large number of 3-D Chebyshev series of the same degrees and sample points.

Parameters

x, y, z : array_like

Arrays of point coordinates, all of the same shape. The dtypes will be converted to either float64 or complex128 depending on whether any of the elements are complex. Scalars are converted to 1-D arrays.

deg : list of ints

List of maximum degrees of the form [x_deg, y_deg, z_deg].

Returns

vander3d : ndarray

The shape of the returned matrix is `x.shape + (order,)`, where $order = (deg[0]+1)*(deg([1]+1)*(deg[2]+1)$. The dtype will be the same as the converted *x*, *y*, and *z*.

See Also:

`chebvander`, `chebvander3d.`, `chebval3d`

Notes

`chebder`(c[, m, scl, axis])	Differentiate a Chebyshev series.
`chebint`(c[, m, k, lbnd, scl, axis])	Integrate a Chebyshev series.

Calculus

`numpy.polynomial.chebyshev.`**`chebder`**(*c*, *m=1*, *scl=1*, *axis=0*)

Differentiate a Chebyshev series.

Returns the Chebyshev series coefficients *c* differentiated *m* times along *axis*. At each iteration the result is multiplied by *scl* (the scaling factor is for use in a linear change of variable). The argument *c* is an array of coefficients from low to high degree along each axis, e.g., [1,2,3] represents the series `1*T_0 + 2*T_1 + 3*T_2` while [[1,2],[1,2]] represents `1*T_0(x)*T_0(y) + 1*T_1(x)*T_0(y) + 2*T_0(x)*T_1(y) + 2*T_1(x)*T_1(y)` if axis=0 is `x` and axis=1 is `y`.

Parameters

c : array_like

Array of Chebyshev series coefficients. If c is multidimensional the different axis correspond to different variables with the degree in each axis given by the corresponding index.

m : int, optional

Number of derivatives taken, must be non-negative. (Default: 1)

scl : scalar, optional

Each differentiation is multiplied by *scl*. The end result is multiplication by `scl**m`. This is for use in a linear change of variable. (Default: 1)

axis : int, optional

Axis over which the derivative is taken. (Default: 0). New in version 1.7.0.

Returns

der : ndarray

Chebyshev series of the derivative.

See Also:

`chebint`

Notes

In general, the result of differentiating a C-series needs to be "reprojected" onto the C-series basis set. Thus, typically, the result of this function is "unintuitive," albeit correct; see Examples section below.

Examples

```
>>> from numpy.polynomial import chebyshev as C
>>> c = (1,2,3,4)
>>> C.chebder(c)
array([ 14.,  12.,  24.])
>>> C.chebder(c,3)
array([ 96.])
>>> C.chebder(c,scl=-1)
array([-14., -12., -24.])
>>> C.chebder(c,2,-1)
array([ 12.,  96.])
```

numpy.polynomial.chebyshev.**chebint**(*c*, *m=1*, *k=[]*, *lbnd=0*, *scl=1*, *axis=0*)

Integrate a Chebyshev series.

Returns the Chebyshev series coefficients *c* integrated *m* times from *lbnd* along *axis*. At each iteration the resulting series is **multiplied** by *scl* and an integration constant, *k*, is added. The scaling factor is for use in a linear change of variable. ("Buyer beware": note that, depending on what one is doing, one may want *scl* to be the reciprocal of what one might expect; for more information, see the Notes section below.) The argument *c* is an array of coefficients from low to high degree along each axis, e.g., [1,2,3] represents the series `T_0 + 2*T_1 + 3*T_2` while [[1,2],[1,2]] represents `1*T_0(x)*T_0(y) + 1*T_1(x)*T_0(y) + 2*T_0(x)*T_1(y) + 2*T_1(x)*T_1(y)` if axis=0 is `x` and axis=1 is `y`.

Parameters

c : array_like

Array of Chebyshev series coefficients. If c is multidimensional the different axis correspond to different variables with the degree in each axis given by the corresponding index.

m : int, optional

Order of integration, must be positive. (Default: 1)

k : {[], list, scalar}, optional

Integration constant(s). The value of the first integral at zero is the first value in the list, the value of the second integral at zero is the second value, etc. If `k == []` (the default), all constants are set to zero. If `m == 1`, a single scalar can be given instead of a list.

lbnd : scalar, optional

The lower bound of the integral. (Default: 0)

scl : scalar, optional

Following each integration the result is *multiplied* by *scl* before the integration constant is added. (Default: 1)

axis : int, optional

Axis over which the integral is taken. (Default: 0). New in version 1.7.0.

Returns

S : ndarray

C-series coefficients of the integral.

Raises

ValueError

If `m < 1`, `len(k) > m`, `np.isscalar(lbnd) == False`, or `np.isscalar(scl) == False`.

See Also:

`chebder`

Notes

Note that the result of each integration is *multiplied* by *scl*. Why is this important to note? Say one is making a linear change of variable $u = ax + b$ in an integral relative to x. Then .. math::dx = du/a, so one will need to set *scl* equal to $1/a$- perhaps not what one would have first thought.

Also note that, in general, the result of integrating a C-series needs to be "reprojected" onto the C-series basis set. Thus, typically, the result of this function is "unintuitive," albeit correct; see Examples section below.

Examples

```
>>> from numpy.polynomial import chebyshev as C
>>> c = (1,2,3)
>>> C.chebint(c)
array([ 0.5, -0.5,  0.5,  0.5])
>>> C.chebint(c,3)
array([ 0.03125   , -0.1875    ,  0.04166667, -0.05208333,  0.01041667,
        0.00625   ])
>>> C.chebint(c, k=3)
array([ 3.5, -0.5,  0.5,  0.5])
>>> C.chebint(c,lbnd=-2)
array([ 8.5, -0.5,  0.5,  0.5])
>>> C.chebint(c,scl=-2)
array([-1.,  1., -1., -1.])
```

`chebadd`(c1, c2)	Add one Chebyshev series to another.
`chebsub`(c1, c2)	Subtract one Chebyshev series from another.
`chebmul`(c1, c2)	Multiply one Chebyshev series by another.
`chebmulx`(c)	Multiply a Chebyshev series by x.
`chebdiv`(c1, c2)	Divide one Chebyshev series by another.
`chebpow`(c, pow[, maxpower])	Raise a Chebyshev series to a power.

Algebra

`numpy.polynomial.chebyshev.`**`chebadd`**(*c1*, *c2*)

Add one Chebyshev series to another.

Returns the sum of two Chebyshev series *c1* + *c2*. The arguments are sequences of coefficients ordered from lowest order term to highest, i.e., [1,2,3] represents the series `T_0 + 2*T_1 + 3*T_2`.

Parameters

c1, c2 : array_like

1-D arrays of Chebyshev series coefficients ordered from low to high.

Returns

out : ndarray

Array representing the Chebyshev series of their sum.

See Also:

`chebsub`, `chebmul`, `chebdiv`, `chebpow`

Notes

Unlike multiplication, division, etc., the sum of two Chebyshev series is a Chebyshev series (without having to "reproject" the result onto the basis set) so addition, just like that of "standard" polynomials, is simply "component-wise."

Examples

```
>>> from numpy.polynomial import chebyshev as C
>>> c1 = (1,2,3)
>>> c2 = (3,2,1)
>>> C.chebadd(c1,c2)
array([ 4.,  4.,  4.])
```

numpy.polynomial.chebyshev.**chebsub**(*c1*, *c2*)

Subtract one Chebyshev series from another.

Returns the difference of two Chebyshev series *c1* - *c2*. The sequences of coefficients are from lowest order term to highest, i.e., [1,2,3] represents the series `T_0 + 2*T_1 + 3*T_2`.

Parameters

c1, c2 : array_like

1-D arrays of Chebyshev series coefficients ordered from low to high.

Returns

out : ndarray

Of Chebyshev series coefficients representing their difference.

See Also:

`chebadd`, `chebmul`, `chebdiv`, `chebpow`

Notes

Unlike multiplication, division, etc., the difference of two Chebyshev series is a Chebyshev series (without having to "reproject" the result onto the basis set) so subtraction, just like that of "standard" polynomials, is simply "component-wise."

Examples

```
>>> from numpy.polynomial import chebyshev as C
>>> c1 = (1,2,3)
>>> c2 = (3,2,1)
>>> C.chebsub(c1,c2)
array([-2.,  0.,  2.])
>>> C.chebsub(c2,c1) # -C.chebsub(c1,c2)
array([ 2.,  0., -2.])
```

numpy.polynomial.chebyshev.**chebmul**(*c1*, *c2*)
Multiply one Chebyshev series by another.

Returns the product of two Chebyshev series *c1 * c2*. The arguments are sequences of coefficients, from lowest order "term" to highest, e.g., [1,2,3] represents the series `T_0 + 2*T_1 + 3*T_2`.

Parameters
c1, c2 : array_like

1-D arrays of Chebyshev series coefficients ordered from low to high.

Returns
out : ndarray

Of Chebyshev series coefficients representing their product.

See Also:

`chebadd`, `chebsub`, `chebdiv`, `chebpow`

Notes

In general, the (polynomial) product of two C-series results in terms that are not in the Chebyshev polynomial basis set. Thus, to express the product as a C-series, it is typically necessary to "reproject" the product onto said basis set, which typically produces "unintuitive live" (but correct) results; see Examples section below.

Examples

```
>>> from numpy.polynomial import chebyshev as C
>>> c1 = (1,2,3)
>>> c2 = (3,2,1)
>>> C.chebmul(c1,c2) # multiplication requires "reprojection"
array([  6.5,  12. ,  12. ,   4. ,   1.5])
```

numpy.polynomial.chebyshev.**chebmulx**(*c*)
Multiply a Chebyshev series by x.

Multiply the polynomial *c* by x, where x is the independent variable.

Parameters
c : array_like

1-D array of Chebyshev series coefficients ordered from low to high.

Returns
out : ndarray

Array representing the result of the multiplication.

Notes

New in version 1.5.0.

numpy.polynomial.chebyshev.**chebdiv**(*c1*, *c2*)
Divide one Chebyshev series by another.

Returns the quotient-with-remainder of two Chebyshev series *c1 / c2*. The arguments are sequences of coefficients from lowest order "term" to highest, e.g., [1,2,3] represents the series `T_0 + 2*T_1 + 3*T_2`.

Parameters
c1, c2 : array_like

1-D arrays of Chebyshev series coefficients ordered from low to high.

Returns

[quo, rem] : ndarrays

Of Chebyshev series coefficients representing the quotient and remainder.

See Also:

chebadd, chebsub, chebmul, chebpow

Notes

In general, the (polynomial) division of one C-series by another results in quotient and remainder terms that are not in the Chebyshev polynomial basis set. Thus, to express these results as C-series, it is typically necessary to "reproject" the results onto said basis set, which typically produces "unintuitive" (but correct) results; see Examples section below.

Examples

```
>>> from numpy.polynomial import chebyshev as C
>>> c1 = (1,2,3)
>>> c2 = (3,2,1)
>>> C.chebdiv(c1,c2) # quotient "intuitive," remainder not
(array([ 3.]), array([-8., -4.]))
>>> c2 = (0,1,2,3)
>>> C.chebdiv(c2,c1) # neither "intuitive"
(array([ 0.,  2.]), array([-2., -4.]))
```

numpy.polynomial.chebyshev.**chebpow**(*c*, *pow*, *maxpower=16*)

Raise a Chebyshev series to a power.

Returns the Chebyshev series *c* raised to the power *pow*. The argument *c* is a sequence of coefficients ordered from low to high. i.e., [1,2,3] is the series `T_0 + 2*T_1 + 3*T_2`.

Parameters

c : array_like

1-D array of Chebyshev series coefficients ordered from low to high.

pow : integer

Power to which the series will be raised

maxpower : integer, optional

Maximum power allowed. This is mainly to limit growth of the series to unmanageable size. Default is 16

Returns

coef : ndarray

Chebyshev series of power.

See Also:

chebadd, chebsub, chebmul, chebdiv

chebgauss(deg)	Gauss-Chebyshev quadrature.
chebweight(x)	The weight function of the Chebyshev polynomials.

Quadrature

numpy.polynomial.chebyshev.**chebgauss**(*deg*)

Gauss-Chebyshev quadrature.

Computes the sample points and weights for Gauss-Chebyshev quadrature. These sample points and weights will correctly integrate polynomials of degree $2*deg-1$ or less over the interval $[-1, 1]$ with the weight function $f(x) = 1/\sqrt{1-x^2}$.

Parameters

deg : int

Number of sample points and weights. It must be >= 1.

Returns

x : ndarray

1-D ndarray containing the sample points.

y : ndarray

1-D ndarray containing the weights.

Notes

New in version 1.7.0. The results have only been tested up to degree 100, higher degrees may be problematic. For Gauss-Chebyshev there are closed form solutions for the sample points and weights. If n = *deg*, then

$$x_i = \cos(\pi(2i-1)/(2n))$$

$$w_i = \pi/n$$

numpy.polynomial.chebyshev.**chebweight**(*x*)

The weight function of the Chebyshev polynomials.

The weight function is $1/\sqrt{1-x^2}$ and the interval of integration is $[-1, 1]$. The Chebyshev polynomials are orthogonal, but not normalized, with respect to this weight function.

Parameters

x : array_like

Values at which the weight function will be computed.

Returns

w : ndarray

The weight function at *x*.

Notes

New in version 1.7.0.

chebcompanion(c)	Return the scaled companion matrix of c.
chebdomain	
chebzero	
chebone	
chebx	
chebtrim(c[, tol])	Remove “small” “trailing” coefficients from a polynomial.
chebline(off, scl)	Chebyshev series whose graph is a straight line.
cheb2poly(c)	Convert a Chebyshev series to a polynomial.
poly2cheb(pol)	Convert a polynomial to a Chebyshev series.

Miscellaneous

numpy.polynomial.chebyshev.**chebcompanion**(*c*)

Return the scaled companion matrix of c.

The basis polynomials are scaled so that the companion matrix is symmetric when *c* is aa Chebyshev basis polynomial. This provides better eigenvalue estimates than the unscaled case and for basis polynomials the eigenvalues are guaranteed to be real if `numpy.linalg.eigvalsh` is used to obtain them.

Parameters

c : array_like

1-D array of Chebyshev series coefficients ordered from low to high degree.

Returns

mat : ndarray

Scaled companion matrix of dimensions (deg, deg).

Notes

numpy.polynomial.chebyshev.**chebdomain = array([-1, 1])**

numpy.polynomial.chebyshev.**chebzero = array([0])**

numpy.polynomial.chebyshev.**chebone = array([1])**

numpy.polynomial.chebyshev.**chebx = array([0, 1])**

numpy.polynomial.chebyshev.**chebtrim**(*c*, *tol=0*)

Remove "small" "trailing" coefficients from a polynomial.

"Small" means "small in absolute value" and is controlled by the parameter *tol*; "trailing" means highest order coefficient(s), e.g., in `[0, 1, 1, 0, 0]` (which represents `0 + x + x**2 + 0*x**3 + 0*x**4`) both the 3-rd and 4-th order coefficients would be "trimmed."

Parameters

c : array_like

1-d array of coefficients, ordered from lowest order to highest.

tol : number, optional

Trailing (i.e., highest order) elements with absolute value less than or equal to *tol* (default value is zero) are removed.

Returns

trimmed : ndarray

1-d array with trailing zeros removed. If the resulting series would be empty, a series containing a single zero is returned.

Raises

ValueError

If *tol* < 0

See Also:

`trimseq`

Examples

```
>>> from numpy import polynomial as P
>>> P.trimcoef((0,0,3,0,5,0,0))
array([ 0.,  0.,  3.,  0.,  5.])
>>> P.trimcoef((0,0,1e-3,0,1e-5,0,0),1e-3) # item == tol is trimmed
array([ 0.])
>>> i = complex(0,1) # works for complex
>>> P.trimcoef((3e-4,1e-3*(1-i),5e-4,2e-5*(1+i)), 1e-3)
array([ 0.0003+0.j   ,  0.0010-0.001j])
```

numpy.polynomial.chebyshev.**chebline**(*off*, *scl*)

Chebyshev series whose graph is a straight line.

Parameters

off, scl : scalars

The specified line is given by `off + scl*x`.

Returns

y : ndarray

This module's representation of the Chebyshev series for `off + scl*x`.

See Also:

`polyline`

Examples

```
>>> import numpy.polynomial.chebyshev as C
>>> C.chebline(3,2)
array([3, 2])
>>> C.chebval(-3, C.chebline(3,2)) # should be -3
-3.0
```

numpy.polynomial.chebyshev.**cheb2poly**(*c*)

Convert a Chebyshev series to a polynomial.

Convert an array representing the coefficients of a Chebyshev series, ordered from lowest degree to highest, to an array of the coefficients of the equivalent polynomial (relative to the "standard" basis) ordered from lowest to highest degree.

Parameters

c : array_like

1-D array containing the Chebyshev series coefficients, ordered from lowest order term to highest.

Returns

pol : ndarray

1-D array containing the coefficients of the equivalent polynomial (relative to the "standard" basis) ordered from lowest order term to highest.

See Also:

`poly2cheb`

Notes

The easy way to do conversions between polynomial basis sets is to use the convert method of a class instance.

Examples

```
>>> from numpy import polynomial as P
>>> c = P.Chebyshev(range(4))
>>> c
Chebyshev([ 0.,  1.,  2.,  3.], [-1.,  1.])
>>> p = c.convert(kind=P.Polynomial)
>>> p
Polynomial([ -2.,  -8.,   4.,  12.], [-1.,  1.])
>>> P.cheb2poly(range(4))
array([ -2.,  -8.,   4.,  12.])
```

numpy.polynomial.chebyshev.**poly2cheb**(*pol*)

Convert a polynomial to a Chebyshev series.

Convert an array representing the coefficients of a polynomial (relative to the "standard" basis) ordered from lowest degree to highest, to an array of the coefficients of the equivalent Chebyshev series, ordered from lowest to highest degree.

Parameters

pol : array_like

1-D array containing the polynomial coefficients

Returns

c : ndarray

1-D array containing the coefficients of the equivalent Chebyshev series.

See Also:

cheb2poly

Notes

The easy way to do conversions between polynomial basis sets is to use the convert method of a class instance.

Examples

```
>>> from numpy import polynomial as P
>>> p = P.Polynomial(range(4))
>>> p
Polynomial([ 0.,  1.,  2.,  3.], [-1.,  1.])
>>> c = p.convert(kind=P.Chebyshev)
>>> c
Chebyshev([ 1.  ,  3.25,  1.  ,  0.75], [-1.,  1.])
>>> P.poly2cheb(range(4))
array([ 1.  ,  3.25,  1.  ,  0.75])
```

Legendre Module (`numpy.polynomial.legendre`)

New in version 1.6.0. This module provides a number of objects (mostly functions) useful for dealing with Legendre series, including a `Legendre` class that encapsulates the usual arithmetic operations. (General information on how this module represents and works with such polynomials is in the docstring for its "parent" sub-package, `numpy.polynomial`).

Legendre(coef[, domain, window])	A Legendre series class.

Legendre Class

class numpy.polynomial.legendre.**Legendre**(*coef, domain=[-1, 1], window=[-1, 1]*)

A Legendre series class.

Legendre instances provide the standard Python numerical methods '+', '-', '*', '//', '%', 'divmod', '**', and '()' as well as the listed methods.

Parameters

coef : array_like

Legendre coefficients, in increasing order. For example, `(1, 2, 3)` implies `P_0 + 2P_1 + 3P_2` where the `P_i` are a graded polynomial basis.

domain : (2,) array_like, optional

Domain to use. The interval `[domain[0], domain[1]]` is mapped to the interval `[window[0], window[1]]` by shifting and scaling. The default value is [-1,1].

window : (2,) array_like, optional

Window, see `domain` for its use. The default value is [-1,1]. .. versionadded:: 1.6.0

Notes

It is important to specify the domain in many cases, for instance in fitting data, because many of the important properties of the polynomial basis only hold in a specified interval and consequently the data must be mapped into that interval in order to benefit.

Attributes

coef	((N,) ndarray) Legendre coefficients, from low to high.
domain	((2,) ndarray) Domain that is mapped to `window`.
window	((2,) ndarray) Window that `domain` is mapped to.

Methods

`__call__`(arg)	
`basis`(deg[, domain, window])	Legendre polynomial of degree *deg*.
`cast`(series[, domain, window])	Convert instance to equivalent Legendre series.
`convert`([domain, kind, window])	Convert to different class and/or domain.
`copy`()	Return a copy.
`cutdeg`(deg)	Truncate series to the given degree.
`degree`()	The degree of the series.
`deriv`([m])	Differentiate.
`fit`(x, y, deg[, domain, rcond, full, w, window])	Least squares fit to data.
`fromroots`(roots[, domain, window])	Return Legendre instance with specified roots.
`has_samecoef`(other)	Check if coefficients match.
`has_samedomain`(other)	Check if domains match.
`has_sametype`(other)	Check if types match.
`has_samewindow`(other)	Check if windows match.
`identity`([domain, window])	Identity function.
`integ`([m, k, lbnd])	Integrate.
`linspace`([n, domain])	Return x,y values at equally spaced points in domain.
`mapparms`()	Return the mapping parameters.
`roots`()	Return list of roots.
`trim`([tol])	Remove small leading coefficients
`truncate`(size)	Truncate series to length *size*.

Legendre.__call__(*arg*)

static Legendre.**basis**(*deg, domain=[-1, 1], window=[-1, 1]*)
Legendre polynomial of degree *deg*.

Returns an instance of the Legendre polynomial of degree *d*.

Parameters

deg : int

Degree of the Legendre polynomial. Must be >= 0.

domain : array_like

The resulting array must be of the form `[beg, end]`, where `beg` and `end` are the endpoints of the domain.

window : array_like

The resulting array must be if the form `[beg, end]`, where `beg` and `end` are the endpoints of the window.

Returns

p : Legendre instance

Notes

New in version 1.7.0.

static Legendre.**cast**(*series, domain=[-1, 1], window=[-1, 1]*)
Convert instance to equivalent Legendre series.

The *series* is expected to be an instance of some polynomial series of one of the types supported by by the numpy.polynomial module, but could be some other class that supports the convert method.

Parameters

series : series

The instance series to be converted.

domain : array_like

The resulting array must be of the form `[beg, end]`, where `beg` and `end` are the endpoints of the domain.

window : array_like

The resulting array must be if the form `[beg, end]`, where `beg` and `end` are the endpoints of the window.

Returns

p : Legendre instance

A Legendre series equal to the *poly* series.

See Also:

convert

Notes

New in version 1.7.0.

Legendre.**convert**(*domain=None*, *kind=None*, *window=None*)
Convert to different class and/or domain.

Parameters
domain : array_like, optional

The domain of the converted series. If the value is None, the default domain of *kind* is used.

kind : class, optional

The polynomial series type class to which the current instance should be converted. If kind is None, then the class of the current instance is used.

window : array_like, optional

The window of the converted series. If the value is None, the default window of *kind* is used.

Returns
new_series_instance : *kind*

The returned class can be of different type than the current instance and/or have a different domain.

Notes

Conversion between domains and class types can result in numerically ill defined series.

Legendre.**copy**()
Return a copy.

Return a copy of the current Legendre instance.

Returns
new_instance : Legendre

Copy of current instance.

Legendre.**cutdeg**(*deg*)
Truncate series to the given degree.

Reduce the degree of the Legendre series to *deg* by discarding the high order terms. If *deg* is greater than the current degree a copy of the current series is returned. This can be useful in least squares where the coefficients of the high degree terms may be very small.

Parameters
deg : non-negative int

The series is reduced to degree *deg* by discarding the high order terms. The value of *deg* must be a non-negative integer.

Returns
new_instance : Legendre

New instance of Legendre with reduced degree.

Notes

New in version 1.5.0.

`Legendre.`**`degree`**`()`
The degree of the series.

Notes

New in version 1.5.0.

`Legendre.`**`deriv`**`(`*`m=1`*`)`
Differentiate.

Return an instance of Legendre that is the derivative of the current series. Refer to `legder` for full documentation.

Parameters
m : non-negative int

The number of integrations to perform.

Returns
derivative : Legendre

The derivative of the series using the same domain.

See Also:

`legder`
similar function.

`legint`
similar function for integration.

static `Legendre.`**`fit`**`(`*`x, y, deg, domain=None, rcond=None, full=False, w=None, window=[-1, 1]`*`)`
Least squares fit to data.

Return a `Legendre` instance that is the least squares fit to the data *y* sampled at *x*. Unlike `legfit`, the domain of the returned instance can be specified and this will often result in a superior fit with less chance of ill conditioning. Support for NA was added in version 1.7.0. See `legfit` for full documentation of the implementation.

Parameters
x : array_like, shape (M,)

x-coordinates of the M sample points `(x[i], y[i])`.

y : array_like, shape (M,) or (M, K)

y-coordinates of the sample points. Several data sets of sample points sharing the same x-coordinates can be fitted at once by passing in a 2D-array that contains one dataset per column.

deg : int

Degree of the fitting polynomial.

domain : {None, [beg, end], []}, optional

Domain to use for the returned Legendre instance. If `None`, then a minimal domain that covers the points *x* is chosen. If `[]` the default domain `[-1,1]` is used. The default value is [-1,1] in numpy 1.4.x and `None` in later versions. The `'[]` value was added in numpy 1.5.0.

rcond : float, optional

Relative condition number of the fit. Singular values smaller than this relative to the largest singular value will be ignored. The default value is len(x)*eps, where eps is the relative precision of the float type, about 2e-16 in most cases.

full : bool, optional

Switch determining nature of return value. When it is False (the default) just the coefficients are returned, when True diagnostic information from the singular value decomposition is also returned.

w : array_like, shape (M,), optional

Weights. If not None the contribution of each point `(x[i],y[i])` to the fit is weighted by *w[i]*. Ideally the weights are chosen so that the errors of the products `w[i]*y[i]` all have the same variance. The default value is None. .. versionadded:: 1.5.0

window : {[beg, end]}, optional

Window to use for the returned Legendre instance. The default value is `[-1,1]` .. versionadded:: 1.6.0

Returns

least_squares_fit : instance of Legendre

The Legendre instance is the least squares fit to the data and has the domain specified in the call.

[residuals, rank, singular_values, rcond] : only if *full* = True

Residuals of the least squares fit, the effective rank of the scaled Vandermonde matrix and its singular values, and the specified value of *rcond*. For more details, see *linalg.lstsq*.

See Also:

`legfit`
similar function

static `Legendre.`**`fromroots`**(*roots, domain=[-1, 1], window=[-1, 1]*)
Return Legendre instance with specified roots.

Returns an instance of Legendre representing the product `(x - r[0])*(x - r[1])*...*(x - r[n-1])`, where `r` is the list of roots.

Parameters

roots : array_like

List of roots.

domain : {array_like, None}, optional

Domain for the resulting instance of Legendre. If none the domain is the interval from the smallest root to the largest. The default is [-1,1].

window : array_like, optional

Window for the resulting instance of Legendre. The default value is [-1,1].

Returns

object : Legendre instance

Series with the specified roots.

See Also:

legfromroots
equivalent function

Legendre.**has_samecoef**(*other*)
Check if coefficients match.

Parameters
other : class instance

The other class must have the `coef` attribute.

Returns
bool : boolean

True if the coefficients are the same, False otherwise.

Notes

New in version 1.6.0.

Legendre.**has_samedomain**(*other*)
Check if domains match.

Parameters
other : class instance

The other class must have the `domain` attribute.

Returns
bool : boolean

True if the domains are the same, False otherwise.

Notes

New in version 1.6.0.

Legendre.**has_sametype**(*other*)
Check if types match.

Parameters
other : object

Class instance.

Returns
bool : boolean

True if other is same class as self

Notes

New in version 1.7.0.

Legendre.**has_samewindow**(*other*)
Check if windows match.

Parameters
other : class instance

The other class must have the `window` attribute.

Returns
bool : boolean

True if the windows are the same, False otherwise.

Notes

New in version 1.6.0.

static `Legendre.`**`identity`**(*domain=[-1, 1], window=[-1, 1]*)
Identity function.

If `p` is the returned Legendre object, then `p(x) == x` for all values of x.

Parameters
domain : array_like

The resulting array must be of the form `[beg, end]`, where `beg` and `end` are the endpoints of the domain.

window : array_like

The resulting array must be if the form `[beg, end]`, where `beg` and `end` are the endpoints of the window.

Returns
identity : Legendre instance

`Legendre.`**`integ`**(*m=1*, *k=[]*, *lbnd=None*)
Integrate.

Return an instance of Legendre that is the definite integral of the current series. Refer to `legint` for full documentation.

Parameters
m : non-negative int

The number of integrations to perform.

k : array_like

Integration constants. The first constant is applied to the first integration, the second to the second, and so on. The list of values must less than or equal to *m* in length and any missing values are set to zero.

lbnd : Scalar

The lower bound of the definite integral.

Returns
integral : Legendre

The integral of the series using the same domain.

See Also:

`legint`
similar function.

`legder`
similar function for derivative.

`Legendre.`**`linspace`**(*n=100*, *domain=None*)
Return x,y values at equally spaced points in domain.

Returns x, y values at *n* linearly spaced points across domain. Here y is the value of the polynomial at the points x. By default the domain is the same as that of the Legendre instance. This method is intended mostly as a plotting aid.

Parameters

n : int, optional

Number of point pairs to return. The default value is 100.

domain : {None, array_like}

If not None, the specified domain is used instead of that of the calling instance. It should be of the form `[beg,end]`. The default is None.

Returns

x, y : ndarrays

`x` is equal to linspace(self.domain[0], self.domain[1], n) `y` is the polynomial evaluated at `x`.

New in version 1.5.0.

`Legendre.`**`mapparms`**`()`

Return the mapping parameters.

The returned values define a linear map `off + scl*x` that is applied to the input arguments before the series is evaluated. The map depends on the `domain` and `window`; if the current `domain` is equal to the `window` the resulting map is the identity. If the coefficients of the `Legendre` instance are to be used by themselves outside this class, then the linear function must be substituted for the `x` in the standard representation of the base polynomials.

Returns

off, scl : floats or complex

The mapping function is defined by `off + scl*x`.

Notes

If the current domain is the interval `[l_1, r_1]` and the window is `[l_2, r_2]`, then the linear mapping function `L` is defined by the equations:

```
L(l_1) = l_2
L(r_1) = r_2
```

`Legendre.`**`roots`**`()`

Return list of roots.

Return ndarray of roots for this series. See `legroots` for full documentation. Note that the accuracy of the roots is likely to decrease the further outside the domain they lie.

See Also:

`legroots`
similar function

`legfromroots`
function to go generate series from roots.

`Legendre.`**`trim`**`(`*`tol=0`*`)`

Remove small leading coefficients

Remove leading coefficients until a coefficient is reached whose absolute value greater than *tol* or the beginning of the series is reached. If all the coefficients would be removed the series is set to `[0]`. A new Legendre instance is returned with the new coefficients. The current instance remains unchanged.

Parameters

tol : non-negative number.

All trailing coefficients less than *tol* will be removed.

Returns

new_instance : Legendre

Contains the new set of coefficients.

`Legendre.`**`truncate`**(*size*)

Truncate series to length *size*.

Reduce the Legendre series to length *size* by discarding the high degree terms. The value of *size* must be a positive integer. This can be useful in least squares where the coefficients of the high degree terms may be very small.

Parameters

size : positive int

The series is reduced to length *size* by discarding the high degree terms. The value of *size* must be a positive integer.

Returns

new_instance : Legendre

New instance of Legendre with truncated coefficients.

`legval`(x, c[, tensor])	Evaluate a Legendre series at points x.
`legval2d`(x, y, c)	Evaluate a 2-D Legendre series at points (x, y).
`legval3d`(x, y, z, c)	Evaluate a 3-D Legendre series at points (x, y, z).
`leggrid2d`(x, y, c)	Evaluate a 2-D Legendre series on the Cartesian product of x and y.
`leggrid3d`(x, y, z, c)	Evaluate a 3-D Legendre series on the Cartesian product of x, y, and z.
`legroots`(c)	Compute the roots of a Legendre series.
`legfromroots`(roots)	Generate a Legendre series with given roots.

Basics

`numpy.polynomial.legendre.`**`legval`**(*x*, *c*, *tensor=True*)

Evaluate a Legendre series at points x.

If *c* is of length *n + 1*, this function returns the value:

$$p(x) = c_0 * L_0(x) + c_1 * L_1(x) + ... + c_n * L_n(x)$$

The parameter *x* is converted to an array only if it is a tuple or a list, otherwise it is treated as a scalar. In either case, either *x* or its elements must support multiplication and addition both with themselves and with the elements of *c*.

If *c* is a 1-D array, then *p(x)* will have the same shape as *x*. If *c* is multidimensional, then the shape of the result depends on the value of *tensor*. If *tensor* is true the shape will be c.shape[1:] + x.shape. If *tensor* is false the shape will be c.shape[1:]. Note that scalars have shape (,).

Trailing zeros in the coefficients will be used in the evaluation, so they should be avoided if efficiency is a concern.

Parameters

x : array_like, compatible object

If *x* is a list or tuple, it is converted to an ndarray, otherwise it is left unchanged and treated as a scalar. In either case, *x* or its elements must support addition and multiplication with with themselves and with the elements of *c*.

c : array_like

Array of coefficients ordered so that the coefficients for terms of degree n are contained in c[n]. If *c* is multidimensional the remaining indices enumerate multiple polynomials. In the two dimensional case the coefficients may be thought of as stored in the columns of *c*.

tensor : boolean, optional

If True, the shape of the coefficient array is extended with ones on the right, one for each dimension of *x*. Scalars have dimension 0 for this action. The result is that every column of coefficients in *c* is evaluated for every element of *x*. If False, *x* is broadcast over the columns of *c* for the evaluation. This keyword is useful when *c* is multidimensional. The default value is True. New in version 1.7.0.

Returns

values : ndarray, algebra_like

The shape of the return value is described above.

See Also:

`legval2d`, `leggrid2d`, `legval3d`, `leggrid3d`

Notes

The evaluation uses Clenshaw recursion, aka synthetic division.

`numpy.polynomial.legendre.`**`legval2d`**(*x*, *y*, *c*)

Evaluate a 2-D Legendre series at points (x, y).

This function returns the values:

$$p(x,y) = \sum_{i,j} c_{i,j} * L_i(x) * L_j(y)$$

The parameters *x* and *y* are converted to arrays only if they are tuples or a lists, otherwise they are treated as a scalars and they must have the same shape after conversion. In either case, either *x* and *y* or their elements must support multiplication and addition both with themselves and with the elements of *c*.

If *c* is a 1-D array a one is implicitly appended to its shape to make it 2-D. The shape of the result will be c.shape[2:] + x.shape.

Parameters

x, y : array_like, compatible objects

The two dimensional series is evaluated at the points *(x, y)*, where *x* and *y* must have the same shape. If *x* or *y* is a list or tuple, it is first converted to an ndarray, otherwise it is left unchanged and if it isn't an ndarray it is treated as a scalar.

c : array_like

Array of coefficients ordered so that the coefficient of the term of multi-degree i,j is contained in `c[i,j]`. If *c* has dimension greater than two the remaining indices enumerate multiple sets of coefficients.

Returns

values : ndarray, compatible object

The values of the two dimensional Legendre series at points formed from pairs of corresponding values from *x* and *y*.

See Also:

`legval`, `leggrid2d`, `legval3d`, `leggrid3d`

Notes

`numpy.polynomial.legendre.`**`legval3d`**(*x*, *y*, *z*, *c*)

Evaluate a 3-D Legendre series at points (x, y, z).

This function returns the values:

$$p(x, y, z) = \sum_{i,j,k} c_{i,j,k} * L_i(x) * L_j(y) * L_k(z)$$

The parameters *x*, *y*, and *z* are converted to arrays only if they are tuples or a lists, otherwise they are treated as a scalars and they must have the same shape after conversion. In either case, either *x*, *y*, and *z* or their elements must support multiplication and addition both with themselves and with the elements of *c*.

If *c* has fewer than 3 dimensions, ones are implicitly appended to its shape to make it 3-D. The shape of the result will be c.shape[3:] + x.shape.

Parameters

x, y, z : array_like, compatible object

The three dimensional series is evaluated at the points *(x, y, z)*, where *x*, *y*, and *z* must have the same shape. If any of *x*, *y*, or *z* is a list or tuple, it is first converted to an ndarray, otherwise it is left unchanged and if it isn't an ndarray it is treated as a scalar.

c : array_like

Array of coefficients ordered so that the coefficient of the term of multi-degree i,j,k is contained in `c[i,j,k]`. If *c* has dimension greater than 3 the remaining indices enumerate multiple sets of coefficients.

Returns

values : ndarray, compatible object

The values of the multidimensional polynomial on points formed with triples of corresponding values from *x*, *y*, and *z*.

See Also:

`legval`, `legval2d`, `leggrid2d`, `leggrid3d`

Notes

`numpy.polynomial.legendre.`**`leggrid2d`**(*x*, *y*, *c*)

Evaluate a 2-D Legendre series on the Cartesian product of x and y.

This function returns the values:

$$p(a, b) = \sum_{i,j} c_{i,j} * L_i(a) * L_j(b)$$

where the points *(a, b)* consist of all pairs formed by taking *a* from *x* and *b* from *y*. The resulting points form a grid with *x* in the first dimension and *y* in the second.

The parameters *x* and *y* are converted to arrays only if they are tuples or a lists, otherwise they are treated as a scalars. In either case, either *x* and *y* or their elements must support multiplication and addition both with themselves and with the elements of *c*.

If *c* has fewer than two dimensions, ones are implicitly appended to its shape to make it 2-D. The shape of the result will be c.shape[2:] + x.shape + y.shape.

Parameters

x, y : array_like, compatible objects

The two dimensional series is evaluated at the points in the Cartesian product of *x* and *y*. If *x* or *y* is a list or tuple, it is first converted to an ndarray, otherwise it is left unchanged and, if it isn't an ndarray, it is treated as a scalar.

c : array_like

Array of coefficients ordered so that the coefficient of the term of multi-degree i,j is contained in *c[i,j]*. If *c* has dimension greater than two the remaining indices enumerate multiple sets of coefficients.

Returns

values : ndarray, compatible object

The values of the two dimensional Chebyshev series at points in the Cartesian product of *x* and *y*.

See Also:

`legval`, `legval2d`, `legval3d`, `leggrid3d`

Notes

numpy.polynomial.legendre.**leggrid3d**(*x*, *y*, *z*, *c*)

Evaluate a 3-D Legendre series on the Cartesian product of x, y, and z.

This function returns the values:

$$p(a, b, c) = \sum_{i,j,k} c_{i,j,k} * L_i(a) * L_j(b) * L_k(c)$$

where the points *(a, b, c)* consist of all triples formed by taking *a* from *x*, *b* from *y*, and *c* from *z*. The resulting points form a grid with *x* in the first dimension, *y* in the second, and *z* in the third.

The parameters *x*, *y*, and *z* are converted to arrays only if they are tuples or a lists, otherwise they are treated as a scalars. In either case, either *x*, *y*, and *z* or their elements must support multiplication and addition both with themselves and with the elements of *c*.

If *c* has fewer than three dimensions, ones are implicitly appended to its shape to make it 3-D. The shape of the result will be c.shape[3:] + x.shape + y.shape + z.shape.

Parameters

x, y, z : array_like, compatible objects

The three dimensional series is evaluated at the points in the Cartesian product of *x*, *y*, and *z*. If *x*,'y', or *z* is a list or tuple, it is first converted to an ndarray, otherwise it is left unchanged and, if it isn't an ndarray, it is treated as a scalar.

c : array_like

Array of coefficients ordered so that the coefficients for terms of degree i,j are contained in `c[i,j]`. If *c* has dimension greater than two the remaining indices enumerate multiple sets of coefficients.

Returns

values : ndarray, compatible object

The values of the two dimensional polynomial at points in the Cartesian product of *x* and *y*.

See Also:

`legval`, `legval2d`, `leggrid2d`, `legval3d`

Notes

`numpy.polynomial.legendre.`**`legroots`**(*c*)

Compute the roots of a Legendre series.

Return the roots (a.k.a. "zeros") of the polynomial

$$p(x) = \sum_i c[i] * L_i(x).$$

Parameters

c : 1-D array_like

1-D array of coefficients.

Returns

out : ndarray

Array of the roots of the series. If all the roots are real, then *out* is also real, otherwise it is complex.

See Also:

`polyroots`, `chebroots`, `lagroots`, `hermroots`, `hermeroots`

Notes

The root estimates are obtained as the eigenvalues of the companion matrix, Roots far from the origin of the complex plane may have large errors due to the numerical instability of the series for such values. Roots with multiplicity greater than 1 will also show larger errors as the value of the series near such points is relatively insensitive to errors in the roots. Isolated roots near the origin can be improved by a few iterations of Newton's method.

The Legendre series basis polynomials aren't powers of `x` so the results of this function may seem unintuitive.

Examples

```
>>> import numpy.polynomial.legendre as leg
>>> leg.legroots((1, 2, 3, 4)) # 4L_3 + 3L_2 + 2L_1 + 1L_0 has only real roots
array([-0.85099543, -0.11407192,  0.51506735])
```

`numpy.polynomial.legendre.`**`legfromroots`**(*roots*)

Generate a Legendre series with given roots.

The function returns the coefficients of the polynomial

$$p(x) = (x - r_0) * (x - r_1) * ... * (x - r_n),$$

in Legendre form, where the *r_n* are the roots specified in *roots*. If a zero has multiplicity n, then it must appear in *roots* n times. For instance, if 2 is a root of multiplicity three and 3 is a root of multiplicity 2, then *roots* looks something like [2, 2, 2, 3, 3]. The roots can appear in any order.

If the returned coefficients are *c*, then

$$p(x) = c_0 + c_1 * L_1(x) + ... + c_n * L_n(x)$$

The coefficient of the last term is not generally 1 for monic polynomials in Legendre form.

Parameters

roots : array_like

Sequence containing the roots.

Returns

out : ndarray

1-D array of coefficients. If all roots are real then *out* is a real array, if some of the roots are complex, then *out* is complex even if all the coefficients in the result are real (see Examples below).

See Also:

`polyfromroots`, `chebfromroots`, `lagfromroots`, `hermfromroots`, `hermefromroots`.

Examples

```
>>> import numpy.polynomial.legendre as L
>>> L.legfromroots((-1,0,1)) # x^3 - x relative to the standard basis
array([ 0. , -0.4,  0. ,  0.4])
>>> j = complex(0,1)
>>> L.legfromroots((-j,j)) # x^2 + 1 relative to the standard basis
array([ 1.33333333+0.j,  0.00000000+0.j,  0.66666667+0.j])
```

`legfit`(x, y, deg[, rcond, full, w])	Least squares fit of Legendre series to data.
`legvander`(x, deg)	Pseudo-Vandermonde matrix of given degree.
`legvander2d`(x, y, deg)	Pseudo-Vandermonde matrix of given degrees.
`legvander3d`(x, y, z, deg)	Pseudo-Vandermonde matrix of given degrees.

Fitting

`numpy.polynomial.legendre.`**`legfit`**(*x*, *y*, *deg*, *rcond=None*, *full=False*, *w=None*)

Least squares fit of Legendre series to data.

Return the coefficients of a Legendre series of degree *deg* that is the least squares fit to the data values *y* given at points *x*. If *y* is 1-D the returned coefficients will also be 1-D. If *y* is 2-D multiple fits are done, one for each column of *y*, and the resulting coefficients are stored in the corresponding columns of a 2-D return. The fitted polynomial(s) are in the form

$$p(x) = c_0 + c_1 * L_1(x) + ... + c_n * L_n(x),$$

where *n* is *deg*.

Since numpy version 1.7.0, legfit also supports NA. If any of the elements of *x*, *y*, or *w* are NA, then the corresponding rows of the linear least squares problem (see Notes) are set to 0. If *y* is 2-D, then an NA in any row of *y* invalidates that whole row.

Parameters

x : array_like, shape (M,)

x-coordinates of the M sample points `(x[i], y[i])`.

y : array_like, shape (M,) or (M, K)

y-coordinates of the sample points. Several data sets of sample points sharing the same x-coordinates can be fitted at once by passing in a 2D-array that contains one dataset per column.

deg : int

Degree of the fitting polynomial

rcond : float, optional

Relative condition number of the fit. Singular values smaller than this relative to the largest singular value will be ignored. The default value is len(x)*eps, where eps is the relative precision of the float type, about 2e-16 in most cases.

full : bool, optional

Switch determining nature of return value. When it is False (the default) just the coefficients are returned, when True diagnostic information from the singular value decomposition is also returned.

w : array_like, shape (*M*,), optional

Weights. If not None, the contribution of each point `(x[i],y[i])` to the fit is weighted by *w[i]*. Ideally the weights are chosen so that the errors of the products `w[i]*y[i]` all have the same variance. The default value is None. New in version 1.5.0.

Returns

coef : ndarray, shape (M,) or (M, K)

Legendre coefficients ordered from low to high. If *y* was 2-D, the coefficients for the data in column k of *y* are in column *k*.

[residuals, rank, singular_values, rcond] : present when *full* = True

Residuals of the least-squares fit, the effective rank of the scaled Vandermonde matrix and its singular values, and the specified value of *rcond*. For more details, see *linalg.lstsq*.

Warns

RankWarning

The rank of the coefficient matrix in the least-squares fit is deficient. The warning is only raised if *full* = False. The warnings can be turned off by

```
>>> import warnings
>>> warnings.simplefilter('ignore', RankWarning)
```

See Also:

`chebfit`, `polyfit`, `lagfit`, `hermfit`, `hermefit`

`legval`
Evaluates a Legendre series.

`legvander`
Vandermonde matrix of Legendre series.

legweight
Legendre weight function (= 1).

linalg.lstsq
Computes a least-squares fit from the matrix.

scipy.interpolate.UnivariateSpline
Computes spline fits.

Notes

The solution is the coefficients of the Legendre series *p* that minimizes the sum of the weighted squared errors

$$E = \sum_j w_j^2 * |y_j - p(x_j)|^2,$$

where w_j are the weights. This problem is solved by setting up as the (typically) overdetermined matrix equation

$$V(x) * c = w * y,$$

where *V* is the weighted pseudo Vandermonde matrix of *x*, *c* are the coefficients to be solved for, *w* are the weights, and *y* are the observed values. This equation is then solved using the singular value decomposition of *V*.

If some of the singular values of *V* are so small that they are neglected, then a *RankWarning* will be issued. This means that the coefficient values may be poorly determined. Using a lower order fit will usually get rid of the warning. The *rcond* parameter can also be set to a value smaller than its default, but the resulting fit may be spurious and have large contributions from roundoff error.

Fits using Legendre series are usually better conditioned than fits using power series, but much can depend on the distribution of the sample points and the smoothness of the data. If the quality of the fit is inadequate splines may be a good alternative.

References

[R62]

numpy.polynomial.legendre.**legvander**(*x*, *deg*)
Pseudo-Vandermonde matrix of given degree.

Returns the pseudo-Vandermonde matrix of degree *deg* and sample points *x*. The pseudo-Vandermonde matrix is defined by

$$V[..., i] = L_i(x)$$

where *0 <= i <= deg*. The leading indices of *V* index the elements of *x* and the last index is the degree of the Legendre polynomial.

If *c* is a 1-D array of coefficients of length *n + 1* and *V* is the array `V = legvander(x, n)`, then `np.dot(V, c)` and `legval(x, c)` are the same up to roundoff. This equivalence is useful both for least squares fitting and for the evaluation of a large number of Legendre series of the same degree and sample points.

Parameters

x : array_like

Array of points. The dtype is converted to float64 or complex128 depending on whether any of the elements are complex. If *x* is scalar it is converted to a 1-D array.

deg : int

Degree of the resulting matrix.

Returns

vander : ndarray

The pseudo-Vandermonde matrix. The shape of the returned matrix is `x.shape + (deg + 1,)`, where The last index is the degree of the corresponding Legendre polynomial. The dtype will be the same as the converted *x*.

`numpy.polynomial.legendre.`**`legvander2d`**(*x*, *y*, *deg*)

Pseudo-Vandermonde matrix of given degrees.

Returns the pseudo-Vandermonde matrix of degrees *deg* and sample points *(x, y)*. The pseudo-Vandermonde matrix is defined by

$$V[..., deg[1] * i + j] = L_i(x) * L_j(y),$$

where *0 <= i <= deg[0]* and *0 <= j <= deg[1]*. The leading indices of *V* index the points *(x, y)* and the last index encodes the degrees of the Legendre polynomials.

If `V = legvander2d(x, y, [xdeg, ydeg])`, then the columns of *V* correspond to the elements of a 2-D coefficient array *c* of shape (xdeg + 1, ydeg + 1) in the order

$$c_{00}, c_{01}, c_{02}..., c_{10}, c_{11}, c_{12}...$$

and `np.dot(V, c.flat)` and `legval2d(x, y, c)` will be the same up to roundoff. This equivalence is useful both for least squares fitting and for the evaluation of a large number of 2-D Legendre series of the same degrees and sample points.

Parameters

x, y : array_like

Arrays of point coordinates, all of the same shape. The dtypes will be converted to either float64 or complex128 depending on whether any of the elements are complex. Scalars are converted to 1-D arrays.

deg : list of ints

List of maximum degrees of the form [x_deg, y_deg].

Returns

vander2d : ndarray

The shape of the returned matrix is `x.shape + (order,)`, where $order = (deg[0] + 1) * (deg([1] + 1)$. The dtype will be the same as the converted *x* and *y*.

See Also:

`legvander`, `legvander3d.`, `legval3d`

Notes

`numpy.polynomial.legendre.`**`legvander3d`**(*x*, *y*, *z*, *deg*)

Pseudo-Vandermonde matrix of given degrees.

Returns the pseudo-Vandermonde matrix of degrees *deg* and sample points *(x, y, z)*. If *l, m, n* are the given degrees in *x, y, z*, then The pseudo-Vandermonde matrix is defined by

$$V[..., (m + 1)(n + 1)i + (n + 1)j + k] = L_i(x) * L_j(y) * L_k(z),$$

where *0 <= i <= l*, *0 <= j <= m*, and *0 <= j <= n*. The leading indices of *V* index the points *(x, y, z)* and the last index encodes the degrees of the Legendre polynomials.

If `V = legvander3d(x, y, z, [xdeg, ydeg, zdeg])`, then the columns of *V* correspond to the elements of a 3-D coefficient array *c* of shape (xdeg + 1, ydeg + 1, zdeg + 1) in the order

$$c_{000}, c_{001}, c_{002}, ..., c_{010}, c_{011}, c_{012}, ...$$

and `np.dot(V, c.flat)` and `legval3d(x, y, z, c)` will be the same up to roundoff. This equivalence is useful both for least squares fitting and for the evaluation of a large number of 3-D Legendre series of the same degrees and sample points.

Parameters

x, y, z : array_like

Arrays of point coordinates, all of the same shape. The dtypes will be converted to either float64 or complex128 depending on whether any of the elements are complex. Scalars are converted to 1-D arrays.

deg : list of ints

List of maximum degrees of the form [x_deg, y_deg, z_deg].

Returns

vander3d : ndarray

The shape of the returned matrix is `x.shape + (order,)`, where $order = (deg[0]+1)*(deg([1]+1)*(deg[2]+1)$. The dtype will be the same as the converted *x*, *y*, and *z*.

See Also:

`legvander`, `legvander3d.`, `legval3d`

Notes

`legder`(c[, m, scl, axis])	Differentiate a Legendre series.
`legint`(c[, m, k, lbnd, scl, axis])	Integrate a Legendre series.

Calculus

`numpy.polynomial.legendre.`**`legder`**(*c*, *m=1*, *scl=1*, *axis=0*)

Differentiate a Legendre series.

Returns the Legendre series coefficients *c* differentiated *m* times along *axis*. At each iteration the result is multiplied by *scl* (the scaling factor is for use in a linear change of variable). The argument *c* is an array of coefficients from low to high degree along each axis, e.g., [1,2,3] represents the series `1*L_0 + 2*L_1 + 3*L_2` while [[1,2],[1,2]] represents `1*L_0(x)*L_0(y) + 1*L_1(x)*L_0(y) + 2*L_0(x)*L_1(y) + 2*L_1(x)*L_1(y)` if axis=0 is `x` and axis=1 is `y`.

Parameters

c : array_like

Array of Legendre series coefficients. If c is multidimensional the different axis correspond to different variables with the degree in each axis given by the corresponding index.

m : int, optional

Number of derivatives taken, must be non-negative. (Default: 1)

scl : scalar, optional

Each differentiation is multiplied by *scl*. The end result is multiplication by `scl**m`. This is for use in a linear change of variable. (Default: 1)

axis : int, optional

Axis over which the derivative is taken. (Default: 0). New in version 1.7.0.

Returns

der : ndarray

Legendre series of the derivative.

See Also:

`legint`

Notes

In general, the result of differentiating a Legendre series does not resemble the same operation on a power series. Thus the result of this function may be "unintuitive," albeit correct; see Examples section below.

Examples

```
>>> from numpy.polynomial import legendre as L
>>> c = (1,2,3,4)
>>> L.legder(c)
array([  6.,   9.,  20.])
>>> L.legder(c, 3)
array([ 60.])
>>> L.legder(c, scl=-1)
array([ -6.,  -9., -20.])
>>> L.legder(c, 2,-1)
array([  9.,  60.])
```

numpy.polynomial.legendre.**legint**(*c*, *m=1*, *k=[]*, *lbnd=0*, *scl=1*, *axis=0*)

Integrate a Legendre series.

Returns the Legendre series coefficients *c* integrated *m* times from *lbnd* along *axis*. At each iteration the resulting series is **multiplied** by *scl* and an integration constant, *k*, is added. The scaling factor is for use in a linear change of variable. ("Buyer beware": note that, depending on what one is doing, one may want *scl* to be the reciprocal of what one might expect; for more information, see the Notes section below.) The argument *c* is an array of coefficients from low to high degree along each axis, e.g., [1,2,3] represents the series `L_0 + 2*L_1 + 3*L_2` while [[1,2],[1,2]] represents `1*L_0(x)*L_0(y) + 1*L_1(x)*L_0(y) + 2*L_0(x)*L_1(y) + 2*L_1(x)*L_1(y)` if axis=0 is `x` and axis=1 is `y`.

Parameters

c : array_like

Array of Legendre series coefficients. If c is multidimensional the different axis correspond to different variables with the degree in each axis given by the corresponding index.

m : int, optional

Order of integration, must be positive. (Default: 1)

k : {[], list, scalar}, optional

Integration constant(s). The value of the first integral at `lbnd` is the first value in the list, the value of the second integral at `lbnd` is the second value, etc. If `k == []` (the default), all constants are set to zero. If `m == 1`, a single scalar can be given instead of a list.

lbnd : scalar, optional

The lower bound of the integral. (Default: 0)

scl : scalar, optional

Following each integration the result is *multiplied* by *scl* before the integration constant is added. (Default: 1)

axis : int, optional

Axis over which the integral is taken. (Default: 0). New in version 1.7.0.

Returns

S : ndarray

Legendre series coefficient array of the integral.

Raises

ValueError

If `m < 0`, `len(k) > m`, `np.isscalar(lbnd) == False`, or `np.isscalar(scl) == False`.

See Also:

`legder`

Notes

Note that the result of each integration is *multiplied* by *scl*. Why is this important to note? Say one is making a linear change of variable $u = ax + b$ in an integral relative to *x*. Then .. math::*dx* = *du/a*, so one will need to set *scl* equal to $1/a$ - perhaps not what one would have first thought.

Also note that, in general, the result of integrating a C-series needs to be "reprojected" onto the C-series basis set. Thus, typically, the result of this function is "unintuitive," albeit correct; see Examples section below.

Examples

```
>>> from numpy.polynomial import legendre as L
>>> c = (1,2,3)
>>> L.legint(c)
array([ 0.33333333,  0.4       ,  0.66666667,  0.6       ])
>>> L.legint(c, 3)
array([  1.66666667e-02,  -1.78571429e-02,   4.76190476e-02,
        -1.73472348e-18,   1.90476190e-02,   9.52380952e-03])
>>> L.legint(c, k=3)
array([ 3.33333333,  0.4       ,  0.66666667,  0.6       ])
>>> L.legint(c, lbnd=-2)
array([ 7.33333333,  0.4       ,  0.66666667,  0.6       ])
>>> L.legint(c, scl=2)
array([ 0.66666667,  0.8       ,  1.33333333,  1.2       ])
```

`legadd`(c1, c2)	Add one Legendre series to another.
`legsub`(c1, c2)	Subtract one Legendre series from another.
`legmul`(c1, c2)	Multiply one Legendre series by another.
`legmulx`(c)	Multiply a Legendre series by x.
`legdiv`(c1, c2)	Divide one Legendre series by another.
`legpow`(c, pow[, maxpower])	Raise a Legendre series to a power.

Algebra

numpy.polynomial.legendre.**legadd**(*c1*, *c2*)

Add one Legendre series to another.

Returns the sum of two Legendre series *c1* + *c2*. The arguments are sequences of coefficients ordered from lowest order term to highest, i.e., [1,2,3] represents the series `P_0 + 2*P_1 + 3*P_2`.

Parameters

c1, c2 : array_like

1-D arrays of Legendre series coefficients ordered from low to high.

Returns

out : ndarray

Array representing the Legendre series of their sum.

See Also:

`legsub`, `legmul`, `legdiv`, `legpow`

Notes

Unlike multiplication, division, etc., the sum of two Legendre series is a Legendre series (without having to "reproject" the result onto the basis set) so addition, just like that of "standard" polynomials, is simply "component-wise."

Examples

```
>>> from numpy.polynomial import legendre as L
>>> c1 = (1,2,3)
>>> c2 = (3,2,1)
>>> L.legadd(c1,c2)
array([ 4.,  4.,  4.])
```

numpy.polynomial.legendre.**legsub**(*c1*, *c2*)

Subtract one Legendre series from another.

Returns the difference of two Legendre series *c1* - *c2*. The sequences of coefficients are from lowest order term to highest, i.e., [1,2,3] represents the series `P_0 + 2*P_1 + 3*P_2`.

Parameters

c1, c2 : array_like

1-D arrays of Legendre series coefficients ordered from low to high.

Returns

out : ndarray

Of Legendre series coefficients representing their difference.

See Also:

`legadd`, `legmul`, `legdiv`, `legpow`

Notes

Unlike multiplication, division, etc., the difference of two Legendre series is a Legendre series (without having to "reproject" the result onto the basis set) so subtraction, just like that of "standard" polynomials, is simply "component-wise."

Examples

```
>>> from numpy.polynomial import legendre as L
>>> c1 = (1,2,3)
>>> c2 = (3,2,1)
>>> L.legsub(c1,c2)
array([-2.,  0.,  2.])
>>> L.legsub(c2,c1) # -C.legsub(c1,c2)
array([ 2.,  0., -2.])
```

numpy.polynomial.legendre.**legmul**(*c1*, *c2*)

Multiply one Legendre series by another.

Returns the product of two Legendre series *c1* * *c2*. The arguments are sequences of coefficients, from lowest order "term" to highest, e.g., [1,2,3] represents the series `P_0 + 2*P_1 + 3*P_2`.

Parameters

c1, c2 : array_like

1-D arrays of Legendre series coefficients ordered from low to high.

Returns

out : ndarray

Of Legendre series coefficients representing their product.

See Also:

`legadd`, `legsub`, `legdiv`, `legpow`

Notes

In general, the (polynomial) product of two C-series results in terms that are not in the Legendre polynomial basis set. Thus, to express the product as a Legendre series, it is necessary to "reproject" the product onto said basis set, which may produce "unintuitive" (but correct) results; see Examples section below.

Examples

```
>>> from numpy.polynomial import legendre as L
>>> c1 = (1,2,3)
>>> c2 = (3,2)
>>> P.legmul(c1,c2) # multiplication requires "reprojection"
array([  4.33333333,  10.4       ,  11.66666667,   3.6       ])
```

numpy.polynomial.legendre.**legmulx**(*c*)

Multiply a Legendre series by x.

Multiply the Legendre series *c* by x, where x is the independent variable.

Parameters

c : array_like

1-D array of Legendre series coefficients ordered from low to high.

Returns

out : ndarray

Array representing the result of the multiplication.

Notes

The multiplication uses the recursion relationship for Legendre polynomials in the form

$$xP_i(x) = ((i+1)*P_{i+1}(x) + i*P_{i-1}(x))/(2i+1)$$

numpy.polynomial.legendre.**legdiv**(*c1*, *c2*)

Divide one Legendre series by another.

Returns the quotient-with-remainder of two Legendre series *c1* / *c2*. The arguments are sequences of coefficients from lowest order "term" to highest, e.g., [1,2,3] represents the series `P_0 + 2*P_1 + 3*P_2`.

Parameters

c1, c2 : array_like

1-D arrays of Legendre series coefficients ordered from low to high.

Returns

quo, rem : ndarrays

Of Legendre series coefficients representing the quotient and remainder.

See Also:

`legadd`, `legsub`, `legmul`, `legpow`

Notes

In general, the (polynomial) division of one Legendre series by another results in quotient and remainder terms that are not in the Legendre polynomial basis set. Thus, to express these results as a Legendre series, it is necessary to "reproject" the results onto the Legendre basis set, which may produce "unintuitive" (but correct) results; see Examples section below.

Examples

```
>>> from numpy.polynomial import legendre as L
>>> c1 = (1,2,3)
>>> c2 = (3,2,1)
>>> L.legdiv(c1,c2) # quotient "intuitive," remainder not
(array([ 3.]), array([-8., -4.]))
>>> c2 = (0,1,2,3)
>>> L.legdiv(c2,c1) # neither "intuitive"
(array([-0.07407407,  1.66666667]), array([-1.03703704, -2.51851852]))
```

numpy.polynomial.legendre.**legpow**(*c*, *pow*, *maxpower=16*)

Raise a Legendre series to a power.

Returns the Legendre series *c* raised to the power *pow*. The arguement *c* is a sequence of coefficients ordered from low to high. i.e., [1,2,3] is the series `P_0 + 2*P_1 + 3*P_2.`

Parameters

c : array_like

1-D array of Legendre series coefficients ordered from low to high.

pow : integer

Power to which the series will be raised

maxpower : integer, optional

Maximum power allowed. This is mainly to limit growth of the series to unmanageable size. Default is 16

Returns

coef : ndarray

Legendre series of power.

See Also:

legadd, legsub, legmul, legdiv

leggauss(deg)	Gauss-Legendre quadrature.
legweight(x)	Weight function of the Legendre polynomials.

Quadrature

numpy.polynomial.legendre.**leggauss**(*deg*)

Gauss-Legendre quadrature.

Computes the sample points and weights for Gauss-Legendre quadrature. These sample points and weights will correctly integrate polynomials of degree $2 * deg - 1$ or less over the interval $[-1, 1]$ with the weight function $f(x) = 1$.

Parameters

deg : int

Number of sample points and weights. It must be >= 1.

Returns

x : ndarray

1-D ndarray containing the sample points.

y : ndarray

1-D ndarray containing the weights.

Notes

The results have only been tested up to degree 100, higher degrees may be problematic. The weights are determined by using the fact that

$$w_k = c/(L'_n(x_k) * L_{n-1}(x_k))$$

where c is a constant independent of k and x_k is the k'th root of L_n, and then scaling the results to get the right value when integrating 1.

numpy.polynomial.legendre.**legweight**(*x*)

Weight function of the Legendre polynomials.

The weight function is 1 and the interval of integration is $[-1, 1]$. The Legendre polynomials are orthogonal, but not normalized, with respect to this weight function.

Parameters

x : array_like

Values at which the weight function will be computed.

Returns

w : ndarray

The weight function at *x*.

Notes

legcompanion(c)	Return the scaled companion matrix of c.

Continued on next page

Table 3.145 – continued from previous page

legdomain	
legzero	
legone	
legx	
legtrim(c[, tol])	Remove "small" "trailing" coefficients from a polynomial.
legline(off, scl)	Legendre series whose graph is a straight line.
leg2poly(c)	Convert a Legendre series to a polynomial.
poly2leg(pol)	Convert a polynomial to a Legendre series.

Miscellaneous

numpy.polynomial.legendre.**legcompanion**(*c*)

Return the scaled companion matrix of c.

The basis polynomials are scaled so that the companion matrix is symmetric when *c* is an Legendre basis polynomial. This provides better eigenvalue estimates than the unscaled case and for basis polynomials the eigenvalues are guaranteed to be real if numpy.linalg.eigvalsh is used to obtain them.

Parameters

c : array_like

1-D array of Legendre series coefficients ordered from low to high degree.

Returns

mat : ndarray

Scaled companion matrix of dimensions (deg, deg).

Notes

numpy.polynomial.legendre.**legdomain = array([-1, 1])**

numpy.polynomial.legendre.**legzero = array([0])**

numpy.polynomial.legendre.**legone = array([1])**

numpy.polynomial.legendre.**legx = array([0, 1])**

numpy.polynomial.legendre.**legtrim**(*c*, *tol=0*)

Remove "small" "trailing" coefficients from a polynomial.

"Small" means "small in absolute value" and is controlled by the parameter *tol*; "trailing" means highest order coefficient(s), e.g., in `[0, 1, 1, 0, 0]` (which represents `0 + x + x**2 + 0*x**3 + 0*x**4`) both the 3-rd and 4-th order coefficients would be "trimmed."

Parameters

c : array_like

1-d array of coefficients, ordered from lowest order to highest.

tol : number, optional

Trailing (i.e., highest order) elements with absolute value less than or equal to *tol* (default value is zero) are removed.

Returns

trimmed : ndarray

1-d array with trailing zeros removed. If the resulting series would be empty, a series containing a single zero is returned.

Raises

ValueError

If *tol* < 0

See Also:

`trimseq`

Examples

```
>>> from numpy import polynomial as P
>>> P.trimcoef((0,0,3,0,5,0,0))
array([ 0.,  0.,  3.,  0.,  5.])
>>> P.trimcoef((0,0,1e-3,0,1e-5,0,0),1e-3) # item == tol is trimmed
array([ 0.])
>>> i = complex(0,1) # works for complex
>>> P.trimcoef((3e-4,1e-3*(1-i),5e-4,2e-5*(1+i)), 1e-3)
array([ 0.0003+0.j   ,  0.0010-0.001j])
```

numpy.polynomial.legendre.**legline**(*off*, *scl*)

Legendre series whose graph is a straight line.

Parameters

off, scl : scalars

The specified line is given by `off + scl*x`.

Returns

y : ndarray

This module's representation of the Legendre series for `off + scl*x`.

See Also:

`polyline`, `chebline`

Examples

```
>>> import numpy.polynomial.legendre as L
>>> L.legline(3,2)
array([3, 2])
>>> L.legval(-3, L.legline(3,2)) # should be -3
-3.0
```

numpy.polynomial.legendre.**leg2poly**(*c*)

Convert a Legendre series to a polynomial.

Convert an array representing the coefficients of a Legendre series, ordered from lowest degree to highest, to an array of the coefficients of the equivalent polynomial (relative to the "standard" basis) ordered from lowest to highest degree.

Parameters

c : array_like

1-D array containing the Legendre series coefficients, ordered from lowest order term to highest.

Returns

pol : ndarray

1-D array containing the coefficients of the equivalent polynomial (relative to the "standard" basis) ordered from lowest order term to highest.

See Also:

poly2leg

Notes

The easy way to do conversions between polynomial basis sets is to use the convert method of a class instance.

Examples

```
>>> c = P.Legendre(range(4))
>>> c
Legendre([ 0.,  1.,  2.,  3.], [-1.,  1.])
>>> p = c.convert(kind=P.Polynomial)
>>> p
Polynomial([-1. , -3.5,  3. ,  7.5], [-1.,  1.])
>>> P.leg2poly(range(4))
array([-1. , -3.5,  3. ,  7.5])
```

numpy.polynomial.legendre.**poly2leg**(*pol*)

Convert a polynomial to a Legendre series.

Convert an array representing the coefficients of a polynomial (relative to the "standard" basis) ordered from lowest degree to highest, to an array of the coefficients of the equivalent Legendre series, ordered from lowest to highest degree.

Parameters

pol : array_like

1-D array containing the polynomial coefficients

Returns

c : ndarray

1-D array containing the coefficients of the equivalent Legendre series.

See Also:

leg2poly

Notes

The easy way to do conversions between polynomial basis sets is to use the convert method of a class instance.

Examples

```
>>> from numpy import polynomial as P
>>> p = P.Polynomial(np.arange(4))
>>> p
Polynomial([ 0.,  1.,  2.,  3.], [-1.,  1.])
>>> c = P.Legendre(P.poly2leg(p.coef))
>>> c
Legendre([ 1.  ,  3.25,  1.  ,  0.75], [-1.,  1.])
```

Laguerre Module (numpy.polynomial.laguerre)

New in version 1.6.0. This module provides a number of objects (mostly functions) useful for dealing with Laguerre series, including a Laguerre class that encapsulates the usual arithmetic operations. (General information

on how this module represents and works with such polynomials is in the docstring for its "parent" sub-package, numpy.polynomial).

Laguerre(coef[, domain, window])	A Laguerre series class.

Laguerre Class

class numpy.polynomial.laguerre.**Laguerre**(*coef, domain=[-1, 1], window=[-1, 1]*)

A Laguerre series class.

Laguerre instances provide the standard Python numerical methods '+', '-', '*', '//', '%', 'divmod', '**', and '()' as well as the listed methods.

Parameters

coef : array_like

Laguerre coefficients, in increasing order. For example, (1, 2, 3) implies P_0 + 2P_1 + 3P_2 where the P_i are a graded polynomial basis.

domain : (2,) array_like, optional

Domain to use. The interval [domain[0], domain[1]] is mapped to the interval [window[0], window[1]] by shifting and scaling. The default value is [-1,1].

window : (2,) array_like, optional

Window, see domain for its use. The default value is [-1,1]. .. versionadded:: 1.6.0

Notes

It is important to specify the domain in many cases, for instance in fitting data, because many of the important properties of the polynomial basis only hold in a specified interval and consequently the data must be mapped into that interval in order to benefit.

Attributes

coef	((N,) ndarray) Laguerre coefficients, from low to high.
domain	((2,) ndarray) Domain that is mapped to window.
window	((2,) ndarray) Window that domain is mapped to.

Methods

__call__(arg)	
basis(deg[, domain, window])	Laguerre polynomial of degree *deg*.
cast(series[, domain, window])	Convert instance to equivalent Laguerre series.
convert([domain, kind, window])	Convert to different class and/or domain.
copy()	Return a copy.
cutdeg(deg)	Truncate series to the given degree.
degree()	The degree of the series.
deriv([m])	Differentiate.
fit(x, y, deg[, domain, rcond, full, w, window])	Least squares fit to data.
fromroots(roots[, domain, window])	Return Laguerre instance with specified roots.
has_samecoef(other)	Check if coefficients match.
has_samedomain(other)	Check if domains match.
has_sametype(other)	Check if types match.
has_samewindow(other)	Check if windows match.

Continued on next page

Table 3.147 – continued from previous page

identity([domain, window])	Identity function.
integ([m, k, lbnd])	Integrate.
linspace([n, domain])	Return x,y values at equally spaced points in domain.
mapparms()	Return the mapping parameters.
roots()	Return list of roots.
trim([tol])	Remove small leading coefficients
truncate(size)	Truncate series to length *size*.

Laguerre.**__call__**(*arg*)

static Laguerre.**basis**(*deg, domain=[-1, 1], window=[-1, 1]*)

Laguerre polynomial of degree *deg*.

Returns an instance of the Laguerre polynomial of degree *d*.

Parameters

deg : int

Degree of the Laguerre polynomial. Must be >= 0.

domain : array_like

The resulting array must be of the form `[beg, end]`, where `beg` and `end` are the endpoints of the domain.

window : array_like

The resulting array must be if the form `[beg, end]`, where `beg` and `end` are the endpoints of the window.

Returns

p : Laguerre instance

Notes

New in version 1.7.0.

static Laguerre.**cast**(*series, domain=[-1, 1], window=[-1, 1]*)

Convert instance to equivalent Laguerre series.

The *series* is expected to be an instance of some polynomial series of one of the types supported by by the numpy.polynomial module, but could be some other class that supports the convert method.

Parameters

series : series

The instance series to be converted.

domain : array_like

The resulting array must be of the form `[beg, end]`, where `beg` and `end` are the endpoints of the domain.

window : array_like

The resulting array must be if the form `[beg, end]`, where `beg` and `end` are the endpoints of the window.

Returns

p : Laguerre instance

A Laguerre series equal to the *poly* series.

See Also:

convert

Notes

New in version 1.7.0.

Laguerre.**convert**(*domain=None*, *kind=None*, *window=None*)
Convert to different class and/or domain.

Parameters
domain : array_like, optional

The domain of the converted series. If the value is None, the default domain of *kind* is used.

kind : class, optional

The polynomial series type class to which the current instance should be converted. If kind is None, then the class of the current instance is used.

window : array_like, optional

The window of the converted series. If the value is None, the default window of *kind* is used.

Returns
new_series_instance : *kind*

The returned class can be of different type than the current instance and/or have a different domain.

Notes

Conversion between domains and class types can result in numerically ill defined series.

Laguerre.**copy**()
Return a copy.

Return a copy of the current Laguerre instance.

Returns
new_instance : Laguerre

Copy of current instance.

Laguerre.**cutdeg**(*deg*)
Truncate series to the given degree.

Reduce the degree of the Laguerre series to *deg* by discarding the high order terms. If *deg* is greater than the current degree a copy of the current series is returned. This can be useful in least squares where the coefficients of the high degree terms may be very small.

Parameters
deg : non-negative int

The series is reduced to degree *deg* by discarding the high order terms. The value of *deg* must be a non-negative integer.

Returns
new_instance : Laguerre

New instance of Laguerre with reduced degree.

Notes

New in version 1.5.0.

`Laguerre.`**`degree`**`()`
The degree of the series.

Notes

New in version 1.5.0.

`Laguerre.`**`deriv`**`(`*`m=1`*`)`
Differentiate.

Return an instance of Laguerre that is the derivative of the current series. Refer to `lagder` for full documentation.

Parameters
m : non-negative int

The number of integrations to perform.

Returns
derivative : Laguerre

The derivative of the series using the same domain.

See Also:

`lagder`
similar function.

`lagint`
similar function for integration.

static `Laguerre.`**`fit`**`(`*`x, y, deg, domain=None, rcond=None, full=False, w=None, window=[-1, 1]`*`)`
Least squares fit to data.

Return a `Laguerre` instance that is the least squares fit to the data *y* sampled at *x*. Unlike `lagfit`, the domain of the returned instance can be specified and this will often result in a superior fit with less chance of ill conditioning. Support for NA was added in version 1.7.0. See `lagfit` for full documentation of the implementation.

Parameters
x : array_like, shape (M,)

x-coordinates of the M sample points `(x[i], y[i])`.

y : array_like, shape (M,) or (M, K)

y-coordinates of the sample points. Several data sets of sample points sharing the same x-coordinates can be fitted at once by passing in a 2D-array that contains one dataset per column.

deg : int

Degree of the fitting polynomial.

domain : {None, [beg, end], []}, optional

Domain to use for the returned Laguerre instance. If `None`, then a minimal domain that covers the points *x* is chosen. If `[]` the default domain `[-1,1]` is used. The default value is [-1,1] in numpy 1.4.x and `None` in later versions. The `'[]` value was added in numpy 1.5.0.

rcond : float, optional

Relative condition number of the fit. Singular values smaller than this relative to the largest singular value will be ignored. The default value is len(x)*eps, where eps is the relative precision of the float type, about 2e-16 in most cases.

full : bool, optional

Switch determining nature of return value. When it is False (the default) just the coefficients are returned, when True diagnostic information from the singular value decomposition is also returned.

w : array_like, shape (M,), optional

Weights. If not None the contribution of each point `(x[i],y[i])` to the fit is weighted by *w[i]*. Ideally the weights are chosen so that the errors of the products `w[i]*y[i]` all have the same variance. The default value is None. .. versionadded:: 1.5.0

window : {[beg, end]}, optional

Window to use for the returned Laguerre instance. The default value is `[-1,1]` .. versionadded:: 1.6.0

Returns

least_squares_fit : instance of Laguerre

The Laguerre instance is the least squares fit to the data and has the domain specified in the call.

[residuals, rank, singular_values, rcond] : only if *full* = True

Residuals of the least squares fit, the effective rank of the scaled Vandermonde matrix and its singular values, and the specified value of *rcond*. For more details, see *linalg.lstsq*.

See Also:

`lagfit`
similar function

static `Laguerre.`**`fromroots`**(*roots, domain=[-1, 1], window=[-1, 1]*)

Return Laguerre instance with specified roots.

Returns an instance of Laguerre representing the product `(x - r[0])*(x - r[1])*...*(x - r[n-1])`, where `r` is the list of roots.

Parameters

roots : array_like

List of roots.

domain : {array_like, None}, optional

Domain for the resulting instance of Laguerre. If none the domain is the interval from the smallest root to the largest. The default is [-1,1].

window : array_like, optional

Window for the resulting instance of Laguerre. The default value is [-1,1].

Returns

object : Laguerre instance

Series with the specified roots.

See Also:

lagfromroots
equivalent function

Laguerre.**has_samecoef**(*other*)
Check if coefficients match.

Parameters
other : class instance

The other class must have the `coef` attribute.

Returns
bool : boolean

True if the coefficients are the same, False otherwise.

Notes

New in version 1.6.0.

Laguerre.**has_samedomain**(*other*)
Check if domains match.

Parameters
other : class instance

The other class must have the `domain` attribute.

Returns
bool : boolean

True if the domains are the same, False otherwise.

Notes

New in version 1.6.0.

Laguerre.**has_sametype**(*other*)
Check if types match.

Parameters
other : object

Class instance.

Returns
bool : boolean

True if other is same class as self

Notes

New in version 1.7.0.

Laguerre.**has_samewindow**(*other*)
Check if windows match.

Parameters
other : class instance

The other class must have the `window` attribute.

Returns
bool : boolean

True if the windows are the same, False otherwise.

Notes

New in version 1.6.0.

static `Laguerre.`**`identity`**(*domain=[-1, 1], window=[-1, 1]*)
Identity function.

If `p` is the returned Laguerre object, then `p(x) == x` for all values of x.

Parameters
domain : array_like

The resulting array must be of the form `[beg, end]`, where `beg` and `end` are the endpoints of the domain.

window : array_like

The resulting array must be if the form `[beg, end]`, where `beg` and `end` are the endpoints of the window.

Returns
identity : Laguerre instance

`Laguerre.`**`integ`**(*m=1*, *k=[]*, *lbnd=None*)
Integrate.

Return an instance of Laguerre that is the definite integral of the current series. Refer to `lagint` for full documentation.

Parameters
m : non-negative int

The number of integrations to perform.

k : array_like

Integration constants. The first constant is applied to the first integration, the second to the second, and so on. The list of values must less than or equal to *m* in length and any missing values are set to zero.

lbnd : Scalar

The lower bound of the definite integral.

Returns
integral : Laguerre

The integral of the series using the same domain.

See Also:

`lagint`
similar function.

`lagder`
similar function for derivative.

`Laguerre.`**`linspace`**(*n=100*, *domain=None*)
Return x,y values at equally spaced points in domain.

Returns x, y values at *n* linearly spaced points across domain. Here y is the value of the polynomial at the points x. By default the domain is the same as that of the Laguerre instance. This method is intended mostly as a plotting aid.

Parameters

n : int, optional

Number of point pairs to return. The default value is 100.

domain : {None, array_like}

If not None, the specified domain is used instead of that of the calling instance. It should be of the form `[beg,end]`. The default is None.

Returns

x, y : ndarrays

`x` is equal to linspace(self.domain[0], self.domain[1], n) `y` is the polynomial evaluated at `x`.

New in version 1.5.0.

`Laguerre.`**`mapparms`**`()`

Return the mapping parameters.

The returned values define a linear map `off + scl*x` that is applied to the input arguments before the series is evaluated. The map depends on the `domain` and `window`; if the current `domain` is equal to the `window` the resulting map is the identity. If the coefficients of the `Laguerre` instance are to be used by themselves outside this class, then the linear function must be substituted for the `x` in the standard representation of the base polynomials.

Returns

off, scl : floats or complex

The mapping function is defined by `off + scl*x`.

Notes

If the current domain is the interval `[l_1, r_1]` and the window is `[l_2, r_2]`, then the linear mapping function `L` is defined by the equations:

```
L(l_1) = l_2
L(r_1) = r_2
```

`Laguerre.`**`roots`**`()`

Return list of roots.

Return ndarray of roots for this series. See `lagroots` for full documentation. Note that the accuracy of the roots is likely to decrease the further outside the domain they lie.

See Also:

`lagroots`
similar function

`lagfromroots`
function to go generate series from roots.

`Laguerre.`**`trim`**`(`*`tol=0`*`)`

Remove small leading coefficients

Remove leading coefficients until a coefficient is reached whose absolute value greater than *tol* or the beginning of the series is reached. If all the coefficients would be removed the series is set to `[0]`. A new Laguerre instance is returned with the new coefficients. The current instance remains unchanged.

Parameters

tol : non-negative number.

All trailing coefficients less than *tol* will be removed.

Returns

new_instance : Laguerre

Contains the new set of coefficients.

`Laguerre.`**`truncate`**(*size*)

Truncate series to length *size*.

Reduce the Laguerre series to length *size* by discarding the high degree terms. The value of *size* must be a positive integer. This can be useful in least squares where the coefficients of the high degree terms may be very small.

Parameters

size : positive int

The series is reduced to length *size* by discarding the high degree terms. The value of *size* must be a positive integer.

Returns

new_instance : Laguerre

New instance of Laguerre with truncated coefficients.

`lagval`(x, c[, tensor])	Evaluate a Laguerre series at points x.
`lagval2d`(x, y, c)	Evaluate a 2-D Laguerre series at points (x, y).
`lagval3d`(x, y, z, c)	Evaluate a 3-D Laguerre series at points (x, y, z).
`laggrid2d`(x, y, c)	Evaluate a 2-D Laguerre series on the Cartesian product of x and y.
`laggrid3d`(x, y, z, c)	Evaluate a 3-D Laguerre series on the Cartesian product of x, y, and z.
`lagroots`(c)	Compute the roots of a Laguerre series.
`lagfromroots`(roots)	Generate a Laguerre series with given roots.

Basics

`numpy.polynomial.laguerre.`**`lagval`**(*x*, *c*, *tensor=True*)

Evaluate a Laguerre series at points x.

If *c* is of length *n + 1*, this function returns the value:

$$p(x) = c_0 * L_0(x) + c_1 * L_1(x) + ... + c_n * L_n(x)$$

The parameter *x* is converted to an array only if it is a tuple or a list, otherwise it is treated as a scalar. In either case, either *x* or its elements must support multiplication and addition both with themselves and with the elements of *c*.

If *c* is a 1-D array, then *p(x)* will have the same shape as *x*. If *c* is multidimensional, then the shape of the result depends on the value of *tensor*. If *tensor* is true the shape will be c.shape[1:] + x.shape. If *tensor* is false the shape will be c.shape[1:]. Note that scalars have shape (,).

Trailing zeros in the coefficients will be used in the evaluation, so they should be avoided if efficiency is a concern.

Parameters

x : array_like, compatible object

If *x* is a list or tuple, it is converted to an ndarray, otherwise it is left unchanged and treated as a scalar. In either case, *x* or its elements must support addition and multiplication with with themselves and with the elements of *c*.

c : array_like

Array of coefficients ordered so that the coefficients for terms of degree n are contained in c[n]. If *c* is multidimensional the remaining indices enumerate multiple polynomials. In the two dimensional case the coefficients may be thought of as stored in the columns of *c*.

tensor : boolean, optional

If True, the shape of the coefficient array is extended with ones on the right, one for each dimension of *x*. Scalars have dimension 0 for this action. The result is that every column of coefficients in *c* is evaluated for every element of *x*. If False, *x* is broadcast over the columns of *c* for the evaluation. This keyword is useful when *c* is multidimensional. The default value is True. New in version 1.7.0.

Returns

values : ndarray, algebra_like

The shape of the return value is described above.

See Also:

`lagval2d`, `laggrid2d`, `lagval3d`, `laggrid3d`

Notes

The evaluation uses Clenshaw recursion, aka synthetic division.

Examples

```
>>> from numpy.polynomial.laguerre import lagval
>>> coef = [1,2,3]
>>> lagval(1, coef)
-0.5
>>> lagval([[1,2],[3,4]], coef)
array([[-0.5, -4. ],
       [-4.5, -2. ]])
```

`numpy.polynomial.laguerre.`**`lagval2d`**(*x*, *y*, *c*)

Evaluate a 2-D Laguerre series at points (x, y).

This function returns the values:

$$p(x,y) = \sum_{i,j} c_{i,j} * L_i(x) * L_j(y)$$

The parameters *x* and *y* are converted to arrays only if they are tuples or a lists, otherwise they are treated as a scalars and they must have the same shape after conversion. In either case, either *x* and *y* or their elements must support multiplication and addition both with themselves and with the elements of *c*.

If *c* is a 1-D array a one is implicitly appended to its shape to make it 2-D. The shape of the result will be c.shape[2:] + x.shape.

Parameters

x, y : array_like, compatible objects

The two dimensional series is evaluated at the points *(x, y)*, where *x* and *y* must have the same shape. If *x* or *y* is a list or tuple, it is first converted to an ndarray, otherwise it is left unchanged and if it isn't an ndarray it is treated as a scalar.

c : array_like

Array of coefficients ordered so that the coefficient of the term of multi-degree i,j is contained in `c[i,j]`. If *c* has dimension greater than two the remaining indices enumerate multiple sets of coefficients.

Returns

values : ndarray, compatible object

The values of the two dimensional polynomial at points formed with pairs of corresponding values from *x* and *y*.

See Also:

`lagval`, `laggrid2d`, `lagval3d`, `laggrid3d`

Notes

`numpy.polynomial.laguerre.`**`lagval3d`**(*x*, *y*, *z*, *c*)

Evaluate a 3-D Laguerre series at points (x, y, z).

This function returns the values:

$$p(x,y,z) = \sum_{i,j,k} c_{i,j,k} * L_i(x) * L_j(y) * L_k(z)$$

The parameters *x*, *y*, and *z* are converted to arrays only if they are tuples or a lists, otherwise they are treated as a scalars and they must have the same shape after conversion. In either case, either *x*, *y*, and *z* or their elements must support multiplication and addition both with themselves and with the elements of *c*.

If *c* has fewer than 3 dimensions, ones are implicitly appended to its shape to make it 3-D. The shape of the result will be c.shape[3:] + x.shape.

Parameters

x, y, z : array_like, compatible object

The three dimensional series is evaluated at the points *(x, y, z)*, where *x*, *y*, and *z* must have the same shape. If any of *x*, *y*, or *z* is a list or tuple, it is first converted to an ndarray, otherwise it is left unchanged and if it isn't an ndarray it is treated as a scalar.

c : array_like

Array of coefficients ordered so that the coefficient of the term of multi-degree i,j,k is contained in `c[i,j,k]`. If *c* has dimension greater than 3 the remaining indices enumerate multiple sets of coefficients.

Returns

values : ndarray, compatible object

The values of the multidimension polynomial on points formed with triples of corresponding values from *x*, *y*, and *z*.

See Also:

`lagval`, `lagval2d`, `laggrid2d`, `laggrid3d`

Notes

numpy.polynomial.laguerre.**laggrid2d**(*x*, *y*, *c*)

Evaluate a 2-D Laguerre series on the Cartesian product of x and y.

This function returns the values:

$$p(a,b) = \sum_{i,j} c_{i,j} * L_i(a) * L_j(b)$$

where the points *(a, b)* consist of all pairs formed by taking *a* from *x* and *b* from *y*. The resulting points form a grid with *x* in the first dimension and *y* in the second.

The parameters *x* and *y* are converted to arrays only if they are tuples or a lists, otherwise they are treated as a scalars. In either case, either *x* and *y* or their elements must support multiplication and addition both with themselves and with the elements of *c*.

If *c* has fewer than two dimensions, ones are implicitly appended to its shape to make it 2-D. The shape of the result will be c.shape[2:] + x.shape + y.shape.

Parameters

x, y : array_like, compatible objects

The two dimensional series is evaluated at the points in the Cartesian product of *x* and *y*. If *x* or *y* is a list or tuple, it is first converted to an ndarray, otherwise it is left unchanged and, if it isn't an ndarray, it is treated as a scalar.

c : array_like

Array of coefficients ordered so that the coefficient of the term of multi-degree i,j is contained in *c[i,j]*. If *c* has dimension greater than two the remaining indices enumerate multiple sets of coefficients.

Returns

values : ndarray, compatible object

The values of the two dimensional Chebyshev series at points in the Cartesian product of *x* and *y*.

See Also:

lagval, lagval2d, lagval3d, laggrid3d

Notes

numpy.polynomial.laguerre.**laggrid3d**(*x*, *y*, *z*, *c*)

Evaluate a 3-D Laguerre series on the Cartesian product of x, y, and z.

This function returns the values:

$$p(a,b,c) = \sum_{i,j,k} c_{i,j,k} * L_i(a) * L_j(b) * L_k(c)$$

where the points *(a, b, c)* consist of all triples formed by taking *a* from *x*, *b* from *y*, and *c* from *z*. The resulting points form a grid with *x* in the first dimension, *y* in the second, and *z* in the third.

The parameters *x*, *y*, and *z* are converted to arrays only if they are tuples or a lists, otherwise they are treated as a scalars. In either case, either *x*, *y*, and *z* or their elements must support multiplication and addition both with themselves and with the elements of *c*.

If *c* has fewer than three dimensions, ones are implicitly appended to its shape to make it 3-D. The shape of the result will be c.shape[3:] + x.shape + y.shape + z.shape.

Parameters

x, y, z : array_like, compatible objects

The three dimensional series is evaluated at the points in the Cartesian product of *x*, *y*, and *z*. If *x*,'y', or *z* is a list or tuple, it is first converted to an ndarray, otherwise it is left unchanged and, if it isn't an ndarray, it is treated as a scalar.

c : array_like

Array of coefficients ordered so that the coefficients for terms of degree i,j are contained in `c[i,j]`. If *c* has dimension greater than two the remaining indices enumerate multiple sets of coefficients.

Returns

values : ndarray, compatible object

The values of the two dimensional polynomial at points in the Cartesian product of *x* and *y*.

See Also:

`lagval`, `lagval2d`, `laggrid2d`, `lagval3d`

Notes

`numpy.polynomial.laguerre.`**`lagroots`**`(c)`

Compute the roots of a Laguerre series.

Return the roots (a.k.a. "zeros") of the polynomial

$$p(x) = \sum_i c[i] * L_i(x).$$

Parameters

c : 1-D array_like

1-D array of coefficients.

Returns

out : ndarray

Array of the roots of the series. If all the roots are real, then *out* is also real, otherwise it is complex.

See Also:

`polyroots`, `legroots`, `chebroots`, `hermroots`, `hermeroots`

Notes

The root estimates are obtained as the eigenvalues of the companion matrix, Roots far from the origin of the complex plane may have large errors due to the numerical instability of the series for such values. Roots with multiplicity greater than 1 will also show larger errors as the value of the series near such points is relatively insensitive to errors in the roots. Isolated roots near the origin can be improved by a few iterations of Newton's method.

The Laguerre series basis polynomials aren't powers of *x* so the results of this function may seem unintuitive.

Examples

```
>>> from numpy.polynomial.laguerre import lagroots, lagfromroots
>>> coef = lagfromroots([0, 1, 2])
>>> coef
array([  2.,  -8.,  12.,  -6.])
>>> lagroots(coef)
array([ -4.44089210e-16,   1.00000000e+00,   2.00000000e+00])
```

numpy.polynomial.laguerre.**lagfromroots**(*roots*)

Generate a Laguerre series with given roots.

The function returns the coefficients of the polynomial

$$p(x) = (x - r_0) * (x - r_1) * ... * (x - r_n),$$

in Laguerre form, where the *r_n* are the roots specified in *roots*. If a zero has multiplicity n, then it must appear in *roots* n times. For instance, if 2 is a root of multiplicity three and 3 is a root of multiplicity 2, then *roots* looks something like [2, 2, 2, 3, 3]. The roots can appear in any order.

If the returned coefficients are c, then

$$p(x) = c_0 + c_1 * L_1(x) + ... + c_n * L_n(x)$$

The coefficient of the last term is not generally 1 for monic polynomials in Laguerre form.

Parameters

roots : array_like

Sequence containing the roots.

Returns

out : ndarray

1-D array of coefficients. If all roots are real then *out* is a real array, if some of the roots are complex, then *out* is complex even if all the coefficients in the result are real (see Examples below).

See Also:

`polyfromroots`, `legfromroots`, `chebfromroots`, `hermfromroots`, `hermefromroots`.

Examples

```
>>> from numpy.polynomial.laguerre import lagfromroots, lagval
>>> coef = lagfromroots((-1, 0, 1))
>>> lagval((-1, 0, 1), coef)
array([ 0.,  0.,  0.])
>>> coef = lagfromroots((-1j, 1j))
>>> lagval((-1j, 1j), coef)
array([ 0.+0.j,  0.+0.j])
```

`lagfit`(x, y, deg[, rcond, full, w])	Least squares fit of Laguerre series to data.
`lagvander`(x, deg)	Pseudo-Vandermonde matrix of given degree.
`lagvander2d`(x, y, deg)	Pseudo-Vandermonde matrix of given degrees.
`lagvander3d`(x, y, z, deg)	Pseudo-Vandermonde matrix of given degrees.

Fitting

numpy.polynomial.laguerre.**lagfit**(*x*, *y*, *deg*, *rcond=None*, *full=False*, *w=None*)

Least squares fit of Laguerre series to data.

Return the coefficients of a Laguerre series of degree *deg* that is the least squares fit to the data values *y* given at points *x*. If *y* is 1-D the returned coefficients will also be 1-D. If *y* is 2-D multiple fits are done, one for each column of *y*, and the resulting coefficients are stored in the corresponding columns of a 2-D return. The fitted polynomial(s) are in the form

$$p(x) = c_0 + c_1 * L_1(x) + ... + c_n * L_n(x),$$

where *n* is *deg*.

Since numpy version 1.7.0, lagfit also supports NA. If any of the elements of *x*, *y*, or *w* are NA, then the corresponding rows of the linear least squares problem (see Notes) are set to 0. If *y* is 2-D, then an NA in any row of *y* invalidates that whole row.

Parameters

x : array_like, shape (M,)

x-coordinates of the M sample points `(x[i], y[i])`.

y : array_like, shape (M,) or (M, K)

y-coordinates of the sample points. Several data sets of sample points sharing the same x-coordinates can be fitted at once by passing in a 2D-array that contains one dataset per column.

deg : int

Degree of the fitting polynomial

rcond : float, optional

Relative condition number of the fit. Singular values smaller than this relative to the largest singular value will be ignored. The default value is len(x)*eps, where eps is the relative precision of the float type, about 2e-16 in most cases.

full : bool, optional

Switch determining nature of return value. When it is False (the default) just the coefficients are returned, when True diagnostic information from the singular value decomposition is also returned.

w : array_like, shape (*M*,), optional

Weights. If not None, the contribution of each point `(x[i],y[i])` to the fit is weighted by *w[i]*. Ideally the weights are chosen so that the errors of the products `w[i]*y[i]` all have the same variance. The default value is None.

Returns

coef : ndarray, shape (M,) or (M, K)

Laguerre coefficients ordered from low to high. If *y* was 2-D, the coefficients for the data in column k of *y* are in column *k*.

[residuals, rank, singular_values, rcond] : present when *full* = True

Residuals of the least-squares fit, the effective rank of the scaled Vandermonde matrix and its singular values, and the specified value of *rcond*. For more details, see *linalg.lstsq*.

Warns

RankWarning

The rank of the coefficient matrix in the least-squares fit is deficient. The warning is only raised if *full* = False. The warnings can be turned off by

```
>>> import warnings
>>> warnings.simplefilter('ignore', RankWarning)
```

See Also:

`chebfit`, `legfit`, `polyfit`, `hermfit`, `hermefit`

`lagval`
Evaluates a Laguerre series.

`lagvander`
pseudo Vandermonde matrix of Laguerre series.

`lagweight`
Laguerre weight function.

`linalg.lstsq`
Computes a least-squares fit from the matrix.

`scipy.interpolate.UnivariateSpline`
Computes spline fits.

Notes

The solution is the coefficients of the Laguerre series *p* that minimizes the sum of the weighted squared errors

$$E = \sum_j w_j^2 * |y_j - p(x_j)|^2,$$

where the w_j are the weights. This problem is solved by setting up as the (typically) overdetermined matrix equation

$$V(x) * c = w * y,$$

where *V* is the weighted pseudo Vandermonde matrix of *x*, *c* are the coefficients to be solved for, *w* are the weights, and *y* are the observed values. This equation is then solved using the singular value decomposition of *V*.

If some of the singular values of *V* are so small that they are neglected, then a *RankWarning* will be issued. This means that the coefficient values may be poorly determined. Using a lower order fit will usually get rid of the warning. The *rcond* parameter can also be set to a value smaller than its default, but the resulting fit may be spurious and have large contributions from roundoff error.

Fits using Laguerre series are probably most useful when the data can be approximated by `sqrt(w(x)) * p(x)`, where *w(x)* is the Laguerre weight. In that case the weight `sqrt(w(x[i])` should be used together with data values `y[i]/sqrt(w(x[i]))`. The weight function is available as `lagweight`.

References

[R61]

Examples

```
>>> from numpy.polynomial.laguerre import lagfit, lagval
>>> x = np.linspace(0, 10)
>>> err = np.random.randn(len(x))/10
>>> y = lagval(x, [1, 2, 3]) + err
>>> lagfit(x, y, 2)
array([ 0.96971004,  2.00193749,  3.00288744])
```

numpy.polynomial.laguerre.**lagvander**(*x*, *deg*)

Pseudo-Vandermonde matrix of given degree.

Returns the pseudo-Vandermonde matrix of degree *deg* and sample points *x*. The pseudo-Vandermonde matrix is defined by

$$V[..., i] = L_i(x)$$

where *0 <= i <= deg*. The leading indices of *V* index the elements of *x* and the last index is the degree of the Laguerre polynomial.

If *c* is a 1-D array of coefficients of length *n + 1* and *V* is the array `V = lagvander(x, n)`, then `np.dot(V, c)` and `lagval(x, c)` are the same up to roundoff. This equivalence is useful both for least squares fitting and for the evaluation of a large number of Laguerre series of the same degree and sample points.

Parameters

x : array_like

Array of points. The dtype is converted to float64 or complex128 depending on whether any of the elements are complex. If *x* is scalar it is converted to a 1-D array.

deg : int

Degree of the resulting matrix.

Returns

vander : ndarray

The pseudo-Vandermonde matrix. The shape of the returned matrix is `x.shape + (deg + 1,)`, where The last index is the degree of the corresponding Laguerre polynomial. The dtype will be the same as the converted *x*.

Examples

```
>>> from numpy.polynomial.laguerre import lagvander
>>> x = np.array([0, 1, 2])
>>> lagvander(x, 3)
array([[ 1.        ,  1.        ,  1.        ,  1.        ],
       [ 1.        ,  0.        , -0.5       , -0.66666667],
       [ 1.        , -1.        , -1.        , -0.33333333]])
```

numpy.polynomial.laguerre.**lagvander2d**(*x*, *y*, *deg*)

Pseudo-Vandermonde matrix of given degrees.

Returns the pseudo-Vandermonde matrix of degrees *deg* and sample points *(x, y)*. The pseudo-Vandermonde matrix is defined by

$$V[..., deg[1] * i + j] = L_i(x) * L_j(y),$$

where *0 <= i <= deg[0]* and *0 <= j <= deg[1]*. The leading indices of *V* index the points *(x, y)* and the last index encodes the degrees of the Laguerre polynomials.

If `V = lagvander2d(x, y, [xdeg, ydeg])`, then the columns of *V* correspond to the elements of a 2-D coefficient array *c* of shape (xdeg + 1, ydeg + 1) in the order

$$c_{00}, c_{01}, c_{02} ..., c_{10}, c_{11}, c_{12} ...$$

and `np.dot(V, c.flat)` and `lagval2d(x, y, c)` will be the same up to roundoff. This equivalence is useful both for least squares fitting and for the evaluation of a large number of 2-D Laguerre series of the same degrees and sample points.

Parameters

x, y : array_like

Arrays of point coordinates, all of the same shape. The dtypes will be converted to either float64 or complex128 depending on whether any of the elements are complex. Scalars are converted to 1-D arrays.

deg : list of ints

List of maximum degrees of the form [x_deg, y_deg].

Returns

vander2d : ndarray

The shape of the returned matrix is `x.shape + (order,)`, where $order = (deg[0]+1)*(deg([1]+1)$. The dtype will be the same as the converted *x* and *y*.

See Also:

`lagvander`, `lagvander3d.`, `lagval3d`

Notes

`numpy.polynomial.laguerre.`**`lagvander3d`**(*x*, *y*, *z*, *deg*)

Pseudo-Vandermonde matrix of given degrees.

Returns the pseudo-Vandermonde matrix of degrees *deg* and sample points *(x, y, z)*. If *l, m, n* are the given degrees in *x, y, z*, then The pseudo-Vandermonde matrix is defined by

$$V[..., (m+1)(n+1)i + (n+1)j + k] = L_i(x) * L_j(y) * L_k(z),$$

where *0 <= i <= l*, *0 <= j <= m*, and *0 <= j <= n*. The leading indices of *V* index the points *(x, y, z)* and the last index encodes the degrees of the Laguerre polynomials.

If `V = lagvander3d(x, y, z, [xdeg, ydeg, zdeg])`, then the columns of *V* correspond to the elements of a 3-D coefficient array *c* of shape (xdeg + 1, ydeg + 1, zdeg + 1) in the order

$$c_{000}, c_{001}, c_{002}, ..., c_{010}, c_{011}, c_{012}, ...$$

and `np.dot(V, c.flat)` and `lagval3d(x, y, z, c)` will be the same up to roundoff. This equivalence is useful both for least squares fitting and for the evaluation of a large number of 3-D Laguerre series of the same degrees and sample points.

Parameters

x, y, z : array_like

Arrays of point coordinates, all of the same shape. The dtypes will be converted to either float64 or complex128 depending on whether any of the elements are complex. Scalars are converted to 1-D arrays.

deg : list of ints

List of maximum degrees of the form [x_deg, y_deg, z_deg].

Returns

vander3d : ndarray

The shape of the returned matrix is `x.shape + (order,)`, where $order = (deg[0]+1)*(deg([1]+1)*(deg[2]+1)$. The dtype will be the same as the converted *x*, *y*, and *z*.

See Also:

`lagvander`, `lagvander3d.`, `lagval3d`

Notes

`lagder`(c[, m, scl, axis])	Differentiate a Laguerre series.
`lagint`(c[, m, k, lbnd, scl, axis])	Integrate a Laguerre series.

Calculus

`numpy.polynomial.laguerre.`**`lagder`**(*c*, *m=1*, *scl=1*, *axis=0*)

Differentiate a Laguerre series.

Returns the Laguerre series coefficients *c* differentiated *m* times along *axis*. At each iteration the result is multiplied by *scl* (the scaling factor is for use in a linear change of variable). The argument *c* is an array of coefficients from low to high degree along each axis, e.g., [1,2,3] represents the series `1*L_0 + 2*L_1 + 3*L_2` while [[1,2],[1,2]] represents `1*L_0(x)*L_0(y) + 1*L_1(x)*L_0(y) + 2*L_0(x)*L_1(y) + 2*L_1(x)*L_1(y)` if axis=0 is `x` and axis=1 is `y`.

Parameters

c : array_like

Array of Laguerre series coefficients. If *c* is multidimensional the different axis correspond to different variables with the degree in each axis given by the corresponding index.

m : int, optional

Number of derivatives taken, must be non-negative. (Default: 1)

scl : scalar, optional

Each differentiation is multiplied by *scl*. The end result is multiplication by `scl**m`. This is for use in a linear change of variable. (Default: 1)

axis : int, optional

Axis over which the derivative is taken. (Default: 0). New in version 1.7.0.

Returns

der : ndarray

Laguerre series of the derivative.

See Also:

`lagint`

Notes

In general, the result of differentiating a Laguerre series does not resemble the same operation on a power series. Thus the result of this function may be "unintuitive," albeit correct; see Examples section below.

Examples

```
>>> from numpy.polynomial.laguerre import lagder
>>> lagder([ 1.,  1.,  1., -3.])
array([ 1.,  2.,  3.])
>>> lagder([ 1.,  0.,  0., -4.,  3.], m=2)
array([ 1.,  2.,  3.])
```

numpy.polynomial.laguerre.**lagint**(*c*, *m=1*, *k=[]*, *lbnd=0*, *scl=1*, *axis=0*)

Integrate a Laguerre series.

Returns the Laguerre series coefficients *c* integrated *m* times from *lbnd* along *axis*. At each iteration the resulting series is **multiplied** by *scl* and an integration constant, *k*, is added. The scaling factor is for use in a linear change of variable. ("Buyer beware": note that, depending on what one is doing, one may want *scl* to be the reciprocal of what one might expect; for more information, see the Notes section below.) The argument *c* is an array of coefficients from low to high degree along each axis, e.g., [1,2,3] represents the series `L_0 + 2*L_1 + 3*L_2` while [[1,2],[1,2]] represents `1*L_0(x)*L_0(y) + 1*L_1(x)*L_0(y) + 2*L_0(x)*L_1(y) + 2*L_1(x)*L_1(y)` if axis=0 is `x` and axis=1 is `y`.

Parameters

c : array_like

Array of Laguerre series coefficients. If *c* is multidimensional the different axis correspond to different variables with the degree in each axis given by the corresponding index.

m : int, optional

Order of integration, must be positive. (Default: 1)

k : {[], list, scalar}, optional

Integration constant(s). The value of the first integral at `lbnd` is the first value in the list, the value of the second integral at `lbnd` is the second value, etc. If `k == []` (the default), all constants are set to zero. If `m == 1`, a single scalar can be given instead of a list.

lbnd : scalar, optional

The lower bound of the integral. (Default: 0)

scl : scalar, optional

Following each integration the result is *multiplied* by *scl* before the integration constant is added. (Default: 1)

axis : int, optional

Axis over which the integral is taken. (Default: 0). New in version 1.7.0.

Returns

S : ndarray

Laguerre series coefficients of the integral.

Raises

ValueError

If `m < 0`, `len(k) > m`, `np.isscalar(lbnd) == False`, or `np.isscalar(scl) == False`.

See Also:

`lagder`

Notes

Note that the result of each integration is *multiplied* by *scl*. Why is this important to note? Say one is making a linear change of variable $u = ax + b$ in an integral relative to *x*. Then .. math::*dx* = *du/a*, so one will need to set *scl* equal to $1/a$ - perhaps not what one would have first thought.

Also note that, in general, the result of integrating a C-series needs to be "reprojected" onto the C-series basis set. Thus, typically, the result of this function is "unintuitive," albeit correct; see Examples section below.

Examples

```
>>> from numpy.polynomial.laguerre import lagint
>>> lagint([1,2,3])
array([ 1.,  1.,  1., -3.])
>>> lagint([1,2,3], m=2)
array([ 1.,  0.,  0., -4.,  3.])
>>> lagint([1,2,3], k=1)
array([ 2.,  1.,  1., -3.])
>>> lagint([1,2,3], lbnd=-1)
array([ 11.5,   1. ,   1. ,  -3. ])
>>> lagint([1,2], m=2, k=[1,2], lbnd=-1)
array([ 11.16666667,  -5.        ,  -3.        ,   2.        ])
```

lagadd(c1, c2)	Add one Laguerre series to another.
lagsub(c1, c2)	Subtract one Laguerre series from another.
lagmul(c1, c2)	Multiply one Laguerre series by another.
lagmulx(c)	Multiply a Laguerre series by x.
lagdiv(c1, c2)	Divide one Laguerre series by another.
lagpow(c, pow[, maxpower])	Raise a Laguerre series to a power.

Algebra

numpy.polynomial.laguerre.**lagadd**(*c1*, *c2*)

Add one Laguerre series to another.

Returns the sum of two Laguerre series *c1* + *c2*. The arguments are sequences of coefficients ordered from lowest order term to highest, i.e., [1,2,3] represents the series `P_0 + 2*P_1 + 3*P_2`.

Parameters

c1, c2 : array_like

1-D arrays of Laguerre series coefficients ordered from low to high.

Returns

out : ndarray

Array representing the Laguerre series of their sum.

See Also:

lagsub, lagmul, lagdiv, lagpow

Notes

Unlike multiplication, division, etc., the sum of two Laguerre series is a Laguerre series (without having to "reproject" the result onto the basis set) so addition, just like that of "standard" polynomials, is simply "componentwise."

Examples

```
>>> from numpy.polynomial.laguerre import lagadd
>>> lagadd([1, 2, 3], [1, 2, 3, 4])
array([ 2.,  4.,  6.,  4.])
```

numpy.polynomial.laguerre.**lagsub**(*c1*, *c2*)

Subtract one Laguerre series from another.

Returns the difference of two Laguerre series *c1* - *c2*. The sequences of coefficients are from lowest order term to highest, i.e., [1,2,3] represents the series `P_0 + 2*P_1 + 3*P_2`.

Parameters

c1, c2 : array_like

1-D arrays of Laguerre series coefficients ordered from low to high.

Returns

out : ndarray

Of Laguerre series coefficients representing their difference.

See Also:

`lagadd`, `lagmul`, `lagdiv`, `lagpow`

Notes

Unlike multiplication, division, etc., the difference of two Laguerre series is a Laguerre series (without having to "reproject" the result onto the basis set) so subtraction, just like that of "standard" polynomials, is simply "component-wise."

Examples

```
>>> from numpy.polynomial.laguerre import lagsub
>>> lagsub([1, 2, 3, 4], [1, 2, 3])
array([ 0.,  0.,  0.,  4.])
```

numpy.polynomial.laguerre.**lagmul**(*c1*, *c2*)

Multiply one Laguerre series by another.

Returns the product of two Laguerre series *c1* * *c2*. The arguments are sequences of coefficients, from lowest order "term" to highest, e.g., [1,2,3] represents the series `P_0 + 2*P_1 + 3*P_2`.

Parameters

c1, c2 : array_like

1-D arrays of Laguerre series coefficients ordered from low to high.

Returns

out : ndarray

Of Laguerre series coefficients representing their product.

See Also:

`lagadd`, `lagsub`, `lagdiv`, `lagpow`

Notes

In general, the (polynomial) product of two C-series results in terms that are not in the Laguerre polynomial basis set. Thus, to express the product as a Laguerre series, it is necessary to "reproject" the product onto said basis set, which may produce "unintuitive" (but correct) results; see Examples section below.

Examples

```
>>> from numpy.polynomial.laguerre import lagmul
>>> lagmul([1, 2, 3], [0, 1, 2])
array([  8., -13.,  38., -51.,  36.])
```

numpy.polynomial.laguerre.**lagmulx**(*c*)

Multiply a Laguerre series by x.

Multiply the Laguerre series *c* by x, where x is the independent variable.

Parameters

c : array_like

1-D array of Laguerre series coefficients ordered from low to high.

Returns

out : ndarray

Array representing the result of the multiplication.

Notes

The multiplication uses the recursion relationship for Laguerre polynomials in the form

xP_i(x) = (-(i + 1)*P_{i + 1}(x) + (2i + 1)P_{i}(x) - iP_{i - 1}(x))

Examples

```
>>> from numpy.polynomial.laguerre import lagmulx
>>> lagmulx([1, 2, 3])
array([ -1.,  -1.,  11.,  -9.])
```

numpy.polynomial.laguerre.**lagdiv**(*c1*, *c2*)

Divide one Laguerre series by another.

Returns the quotient-with-remainder of two Laguerre series *c1* / *c2*. The arguments are sequences of coefficients from lowest order "term" to highest, e.g., [1,2,3] represents the series `P_0 + 2*P_1 + 3*P_2`.

Parameters

c1, c2 : array_like

1-D arrays of Laguerre series coefficients ordered from low to high.

Returns

[quo, rem] : ndarrays

Of Laguerre series coefficients representing the quotient and remainder.

See Also:

`lagadd`, `lagsub`, `lagmul`, `lagpow`

Notes

In general, the (polynomial) division of one Laguerre series by another results in quotient and remainder terms that are not in the Laguerre polynomial basis set. Thus, to express these results as a Laguerre series, it is necessary to "reproject" the results onto the Laguerre basis set, which may produce "unintuitive" (but correct) results; see Examples section below.

Examples

```
>>> from numpy.polynomial.laguerre import lagdiv
>>> lagdiv([  8., -13.,  38., -51.,  36.], [0, 1, 2])
(array([ 1.,  2.,  3.]), array([ 0.]))
>>> lagdiv([  9., -12.,  38., -51.,  36.], [0, 1, 2])
(array([ 1.,  2.,  3.]), array([ 1.,  1.]))
```

numpy.polynomial.laguerre.**lagpow**(*c*, *pow*, *maxpower=16*)

Raise a Laguerre series to a power.

Returns the Laguerre series *c* raised to the power *pow*. The argument *c* is a sequence of coefficients ordered from low to high. i.e., [1,2,3] is the series `P_0 + 2*P_1 + 3*P_2`.

Parameters

c : array_like

1-D array of Laguerre series coefficients ordered from low to high.

pow : integer

Power to which the series will be raised

maxpower : integer, optional

Maximum power allowed. This is mainly to limit growth of the series to unmanageable size. Default is 16

Returns

coef : ndarray

Laguerre series of power.

See Also:

`lagadd`, `lagsub`, `lagmul`, `lagdiv`

Examples

```
>>> from numpy.polynomial.laguerre import lagpow
>>> lagpow([1, 2, 3], 2)
array([ 14., -16.,  56., -72.,  54.])
```

`laggauss`(deg)	Gauss-Laguerre quadrature.
`lagweight`(x)	Weight function of the Laguerre polynomials.

Quadrature

numpy.polynomial.laguerre.**laggauss**(*deg*)

Gauss-Laguerre quadrature.

Computes the sample points and weights for Gauss-Laguerre quadrature. These sample points and weights will correctly integrate polynomials of degree $2 * deg - 1$ or less over the interval $[0, \inf]$ with the weight function $f(x) = \exp(-x)$.

Parameters

deg : int

Number of sample points and weights. It must be >= 1.

Returns

x : ndarray

1-D ndarray containing the sample points.

y : ndarray

1-D ndarray containing the weights.

Notes

The results have only been tested up to degree 100 higher degrees may be problematic. The weights are determined by using the fact that

$$w_k = c/(L'_n(x_k) * L_{n-1}(x_k))$$

where c is a constant independent of k and x_k is the k'th root of L_n, and then scaling the results to get the right value when integrating 1.

numpy.polynomial.laguerre.**lagweight**(x)

Weight function of the Laguerre polynomials.

The weight function is $exp(-x)$ and the interval of integration is $[0, \inf]$. The Laguerre polynomials are orthogonal, but not normalized, with respect to this weight function.

Parameters

x : array_like

Values at which the weight function will be computed.

Returns

w : ndarray

The weight function at *x*.

Notes

lagcompanion(c)	Return the companion matrix of c.
lagdomain	
lagzero	
lagone	
lagx	
lagtrim(c[, tol])	Remove "small" "trailing" coefficients from a polynomial.
lagline(off, scl)	Laguerre series whose graph is a straight line.
lag2poly(c)	Convert a Laguerre series to a polynomial.
poly2lag(pol)	Convert a polynomial to a Laguerre series.

Miscellaneous

numpy.polynomial.laguerre.**lagcompanion**(c)

Return the companion matrix of c.

The usual companion matrix of the Laguerre polynomials is already symmetric when c is a basis Laguerre polynomial, so no scaling is applied.

Parameters

c : array_like

1-D array of Laguerre series coefficients ordered from low to high degree.

Returns

mat : ndarray

Companion matrix of dimensions (deg, deg).

Notes

numpy.polynomial.laguerre.**lagdomain** = array([0, 1])

numpy.polynomial.laguerre.**lagzero** = array([0])

numpy.polynomial.laguerre.**lagone** = array([1])

numpy.polynomial.laguerre.**lagx** = array([1, -1])

numpy.polynomial.laguerre.**lagtrim**(*c*, *tol=0*)

Remove "small" "trailing" coefficients from a polynomial.

"Small" means "small in absolute value" and is controlled by the parameter *tol*; "trailing" means highest order coefficient(s), e.g., in `[0, 1, 1, 0, 0]` (which represents `0 + x + x**2 + 0*x**3 + 0*x**4`) both the 3-rd and 4-th order coefficients would be "trimmed."

Parameters

c : array_like

1-d array of coefficients, ordered from lowest order to highest.

tol : number, optional

Trailing (i.e., highest order) elements with absolute value less than or equal to *tol* (default value is zero) are removed.

Returns

trimmed : ndarray

1-d array with trailing zeros removed. If the resulting series would be empty, a series containing a single zero is returned.

Raises

ValueError

If *tol* < 0

See Also:

`trimseq`

Examples

```
>>> from numpy import polynomial as P
>>> P.trimcoef((0,0,3,0,5,0,0))
array([ 0.,  0.,  3.,  0.,  5.])
>>> P.trimcoef((0,0,1e-3,0,1e-5,0,0),1e-3) # item == tol is trimmed
array([ 0.])
>>> i = complex(0,1) # works for complex
>>> P.trimcoef((3e-4,1e-3*(1-i),5e-4,2e-5*(1+i)), 1e-3)
array([ 0.0003+0.j   ,  0.0010-0.001j])
```

numpy.polynomial.laguerre.**lagline**(*off*, *scl*)

Laguerre series whose graph is a straight line.

Parameters

off, scl : scalars

The specified line is given by `off + scl*x`.

Returns

y : ndarray

This module's representation of the Laguerre series for `off + scl*x`.

See Also:

`polyline`, `chebline`

Examples

```
>>> from numpy.polynomial.laguerre import lagline, lagval
>>> lagval(0,lagline(3, 2))
3.0
>>> lagval(1,lagline(3, 2))
5.0
```

numpy.polynomial.laguerre.**lag2poly**(*c*)

Convert a Laguerre series to a polynomial.

Convert an array representing the coefficients of a Laguerre series, ordered from lowest degree to highest, to an array of the coefficients of the equivalent polynomial (relative to the "standard" basis) ordered from lowest to highest degree.

Parameters

c : array_like

1-D array containing the Laguerre series coefficients, ordered from lowest order term to highest.

Returns

pol : ndarray

1-D array containing the coefficients of the equivalent polynomial (relative to the "standard" basis) ordered from lowest order term to highest.

See Also:

`poly2lag`

Notes

The easy way to do conversions between polynomial basis sets is to use the convert method of a class instance.

Examples

```
>>> from numpy.polynomial.laguerre import lag2poly
>>> lag2poly([ 23., -63.,  58., -18.])
array([ 0.,  1.,  2.,  3.])
```

numpy.polynomial.laguerre.**poly2lag**(*pol*)

Convert a polynomial to a Laguerre series.

Convert an array representing the coefficients of a polynomial (relative to the "standard" basis) ordered from lowest degree to highest, to an array of the coefficients of the equivalent Laguerre series, ordered from lowest to highest degree.

Parameters

pol : array_like

1-D array containing the polynomial coefficients

Returns

c : ndarray

1-D array containing the coefficients of the equivalent Laguerre series.

See Also:

`lag2poly`

Notes

The easy way to do conversions between polynomial basis sets is to use the convert method of a class instance.

Examples

```
>>> from numpy.polynomial.laguerre import poly2lag
>>> poly2lag(np.arange(4))
array([ 23., -63.,  58., -18.])
```

Hermite Module, "Physicists"' (`numpy.polynomial.hermite`)

New in version 1.6.0. This module provides a number of objects (mostly functions) useful for dealing with Hermite series, including a `Hermite` class that encapsulates the usual arithmetic operations. (General information on how this module represents and works with such polynomials is in the docstring for its "parent" sub-package, `numpy.polynomial`).

`Hermite`(coef[, domain, window])	A Hermite series class.

Hermite Class

class `numpy.polynomial.hermite.`**`Hermite`**(*coef, domain=[-1, 1], window=[-1, 1]*)

A Hermite series class.

Hermite instances provide the standard Python numerical methods '+', '-', '*', '//', '%', 'divmod', '**', and '()' as well as the listed methods.

Parameters

coef : array_like

Hermite coefficients, in increasing order. For example, `(1, 2, 3)` implies `P_0 + 2P_1 + 3P_2` where the `P_i` are a graded polynomial basis.

domain : (2,) array_like, optional

Domain to use. The interval `[domain[0], domain[1]]` is mapped to the interval `[window[0], window[1]]` by shifting and scaling. The default value is [-1,1].

window : (2,) array_like, optional

Window, see `domain` for its use. The default value is [-1,1]. .. versionadded:: 1.6.0

Notes

It is important to specify the domain in many cases, for instance in fitting data, because many of the important properties of the polynomial basis only hold in a specified interval and consequently the data must be mapped into that interval in order to benefit.

Attributes

coef	((N,) ndarray) Hermite coefficients, from low to high.
domain	((2,) ndarray) Domain that is mapped to `window`.
window	((2,) ndarray) Window that `domain` is mapped to.

Methods

`__call__`(arg)	
`basis`(deg[, domain, window])	Hermite polynomial of degree *deg*.
`cast`(series[, domain, window])	Convert instance to equivalent Hermite series.
`convert`([domain, kind, window])	Convert to different class and/or domain.
`copy`()	Return a copy.
`cutdeg`(deg)	Truncate series to the given degree.
`degree`()	The degree of the series.
`deriv`([m])	Differentiate.
`fit`(x, y, deg[, domain, rcond, full, w, window])	Least squares fit to data.
`fromroots`(roots[, domain, window])	Return Hermite instance with specified roots.
`has_samecoef`(other)	Check if coefficients match.
`has_samedomain`(other)	Check if domains match.
`has_sametype`(other)	Check if types match.
`has_samewindow`(other)	Check if windows match.
`identity`([domain, window])	Identity function.
`integ`([m, k, lbnd])	Integrate.
`linspace`([n, domain])	Return x,y values at equally spaced points in domain.
`mapparms`()	Return the mapping parameters.
`roots`()	Return list of roots.
`trim`([tol])	Remove small leading coefficients
`truncate`(size)	Truncate series to length *size*.

Hermite.**__call__**(*arg*)

static Hermite.**basis**(*deg, domain=[-1, 1], window=[-1, 1]*)

Hermite polynomial of degree *deg*.

Returns an instance of the Hermite polynomial of degree *d*.

Parameters

deg : int

Degree of the Hermite polynomial. Must be >= 0.

domain : array_like

The resulting array must be of the form `[beg, end]`, where `beg` and `end` are the endpoints of the domain.

window : array_like

The resulting array must be if the form `[beg, end]`, where `beg` and `end` are the endpoints of the window.

Returns

p : Hermite instance

Notes

New in version 1.7.0.

static Hermite.**cast**(*series, domain=[-1, 1], window=[-1, 1]*)

Convert instance to equivalent Hermite series.

The *series* is expected to be an instance of some polynomial series of one of the types supported by by the numpy.polynomial module, but could be some other class that supports the convert method.

Parameters

series : series

The instance series to be converted.

domain : array_like

The resulting array must be of the form `[beg, end]`, where `beg` and `end` are the endpoints of the domain.

window : array_like

The resulting array must be if the form `[beg, end]`, where `beg` and `end` are the endpoints of the window.

Returns

p : Hermite instance

A Hermite series equal to the *poly* series.

See Also:

`convert`

Notes

New in version 1.7.0.

`Hermite.`**`convert`**(*domain=None*, *kind=None*, *window=None*)

Convert to different class and/or domain.

Parameters

domain : array_like, optional

The domain of the converted series. If the value is None, the default domain of *kind* is used.

kind : class, optional

The polynomial series type class to which the current instance should be converted. If kind is None, then the class of the current instance is used.

window : array_like, optional

The window of the converted series. If the value is None, the default window of *kind* is used.

Returns

new_series_instance : *kind*

The returned class can be of different type than the current instance and/or have a different domain.

Notes

Conversion between domains and class types can result in numerically ill defined series.

`Hermite.`**`copy`**`()`

Return a copy.

Return a copy of the current Hermite instance.

Returns
new_instance : Hermite

Copy of current instance.

Hermite.**cutdeg**(*deg*)
Truncate series to the given degree.

Reduce the degree of the Hermite series to *deg* by discarding the high order terms. If *deg* is greater than the current degree a copy of the current series is returned. This can be useful in least squares where the coefficients of the high degree terms may be very small.

Parameters
deg : non-negative int

The series is reduced to degree *deg* by discarding the high order terms. The value of *deg* must be a non-negative integer.

Returns
new_instance : Hermite

New instance of Hermite with reduced degree.

Notes

New in version 1.5.0.

Hermite.**degree**()
The degree of the series.

Notes

New in version 1.5.0.

Hermite.**deriv**(*m=1*)
Differentiate.

Return an instance of Hermite that is the derivative of the current series. Refer to hermder for full documentation.

Parameters
m : non-negative int

The number of integrations to perform.

Returns
derivative : Hermite

The derivative of the series using the same domain.

See Also:

hermder
similar function.

hermint
similar function for integration.

static Hermite.**fit**(*x, y, deg, domain=None, rcond=None, full=False, w=None, window=[-1, 1]*)
Least squares fit to data.

Return a Hermite instance that is the least squares fit to the data *y* sampled at *x*. Unlike hermfit, the domain of the returned instance can be specified and this will often result in a superior fit with less chance

of ill conditioning. Support for NA was added in version 1.7.0. See `hermfit` for full documentation of the implementation.

Parameters

x : array_like, shape (M,)

x-coordinates of the M sample points `(x[i], y[i])`.

y : array_like, shape (M,) or (M, K)

y-coordinates of the sample points. Several data sets of sample points sharing the same x-coordinates can be fitted at once by passing in a 2D-array that contains one dataset per column.

deg : int

Degree of the fitting polynomial.

domain : {None, [beg, end], []}, optional

Domain to use for the returned Hermite instance. If `None`, then a minimal domain that covers the points *x* is chosen. If `[]` the default domain `[-1,1]` is used. The default value is [-1,1] in numpy 1.4.x and `None` in later versions. The `'[]` value was added in numpy 1.5.0.

rcond : float, optional

Relative condition number of the fit. Singular values smaller than this relative to the largest singular value will be ignored. The default value is len(x)*eps, where eps is the relative precision of the float type, about 2e-16 in most cases.

full : bool, optional

Switch determining nature of return value. When it is False (the default) just the coefficients are returned, when True diagnostic information from the singular value decomposition is also returned.

w : array_like, shape (M,), optional

Weights. If not None the contribution of each point `(x[i],y[i])` to the fit is weighted by *w[i]*. Ideally the weights are chosen so that the errors of the products `w[i]*y[i]` all have the same variance. The default value is None. .. versionadded:: 1.5.0

window : {[beg, end]}, optional

Window to use for the returned Hermite instance. The default value is `[-1,1]` .. versionadded:: 1.6.0

Returns

least_squares_fit : instance of Hermite

The Hermite instance is the least squares fit to the data and has the domain specified in the call.

[residuals, rank, singular_values, rcond] : only if *full* = True

Residuals of the least squares fit, the effective rank of the scaled Vandermonde matrix and its singular values, and the specified value of *rcond*. For more details, see *linalg.lstsq*.

See Also:

hermfit
similar function

static Hermite.**fromroots**(*roots, domain=[-1, 1], window=[-1, 1]*)
Return Hermite instance with specified roots.

Returns an instance of Hermite representing the product `(x - r[0])*(x - r[1])*...*(x - r[n-1])`, where `r` is the list of roots.

Parameters
roots : array_like

List of roots.

domain : {array_like, None}, optional

Domain for the resulting instance of Hermite. If none the domain is the interval from the smallest root to the largest. The default is [-1,1].

window : array_like, optional

Window for the resulting instance of Hermite. The default value is [-1,1].

Returns
object : Hermite instance

Series with the specified roots.

See Also:

hermfromroots
equivalent function

Hermite.**has_samecoef**(*other*)
Check if coefficients match.

Parameters
other : class instance

The other class must have the `coef` attribute.

Returns
bool : boolean

True if the coefficients are the same, False otherwise.

Notes

New in version 1.6.0.

Hermite.**has_samedomain**(*other*)
Check if domains match.

Parameters
other : class instance

The other class must have the `domain` attribute.

Returns
bool : boolean

True if the domains are the same, False otherwise.

Notes

New in version 1.6.0.

`Hermite.`**`has_sametype`**(*other*)
Check if types match.

Parameters
other : object

Class instance.

Returns
bool : boolean

True if other is same class as self

Notes

New in version 1.7.0.

`Hermite.`**`has_samewindow`**(*other*)
Check if windows match.

Parameters
other : class instance

The other class must have the `window` attribute.

Returns
bool : boolean

True if the windows are the same, False otherwise.

Notes

New in version 1.6.0.

static `Hermite.`**`identity`**(*domain=[-1, 1], window=[-1, 1]*)
Identity function.

If `p` is the returned Hermite object, then `p(x) == x` for all values of x.

Parameters
domain : array_like

The resulting array must be of the form `[beg, end]`, where `beg` and `end` are the endpoints of the domain.

window : array_like

The resulting array must be if the form `[beg, end]`, where `beg` and `end` are the endpoints of the window.

Returns
identity : Hermite instance

`Hermite.`**`integ`**(*m=1*, *k=[]*, *lbnd=None*)
Integrate.

Return an instance of Hermite that is the definite integral of the current series. Refer to `hermint` for full documentation.

Parameters
m : non-negative int

The number of integrations to perform.

k : array_like

Integration constants. The first constant is applied to the first integration, the second to the second, and so on. The list of values must less than or equal to *m* in length and any missing values are set to zero.

lbnd : Scalar

The lower bound of the definite integral.

Returns

integral : Hermite

The integral of the series using the same domain.

See Also:

hermint
similar function.

hermder
similar function for derivative.

Hermite.**linspace**(*n=100*, *domain=None*)
Return x,y values at equally spaced points in domain.

Returns x, y values at *n* linearly spaced points across domain. Here y is the value of the polynomial at the points x. By default the domain is the same as that of the Hermite instance. This method is intended mostly as a plotting aid.

Parameters

n : int, optional

Number of point pairs to return. The default value is 100.

domain : {None, array_like}

If not None, the specified domain is used instead of that of the calling instance. It should be of the form `[beg,end]`. The default is None.

Returns

x, y : ndarrays

`x` is equal to linspace(self.domain[0], self.domain[1], n) `y` is the polynomial evaluated at `x`.

New in version 1.5.0.

Hermite.**mapparms**()
Return the mapping parameters.

The returned values define a linear map `off + scl*x` that is applied to the input arguments before the series is evaluated. The map depends on the `domain` and `window`; if the current `domain` is equal to the `window` the resulting map is the identity. If the coefficients of the `Hermite` instance are to be used by themselves outside this class, then the linear function must be substituted for the `x` in the standard representation of the base polynomials.

Returns

off, scl : floats or complex

The mapping function is defined by `off + scl*x`.

Notes

If the current domain is the interval `[l_1, r_1]` and the window is `[l_2, r_2]`, then the linear mapping function `L` is defined by the equations:

```
L(l_1) = l_2
L(r_1) = r_2
```

Hermite.**roots**()
Return list of roots.

Return ndarray of roots for this series. See `hermroots` for full documentation. Note that the accuracy of the roots is likely to decrease the further outside the domain they lie.

See Also:

hermroots
similar function

hermfromroots
function to go generate series from roots.

Hermite.**trim**(*tol=0*)
Remove small leading coefficients

Remove leading coefficients until a coefficient is reached whose absolute value greater than *tol* or the beginning of the series is reached. If all the coefficients would be removed the series is set to `[0]`. A new Hermite instance is returned with the new coefficients. The current instance remains unchanged.

Parameters
tol : non-negative number.

All trailing coefficients less than *tol* will be removed.

Returns
new_instance : Hermite

Contains the new set of coefficients.

Hermite.**truncate**(*size*)
Truncate series to length *size*.

Reduce the Hermite series to length *size* by discarding the high degree terms. The value of *size* must be a positive integer. This can be useful in least squares where the coefficients of the high degree terms may be very small.

Parameters
size : positive int

The series is reduced to length *size* by discarding the high degree terms. The value of *size* must be a positive integer.

Returns
new_instance : Hermite

New instance of Hermite with truncated coefficients.

`hermval`(x, c[, tensor])	Evaluate an Hermite series at points x.
`hermval2d`(x, y, c)	Evaluate a 2-D Hermite series at points (x, y).
`hermval3d`(x, y, z, c)	Evaluate a 3-D Hermite series at points (x, y, z).

Continued on next page

Table 3.156 – continued from previous page

hermgrid2d(x, y, c)	Evaluate a 2-D Hermite series on the Cartesian product of x and y.
hermgrid3d(x, y, z, c)	Evaluate a 3-D Hermite series on the Cartesian product of x, y, and z.
hermroots(c)	Compute the roots of a Hermite series.
hermfromroots(roots)	Generate a Hermite series with given roots.

Basics

numpy.polynomial.hermite.**hermval**(*x*, *c*, *tensor=True*)

Evaluate an Hermite series at points x.

If *c* is of length *n + 1*, this function returns the value:

$$p(x) = c_0 * H_0(x) + c_1 * H_1(x) + ... + c_n * H_n(x)$$

The parameter *x* is converted to an array only if it is a tuple or a list, otherwise it is treated as a scalar. In either case, either *x* or its elements must support multiplication and addition both with themselves and with the elements of *c*.

If *c* is a 1-D array, then *p(x)* will have the same shape as *x*. If *c* is multidimensional, then the shape of the result depends on the value of *tensor*. If *tensor* is true the shape will be c.shape[1:] + x.shape. If *tensor* is false the shape will be c.shape[1:]. Note that scalars have shape (,).

Trailing zeros in the coefficients will be used in the evaluation, so they should be avoided if efficiency is a concern.

Parameters

x : array_like, compatible object

If *x* is a list or tuple, it is converted to an ndarray, otherwise it is left unchanged and treated as a scalar. In either case, *x* or its elements must support addition and multiplication with with themselves and with the elements of *c*.

c : array_like

Array of coefficients ordered so that the coefficients for terms of degree n are contained in c[n]. If *c* is multidimensional the remaining indices enumerate multiple polynomials. In the two dimensional case the coefficients may be thought of as stored in the columns of *c*.

tensor : boolean, optional

If True, the shape of the coefficient array is extended with ones on the right, one for each dimension of *x*. Scalars have dimension 0 for this action. The result is that every column of coefficients in *c* is evaluated for every element of *x*. If False, *x* is broadcast over the columns of *c* for the evaluation. This keyword is useful when *c* is multidimensional. The default value is True. New in version 1.7.0.

Returns

values : ndarray, algebra_like

The shape of the return value is described above.

See Also:

hermval2d, hermgrid2d, hermval3d, hermgrid3d

Notes

The evaluation uses Clenshaw recursion, aka synthetic division.

Examples

```
>>> from numpy.polynomial.hermite import hermval
>>> coef = [1,2,3]
>>> hermval(1, coef)
11.0
>>> hermval([[1,2],[3,4]], coef)
array([[  11.,   51.],
       [ 115.,  203.]])
```

numpy.polynomial.hermite.**hermval2d**(*x*, *y*, *c*)

Evaluate a 2-D Hermite series at points (x, y).

This function returns the values:

$$p(x,y) = \sum_{i,j} c_{i,j} * H_i(x) * H_j(y)$$

The parameters *x* and *y* are converted to arrays only if they are tuples or a lists, otherwise they are treated as a scalars and they must have the same shape after conversion. In either case, either *x* and *y* or their elements must support multiplication and addition both with themselves and with the elements of *c*.

If *c* is a 1-D array a one is implicitly appended to its shape to make it 2-D. The shape of the result will be c.shape[2:] + x.shape.

Parameters

x, y : array_like, compatible objects

The two dimensional series is evaluated at the points *(x, y)*, where *x* and *y* must have the same shape. If *x* or *y* is a list or tuple, it is first converted to an ndarray, otherwise it is left unchanged and if it isn't an ndarray it is treated as a scalar.

c : array_like

Array of coefficients ordered so that the coefficient of the term of multi-degree i,j is contained in `c[i,j]`. If *c* has dimension greater than two the remaining indices enumerate multiple sets of coefficients.

Returns

values : ndarray, compatible object

The values of the two dimensional polynomial at points formed with pairs of corresponding values from *x* and *y*.

See Also:

`hermval`, `hermgrid2d`, `hermval3d`, `hermgrid3d`

Notes

numpy.polynomial.hermite.**hermval3d**(*x*, *y*, *z*, *c*)

Evaluate a 3-D Hermite series at points (x, y, z).

This function returns the values:

$$p(x,y,z) = \sum_{i,j,k} c_{i,j,k} * H_i(x) * H_j(y) * H_k(z)$$

The parameters *x*, *y*, and *z* are converted to arrays only if they are tuples or a lists, otherwise they are treated as a scalars and they must have the same shape after conversion. In either case, either *x*, *y*, and *z* or their elements must support multiplication and addition both with themselves and with the elements of *c*.

If *c* has fewer than 3 dimensions, ones are implicitly appended to its shape to make it 3-D. The shape of the result will be c.shape[3:] + x.shape.

Parameters

x, y, z : array_like, compatible object

The three dimensional series is evaluated at the points *(x, y, z)*, where *x*, *y*, and *z* must have the same shape. If any of *x*, *y*, or *z* is a list or tuple, it is first converted to an ndarray, otherwise it is left unchanged and if it isn't an ndarray it is treated as a scalar.

c : array_like

Array of coefficients ordered so that the coefficient of the term of multi-degree i,j,k is contained in `c[i,j,k]`. If *c* has dimension greater than 3 the remaining indices enumerate multiple sets of coefficients.

Returns

values : ndarray, compatible object

The values of the multidimensional polynomial on points formed with triples of corresponding values from *x*, *y*, and *z*.

See Also:

`hermval`, `hermval2d`, `hermgrid2d`, `hermgrid3d`

Notes

`numpy.polynomial.hermite.`**`hermgrid2d`**(*x*, *y*, *c*)

Evaluate a 2-D Hermite series on the Cartesian product of x and y.

This function returns the values:

$$p(a,b) = \sum_{i,j} c_{i,j} * H_i(a) * H_j(b)$$

where the points *(a, b)* consist of all pairs formed by taking *a* from *x* and *b* from *y*. The resulting points form a grid with *x* in the first dimension and *y* in the second.

The parameters *x* and *y* are converted to arrays only if they are tuples or a lists, otherwise they are treated as a scalars. In either case, either *x* and *y* or their elements must support multiplication and addition both with themselves and with the elements of *c*.

If *c* has fewer than two dimensions, ones are implicitly appended to its shape to make it 2-D. The shape of the result will be c.shape[2:] + x.shape.

Parameters

x, y : array_like, compatible objects

The two dimensional series is evaluated at the points in the Cartesian product of *x* and *y*. If *x* or *y* is a list or tuple, it is first converted to an ndarray, otherwise it is left unchanged and, if it isn't an ndarray, it is treated as a scalar.

c : array_like

Array of coefficients ordered so that the coefficients for terms of degree i,j are contained in `c[i,j]`. If *c* has dimension greater than two the remaining indices enumerate multiple sets of coefficients.

Returns

values : ndarray, compatible object

The values of the two dimensional polynomial at points in the Cartesian product of *x* and *y*.

See Also:

hermval, hermval2d, hermval3d, hermgrid3d

Notes

numpy.polynomial.hermite.**hermgrid3d**(*x*, *y*, *z*, *c*)

Evaluate a 3-D Hermite series on the Cartesian product of x, y, and z.

This function returns the values:

$$p(a, b, c) = \sum_{i,j,k} c_{i,j,k} * H_i(a) * H_j(b) * H_k(c)$$

where the points *(a, b, c)* consist of all triples formed by taking *a* from *x*, *b* from *y*, and *c* from *z*. The resulting points form a grid with *x* in the first dimension, *y* in the second, and *z* in the third.

The parameters *x*, *y*, and *z* are converted to arrays only if they are tuples or a lists, otherwise they are treated as a scalars. In either case, either *x*, *y*, and *z* or their elements must support multiplication and addition both with themselves and with the elements of *c*.

If *c* has fewer than three dimensions, ones are implicitly appended to its shape to make it 3-D. The shape of the result will be c.shape[3:] + x.shape + y.shape + z.shape.

Parameters

x, y, z : array_like, compatible objects

The three dimensional series is evaluated at the points in the Cartesian product of *x*, *y*, and *z*. If *x*,'y', or *z* is a list or tuple, it is first converted to an ndarray, otherwise it is left unchanged and, if it isn't an ndarray, it is treated as a scalar.

c : array_like

Array of coefficients ordered so that the coefficients for terms of degree i,j are contained in `c[i,j]`. If *c* has dimension greater than two the remaining indices enumerate multiple sets of coefficients.

Returns

values : ndarray, compatible object

The values of the two dimensional polynomial at points in the Cartesian product of *x* and *y*.

See Also:

hermval, hermval2d, hermgrid2d, hermval3d

Notes

numpy.polynomial.hermite.**hermroots**(*c*)

Compute the roots of a Hermite series.

Return the roots (a.k.a. "zeros") of the polynomial

$$p(x) = \sum_{i} c[i] * H_i(x).$$

Parameters
c : 1-D array_like

1-D array of coefficients.

Returns
out : ndarray

Array of the roots of the series. If all the roots are real, then *out* is also real, otherwise it is complex.

See Also:

`polyroots`, `legroots`, `lagroots`, `chebroots`, `hermeroots`

Notes

The root estimates are obtained as the eigenvalues of the companion matrix, Roots far from the origin of the complex plane may have large errors due to the numerical instability of the series for such values. Roots with multiplicity greater than 1 will also show larger errors as the value of the series near such points is relatively insensitive to errors in the roots. Isolated roots near the origin can be improved by a few iterations of Newton's method.

The Hermite series basis polynomials aren't powers of *x* so the results of this function may seem unintuitive.

Examples

```
>>> from numpy.polynomial.hermite import hermroots, hermfromroots
>>> coef = hermfromroots([-1, 0, 1])
>>> coef
array([ 0.   ,  0.25 ,  0.   ,  0.125])
>>> hermroots(coef)
array([ -1.00000000e+00,  -1.38777878e-17,   1.00000000e+00])
```

numpy.polynomial.hermite.**hermfromroots**(*roots*)
Generate a Hermite series with given roots.

The function returns the coefficients of the polynomial

$$p(x) = (x - r_0) * (x - r_1) * ... * (x - r_n),$$

in Hermite form, where the *r_n* are the roots specified in *roots*. If a zero has multiplicity n, then it must appear in *roots* n times. For instance, if 2 is a root of multiplicity three and 3 is a root of multiplicity 2, then *roots* looks something like [2, 2, 2, 3, 3]. The roots can appear in any order.

If the returned coefficients are *c*, then

$$p(x) = c_0 + c_1 * H_1(x) + ... + c_n * H_n(x)$$

The coefficient of the last term is not generally 1 for monic polynomials in Hermite form.

Parameters
roots : array_like

Sequence containing the roots.

Returns
out : ndarray

1-D array of coefficients. If all roots are real then *out* is a real array, if some of the roots are complex, then *out* is complex even if all the coefficients in the result are real (see Examples below).

See Also:

`polyfromroots`, `legfromroots`, `lagfromroots`, `chebfromroots`, `hermefromroots`.

Examples

```
>>> from numpy.polynomial.hermite import hermfromroots, hermval
>>> coef = hermfromroots((-1, 0, 1))
>>> hermval((-1, 0, 1), coef)
array([ 0.,  0.,  0.])
>>> coef = hermfromroots((-1j, 1j))
>>> hermval((-1j, 1j), coef)
array([ 0.+0.j,  0.+0.j])
```

`hermfit`(x, y, deg[, rcond, full, w])	Least squares fit of Hermite series to data.
`hermvander`(x, deg)	Pseudo-Vandermonde matrix of given degree.
`hermvander2d`(x, y, deg)	Pseudo-Vandermonde matrix of given degrees.
`hermvander3d`(x, y, z, deg)	Pseudo-Vandermonde matrix of given degrees.

Fitting

`numpy.polynomial.hermite.`**`hermfit`**(*x*, *y*, *deg*, *rcond=None*, *full=False*, *w=None*)

Least squares fit of Hermite series to data.

Return the coefficients of a Hermite series of degree *deg* that is the least squares fit to the data values *y* given at points *x*. If *y* is 1-D the returned coefficients will also be 1-D. If *y* is 2-D multiple fits are done, one for each column of *y*, and the resulting coefficients are stored in the corresponding columns of a 2-D return. The fitted polynomial(s) are in the form

$$p(x) = c_0 + c_1 * H_1(x) + ... + c_n * H_n(x),$$

where *n* is *deg*.

Since numpy version 1.7.0, hermfit also supports NA. If any of the elements of *x*, *y*, or *w* are NA, then the corresponding rows of the linear least squares problem (see Notes) are set to 0. If *y* is 2-D, then an NA in any row of *y* invalidates that whole row.

Parameters

x : array_like, shape (M,)

x-coordinates of the M sample points `(x[i], y[i])`.

y : array_like, shape (M,) or (M, K)

y-coordinates of the sample points. Several data sets of sample points sharing the same x-coordinates can be fitted at once by passing in a 2D-array that contains one dataset per column.

deg : int

Degree of the fitting polynomial

rcond : float, optional

Relative condition number of the fit. Singular values smaller than this relative to the largest singular value will be ignored. The default value is len(x)*eps, where eps is the relative precision of the float type, about 2e-16 in most cases.

full : bool, optional

Switch determining nature of return value. When it is False (the default) just the coefficients are returned, when True diagnostic information from the singular value decomposition is also returned.

w : array_like, shape (*M*,), optional

Weights. If not None, the contribution of each point `(x[i],y[i])` to the fit is weighted by *w[i]*. Ideally the weights are chosen so that the errors of the products `w[i]*y[i]` all have the same variance. The default value is None.

Returns

coef : ndarray, shape (M,) or (M, K)

Hermite coefficients ordered from low to high. If *y* was 2-D, the coefficients for the data in column k of *y* are in column *k*.

[residuals, rank, singular_values, rcond] : present when *full* = True

Residuals of the least-squares fit, the effective rank of the scaled Vandermonde matrix and its singular values, and the specified value of *rcond*. For more details, see *linalg.lstsq*.

Warns

RankWarning

The rank of the coefficient matrix in the least-squares fit is deficient. The warning is only raised if *full* = False. The warnings can be turned off by

```
>>> import warnings
>>> warnings.simplefilter('ignore', RankWarning)
```

See Also:

`chebfit`, `legfit`, `lagfit`, `polyfit`, `hermefit`

`hermval`
Evaluates a Hermite series.

`hermvander`
Vandermonde matrix of Hermite series.

`hermweight`
Hermite weight function

`linalg.lstsq`
Computes a least-squares fit from the matrix.

`scipy.interpolate.UnivariateSpline`
Computes spline fits.

Notes

The solution is the coefficients of the Hermite series *p* that minimizes the sum of the weighted squared errors

$$E = \sum_j w_j^2 * |y_j - p(x_j)|^2,$$

where the w_j are the weights. This problem is solved by setting up the (typically) overdetermined matrix equation

$$V(x) * c = w * y,$$

where *V* is the weighted pseudo Vandermonde matrix of *x*, *c* are the coefficients to be solved for, *w* are the weights, *y* are the observed values. This equation is then solved using the singular value decomposition of *V*.

If some of the singular values of *V* are so small that they are neglected, then a *RankWarning* will be issued. This means that the coefficient values may be poorly determined. Using a lower order fit will usually get rid of the warning. The *rcond* parameter can also be set to a value smaller than its default, but the resulting fit may be spurious and have large contributions from roundoff error.

Fits using Hermite series are probably most useful when the data can be approximated by `sqrt(w(x)) * p(x)`, where *w(x)* is the Hermite weight. In that case the weight `sqrt(w(x[i])` should be used together with data values `y[i]/sqrt(w(x[i])`. The weight function is available as `hermweight`.

References

[R59]

Examples

```
>>> from numpy.polynomial.hermite import hermfit, hermval
>>> x = np.linspace(-10, 10)
>>> err = np.random.randn(len(x))/10
>>> y = hermval(x, [1, 2, 3]) + err
>>> hermfit(x, y, 2)
array([ 0.97902637,  1.99849131,  3.00006   ])
```

numpy.polynomial.hermite.**hermvander**(*x*, *deg*)

Pseudo-Vandermonde matrix of given degree.

Returns the pseudo-Vandermonde matrix of degree *deg* and sample points *x*. The pseudo-Vandermonde matrix is defined by

$$V[..., i] = H_i(x),$$

where *0 <= i <= deg*. The leading indices of *V* index the elements of *x* and the last index is the degree of the Hermite polynomial.

If *c* is a 1-D array of coefficients of length *n + 1* and *V* is the array `V = hermvander(x, n)`, then `np.dot(V, c)` and `hermval(x, c)` are the same up to roundoff. This equivalence is useful both for least squares fitting and for the evaluation of a large number of Hermite series of the same degree and sample points.

Parameters

x : array_like

Array of points. The dtype is converted to float64 or complex128 depending on whether any of the elements are complex. If *x* is scalar it is converted to a 1-D array.

deg : int

Degree of the resulting matrix.

Returns

vander : ndarray

The pseudo-Vandermonde matrix. The shape of the returned matrix is `x.shape + (deg + 1,)`, where The last index is the degree of the corresponding Hermite polynomial. The dtype will be the same as the converted *x*.

Examples

```
>>> from numpy.polynomial.hermite import hermvander
>>> x = np.array([-1, 0, 1])
>>> hermvander(x, 3)
array([[ 1., -2.,  2.,  4.],
       [ 1.,  0., -2., -0.],
       [ 1.,  2.,  2., -4.]])
```

numpy.polynomial.hermite.**hermvander2d**(*x*, *y*, *deg*)

Pseudo-Vandermonde matrix of given degrees.

Returns the pseudo-Vandermonde matrix of degrees *deg* and sample points *(x, y)*. The pseudo-Vandermonde matrix is defined by

$$V[..., deg[1] * i + j] = H_i(x) * H_j(y),$$

where *0 <= i <= deg[0]* and *0 <= j <= deg[1]*. The leading indices of *V* index the points *(x, y)* and the last index encodes the degrees of the Hermite polynomials.

If `V = hermvander2d(x, y, [xdeg, ydeg])`, then the columns of *V* correspond to the elements of a 2-D coefficient array *c* of shape (xdeg + 1, ydeg + 1) in the order

$$c_{00}, c_{01}, c_{02}..., c_{10}, c_{11}, c_{12}...$$

and `np.dot(V, c.flat)` and `hermval2d(x, y, c)` will be the same up to roundoff. This equivalence is useful both for least squares fitting and for the evaluation of a large number of 2-D Hermite series of the same degrees and sample points.

Parameters

x, y : array_like

Arrays of point coordinates, all of the same shape. The dtypes will be converted to either float64 or complex128 depending on whether any of the elements are complex. Scalars are converted to 1-D arrays.

deg : list of ints

List of maximum degrees of the form [x_deg, y_deg].

Returns

vander2d : ndarray

The shape of the returned matrix is `x.shape + (order,)`, where $order = (deg[0] + 1) * (deg([1] + 1)$. The dtype will be the same as the converted *x* and *y*.

See Also:

`hermvander`, `hermvander3d.`, `hermval3d`

Notes

numpy.polynomial.hermite.**hermvander3d**(*x*, *y*, *z*, *deg*)

Pseudo-Vandermonde matrix of given degrees.

Returns the pseudo-Vandermonde matrix of degrees *deg* and sample points *(x, y, z)*. If *l, m, n* are the given degrees in *x, y, z*, then The pseudo-Vandermonde matrix is defined by

$$V[..., (m+1)(n+1)i + (n+1)j + k] = H_i(x) * H_j(y) * H_k(z),$$

where *0 <= i <= l*, *0 <= j <= m*, and *0 <= j <= n*. The leading indices of *V* index the points *(x, y, z)* and the last index encodes the degrees of the Hermite polynomials.

If `V = hermvander3d(x, y, z, [xdeg, ydeg, zdeg])`, then the columns of *V* correspond to the elements of a 3-D coefficient array *c* of shape (xdeg + 1, ydeg + 1, zdeg + 1) in the order

$$c_{000}, c_{001}, c_{002}, ..., c_{010}, c_{011}, c_{012}, ...$$

and `np.dot(V, c.flat)` and `hermval3d(x, y, z, c)` will be the same up to roundoff. This equivalence is useful both for least squares fitting and for the evaluation of a large number of 3-D Hermite series of the same degrees and sample points.

Parameters

x, y, z : array_like

Arrays of point coordinates, all of the same shape. The dtypes will be converted to either float64 or complex128 depending on whether any of the elements are complex. Scalars are converted to 1-D arrays.

deg : list of ints

List of maximum degrees of the form [x_deg, y_deg, z_deg].

Returns

vander3d : ndarray

The shape of the returned matrix is `x.shape + (order,)`, where $order = (deg[0]+1) * (deg([1]+1) * (deg[2]+1)$. The dtype will be the same as the converted *x*, *y*, and *z*.

See Also:

`hermvander`, `hermvander3d.`, `hermval3d`

Notes

`hermder`(c[, m, scl, axis])	Differentiate a Hermite series.
`hermint`(c[, m, k, lbnd, scl, axis])	Integrate a Hermite series.

Calculus

`numpy.polynomial.hermite.`**`hermder`**(*c*, *m=1*, *scl=1*, *axis=0*)

Differentiate a Hermite series.

Returns the Hermite series coefficients *c* differentiated *m* times along *axis*. At each iteration the result is multiplied by *scl* (the scaling factor is for use in a linear change of variable). The argument *c* is an array of coefficients from low to high degree along each axis, e.g., [1,2,3] represents the series `1*H_0 + 2*H_1 + 3*H_2` while [[1,2],[1,2]] represents `1*H_0(x)*H_0(y) + 1*H_1(x)*H_0(y) + 2*H_0(x)*H_1(y) + 2*H_1(x)*H_1(y)` if axis=0 is `x` and axis=1 is `y`.

Parameters

c : array_like

Array of Hermite series coefficients. If *c* is multidimensional the different axis correspond to different variables with the degree in each axis given by the corresponding index.

m : int, optional

Number of derivatives taken, must be non-negative. (Default: 1)

scl : scalar, optional

Each differentiation is multiplied by *scl*. The end result is multiplication by `scl**m`. This is for use in a linear change of variable. (Default: 1)

axis : int, optional

Axis over which the derivative is taken. (Default: 0). New in version 1.7.0.

Returns

der : ndarray

Hermite series of the derivative.

See Also:

`hermint`

Notes

In general, the result of differentiating a Hermite series does not resemble the same operation on a power series. Thus the result of this function may be "unintuitive," albeit correct; see Examples section below.

Examples

```
>>> from numpy.polynomial.hermite import hermder
>>> hermder([ 1. ,  0.5,  0.5,  0.5])
array([ 1.,  2.,  3.])
>>> hermder([-0.5,  1./2.,  1./8.,  1./12.,  1./16.], m=2)
array([ 1.,  2.,  3.])
```

`numpy.polynomial.hermite.`**`hermint`**(*c*, *m=1*, *k=[]*, *lbnd=0*, *scl=1*, *axis=0*)

Integrate a Hermite series.

Returns the Hermite series coefficients *c* integrated *m* times from *lbnd* along *axis*. At each iteration the resulting series is **multiplied** by *scl* and an integration constant, *k*, is added. The scaling factor is for use in a linear change of variable. ("Buyer beware": note that, depending on what one is doing, one may want *scl* to be the reciprocal of what one might expect; for more information, see the Notes section below.) The argument *c* is an array of coefficients from low to high degree along each axis, e.g., [1,2,3] represents the series `H_0 + 2*H_1 + 3*H_2` while [[1,2],[1,2]] represents `1*H_0(x)*H_0(y) + 1*H_1(x)*H_0(y) + 2*H_0(x)*H_1(y) + 2*H_1(x)*H_1(y)` if axis=0 is `x` and axis=1 is `y`.

Parameters

c : array_like

Array of Hermite series coefficients. If c is multidimensional the different axis correspond to different variables with the degree in each axis given by the corresponding index.

m : int, optional

Order of integration, must be positive. (Default: 1)

k : {[], list, scalar}, optional

Integration constant(s). The value of the first integral at `lbnd` is the first value in the list, the value of the second integral at `lbnd` is the second value, etc. If `k == []` (the default), all constants are set to zero. If `m == 1`, a single scalar can be given instead of a list.

lbnd : scalar, optional

The lower bound of the integral. (Default: 0)

scl : scalar, optional

Following each integration the result is *multiplied* by *scl* before the integration constant is added. (Default: 1)

axis : int, optional

Axis over which the integral is taken. (Default: 0). New in version 1.7.0.

Returns

S : ndarray

Hermite series coefficients of the integral.

Raises

ValueError

If `m < 0`, `len(k) > m`, `np.isscalar(lbnd) == False`, or `np.isscalar(scl) == False`.

See Also:

`hermder`

Notes

Note that the result of each integration is *multiplied* by *scl*. Why is this important to note? Say one is making a linear change of variable $u = ax + b$ in an integral relative to x. Then .. math::dx = du/a, so one will need to set *scl* equal to $1/a$ - perhaps not what one would have first thought.

Also note that, in general, the result of integrating a C-series needs to be "reprojected" onto the C-series basis set. Thus, typically, the result of this function is "unintuitive," albeit correct; see Examples section below.

Examples

```
>>> from numpy.polynomial.hermite import hermint
>>> hermint([1,2,3]) # integrate once, value 0 at 0.
array([ 1. ,  0.5,  0.5,  0.5])
>>> hermint([1,2,3], m=2) # integrate twice, value & deriv 0 at 0
array([-0.5       ,  0.5       ,  0.125     ,  0.08333333,  0.0625    ])
>>> hermint([1,2,3], k=1) # integrate once, value 1 at 0.
array([ 2. ,  0.5,  0.5,  0.5])
>>> hermint([1,2,3], lbnd=-1) # integrate once, value 0 at -1
array([-2. ,  0.5,  0.5,  0.5])
>>> hermint([1,2,3], m=2, k=[1,2], lbnd=-1)
array([ 1.66666667, -0.5       ,  0.125     ,  0.08333333,  0.0625    ])
```

`hermadd`(c1, c2)	Add one Hermite series to another.
`hermsub`(c1, c2)	Subtract one Hermite series from another.
`hermmul`(c1, c2)	Multiply one Hermite series by another.
`hermmulx`(c)	Multiply a Hermite series by x.

Continued on next page

Table 3.159 – continued from previous page

hermdiv(c1, c2)	Divide one Hermite series by another.
hermpow(c, pow[, maxpower])	Raise a Hermite series to a power.

Algebra

numpy.polynomial.hermite.**hermadd**(*c1*, *c2*)

Add one Hermite series to another.

Returns the sum of two Hermite series *c1* + *c2*. The arguments are sequences of coefficients ordered from lowest order term to highest, i.e., [1,2,3] represents the series `P_0 + 2*P_1 + 3*P_2`.

Parameters

c1, c2 : array_like

1-D arrays of Hermite series coefficients ordered from low to high.

Returns

out : ndarray

Array representing the Hermite series of their sum.

See Also:

hermsub, hermmul, hermdiv, hermpow

Notes

Unlike multiplication, division, etc., the sum of two Hermite series is a Hermite series (without having to "re-project" the result onto the basis set) so addition, just like that of "standard" polynomials, is simply "component-wise."

Examples

```
>>> from numpy.polynomial.hermite import hermadd
>>> hermadd([1, 2, 3], [1, 2, 3, 4])
array([ 2.,  4.,  6.,  4.])
```

numpy.polynomial.hermite.**hermsub**(*c1*, *c2*)

Subtract one Hermite series from another.

Returns the difference of two Hermite series *c1* - *c2*. The sequences of coefficients are from lowest order term to highest, i.e., [1,2,3] represents the series `P_0 + 2*P_1 + 3*P_2`.

Parameters

c1, c2 : array_like

1-D arrays of Hermite series coefficients ordered from low to high.

Returns

out : ndarray

Of Hermite series coefficients representing their difference.

See Also:

hermadd, hermmul, hermdiv, hermpow

Notes

Unlike multiplication, division, etc., the difference of two Hermite series is a Hermite series (without having to "reproject" the result onto the basis set) so subtraction, just like that of "standard" polynomials, is simply "component-wise."

Examples

```
>>> from numpy.polynomial.hermite import hermsub
>>> hermsub([1, 2, 3, 4], [1, 2, 3])
array([ 0.,  0.,  0.,  4.])
```

numpy.polynomial.hermite.**hermmul**(*c1*, *c2*)

Multiply one Hermite series by another.

Returns the product of two Hermite series *c1* * *c2*. The arguments are sequences of coefficients, from lowest order "term" to highest, e.g., [1,2,3] represents the series `P_0 + 2*P_1 + 3*P_2`.

Parameters

c1, c2 : array_like

1-D arrays of Hermite series coefficients ordered from low to high.

Returns

out : ndarray

Of Hermite series coefficients representing their product.

See Also:

`hermadd`, `hermsub`, `hermdiv`, `hermpow`

Notes

In general, the (polynomial) product of two C-series results in terms that are not in the Hermite polynomial basis set. Thus, to express the product as a Hermite series, it is necessary to "reproject" the product onto said basis set, which may produce "unintuitive" (but correct) results; see Examples section below.

Examples

```
>>> from numpy.polynomial.hermite import hermmul
>>> hermmul([1, 2, 3], [0, 1, 2])
array([ 52.,  29.,  52.,   7.,   6.])
```

numpy.polynomial.hermite.**hermmulx**(*c*)

Multiply a Hermite series by x.

Multiply the Hermite series *c* by x, where x is the independent variable.

Parameters

c : array_like

1-D array of Hermite series coefficients ordered from low to high.

Returns

out : ndarray

Array representing the result of the multiplication.

Notes

The multiplication uses the recursion relationship for Hermite polynomials in the form

xP_i(x) = (P_{i + 1}(x)/2 + i*P_{i - 1}(x))

Examples

```
>>> from numpy.polynomial.hermite import hermmulx
>>> hermmulx([1, 2, 3])
array([ 2. ,  6.5,  1. ,  1.5])
```

numpy.polynomial.hermite.**hermdiv**(*c1*, *c2*)

Divide one Hermite series by another.

Returns the quotient-with-remainder of two Hermite series *c1* / *c2*. The arguments are sequences of coefficients from lowest order "term" to highest, e.g., [1,2,3] represents the series `P_0 + 2*P_1 + 3*P_2`.

Parameters

c1, c2 : array_like

1-D arrays of Hermite series coefficients ordered from low to high.

Returns

[quo, rem] : ndarrays

Of Hermite series coefficients representing the quotient and remainder.

See Also:

`hermadd`, `hermsub`, `hermmul`, `hermpow`

Notes

In general, the (polynomial) division of one Hermite series by another results in quotient and remainder terms that are not in the Hermite polynomial basis set. Thus, to express these results as a Hermite series, it is necessary to "reproject" the results onto the Hermite basis set, which may produce "unintuitive" (but correct) results; see Examples section below.

Examples

```
>>> from numpy.polynomial.hermite import hermdiv
>>> hermdiv([ 52.,  29.,  52.,   7.,   6.], [0, 1, 2])
(array([ 1.,  2.,  3.]), array([ 0.]))
>>> hermdiv([ 54.,  31.,  52.,   7.,   6.], [0, 1, 2])
(array([ 1.,  2.,  3.]), array([ 2.,  2.]))
>>> hermdiv([ 53.,  30.,  52.,   7.,   6.], [0, 1, 2])
(array([ 1.,  2.,  3.]), array([ 1.,  1.]))
```

numpy.polynomial.hermite.**hermpow**(*c*, *pow*, *maxpower=16*)

Raise a Hermite series to a power.

Returns the Hermite series *c* raised to the power *pow*. The argument *c* is a sequence of coefficients ordered from low to high. i.e., [1,2,3] is the series `P_0 + 2*P_1 + 3*P_2.`

Parameters

c : array_like

1-D array of Hermite series coefficients ordered from low to high.

pow : integer

Power to which the series will be raised

maxpower : integer, optional

Maximum power allowed. This is mainly to limit growth of the series to unmanageable size. Default is 16

Returns

coef : ndarray

Hermite series of power.

See Also:

`hermadd`, `hermsub`, `hermmul`, `hermdiv`

Examples

```
>>> from numpy.polynomial.hermite import hermpow
>>> hermpow([1, 2, 3], 2)
array([ 81.,  52.,  82.,  12.,   9.])
```

`hermgauss`(deg)	Gauss-Hermite quadrature.
`hermweight`(x)	Weight function of the Hermite polynomials.

Quadrature

numpy.polynomial.hermite.**hermgauss**(*deg*)

Gauss-Hermite quadrature.

Computes the sample points and weights for Gauss-Hermite quadrature. These sample points and weights will correctly integrate polynomials of degree $2*deg-1$ or less over the interval $[-\inf, \inf]$ with the weight function $f(x) = \exp(-x^2)$.

Parameters

deg : int

Number of sample points and weights. It must be >= 1.

Returns

x : ndarray

1-D ndarray containing the sample points.

y : ndarray

1-D ndarray containing the weights.

Notes

The results have only been tested up to degree 100, higher degrees may be problematic. The weights are determined by using the fact that

$$w_k = c/(H'_n(x_k) * H_{n-1}(x_k))$$

where c is a constant independent of k and x_k is the k'th root of H_n, and then scaling the results to get the right value when integrating 1.

numpy.polynomial.hermite.**hermweight**(*x*)

Weight function of the Hermite polynomials.

The weight function is $\exp(-x^2)$ and the interval of integration is $[-\inf, \inf]$. the Hermite polynomials are orthogonal, but not normalized, with respect to this weight function.

Parameters

x : array_like

Values at which the weight function will be computed.

Returns

w : ndarray

The weight function at *x*.

Notes

hermcompanion(c)	Return the scaled companion matrix of c.
hermdomain	
hermzero	
hermone	
hermx	
hermtrim(c[, tol])	Remove "small" "trailing" coefficients from a polynomial.
hermline(off, scl)	Hermite series whose graph is a straight line.
herm2poly(c)	Convert a Hermite series to a polynomial.
poly2herm(pol)	Convert a polynomial to a Hermite series.

Miscellaneous

numpy.polynomial.hermite.**hermcompanion**(*c*)

Return the scaled companion matrix of c.

The basis polynomials are scaled so that the companion matrix is symmetric when *c* is an Hermite basis polynomial. This provides better eigenvalue estimates than the unscaled case and for basis polynomials the eigenvalues are guaranteed to be real if numpy.linalg.eigvalsh is used to obtain them.

Parameters

c : array_like

1-D array of Hermite series coefficients ordered from low to high degree.

Returns

mat : ndarray

Scaled companion matrix of dimensions (deg, deg).

Notes

numpy.polynomial.hermite.**hermdomain = array([-1, 1])**

numpy.polynomial.hermite.**hermzero = array([0])**

numpy.polynomial.hermite.**hermone = array([1])**

numpy.polynomial.hermite.**hermx = array([0. , 0.5])**

numpy.polynomial.hermite.**hermtrim**(*c*, *tol=0*)

Remove "small" "trailing" coefficients from a polynomial.

"Small" means "small in absolute value" and is controlled by the parameter *tol*; "trailing" means highest order coefficient(s), e.g., in `[0, 1, 1, 0, 0]` (which represents `0 + x + x**2 + 0*x**3 + 0*x**4`) both the 3-rd and 4-th order coefficients would be "trimmed."

Parameters

c : array_like

1-d array of coefficients, ordered from lowest order to highest.

tol : number, optional

Trailing (i.e., highest order) elements with absolute value less than or equal to *tol* (default value is zero) are removed.

Returns

trimmed : ndarray

1-d array with trailing zeros removed. If the resulting series would be empty, a series containing a single zero is returned.

Raises

ValueError

If *tol* < 0

See Also:

`trimseq`

Examples

```
>>> from numpy import polynomial as P
>>> P.trimcoef((0,0,3,0,5,0,0))
array([ 0.,  0.,  3.,  0.,  5.])
>>> P.trimcoef((0,0,1e-3,0,1e-5,0,0),1e-3) # item == tol is trimmed
array([ 0.])
>>> i = complex(0,1) # works for complex
>>> P.trimcoef((3e-4,1e-3*(1-i),5e-4,2e-5*(1+i)), 1e-3)
array([ 0.0003+0.j   ,  0.0010-0.001j])
```

numpy.polynomial.hermite.**hermline**(*off*, *scl*)

Hermite series whose graph is a straight line.

Parameters

off, scl : scalars

The specified line is given by `off + scl*x`.

Returns

y : ndarray

This module's representation of the Hermite series for `off + scl*x`.

See Also:

`polyline`, `chebline`

Examples

```
>>> from numpy.polynomial.hermite import hermline, hermval
>>> hermval(0,hermline(3, 2))
3.0
>>> hermval(1,hermline(3, 2))
5.0
```

numpy.polynomial.hermite.**herm2poly**(*c*)

Convert a Hermite series to a polynomial.

Convert an array representing the coefficients of a Hermite series, ordered from lowest degree to highest, to an array of the coefficients of the equivalent polynomial (relative to the "standard" basis) ordered from lowest to highest degree.

Parameters
c : array_like

1-D array containing the Hermite series coefficients, ordered from lowest order term to highest.

Returns
pol : ndarray

1-D array containing the coefficients of the equivalent polynomial (relative to the "standard" basis) ordered from lowest order term to highest.

See Also:

`poly2herm`

Notes

The easy way to do conversions between polynomial basis sets is to use the convert method of a class instance.

Examples

```
>>> from numpy.polynomial.hermite import herm2poly
>>> herm2poly([ 1.   ,  2.75 ,  0.5  ,  0.375])
array([ 0.,  1.,  2.,  3.])
```

numpy.polynomial.hermite.**poly2herm**(*pol*)
Convert a polynomial to a Hermite series.

Convert an array representing the coefficients of a polynomial (relative to the "standard" basis) ordered from lowest degree to highest, to an array of the coefficients of the equivalent Hermite series, ordered from lowest to highest degree.

Parameters
pol : array_like

1-D array containing the polynomial coefficients

Returns
c : ndarray

1-D array containing the coefficients of the equivalent Hermite series.

See Also:

`herm2poly`

Notes

The easy way to do conversions between polynomial basis sets is to use the convert method of a class instance.

Examples

```
>>> from numpy.polynomial.hermite_e import poly2herme
>>> poly2herm(np.arange(4))
array([ 1.   ,  2.75 ,  0.5  ,  0.375])
```

HermiteE Module, "Probabilists"' (`numpy.polynomial.hermite_e`)

New in version 1.6.0. This module provides a number of objects (mostly functions) useful for dealing with HermiteE series, including a `HermiteE` class that encapsulates the usual arithmetic operations. (General information on how this module represents and works with such polynomials is in the docstring for its "parent" sub-package, `numpy.polynomial`).

HermiteE(coef[, domain, window])	A HermiteE series class.

HermiteE Class

class numpy.polynomial.hermite_e.**HermiteE**(*coef, domain=[-1, 1], window=[-1, 1]*)

A HermiteE series class.

HermiteE instances provide the standard Python numerical methods '+', '-', '*', '//', '%', 'divmod', '**', and '()' as well as the listed methods.

Parameters

coef : array_like

HermiteE coefficients, in increasing order. For example, `(1, 2, 3)` implies `P_0 + 2P_1 + 3P_2` where the `P_i` are a graded polynomial basis.

domain : (2,) array_like, optional

Domain to use. The interval `[domain[0], domain[1]]` is mapped to the interval `[window[0], window[1]]` by shifting and scaling. The default value is [-1,1].

window : (2,) array_like, optional

Window, see `domain` for its use. The default value is [-1,1]. .. versionadded:: 1.6.0

Notes

It is important to specify the domain in many cases, for instance in fitting data, because many of the important properties of the polynomial basis only hold in a specified interval and consequently the data must be mapped into that interval in order to benefit.

Attributes

coef	((N,) ndarray) HermiteE coefficients, from low to high.
domain	((2,) ndarray) Domain that is mapped to `window`.
window	((2,) ndarray) Window that `domain` is mapped to.

Methods

__call__(arg)	
basis(deg[, domain, window])	HermiteE polynomial of degree *deg*.
cast(series[, domain, window])	Convert instance to equivalent HermiteE series.
convert([domain, kind, window])	Convert to different class and/or domain.
copy()	Return a copy.
cutdeg(deg)	Truncate series to the given degree.
degree()	The degree of the series.
deriv([m])	Differentiate.
fit(x, y, deg[, domain, rcond, full, w, window])	Least squares fit to data.
fromroots(roots[, domain, window])	Return HermiteE instance with specified roots.
has_samecoef(other)	Check if coefficients match.
has_samedomain(other)	Check if domains match.
has_sametype(other)	Check if types match.
has_samewindow(other)	Check if windows match.
identity([domain, window])	Identity function.
integ([m, k, lbnd])	Integrate.
linspace([n, domain])	Return x,y values at equally spaced points in domain.

Continued on next page

Table 3.163 – continued from previous page

mapparms()	Return the mapping parameters.
roots()	Return list of roots.
trim([tol])	Remove small leading coefficients
truncate(size)	Truncate series to length *size*.

HermiteE.**__call__**(*arg*)

static HermiteE.**basis**(*deg, domain=[-1, 1], window=[-1, 1]*)
HermiteE polynomial of degree *deg*.

Returns an instance of the HermiteE polynomial of degree *d*.

Parameters

deg : int

Degree of the HermiteE polynomial. Must be >= 0.

domain : array_like

The resulting array must be of the form `[beg, end]`, where `beg` and `end` are the endpoints of the domain.

window : array_like

The resulting array must be if the form `[beg, end]`, where `beg` and `end` are the endpoints of the window.

Returns

p : HermiteE instance

Notes

New in version 1.7.0.

static HermiteE.**cast**(*series, domain=[-1, 1], window=[-1, 1]*)
Convert instance to equivalent HermiteE series.

The *series* is expected to be an instance of some polynomial series of one of the types supported by by the numpy.polynomial module, but could be some other class that supports the convert method.

Parameters

series : series

The instance series to be converted.

domain : array_like

The resulting array must be of the form `[beg, end]`, where `beg` and `end` are the endpoints of the domain.

window : array_like

The resulting array must be if the form `[beg, end]`, where `beg` and `end` are the endpoints of the window.

Returns

p : HermiteE instance

A HermiteE series equal to the *poly* series.

See Also:

convert

Notes

New in version 1.7.0.

HermiteE.**convert**(*domain=None*, *kind=None*, *window=None*)
Convert to different class and/or domain.

Parameters
domain : array_like, optional

The domain of the converted series. If the value is None, the default domain of *kind* is used.

kind : class, optional

The polynomial series type class to which the current instance should be converted. If kind is None, then the class of the current instance is used.

window : array_like, optional

The window of the converted series. If the value is None, the default window of *kind* is used.

Returns
new_series_instance : *kind*

The returned class can be of different type than the current instance and/or have a different domain.

Notes

Conversion between domains and class types can result in numerically ill defined series.

HermiteE.**copy**()
Return a copy.

Return a copy of the current HermiteE instance.

Returns
new_instance : HermiteE

Copy of current instance.

HermiteE.**cutdeg**(*deg*)
Truncate series to the given degree.

Reduce the degree of the HermiteE series to *deg* by discarding the high order terms. If *deg* is greater than the current degree a copy of the current series is returned. This can be useful in least squares where the coefficients of the high degree terms may be very small.

Parameters
deg : non-negative int

The series is reduced to degree *deg* by discarding the high order terms. The value of *deg* must be a non-negative integer.

Returns
new_instance : HermiteE

New instance of HermiteE with reduced degree.

Notes

New in version 1.5.0.

`HermiteE.`**`degree`**`()`
The degree of the series.

Notes

New in version 1.5.0.

`HermiteE.`**`deriv`**`(`*`m=1`*`)`
Differentiate.

Return an instance of HermiteE that is the derivative of the current series. Refer to `hermeder` for full documentation.

Parameters
m : non-negative int

The number of integrations to perform.

Returns
derivative : HermiteE

The derivative of the series using the same domain.

See Also:

`hermeder`
similar function.

`hermeint`
similar function for integration.

static `HermiteE.`**`fit`**`(`*`x, y, deg, domain=None, rcond=None, full=False, w=None, window=[-1, 1]`*`)`
Least squares fit to data.

Return a `HermiteE` instance that is the least squares fit to the data *y* sampled at *x*. Unlike `hermefit`, the domain of the returned instance can be specified and this will often result in a superior fit with less chance of ill conditioning. Support for NA was added in version 1.7.0. See `hermefit` for full documentation of the implementation.

Parameters
x : array_like, shape (M,)

x-coordinates of the M sample points `(x[i], y[i])`.

y : array_like, shape (M,) or (M, K)

y-coordinates of the sample points. Several data sets of sample points sharing the same x-coordinates can be fitted at once by passing in a 2D-array that contains one dataset per column.

deg : int

Degree of the fitting polynomial.

domain : {None, [beg, end], []}, optional

Domain to use for the returned HermiteE instance. If `None`, then a minimal domain that covers the points *x* is chosen. If `[]` the default domain `[-1,1]` is used. The default value is [-1,1] in numpy 1.4.x and `None` in later versions. The `'[]` value was added in numpy 1.5.0.

rcond : float, optional

Relative condition number of the fit. Singular values smaller than this relative to the largest singular value will be ignored. The default value is len(x)*eps, where eps is the relative precision of the float type, about 2e-16 in most cases.

full : bool, optional

Switch determining nature of return value. When it is False (the default) just the coefficients are returned, when True diagnostic information from the singular value decomposition is also returned.

w : array_like, shape (M,), optional

Weights. If not None the contribution of each point `(x[i],y[i])` to the fit is weighted by *w[i]*. Ideally the weights are chosen so that the errors of the products `w[i]*y[i]` all have the same variance. The default value is None. .. versionadded:: 1.5.0

window : {[beg, end]}, optional

Window to use for the returned HermiteE instance. The default value is `[-1,1]` .. versionadded:: 1.6.0

Returns

least_squares_fit : instance of HermiteE

The HermiteE instance is the least squares fit to the data and has the domain specified in the call.

[residuals, rank, singular_values, rcond] : only if *full* = True

Residuals of the least squares fit, the effective rank of the scaled Vandermonde matrix and its singular values, and the specified value of *rcond*. For more details, see *linalg.lstsq*.

See Also:

hermefit
similar function

static `HermiteE.`**fromroots**(*roots, domain=[-1, 1], window=[-1, 1]*)

Return HermiteE instance with specified roots.

Returns an instance of HermiteE representing the product `(x - r[0])*(x - r[1])*...*(x - r[n-1])`, where `r` is the list of roots.

Parameters

roots : array_like

List of roots.

domain : {array_like, None}, optional

Domain for the resulting instance of HermiteE. If none the domain is the interval from the smallest root to the largest. The default is [-1,1].

window : array_like, optional

Window for the resulting instance of HermiteE. The default value is [-1,1].

Returns

object : HermiteE instance

Series with the specified roots.

See Also:

hermefromroots
equivalent function

HermiteE.**has_samecoef**(*other*)
Check if coefficients match.

Parameters
other : class instance

The other class must have the `coef` attribute.

Returns
bool : boolean

True if the coefficients are the same, False otherwise.

Notes

New in version 1.6.0.

HermiteE.**has_samedomain**(*other*)
Check if domains match.

Parameters
other : class instance

The other class must have the `domain` attribute.

Returns
bool : boolean

True if the domains are the same, False otherwise.

Notes

New in version 1.6.0.

HermiteE.**has_sametype**(*other*)
Check if types match.

Parameters
other : object

Class instance.

Returns
bool : boolean

True if other is same class as self

Notes

New in version 1.7.0.

HermiteE.**has_samewindow**(*other*)
Check if windows match.

Parameters
other : class instance

The other class must have the `window` attribute.

Returns
bool : boolean

True if the windows are the same, False otherwise.

Notes

New in version 1.6.0.

static `HermiteE.`**`identity`**(*domain=[-1, 1], window=[-1, 1]*)
Identity function.

If `p` is the returned HermiteE object, then `p(x) == x` for all values of x.

Parameters
domain : array_like

The resulting array must be of the form `[beg, end]`, where `beg` and `end` are the endpoints of the domain.

window : array_like

The resulting array must be if the form `[beg, end]`, where `beg` and `end` are the endpoints of the window.

Returns
identity : HermiteE instance

`HermiteE.`**`integ`**(*m=1*, *k=[]*, *lbnd=None*)
Integrate.

Return an instance of HermiteE that is the definite integral of the current series. Refer to `hermeint` for full documentation.

Parameters
m : non-negative int

The number of integrations to perform.

k : array_like

Integration constants. The first constant is applied to the first integration, the second to the second, and so on. The list of values must less than or equal to *m* in length and any missing values are set to zero.

lbnd : Scalar

The lower bound of the definite integral.

Returns
integral : HermiteE

The integral of the series using the same domain.

See Also:

`hermeint`
similar function.

`hermeder`
similar function for derivative.

`HermiteE.`**`linspace`**(*n=100*, *domain=None*)
Return x,y values at equally spaced points in domain.

Returns x, y values at *n* linearly spaced points across domain. Here y is the value of the polynomial at the points x. By default the domain is the same as that of the HermiteE instance. This method is intended mostly as a plotting aid.

Parameters

n : int, optional

Number of point pairs to return. The default value is 100.

domain : {None, array_like}

If not None, the specified domain is used instead of that of the calling instance. It should be of the form `[beg,end]`. The default is None.

Returns

x, y : ndarrays

`x` is equal to linspace(self.domain[0], self.domain[1], n) `y` is the polynomial evaluated at `x`.

New in version 1.5.0.

`HermiteE.`**`mapparms`**`()`

Return the mapping parameters.

The returned values define a linear map `off + scl*x` that is applied to the input arguments before the series is evaluated. The map depends on the `domain` and `window`; if the current `domain` is equal to the `window` the resulting map is the identity. If the coefficients of the `HermiteE` instance are to be used by themselves outside this class, then the linear function must be substituted for the `x` in the standard representation of the base polynomials.

Returns

off, scl : floats or complex

The mapping function is defined by `off + scl*x`.

Notes

If the current domain is the interval `[l_1, r_1]` and the window is `[l_2, r_2]`, then the linear mapping function `L` is defined by the equations:

```
L(l_1) = l_2
L(r_1) = r_2
```

`HermiteE.`**`roots`**`()`

Return list of roots.

Return ndarray of roots for this series. See `hermeroots` for full documentation. Note that the accuracy of the roots is likely to decrease the further outside the domain they lie.

See Also:

`hermeroots`
similar function

`hermefromroots`
function to go generate series from roots.

`HermiteE.`**`trim`**`(`*`tol=0`*`)`

Remove small leading coefficients

Remove leading coefficients until a coefficient is reached whose absolute value greater than *tol* or the beginning of the series is reached. If all the coefficients would be removed the series is set to `[0]`. A new HermiteE instance is returned with the new coefficients. The current instance remains unchanged.

Parameters

tol : non-negative number.

All trailing coefficients less than *tol* will be removed.

Returns

new_instance : HermiteE

Contains the new set of coefficients.

`HermiteE.`**`truncate`**(*size*)

Truncate series to length *size*.

Reduce the HermiteE series to length *size* by discarding the high degree terms. The value of *size* must be a positive integer. This can be useful in least squares where the coefficients of the high degree terms may be very small.

Parameters

size : positive int

The series is reduced to length *size* by discarding the high degree terms. The value of *size* must be a positive integer.

Returns

new_instance : HermiteE

New instance of HermiteE with truncated coefficients.

`hermeval`(x, c[, tensor])	Evaluate an HermiteE series at points x.
`hermeval2d`(x, y, c)	Evaluate a 2-D HermiteE series at points (x, y).
`hermeval3d`(x, y, z, c)	Evaluate a 3-D Hermite_e series at points (x, y, z).
`hermegrid2d`(x, y, c)	Evaluate a 2-D HermiteE series on the Cartesian product of x and y.
`hermegrid3d`(x, y, z, c)	Evaluate a 3-D HermiteE series on the Cartesian product of x, y, and z.
`hermeroots`(c)	Compute the roots of a HermiteE series.
`hermefromroots`(roots)	Generate a HermiteE series with given roots.

Basics

`numpy.polynomial.hermite_e.`**`hermeval`**(*x*, *c*, *tensor=True*)

Evaluate an HermiteE series at points x.

If *c* is of length *n + 1*, this function returns the value:

$$p(x) = c_0 * He_0(x) + c_1 * He_1(x) + ... + c_n * He_n(x)$$

The parameter *x* is converted to an array only if it is a tuple or a list, otherwise it is treated as a scalar. In either case, either *x* or its elements must support multiplication and addition both with themselves and with the elements of *c*.

If *c* is a 1-D array, then *p(x)* will have the same shape as *x*. If *c* is multidimensional, then the shape of the result depends on the value of *tensor*. If *tensor* is true the shape will be c.shape[1:] + x.shape. If *tensor* is false the shape will be c.shape[1:]. Note that scalars have shape (,).

Trailing zeros in the coefficients will be used in the evaluation, so they should be avoided if efficiency is a concern.

Parameters

x : array_like, compatible object

If *x* is a list or tuple, it is converted to an ndarray, otherwise it is left unchanged and treated as a scalar. In either case, *x* or its elements must support addition and multiplication with with themselves and with the elements of *c*.

c : array_like

Array of coefficients ordered so that the coefficients for terms of degree n are contained in c[n]. If *c* is multidimensional the remaining indices enumerate multiple polynomials. In the two dimensional case the coefficients may be thought of as stored in the columns of *c*.

tensor : boolean, optional

If True, the shape of the coefficient array is extended with ones on the right, one for each dimension of *x*. Scalars have dimension 0 for this action. The result is that every column of coefficients in *c* is evaluated for every element of *x*. If False, *x* is broadcast over the columns of *c* for the evaluation. This keyword is useful when *c* is multidimensional. The default value is True. New in version 1.7.0.

Returns

values : ndarray, algebra_like

The shape of the return value is described above.

See Also:

`hermeval2d`, `hermegrid2d`, `hermeval3d`, `hermegrid3d`

Notes

The evaluation uses Clenshaw recursion, aka synthetic division.

Examples

```
>>> from numpy.polynomial.hermite_e import hermeval
>>> coef = [1,2,3]
>>> hermeval(1, coef)
3.0
>>> hermeval([[1,2],[3,4]], coef)
array([[  3.,  14.],
       [ 31.,  54.]])
```

numpy.polynomial.hermite_e.**hermeval2d**(*x*, *y*, *c*)

Evaluate a 2-D HermiteE series at points (x, y).

This function returns the values:

$$p(x,y) = \sum_{i,j} c_{i,j} * He_i(x) * He_j(y)$$

The parameters *x* and *y* are converted to arrays only if they are tuples or a lists, otherwise they are treated as a scalars and they must have the same shape after conversion. In either case, either *x* and *y* or their elements must support multiplication and addition both with themselves and with the elements of *c*.

If *c* is a 1-D array a one is implicitly appended to its shape to make it 2-D. The shape of the result will be c.shape[2:] + x.shape.

Parameters

x, y : array_like, compatible objects

The two dimensional series is evaluated at the points *(x, y)*, where *x* and *y* must have the same shape. If *x* or *y* is a list or tuple, it is first converted to an ndarray, otherwise it is left unchanged and if it isn't an ndarray it is treated as a scalar.

c : array_like

Array of coefficients ordered so that the coefficient of the term of multi-degree i,j is contained in `c[i,j]`. If *c* has dimension greater than two the remaining indices enumerate multiple sets of coefficients.

Returns

values : ndarray, compatible object

The values of the two dimensional polynomial at points formed with pairs of corresponding values from *x* and *y*.

See Also:

`hermeval`, `hermegrid2d`, `hermeval3d`, `hermegrid3d`

Notes

`numpy.polynomial.hermite_e.`**`hermeval3d`**(*x*, *y*, *z*, *c*)

Evaluate a 3-D Hermite_e series at points (x, y, z).

This function returns the values:

$$p(x,y,z) = \sum_{i,j,k} c_{i,j,k} * He_i(x) * He_j(y) * He_k(z)$$

The parameters *x*, *y*, and *z* are converted to arrays only if they are tuples or a lists, otherwise they are treated as a scalars and they must have the same shape after conversion. In either case, either *x*, *y*, and *z* or their elements must support multiplication and addition both with themselves and with the elements of *c*.

If *c* has fewer than 3 dimensions, ones are implicitly appended to its shape to make it 3-D. The shape of the result will be c.shape[3:] + x.shape.

Parameters

x, y, z : array_like, compatible object

The three dimensional series is evaluated at the points *(x, y, z)*, where *x*, *y*, and *z* must have the same shape. If any of *x*, *y*, or *z* is a list or tuple, it is first converted to an ndarray, otherwise it is left unchanged and if it isn't an ndarray it is treated as a scalar.

c : array_like

Array of coefficients ordered so that the coefficient of the term of multi-degree i,j,k is contained in `c[i,j,k]`. If *c* has dimension greater than 3 the remaining indices enumerate multiple sets of coefficients.

Returns

values : ndarray, compatible object

The values of the multidimensional polynomial on points formed with triples of corresponding values from *x*, *y*, and *z*.

See Also:

`hermeval`, `hermeval2d`, `hermegrid2d`, `hermegrid3d`

Notes

numpy.polynomial.hermite_e.**hermegrid2d**(*x*, *y*, *c*)

Evaluate a 2-D HermiteE series on the Cartesian product of x and y.

This function returns the values:

$$p(a,b) = \sum_{i,j} c_{i,j} * H_i(a) * H_j(b)$$

where the points *(a, b)* consist of all pairs formed by taking *a* from *x* and *b* from *y*. The resulting points form a grid with *x* in the first dimension and *y* in the second.

The parameters *x* and *y* are converted to arrays only if they are tuples or a lists, otherwise they are treated as a scalars. In either case, either *x* and *y* or their elements must support multiplication and addition both with themselves and with the elements of *c*.

If *c* has fewer than two dimensions, ones are implicitly appended to its shape to make it 2-D. The shape of the result will be c.shape[2:] + x.shape.

Parameters

x, y : array_like, compatible objects

The two dimensional series is evaluated at the points in the Cartesian product of *x* and *y*. If *x* or *y* is a list or tuple, it is first converted to an ndarray, otherwise it is left unchanged and, if it isn't an ndarray, it is treated as a scalar.

c : array_like

Array of coefficients ordered so that the coefficients for terms of degree i,j are contained in `c[i,j]`. If *c* has dimension greater than two the remaining indices enumerate multiple sets of coefficients.

Returns

values : ndarray, compatible object

The values of the two dimensional polynomial at points in the Cartesian product of *x* and *y*.

See Also:

`hermeval`, `hermeval2d`, `hermeval3d`, `hermegrid3d`

Notes

numpy.polynomial.hermite_e.**hermegrid3d**(*x*, *y*, *z*, *c*)

Evaluate a 3-D HermiteE series on the Cartesian product of x, y, and z.

This function returns the values:

$$p(a,b,c) = \sum_{i,j,k} c_{i,j,k} * He_i(a) * He_j(b) * He_k(c)$$

where the points *(a, b, c)* consist of all triples formed by taking *a* from *x*, *b* from *y*, and *c* from *z*. The resulting points form a grid with *x* in the first dimension, *y* in the second, and *z* in the third.

The parameters *x*, *y*, and *z* are converted to arrays only if they are tuples or a lists, otherwise they are treated as a scalars. In either case, either *x*, *y*, and *z* or their elements must support multiplication and addition both with themselves and with the elements of *c*.

If *c* has fewer than three dimensions, ones are implicitly appended to its shape to make it 3-D. The shape of the result will be c.shape[3:] + x.shape + y.shape + z.shape.

Parameters

x, y, z : array_like, compatible objects

The three dimensional series is evaluated at the points in the Cartesian product of *x*, *y*, and *z*. If *x*,'y', or *z* is a list or tuple, it is first converted to an ndarray, otherwise it is left unchanged and, if it isn't an ndarray, it is treated as a scalar.

c : array_like

Array of coefficients ordered so that the coefficients for terms of degree i,j are contained in `c[i,j]`. If *c* has dimension greater than two the remaining indices enumerate multiple sets of coefficients.

Returns

values : ndarray, compatible object

The values of the two dimensional polynomial at points in the Cartesian product of *x* and *y*.

See Also:

`hermeval`, `hermeval2d`, `hermegrid2d`, `hermeval3d`

Notes

`numpy.polynomial.hermite_e.`**`hermeroots`**`(c)`

Compute the roots of a HermiteE series.

Return the roots (a.k.a. "zeros") of the polynomial

$$p(x) = \sum_i c[i] * He_i(x).$$

Parameters

c : 1-D array_like

1-D array of coefficients.

Returns

out : ndarray

Array of the roots of the series. If all the roots are real, then *out* is also real, otherwise it is complex.

See Also:

`polyroots`, `legroots`, `lagroots`, `hermroots`, `chebroots`

Notes

The root estimates are obtained as the eigenvalues of the companion matrix, Roots far from the origin of the complex plane may have large errors due to the numerical instability of the series for such values. Roots with multiplicity greater than 1 will also show larger errors as the value of the series near such points is relatively insensitive to errors in the roots. Isolated roots near the origin can be improved by a few iterations of Newton's method.

The HermiteE series basis polynomials aren't powers of *x* so the results of this function may seem unintuitive.

Examples

```
>>> from numpy.polynomial.hermite_e import hermeroots, hermefromroots
>>> coef = hermefromroots([-1, 0, 1])
>>> coef
array([ 0.,  2.,  0.,  1.])
>>> hermeroots(coef)
array([-1.,  0.,  1.])
```

numpy.polynomial.hermite_e.**hermefromroots**(*roots*)

Generate a HermiteE series with given roots.

The function returns the coefficients of the polynomial

$$p(x) = (x - r_0) * (x - r_1) * ... * (x - r_n),$$

in HermiteE form, where the *r_n* are the roots specified in *roots*. If a zero has multiplicity n, then it must appear in *roots* n times. For instance, if 2 is a root of multiplicity three and 3 is a root of multiplicity 2, then *roots* looks something like [2, 2, 2, 3, 3]. The roots can appear in any order.

If the returned coefficients are c, then

$$p(x) = c_0 + c_1 * He_1(x) + ... + c_n * He_n(x)$$

The coefficient of the last term is not generally 1 for monic polynomials in HermiteE form.

Parameters

roots : array_like

Sequence containing the roots.

Returns

out : ndarray

1-D array of coefficients. If all roots are real then *out* is a real array, if some of the roots are complex, then *out* is complex even if all the coefficients in the result are real (see Examples below).

See Also:

`polyfromroots`, `legfromroots`, `lagfromroots`, `hermfromroots`, `chebfromroots`.

Examples

```
>>> from numpy.polynomial.hermite_e import hermefromroots, hermeval
>>> coef = hermefromroots((-1, 0, 1))
>>> hermeval((-1, 0, 1), coef)
array([ 0.,  0.,  0.])
>>> coef = hermefromroots((-1j, 1j))
>>> hermeval((-1j, 1j), coef)
array([ 0.+0.j,  0.+0.j])
```

`hermefit`(x, y, deg[, rcond, full, w])	Least squares fit of Hermite series to data.
`hermevander`(x, deg)	Pseudo-Vandermonde matrix of given degree.
`hermevander2d`(x, y, deg)	Pseudo-Vandermonde matrix of given degrees.
`hermevander3d`(x, y, z, deg)	Pseudo-Vandermonde matrix of given degrees.

Fitting

numpy.polynomial.hermite_e.**hermefit**(*x*, *y*, *deg*, *rcond=None*, *full=False*, *w=None*)

Least squares fit of Hermite series to data.

Return the coefficients of a HermiteE series of degree *deg* that is the least squares fit to the data values *y* given at points *x*. If *y* is 1-D the returned coefficients will also be 1-D. If *y* is 2-D multiple fits are done, one for each column of *y*, and the resulting coefficients are stored in the corresponding columns of a 2-D return. The fitted polynomial(s) are in the form

$$p(x) = c_0 + c_1 * He_1(x) + ... + c_n * He_n(x),$$

where *n* is *deg*.

Since numpy version 1.7.0, hermefit also supports NA. If any of the elements of *x*, *y*, or *w* are NA, then the corresponding rows of the linear least squares problem (see Notes) are set to 0. If *y* is 2-D, then an NA in any row of *y* invalidates that whole row.

Parameters

x : array_like, shape (M,)

x-coordinates of the M sample points `(x[i], y[i])`.

y : array_like, shape (M,) or (M, K)

y-coordinates of the sample points. Several data sets of sample points sharing the same x-coordinates can be fitted at once by passing in a 2D-array that contains one dataset per column.

deg : int

Degree of the fitting polynomial

rcond : float, optional

Relative condition number of the fit. Singular values smaller than this relative to the largest singular value will be ignored. The default value is len(x)*eps, where eps is the relative precision of the float type, about 2e-16 in most cases.

full : bool, optional

Switch determining nature of return value. When it is False (the default) just the coefficients are returned, when True diagnostic information from the singular value decomposition is also returned.

w : array_like, shape (*M*,), optional

Weights. If not None, the contribution of each point `(x[i],y[i])` to the fit is weighted by *w[i]*. Ideally the weights are chosen so that the errors of the products `w[i]*y[i]` all have the same variance. The default value is None.

Returns

coef : ndarray, shape (M,) or (M, K)

Hermite coefficients ordered from low to high. If *y* was 2-D, the coefficients for the data in column k of *y* are in column *k*.

[residuals, rank, singular_values, rcond] : present when *full* = True

Residuals of the least-squares fit, the effective rank of the scaled Vandermonde matrix and its singular values, and the specified value of *rcond*. For more details, see *linalg.lstsq*.

Warns

RankWarning

The rank of the coefficient matrix in the least-squares fit is deficient. The warning is only raised if *full* = False. The warnings can be turned off by

```
>>> import warnings
>>> warnings.simplefilter('ignore', RankWarning)
```

See Also:

`chebfit`, `legfit`, `polyfit`, `hermfit`, `polyfit`

`hermeval`
Evaluates a Hermite series.

`hermevander`
pseudo Vandermonde matrix of Hermite series.

`hermeweight`
HermiteE weight function.

`linalg.lstsq`
Computes a least-squares fit from the matrix.

`scipy.interpolate.UnivariateSpline`
Computes spline fits.

Notes

The solution is the coefficients of the HermiteE series *p* that minimizes the sum of the weighted squared errors

$$E = \sum_j w_j^2 * |y_j - p(x_j)|^2,$$

where the w_j are the weights. This problem is solved by setting up the (typically) overdetermined matrix equation

$$V(x) * c = w * y,$$

where *V* is the pseudo Vandermonde matrix of *x*, the elements of *c* are the coefficients to be solved for, and the elements of *y* are the observed values. This equation is then solved using the singular value decomposition of *V*.

If some of the singular values of *V* are so small that they are neglected, then a *RankWarning* will be issued. This means that the coefficient values may be poorly determined. Using a lower order fit will usually get rid of the warning. The *rcond* parameter can also be set to a value smaller than its default, but the resulting fit may be spurious and have large contributions from roundoff error.

Fits using HermiteE series are probably most useful when the data can be approximated by `sqrt(w(x)) * p(x)`, where *w(x)* is the HermiteE weight. In that case the weight `sqrt(w(x[i])` should be used together with data values `y[i]/sqrt(w(x[i])`. The weight function is available as `hermeweight`.

References

[R60]

Examples

```
>>> from numpy.polynomial.hermite_e import hermefik, hermeval
>>> x = np.linspace(-10, 10)
>>> err = np.random.randn(len(x))/10
>>> y = hermeval(x, [1, 2, 3]) + err
>>> hermefit(x, y, 2)
array([ 1.01690445,  1.99951418,  2.99948696])
```

numpy.polynomial.hermite_e.**hermevander**(*x*, *deg*)

Pseudo-Vandermonde matrix of given degree.

Returns the pseudo-Vandermonde matrix of degree *deg* and sample points *x*. The pseudo-Vandermonde matrix is defined by

$$V[..., i] = He_i(x),$$

where *0 <= i <= deg*. The leading indices of *V* index the elements of *x* and the last index is the degree of the HermiteE polynomial.

If *c* is a 1-D array of coefficients of length *n + 1* and *V* is the array `V = hermevander(x, n)`, then `np.dot(V, c)` and `hermeval(x, c)` are the same up to roundoff. This equivalence is useful both for least squares fitting and for the evaluation of a large number of HermiteE series of the same degree and sample points.

Parameters

x : array_like

Array of points. The dtype is converted to float64 or complex128 depending on whether any of the elements are complex. If *x* is scalar it is converted to a 1-D array.

deg : int

Degree of the resulting matrix.

Returns

vander : ndarray

The pseudo-Vandermonde matrix. The shape of the returned matrix is `x.shape + (deg + 1,)`, where The last index is the degree of the corresponding HermiteE polynomial. The dtype will be the same as the converted *x*.

Examples

```
>>> from numpy.polynomial.hermite_e import hermevander
>>> x = np.array([-1, 0, 1])
>>> hermevander(x, 3)
array([[ 1., -1.,  0.,  2.],
       [ 1.,  0., -1., -0.],
       [ 1.,  1.,  0., -2.]])
```

numpy.polynomial.hermite_e.**hermevander2d**(*x*, *y*, *deg*)

Pseudo-Vandermonde matrix of given degrees.

Returns the pseudo-Vandermonde matrix of degrees *deg* and sample points *(x, y)*. The pseudo-Vandermonde matrix is defined by

$$V[..., deg[1] * i + j] = He_i(x) * He_j(y),$$

where *0 <= i <= deg[0]* and *0 <= j <= deg[1]*. The leading indices of *V* index the points *(x, y)* and the last index encodes the degrees of the HermiteE polynomials.

If `V = hermevander2d(x, y, [xdeg, ydeg])`, then the columns of *V* correspond to the elements of a 2-D coefficient array *c* of shape (xdeg + 1, ydeg + 1) in the order

$$c_{00}, c_{01}, c_{02}..., c_{10}, c_{11}, c_{12}...$$

and `np.dot(V, c.flat)` and `hermeval2d(x, y, c)` will be the same up to roundoff. This equivalence is useful both for least squares fitting and for the evaluation of a large number of 2-D HermiteE series of the same degrees and sample points.

Parameters

x, y : array_like

Arrays of point coordinates, all of the same shape. The dtypes will be converted to either float64 or complex128 depending on whether any of the elements are complex. Scalars are converted to 1-D arrays.

deg : list of ints

List of maximum degrees of the form [x_deg, y_deg].

Returns

vander2d : ndarray

The shape of the returned matrix is `x.shape + (order,)`, where $order = (deg[0]+1)*(deg([1]+1)$. The dtype will be the same as the converted *x* and *y*.

See Also:

`hermevander`, `hermevander3d.`, `hermeval3d`

Notes

numpy.polynomial.hermite_e.**hermevander3d**(*x*, *y*, *z*, *deg*)

Pseudo-Vandermonde matrix of given degrees.

Returns the pseudo-Vandermonde matrix of degrees *deg* and sample points *(x, y, z)*. If *l, m, n* are the given degrees in *x, y, z*, then Hehe pseudo-Vandermonde matrix is defined by

$$V[..., (m+1)(n+1)i + (n+1)j + k] = He_i(x) * He_j(y) * He_k(z),$$

where *0 <= i <= l*, *0 <= j <= m*, and *0 <= j <= n*. The leading indices of *V* index the points *(x, y, z)* and the last index encodes the degrees of the HermiteE polynomials.

If `V = hermevander3d(x, y, z, [xdeg, ydeg, zdeg])`, then the columns of *V* correspond to the elements of a 3-D coefficient array *c* of shape (xdeg + 1, ydeg + 1, zdeg + 1) in the order

$$c_{000}, c_{001}, c_{002}, ..., c_{010}, c_{011}, c_{012}, ...$$

and `np.dot(V, c.flat)` and `hermeval3d(x, y, z, c)` will be the same up to roundoff. This equivalence is useful both for least squares fitting and for the evaluation of a large number of 3-D HermiteE series of the same degrees and sample points.

Parameters

x, y, z : array_like

Arrays of point coordinates, all of the same shape. The dtypes will be converted to either float64 or complex128 depending on whether any of the elements are complex. Scalars are converted to 1-D arrays.

deg : list of ints

List of maximum degrees of the form [x_deg, y_deg, z_deg].

Returns

vander3d : ndarray

The shape of the returned matrix is `x.shape + (order,)`, where $order = (deg[0]+1)*(deg([1]+1)*(deg[2]+1)$. The dtype will be the same as the converted *x*, *y*, and *z*.

See Also:

`hermevander`, `hermevander3d.`, `hermeval3d`

Notes

`hermeder`(c[, m, scl, axis])	Differentiate a Hermite_e series.
`hermeint`(c[, m, k, lbnd, scl, axis])	Integrate a Hermite_e series.

Calculus

`numpy.polynomial.hermite_e.`**`hermeder`**(*c*, *m=1*, *scl=1*, *axis=0*)

Differentiate a Hermite_e series.

Returns the series coefficients *c* differentiated *m* times along *axis*. At each iteration the result is multiplied by *scl* (the scaling factor is for use in a linear change of variable). The argument *c* is an array of coefficients from low to high degree along each axis, e.g., [1,2,3] represents the series `1*He_0 + 2*He_1 + 3*He_2` while [[1,2],[1,2]] represents `1*He_0(x)*He_0(y) + 1*He_1(x)*He_0(y) + 2*He_0(x)*He_1(y) + 2*He_1(x)*He_1(y)` if axis=0 is `x` and axis=1 is `y`.

Parameters

c : array_like

Array of Hermite_e series coefficients. If *c* is multidimensional the different axis correspond to different variables with the degree in each axis given by the corresponding index.

m : int, optional

Number of derivatives taken, must be non-negative. (Default: 1)

scl : scalar, optional

Each differentiation is multiplied by *scl*. The end result is multiplication by `scl**m`. This is for use in a linear change of variable. (Default: 1)

axis : int, optional

Axis over which the derivative is taken. (Default: 0). New in version 1.7.0.

Returns

der : ndarray

Hermite series of the derivative.

See Also:

`hermeint`

Notes

In general, the result of differentiating a Hermite series does not resemble the same operation on a power series. Thus the result of this function may be "unintuitive," albeit correct; see Examples section below.

Examples

```
>>> from numpy.polynomial.hermite_e import hermeder
>>> hermeder([ 1.,  1.,  1.,  1.])
array([ 1.,  2.,  3.])
>>> hermeder([-0.25,  1.,  1./2.,  1./3.,  1./4 ], m=2)
array([ 1.,  2.,  3.])
```

numpy.polynomial.hermite_e.**hermeint**(*c*, *m=1*, *k=[]*, *lbnd=0*, *scl=1*, *axis=0*)

Integrate a Hermite_e series.

Returns the Hermite_e series coefficients *c* integrated *m* times from *lbnd* along *axis*. At each iteration the resulting series is **multiplied** by *scl* and an integration constant, *k*, is added. The scaling factor is for use in a linear change of variable. ("Buyer beware": note that, depending on what one is doing, one may want *scl* to be the reciprocal of what one might expect; for more information, see the Notes section below.) The argument *c* is an array of coefficients from low to high degree along each axis, e.g., [1,2,3] represents the series `H_0 + 2*H_1 + 3*H_2` while [[1,2],[1,2]] represents `1*H_0(x)*H_0(y) + 1*H_1(x)*H_0(y) + 2*H_0(x)*H_1(y) + 2*H_1(x)*H_1(y)` if axis=0 is `x` and axis=1 is `y`.

Parameters

c : array_like

Array of Hermite_e series coefficients. If c is multidimensional the different axis correspond to different variables with the degree in each axis given by the corresponding index.

m : int, optional

Order of integration, must be positive. (Default: 1)

k : {[], list, scalar}, optional

Integration constant(s). The value of the first integral at `lbnd` is the first value in the list, the value of the second integral at `lbnd` is the second value, etc. If `k == []` (the default), all constants are set to zero. If `m == 1`, a single scalar can be given instead of a list.

lbnd : scalar, optional

The lower bound of the integral. (Default: 0)

scl : scalar, optional

Following each integration the result is *multiplied* by *scl* before the integration constant is added. (Default: 1)

axis : int, optional

Axis over which the integral is taken. (Default: 0). New in version 1.7.0.

Returns

S : ndarray

Hermite_e series coefficients of the integral.

Raises

ValueError

If `m < 0`, `len(k) > m`, `np.isscalar(lbnd) == False`, or `np.isscalar(scl) == False`.

See Also:

`hermeder`

Notes

Note that the result of each integration is *multiplied* by *scl*. Why is this important to note? Say one is making a linear change of variable $u = ax + b$ in an integral relative to *x*. Then .. math::*dx* = *du/a*, so one will need to set *scl* equal to $1/a$ - perhaps not what one would have first thought.

Also note that, in general, the result of integrating a C-series needs to be "reprojected" onto the C-series basis set. Thus, typically, the result of this function is "unintuitive," albeit correct; see Examples section below.

Examples

```
>>> from numpy.polynomial.hermite_e import hermeint
>>> hermeint([1, 2, 3]) # integrate once, value 0 at 0.
array([ 1.,  1.,  1.,  1.])
>>> hermeint([1, 2, 3], m=2) # integrate twice, value & deriv 0 at 0
array([-0.25      ,  1.        ,  0.5       ,  0.33333333,  0.25      ])
>>> hermeint([1, 2, 3], k=1) # integrate once, value 1 at 0.
array([ 2.,  1.,  1.,  1.])
>>> hermeint([1, 2, 3], lbnd=-1) # integrate once, value 0 at -1
array([-1.,  1.,  1.,  1.])
>>> hermeint([1, 2, 3], m=2, k=[1, 2], lbnd=-1)
array([ 1.83333333,  0.        ,  0.5       ,  0.33333333,  0.25      ])
```

hermeadd(c1, c2)	Add one Hermite series to another.
hermesub(c1, c2)	Subtract one Hermite series from another.
hermemul(c1, c2)	Multiply one Hermite series by another.
hermemulx(c)	Multiply a Hermite series by x.
hermediv(c1, c2)	Divide one Hermite series by another.
hermepow(c, pow[, maxpower])	Raise a Hermite series to a power.

Algebra

numpy.polynomial.hermite_e.**hermeadd**(*c1*, *c2*)

Add one Hermite series to another.

Returns the sum of two Hermite series *c1* + *c2*. The arguments are sequences of coefficients ordered from lowest order term to highest, i.e., [1,2,3] represents the series `P_0 + 2*P_1 + 3*P_2`.

Parameters

c1, c2 : array_like

1-D arrays of Hermite series coefficients ordered from low to high.

Returns

out : ndarray

Array representing the Hermite series of their sum.

See Also:

hermesub, hermemul, hermediv, hermepow

Notes

Unlike multiplication, division, etc., the sum of two Hermite series is a Hermite series (without having to "reproject" the result onto the basis set) so addition, just like that of "standard" polynomials, is simply "componentwise."

Examples

```
>>> from numpy.polynomial.hermite_e import hermeadd
>>> hermeadd([1, 2, 3], [1, 2, 3, 4])
array([ 2.,  4.,  6.,  4.])
```

numpy.polynomial.hermite_e.**hermesub**(*c1*, *c2*)
Subtract one Hermite series from another.

Returns the difference of two Hermite series *c1* - *c2*. The sequences of coefficients are from lowest order term to highest, i.e., [1,2,3] represents the series `P_0 + 2*P_1 + 3*P_2`.

Parameters
c1, c2 : array_like

1-D arrays of Hermite series coefficients ordered from low to high.

Returns
out : ndarray

Of Hermite series coefficients representing their difference.

See Also:

`hermeadd`, `hermemul`, `hermediv`, `hermepow`

Notes

Unlike multiplication, division, etc., the difference of two Hermite series is a Hermite series (without having to "reproject" the result onto the basis set) so subtraction, just like that of "standard" polynomials, is simply "component-wise."

Examples

```
>>> from numpy.polynomial.hermite_e import hermesub
>>> hermesub([1, 2, 3, 4], [1, 2, 3])
array([ 0.,  0.,  0.,  4.])
```

numpy.polynomial.hermite_e.**hermemul**(*c1*, *c2*)
Multiply one Hermite series by another.

Returns the product of two Hermite series *c1* * *c2*. The arguments are sequences of coefficients, from lowest order "term" to highest, e.g., [1,2,3] represents the series `P_0 + 2*P_1 + 3*P_2`.

Parameters
c1, c2 : array_like

1-D arrays of Hermite series coefficients ordered from low to high.

Returns
out : ndarray

Of Hermite series coefficients representing their product.

See Also:

`hermeadd`, `hermesub`, `hermediv`, `hermepow`

Notes

In general, the (polynomial) product of two C-series results in terms that are not in the Hermite polynomial basis set. Thus, to express the product as a Hermite series, it is necessary to "reproject" the product onto said basis set, which may produce "unintuitive" (but correct) results; see Examples section below.

Examples

```
>>> from numpy.polynomial.hermite_e import hermemul
>>> hermemul([1, 2, 3], [0, 1, 2])
array([ 14.,  15.,  28.,   7.,   6.])
```

numpy.polynomial.hermite_e.**hermemulx**(*c*)

Multiply a Hermite series by x.

Multiply the Hermite series *c* by x, where x is the independent variable.

Parameters

c : array_like

1-D array of Hermite series coefficients ordered from low to high.

Returns

out : ndarray

Array representing the result of the multiplication.

Notes

The multiplication uses the recursion relationship for Hermite polynomials in the form

xP_i(x) = (P_{i + 1}(x) + iP_{i - 1}(x)))

Examples

```
>>> from numpy.polynomial.hermite_e import hermemulx
>>> hermemulx([1, 2, 3])
array([ 2.,  7.,  2.,  3.])
```

numpy.polynomial.hermite_e.**hermediv**(*c1*, *c2*)

Divide one Hermite series by another.

Returns the quotient-with-remainder of two Hermite series *c1* / *c2*. The arguments are sequences of coefficients from lowest order "term" to highest, e.g., [1,2,3] represents the series `P_0 + 2*P_1 + 3*P_2`.

Parameters

c1, c2 : array_like

1-D arrays of Hermite series coefficients ordered from low to high.

Returns

[quo, rem] : ndarrays

Of Hermite series coefficients representing the quotient and remainder.

See Also:

`hermeadd`, `hermesub`, `hermemul`, `hermepow`

Notes

In general, the (polynomial) division of one Hermite series by another results in quotient and remainder terms that are not in the Hermite polynomial basis set. Thus, to express these results as a Hermite series, it is necessary to "reproject" the results onto the Hermite basis set, which may produce "unintuitive" (but correct) results; see Examples section below.

Examples

```
>>> from numpy.polynomial.hermite_e import hermediv
>>> hermediv([ 14.,  15.,  28.,   7.,   6.], [0, 1, 2])
(array([ 1.,  2.,  3.]), array([ 0.]))
>>> hermediv([ 15.,  17.,  28.,   7.,   6.], [0, 1, 2])
(array([ 1.,  2.,  3.]), array([ 1.,  2.]))
```

numpy.polynomial.hermite_e.**hermepow**(*c*, *pow*, *maxpower=16*)

Raise a Hermite series to a power.

Returns the Hermite series *c* raised to the power *pow*. The argument *c* is a sequence of coefficients ordered from low to high. i.e., [1,2,3] is the series `P_0 + 2*P_1 + 3*P_2`.

Parameters

c : array_like

1-D array of Hermite series coefficients ordered from low to high.

pow : integer

Power to which the series will be raised

maxpower : integer, optional

Maximum power allowed. This is mainly to limit growth of the series to unmanageable size. Default is 16

Returns

coef : ndarray

Hermite series of power.

See Also:

`hermeadd`, `hermesub`, `hermemul`, `hermediv`

Examples

```
>>> from numpy.polynomial.hermite_e import hermepow
>>> hermepow([1, 2, 3], 2)
array([ 23.,  28.,  46.,  12.,   9.])
```

`hermegauss`(deg)	Gauss-HermiteE quadrature.
`hermeweight`(x)	Weight function of the Hermite_e polynomials.

Quadrature

numpy.polynomial.hermite_e.**hermegauss**(*deg*)

Gauss-HermiteE quadrature.

Computes the sample points and weights for Gauss-HermiteE quadrature. These sample points and weights will correctly integrate polynomials of degree $2 * deg - 1$ or less over the interval $[-\inf, \inf]$ with the weight function $f(x) = \exp(-x^2/2)$.

Parameters

deg : int

Number of sample points and weights. It must be >= 1.

Returns

x : ndarray

1-D ndarray containing the sample points.

y : ndarray

1-D ndarray containing the weights.

Notes

The results have only been tested up to degree 100, higher degrees may be problematic. The weights are determined by using the fact that

$$w_k = c/(He'_n(x_k) * He_{n-1}(x_k))$$

where c is a constant independent of k and x_k is the k'th root of He_n, and then scaling the results to get the right value when integrating 1.

numpy.polynomial.hermite_e.**hermeweight**(*x*)

Weight function of the Hermite_e polynomials.

The weight function is $\exp(-x^2/2)$ and the interval of integration is $[-\inf, \inf]$. the HermiteE polynomials are orthogonal, but not normalized, with respect to this weight function.

Parameters

x : array_like

Values at which the weight function will be computed.

Returns

w : ndarray

The weight function at *x*.

Notes

hermecompanion(c)	Return the scaled companion matrix of c.
hermedomain	
hermezero	
hermeone	
hermex	
hermetrim(c[, tol])	Remove "small" "trailing" coefficients from a polynomial.
hermeline(off, scl)	Hermite series whose graph is a straight line.
herme2poly(c)	Convert a Hermite series to a polynomial.
poly2herme(pol)	Convert a polynomial to a Hermite series.

Miscellaneous

numpy.polynomial.hermite_e.**hermecompanion**(*c*)

Return the scaled companion matrix of c.

The basis polynomials are scaled so that the companion matrix is symmetric when c is an HermiteE basis polynomial. This provides better eigenvalue estimates than the unscaled case and for basis polynomials the eigenvalues are guaranteed to be real if numpy.linalg.eigvalsh is used to obtain them.

Parameters

c : array_like

1-D array of HermiteE series coefficients ordered from low to high degree.

Returns

mat : ndarray

Scaled companion matrix of dimensions (deg, deg).

Notes

numpy.polynomial.hermite_e.**hermedomain = array([-1, 1])**

numpy.polynomial.hermite_e.**hermezero = array([0])**

numpy.polynomial.hermite_e.**hermeone = array([1])**

numpy.polynomial.hermite_e.**hermex = array([0, 1])**

numpy.polynomial.hermite_e.**hermetrim**(*c*, *tol=0*)

Remove "small" "trailing" coefficients from a polynomial.

"Small" means "small in absolute value" and is controlled by the parameter *tol*; "trailing" means highest order coefficient(s), e.g., in `[0, 1, 1, 0, 0]` (which represents `0 + x + x**2 + 0*x**3 + 0*x**4`) both the 3-rd and 4-th order coefficients would be "trimmed."

Parameters

c : array_like

1-d array of coefficients, ordered from lowest order to highest.

tol : number, optional

Trailing (i.e., highest order) elements with absolute value less than or equal to *tol* (default value is zero) are removed.

Returns

trimmed : ndarray

1-d array with trailing zeros removed. If the resulting series would be empty, a series containing a single zero is returned.

Raises

ValueError

If *tol* < 0

See Also:

`trimseq`

Examples

```
>>> from numpy import polynomial as P
>>> P.trimcoef((0,0,3,0,5,0,0))
array([ 0.,  0.,  3.,  0.,  5.])
>>> P.trimcoef((0,0,1e-3,0,1e-5,0,0),1e-3) # item == tol is trimmed
array([ 0.])
>>> i = complex(0,1) # works for complex
>>> P.trimcoef((3e-4,1e-3*(1-i),5e-4,2e-5*(1+i)), 1e-3)
array([ 0.0003+0.j   ,  0.0010-0.001j])
```

numpy.polynomial.hermite_e.**hermeline**(*off*, *scl*)

Hermite series whose graph is a straight line.

Parameters

off, scl : scalars

The specified line is given by `off + scl*x`.

Returns

y : ndarray

This module's representation of the Hermite series for `off + scl*x`.

See Also:

`polyline`, `chebline`

Examples

```
>>> from numpy.polynomial.hermite_e import hermeline
>>> from numpy.polynomial.hermite_e import hermeline, hermeval
>>> hermeval(0,hermeline(3, 2))
3.0
>>> hermeval(1,hermeline(3, 2))
5.0
```

numpy.polynomial.hermite_e.**herme2poly**(*c*)

Convert a Hermite series to a polynomial.

Convert an array representing the coefficients of a Hermite series, ordered from lowest degree to highest, to an array of the coefficients of the equivalent polynomial (relative to the "standard" basis) ordered from lowest to highest degree.

Parameters

c : array_like

1-D array containing the Hermite series coefficients, ordered from lowest order term to highest.

Returns

pol : ndarray

1-D array containing the coefficients of the equivalent polynomial (relative to the "standard" basis) ordered from lowest order term to highest.

See Also:

`poly2herme`

Notes

The easy way to do conversions between polynomial basis sets is to use the convert method of a class instance.

Examples

```
>>> from numpy.polynomial.hermite_e import herme2poly
>>> herme2poly([  2.,  10.,   2.,   3.])
array([ 0.,  1.,  2.,  3.])
```

numpy.polynomial.hermite_e.**poly2herme**(*pol*)

Convert a polynomial to a Hermite series.

Convert an array representing the coefficients of a polynomial (relative to the "standard" basis) ordered from lowest degree to highest, to an array of the coefficients of the equivalent Hermite series, ordered from lowest to highest degree.

Parameters

pol : array_like

1-D array containing the polynomial coefficients

Returns

c : ndarray

1-D array containing the coefficients of the equivalent Hermite series.

See Also:

herme2poly

Notes

The easy way to do conversions between polynomial basis sets is to use the convert method of a class instance.

Examples

```
>>> from numpy.polynomial.hermite_e import poly2herme
>>> poly2herme(np.arange(4))
array([  2.,  10.,   2.,   3.])
```

Poly1d

Basics

poly1d(c_or_r[, r, variable])	A one-dimensional polynomial class.
polyval(p, x)	Evaluate a polynomial at specific values.
poly(seq_of_zeros)	Find the coefficients of a polynomial with the given sequence of roots.
roots(p)	Return the roots of a polynomial with coefficients given in p.

class numpy.**poly1d**(*c_or_r*, *r=0*, *variable=None*)

A one-dimensional polynomial class.

A convenience class, used to encapsulate "natural" operations on polynomials so that said operations may take on their customary form in code (see Examples).

Parameters

c_or_r : array_like

The polynomial's coefficients, in decreasing powers, or if the value of the second parameter is True, the polynomial's roots (values where the polynomial evaluates to 0). For example, `poly1d([1, 2, 3])` returns an object that represents x^2+2x+3, whereas `poly1d([1, 2, 3], True)` returns one that represents $(x-1)(x-2)(x-3) = x^3 - 6x^2 + 11x - 6$.

r : bool, optional

If True, *c_or_r* specifies the polynomial's roots; the default is False.

variable : str, optional

Changes the variable used when printing *p* from *x* to `variable` (see Examples).

Examples

Construct the polynomial $x^2 + 2x + 3$:

```
>>> p = np.poly1d([1, 2, 3])
>>> print np.poly1d(p)
   2
1 x + 2 x + 3
```

Evaluate the polynomial at $x = 0.5$:

```
>>> p(0.5)
4.25
```

Find the roots:

```
>>> p.r
array([-1.+1.41421356j, -1.-1.41421356j])
>>> p(p.r)
array([ -4.44089210e-16+0.j,  -4.44089210e-16+0.j])
```

These numbers in the previous line represent (0, 0) to machine precision

Show the coefficients:

```
>>> p.c
array([1, 2, 3])
```

Display the order (the leading zero-coefficients are removed):

```
>>> p.order
2
```

Show the coefficient of the k-th power in the polynomial (which is equivalent to `p.c[-(i+1)]`):

```
>>> p[1]
2
```

Polynomials can be added, subtracted, multiplied, and divided (returns quotient and remainder):

```
>>> p * p
poly1d([ 1,  4, 10, 12,  9])

>>> (p**3 + 4) / p
(poly1d([  1.,   4.,  10.,  12.,   9.]), poly1d([ 4.]))
```

`asarray(p)` gives the coefficient array, so polynomials can be used in all functions that accept arrays:

```
>>> p**2 # square of polynomial
poly1d([ 1,  4, 10, 12,  9])

>>> np.square(p) # square of individual coefficients
array([1, 4, 9])
```

The variable used in the string representation of *p* can be modified, using the `variable` parameter:

```
>>> p = np.poly1d([1,2,3], variable='z')
>>> print p
   2
1 z + 2 z + 3
```

Construct a polynomial from its roots:

```
>>> np.poly1d([1, 2], True)
poly1d([ 1, -3,  2])
```

This is the same polynomial as obtained by:

```
>>> np.poly1d([1, -1]) * np.poly1d([1, -2])
poly1d([ 1, -3,  2])
```

Attributes

coeffs	
order	
variable	

Methods

`__call__`(val)	
`deriv`([m])	Return a derivative of this polynomial.
`integ`([m, k])	Return an antiderivative (indefinite integral) of this polynomial.

poly1d.**__call__**(*val*)

poly1d.**deriv**(*m=1*)

Return a derivative of this polynomial.

Refer to `polyder` for full documentation.

See Also:

polyder

equivalent function

poly1d.**integ**(*m=1*, *k=0*)

Return an antiderivative (indefinite integral) of this polynomial.

Refer to `polyint` for full documentation.

See Also:

polyint

equivalent function

numpy.**polyval**(*p*, *x*)

Evaluate a polynomial at specific values.

If *p* is of length N, this function returns the value:

```
p[0]*x**(N-1) + p[1]*x**(N-2) + ...  + p[N-2]*x + p[N-1]
```

If *x* is a sequence, then *p(x)* is returned for each element of *x*. If *x* is another polynomial then the composite polynomial *p(x(t))* is returned.

Parameters

p : array_like or poly1d object

1D array of polynomial coefficients (including coefficients equal to zero) from highest degree to the constant term, or an instance of poly1d.

x : array_like or poly1d object

A number, a 1D array of numbers, or an instance of poly1d, "at" which to evaluate *p*.

Returns

values : ndarray or poly1d

If *x* is a poly1d instance, the result is the composition of the two polynomials, i.e., *x* is "substituted" in *p* and the simplified result is returned. In addition, the type of *x* - array_like or poly1d - governs the type of the output: *x* array_like => *values* array_like, *x* a poly1d object => *values* is also.

See Also:

poly1d
A polynomial class.

Notes

Horner's scheme [R63] is used to evaluate the polynomial. Even so, for polynomials of high degree the values may be inaccurate due to rounding errors. Use carefully.

References

[R63]

Examples

```
>>> np.polyval([3,0,1], 5)  # 3 * 5**2 + 0 * 5**1 + 1
76
>>> np.polyval([3,0,1], np.poly1d(5))
poly1d([ 76.])
>>> np.polyval(np.poly1d([3,0,1]), 5)
76
>>> np.polyval(np.poly1d([3,0,1]), np.poly1d(5))
poly1d([ 76.])
```

numpy.**poly**(*seq_of_zeros*)
Find the coefficients of a polynomial with the given sequence of roots.

Returns the coefficients of the polynomial whose leading coefficient is one for the given sequence of zeros (multiple roots must be included in the sequence as many times as their multiplicity; see Examples). A square matrix (or array, which will be treated as a matrix) can also be given, in which case the coefficients of the characteristic polynomial of the matrix are returned.

Parameters
seq_of_zeros : array_like, shape (N,) or (N, N)

A sequence of polynomial roots, or a square array or matrix object.

Returns
c : ndarray

1D array of polynomial coefficients from highest to lowest degree:

`c[0] * x**(N) + c[1] * x**(N-1) + ... + c[N-1] * x + c[N]`
where c[0] always equals 1.

Raises
ValueError

If input is the wrong shape (the input must be a 1-D or square 2-D array).

See Also:

polyval
Evaluate a polynomial at a point.

roots
Return the roots of a polynomial.

polyfit
Least squares polynomial fit.

poly1d
A one-dimensional polynomial class.

Notes

Specifying the roots of a polynomial still leaves one degree of freedom, typically represented by an undetermined leading coefficient. [R54] In the case of this function, that coefficient - the first one in the returned array - is always taken as one. (If for some reason you have one other point, the only automatic way presently to leverage that information is to use `polyfit`.)

The characteristic polynomial, $p_a(t)$, of an *n*-by-*n* matrix **A** is given by

$$p_a(t) = \det(t\,\mathbf{I} - \mathbf{A}),$$

where **I** is the *n*-by-*n* identity matrix. [R55]

References

[R54], [R55]

Examples

Given a sequence of a polynomial's zeros:

```
>>> np.poly((0, 0, 0)) # Multiple root example
array([1, 0, 0, 0])
```

The line above represents z**3 + 0*z**2 + 0*z + 0.

```
>>> np.poly((-1./2, 0, 1./2))
array([ 1.  ,  0.  , -0.25,  0.  ])
```

The line above represents z**3 - z/4

```
>>> np.poly((np.random.random(1.)[0], 0, np.random.random(1.)[0]))
array([ 1.        , -0.77086955,  0.08618131,  0.        ]) #random
```

Given a square array object:

```
>>> P = np.array([[0, 1./3], [-1./2, 0]])
>>> np.poly(P)
array([ 1.        ,  0.        ,  0.16666667])
```

Or a square matrix object:

```
>>> np.poly(np.matrix(P))
array([ 1.        ,  0.        ,  0.16666667])
```

Note how in all cases the leading coefficient is always 1.

numpy.**roots**(*p*)
Return the roots of a polynomial with coefficients given in p.

The values in the rank-1 array *p* are coefficients of a polynomial. If the length of *p* is n+1 then the polynomial is described by:

```
p[0] * x**n + p[1] * x**(n-1) + ... + p[n-1]*x + p[n]
```

Parameters

p : array_like

Rank-1 array of polynomial coefficients.

Returns

out : ndarray

An array containing the complex roots of the polynomial.

Raises

ValueError

When *p* cannot be converted to a rank-1 array.

See Also:

poly
Find the coefficients of a polynomial with a given sequence of roots.

polyval
Evaluate a polynomial at a point.

polyfit
Least squares polynomial fit.

poly1d
A one-dimensional polynomial class.

Notes

The algorithm relies on computing the eigenvalues of the companion matrix [R241].

References

[R241]

Examples

```
>>> coeff = [3.2, 2, 1]
>>> np.roots(coeff)
array([-0.3125+0.46351241j, -0.3125-0.46351241j])
```

Fitting

polyfit(x, y, deg[, rcond, full, w, cov])	Least squares polynomial fit.

numpy.**polyfit**(*x*, *y*, *deg*, *rcond=None*, *full=False*, *w=None*, *cov=False*)
Least squares polynomial fit.

Fit a polynomial `p(x) = p[0] * x**deg + ... + p[deg]` of degree *deg* to points *(x, y)*. Returns a vector of coefficients *p* that minimises the squared error.

Parameters

x : array_like, shape (M,)

x-coordinates of the M sample points `(x[i], y[i])`.

y : array_like, shape (M,) or (M, K)

y-coordinates of the sample points. Several data sets of sample points sharing the same x-coordinates can be fitted at once by passing in a 2D-array that contains one dataset per column.

deg : int

Degree of the fitting polynomial

rcond : float, optional

Relative condition number of the fit. Singular values smaller than this relative to the largest singular value will be ignored. The default value is len(x)*eps, where eps is the relative precision of the float type, about 2e-16 in most cases.

full : bool, optional

Switch determining nature of return value. When it is False (the default) just the coefficients are returned, when True diagnostic information from the singular value decomposition is also returned.

w : array_like, shape (M,), optional

weights to apply to the y-coordinates of the sample points.

cov : bool, optional

Return the estimate and the covariance matrix of the estimate If full is True, then cov is not returned.

Returns

p : ndarray, shape (M,) or (M, K)

Polynomial coefficients, highest power first. If *y* was 2-D, the coefficients for *k*-th data set are in `p[:,k]`.

residuals, rank, singular_values, rcond : present only if `full` = True

Residuals of the least-squares fit, the effective rank of the scaled Vandermonde coefficient matrix, its singular values, and the specified value of *rcond*. For more details, see `linalg.lstsq`.

V : ndaray, shape (M,M) or (M,M,K)

The covariance matrix of the polynomial coefficient estimates. The diagonal of this matrix are the variance estimates for each coefficient. If y is a 2-d array, then the covariance matrix for the *k*-th data set are in `V[:,:,k]`

Warns

RankWarning

The rank of the coefficient matrix in the least-squares fit is deficient. The warning is only raised if `full` = False.

The warnings can be turned off by

```
>>> import warnings
>>> warnings.simplefilter('ignore', np.RankWarning)
```

See Also:

`polyval`
Computes polynomial values.

linalg.lstsq
Computes a least-squares fit.

scipy.interpolate.UnivariateSpline
Computes spline fits.

Notes

The solution minimizes the squared error

$$E = \sum_{j=0}^{k} |p(x_j) - y_j|^2$$

in the equations:

```
x[0]**n * p[n] + ... + x[0] * p[1] + p[0] = y[0]
x[1]**n * p[n] + ... + x[1] * p[1] + p[0] = y[1]
...
x[k]**n * p[n] + ... + x[k] * p[1] + p[0] = y[k]
```

The coefficient matrix of the coefficients *p* is a Vandermonde matrix.

`polyfit` issues a `RankWarning` when the least-squares fit is badly conditioned. This implies that the best fit is not well-defined due to numerical error. The results may be improved by lowering the polynomial degree or by replacing *x* by *x* - *x*.mean(). The *rcond* parameter can also be set to a value smaller than its default, but the resulting fit may be spurious: including contributions from the small singular values can add numerical noise to the result.

Note that fitting polynomial coefficients is inherently badly conditioned when the degree of the polynomial is large or the interval of sample points is badly centered. The quality of the fit should always be checked in these cases. When polynomial fits are not satisfactory, splines may be a good alternative.

References

[R56], [R57]

Examples

```
>>> x = np.array([0.0, 1.0, 2.0, 3.0,  4.0,  5.0])
>>> y = np.array([0.0, 0.8, 0.9, 0.1, -0.8, -1.0])
>>> z = np.polyfit(x, y, 3)
>>> z
array([ 0.08703704, -0.81349206,  1.69312169, -0.03968254])
```

It is convenient to use `poly1d` objects for dealing with polynomials:

```
>>> p = np.poly1d(z)
>>> p(0.5)
0.6143849206349179
>>> p(3.5)
-0.34732142857143039
>>> p(10)
22.579365079365115
```

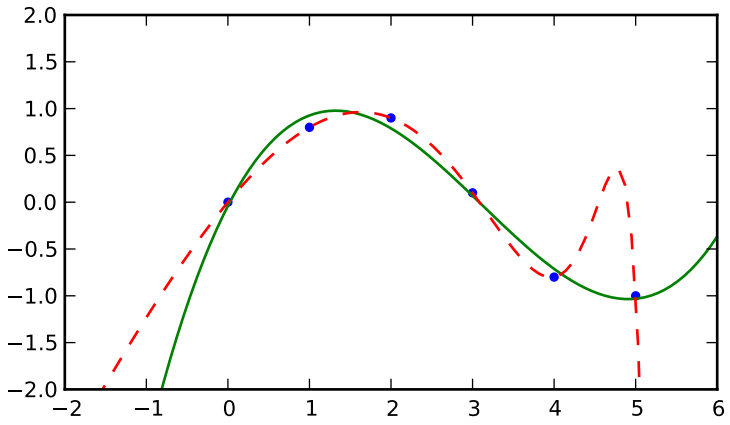
High-order polynomials may oscillate wildly:

```
>>> p30 = np.poly1d(np.polyfit(x, y, 30))
/... RankWarning: Polyfit may be poorly conditioned...
>>> p30(4)
```

```
-0.80000000000000204
>>> p30(5)
-0.99999999999999445
>>> p30(4.5)
-0.10547061179440398
```

Illustration:

```
>>> import matplotlib.pyplot as plt
>>> xp = np.linspace(-2, 6, 100)
>>> plt.plot(x, y, '.', xp, p(xp), '-', xp, p30(xp), '--')
[<matplotlib.lines.Line2D object at 0x...>, <matplotlib.lines.Line2D object at 0x...>, <matplotl
>>> plt.ylim(-2,2)
(-2, 2)
>>> plt.show()
```



Calculus

polyder(p[, m])	Return the derivative of the specified order of a polynomial.
polyint(p[, m, k])	Return an antiderivative (indefinite integral) of a polynomial.

numpy.**polyder**(*p*, *m=1*)

Return the derivative of the specified order of a polynomial.

Parameters

p : poly1d or sequence

Polynomial to differentiate. A sequence is interpreted as polynomial coefficients, see poly1d.

m : int, optional

Order of differentiation (default: 1)

Returns

der : poly1d

A new polynomial representing the derivative.

See Also:

polyint
Anti-derivative of a polynomial.

poly1d
Class for one-dimensional polynomials.

Examples

The derivative of the polynomial $x^3 + x^2 + x^1 + 1$ is:

```
>>> p = np.poly1d([1,1,1,1])
>>> p2 = np.polyder(p)
>>> p2
poly1d([3, 2, 1])
```

which evaluates to:

```
>>> p2(2.)
17.0
```

We can verify this, approximating the derivative with `(f(x + h) - f(x))/h`:

```
>>> (p(2. + 0.001) - p(2.)) / 0.001
17.007000999997857
```

The fourth-order derivative of a 3rd-order polynomial is zero:

```
>>> np.polyder(p, 2)
poly1d([6, 2])
>>> np.polyder(p, 3)
poly1d([6])
>>> np.polyder(p, 4)
poly1d([ 0.])
```

numpy.**polyint**(*p*, *m=1*, *k=None*)
Return an antiderivative (indefinite integral) of a polynomial.

The returned order *m* antiderivative *P* of polynomial *p* satisfies $\frac{d^m}{dx^m}P(x) = p(x)$ and is defined up to *m - 1* integration constants *k*. The constants determine the low-order polynomial part

$$\frac{k_{m-1}}{0!}x^0 + \ldots + \frac{k_0}{(m-1)!}x^{m-1}$$

of *P* so that $P^{(j)}(0) = k_{m-j-1}$.

Parameters

p : {array_like, poly1d}

Polynomial to differentiate. A sequence is interpreted as polynomial coefficients, see poly1d.

m : int, optional

Order of the antiderivative. (Default: 1)

k : {None, list of *m* scalars, scalar}, optional

Integration constants. They are given in the order of integration: those corresponding to highest-order terms come first.

If None (default), all constants are assumed to be zero. If *m = 1*, a single scalar can be given instead of a list.

See Also:

polyder
derivative of a polynomial

poly1d.integ
equivalent method

Examples

The defining property of the antiderivative:

```
>>> p = np.poly1d([1,1,1])
>>> P = np.polyint(p)
>>> P
poly1d([ 0.33333333,  0.5       ,  1.        ,  0.        ])
>>> np.polyder(P) == p
True
```

The integration constants default to zero, but can be specified:

```
>>> P = np.polyint(p, 3)
>>> P(0)
0.0
>>> np.polyder(P)(0)
0.0
>>> np.polyder(P, 2)(0)
0.0
>>> P = np.polyint(p, 3, k=[6,5,3])
>>> P
poly1d([ 0.01666667,  0.04166667,  0.16666667,  3. ,  5. ,  3. ])
```

Note that 3 = 6 / 2!, and that the constants are given in the order of integrations. Constant of the highest-order polynomial term comes first:

```
>>> np.polyder(P, 2)(0)
6.0
>>> np.polyder(P, 1)(0)
5.0
>>> P(0)
3.0
```

Arithmetic

polyadd(a1, a2)	Find the sum of two polynomials.
polydiv(u, v)	Returns the quotient and remainder of polynomial division.
polymul(a1, a2)	Find the product of two polynomials.
polysub(a1, a2)	Difference (subtraction) of two polynomials.

numpy.**polyadd**(*a1*, *a2*)
Find the sum of two polynomials.

Returns the polynomial resulting from the sum of two input polynomials. Each input must be either a poly1d object or a 1D sequence of polynomial coefficients, from highest to lowest degree.

Parameters

a1, a2 : array_like or poly1d object

Input polynomials.

Returns

out : ndarray or poly1d object

The sum of the inputs. If either input is a poly1d object, then the output is also a poly1d object. Otherwise, it is a 1D array of polynomial coefficients from highest to lowest degree.

See Also:

poly1d
A one-dimensional polynomial class.

poly, polyadd, polyder, polydiv, polyfit, polyint, polysub, polyval

Examples

```
>>> np.polyadd([1, 2], [9, 5, 4])
array([9, 6, 6])
```

Using poly1d objects:

```
>>> p1 = np.poly1d([1, 2])
>>> p2 = np.poly1d([9, 5, 4])
>>> print p1
1 x + 2
>>> print p2
   2
9 x + 5 x + 4
>>> print np.polyadd(p1, p2)
   2
9 x + 6 x + 6
```

numpy.**polydiv**(*u*, *v*)
Returns the quotient and remainder of polynomial division.

The input arrays are the coefficients (including any coefficients equal to zero) of the "numerator" (dividend) and "denominator" (divisor) polynomials, respectively.

Parameters

u : array_like or poly1d

Dividend polynomial's coefficients.

v : array_like or poly1d

Divisor polynomial's coefficients.

Returns

q : ndarray

Coefficients, including those equal to zero, of the quotient.

r : ndarray

Coefficients, including those equal to zero, of the remainder.

See Also:

poly, polyadd, polyder, polydiv, polyfit, polyint, polymul, polysub, polyval

Notes

Both *u* and *v* must be 0-d or 1-d (ndim = 0 or 1), but *u.ndim* need not equal *v.ndim*. In other words, all four possible combinations - `u.ndim = v.ndim = 0`, `u.ndim = v.ndim = 1`, `u.ndim = 1, v.ndim = 0`, and `u.ndim = 0, v.ndim = 1` - work.

Examples

$$\frac{3x^2 + 5x + 2}{2x + 1} = 1.5x + 1.75, remainder 0.25$$

```
>>> x = np.array([3.0, 5.0, 2.0])
>>> y = np.array([2.0, 1.0])
>>> np.polydiv(x, y)
(array([ 1.5 ,  1.75]), array([ 0.25]))
```

numpy.**polymul**(*a1*, *a2*)

Find the product of two polynomials.

Finds the polynomial resulting from the multiplication of the two input polynomials. Each input must be either a poly1d object or a 1D sequence of polynomial coefficients, from highest to lowest degree.

Parameters

a1, a2 : array_like or poly1d object

Input polynomials.

Returns

out : ndarray or poly1d object

The polynomial resulting from the multiplication of the inputs. If either inputs is a poly1d object, then the output is also a poly1d object. Otherwise, it is a 1D array of polynomial coefficients from highest to lowest degree.

See Also:

poly1d

A one-dimensional polynomial class.

poly, polyadd, polyder, polydiv, polyfit, polyint, polysub, polyval

Examples

```
>>> np.polymul([1, 2, 3], [9, 5, 1])
array([ 9, 23, 38, 17,  3])
```

Using poly1d objects:

```
>>> p1 = np.poly1d([1, 2, 3])
>>> p2 = np.poly1d([9, 5, 1])
>>> print p1
   2
1 x + 2 x + 3
>>> print p2
   2
9 x + 5 x + 1
>>> print np.polymul(p1, p2)
```

```
   4      3      2
9 x + 23 x + 38 x + 17 x + 3
```

numpy.**polysub**(*a1*, *a2*)

Difference (subtraction) of two polynomials.

Given two polynomials *a1* and *a2*, returns `a1 - a2`. *a1* and *a2* can be either array_like sequences of the polynomials' coefficients (including coefficients equal to zero), or `poly1d` objects.

Parameters

a1, a2 : array_like or poly1d

Minuend and subtrahend polynomials, respectively.

Returns

out : ndarray or poly1d

Array or `poly1d` object of the difference polynomial's coefficients.

See Also:

`polyval`, `polydiv`, `polymul`, `polyadd`

Examples

$$(2x^2 + 10x - 2) - (3x^2 + 10x - 4) = (-x^2 + 2)$$

```
>>> np.polysub([2, 10, -2], [3, 10, -4])
array([-1,  0,  2])
```

Warnings

`RankWarning`	Issued by `polyfit` when the Vandermonde matrix is rank deficient.

exception numpy.**RankWarning**

Issued by `polyfit` when the Vandermonde matrix is rank deficient.

For more information, a way to suppress the warning, and an example of `RankWarning` being issued, see `polyfit`.

3.27 Random sampling (`numpy.random`)

3.27.1 Simple random data

`rand`(d0, d1, ..., dn)	Random values in a given shape.
`randn`(d0, d1, ..., dn)	Return a sample (or samples) from the "standard normal" distribution.
`randint`(low[, high, size])	Return random integers from *low* (inclusive) to *high* (exclusive).
`random_integers`(low[, high, size])	Return random integers between *low* and *high*, inclusive.
`random_sample`([size])	Return random floats in the half-open interval [0.0, 1.0).
`random`([size])	Return random floats in the half-open interval [0.0, 1.0).

Continued on next page

Table 3.176 – continued from previous page

ranf([size])	Return random floats in the half-open interval [0.0, 1.0).
sample([size])	Return random floats in the half-open interval [0.0, 1.0).
choice(a[, size, replace, p])	Generates a random sample from a given 1-D array
bytes(length)	Return random bytes.

numpy.random.**rand**(*d0*, *d1*, ..., *dn*)

Random values in a given shape.

Create an array of the given shape and propagate it with random samples from a uniform distribution over `[0, 1)`.

Parameters

d0, d1, ..., dn : int, optional

The dimensions of the returned array, should all be positive. If no argument is given a single Python float is returned.

Returns

out : ndarray, shape `(d0, d1, ..., dn)`

Random values.

See Also:

`random`

Notes

This is a convenience function. If you want an interface that takes a shape-tuple as the first argument, refer to np.random.random_sample .

Examples

```
>>> np.random.rand(3,2)
array([[ 0.14022471,  0.96360618],  #random
       [ 0.37601032,  0.25528411],  #random
       [ 0.49313049,  0.94909878]]) #random
```

numpy.random.**randn**(*d0*, *d1*, ..., *dn*)

Return a sample (or samples) from the "standard normal" distribution.

If positive, int_like or int-convertible arguments are provided, `randn` generates an array of shape `(d0, d1, ..., dn)`, filled with random floats sampled from a univariate "normal" (Gaussian) distribution of mean 0 and variance 1 (if any of the d_i are floats, they are first converted to integers by truncation). A single float randomly sampled from the distribution is returned if no argument is provided.

This is a convenience function. If you want an interface that takes a tuple as the first argument, use `numpy.random.standard_normal` instead.

Parameters

d0, d1, ..., dn : int, optional

The dimensions of the returned array, should be all positive. If no argument is given a single Python float is returned.

Returns

Z : ndarray or float

A `(d0, d1, ..., dn)`-shaped array of floating-point samples from the standard normal distribution, or a single such float if no parameters were supplied.

See Also:

random.standard_normal
Similar, but takes a tuple as its argument.

Notes

For random samples from $N(\mu, \sigma^2)$, use:

```
sigma * np.random.randn(...)  + mu
```

Examples

```
>>> np.random.randn()
2.1923875335537315 #random
```

Two-by-four array of samples from N(3, 6.25):

```
>>> 2.5 * np.random.randn(2, 4) + 3
array([[-4.49401501,  4.00950034, -1.81814867,  7.29718677],  #random
       [ 0.39924804,  4.68456316,  4.99394529,  4.84057254]]) #random
```

numpy.random.**randint**(*low*, *high=None*, *size=None*)
Return random integers from *low* (inclusive) to *high* (exclusive).

Return random integers from the "discrete uniform" distribution in the "half-open" interval [*low*, *high*). If *high* is None (the default), then results are from [0, *low*).

Parameters
low : int

Lowest (signed) integer to be drawn from the distribution (unless `high=None`, in which case this parameter is the *highest* such integer).

high : int, optional

If provided, one above the largest (signed) integer to be drawn from the distribution (see above for behavior if `high=None`).

size : int or tuple of ints, optional

Output shape. Default is None, in which case a single int is returned.

Returns
out : int or ndarray of ints

size-shaped array of random integers from the appropriate distribution, or a single such random int if *size* not provided.

See Also:

random.random_integers
similar to `randint`, only for the closed interval [*low*, *high*], and 1 is the lowest value if *high* is omitted. In particular, this other one is the one to use to generate uniformly distributed discrete non-integers.

Examples

```
>>> np.random.randint(2, size=10)
array([1, 0, 0, 0, 1, 1, 0, 0, 1, 0])
>>> np.random.randint(1, size=10)
array([0, 0, 0, 0, 0, 0, 0, 0, 0, 0])
```

Generate a 2 x 4 array of ints between 0 and 4, inclusive:

```
>>> np.random.randint(5, size=(2, 4))
array([[4, 0, 2, 1],
       [3, 2, 2, 0]])
```

numpy.random.**random_integers**(*low*, *high=None*, *size=None*)

Return random integers between *low* and *high*, inclusive.

Return random integers from the "discrete uniform" distribution in the closed interval [*low*, *high*]. If *high* is None (the default), then results are from [1, *low*].

Parameters

low : int

Lowest (signed) integer to be drawn from the distribution (unless `high=None`, in which case this parameter is the *highest* such integer).

high : int, optional

If provided, the largest (signed) integer to be drawn from the distribution (see above for behavior if `high=None`).

size : int or tuple of ints, optional

Output shape. Default is None, in which case a single int is returned.

Returns

out : int or ndarray of ints

size-shaped array of random integers from the appropriate distribution, or a single such random int if *size* not provided.

See Also:

random.randint

Similar to `random_integers`, only for the half-open interval [*low*, *high*), and 0 is the lowest value if *high* is omitted.

Notes

To sample from N evenly spaced floating-point numbers between a and b, use:

```
a + (b - a) * (np.random.random_integers(N) - 1) / (N - 1.)
```

Examples

```
>>> np.random.random_integers(5)
4
>>> type(np.random.random_integers(5))
<type 'int'>
>>> np.random.random_integers(5, size=(3.,2.))
array([[5, 4],
       [3, 3],
       [4, 5]])
```

Choose five random numbers from the set of five evenly-spaced numbers between 0 and 2.5, inclusive (*i.e.*, from the set $0, 5/8, 10/8, 15/8, 20/8$):

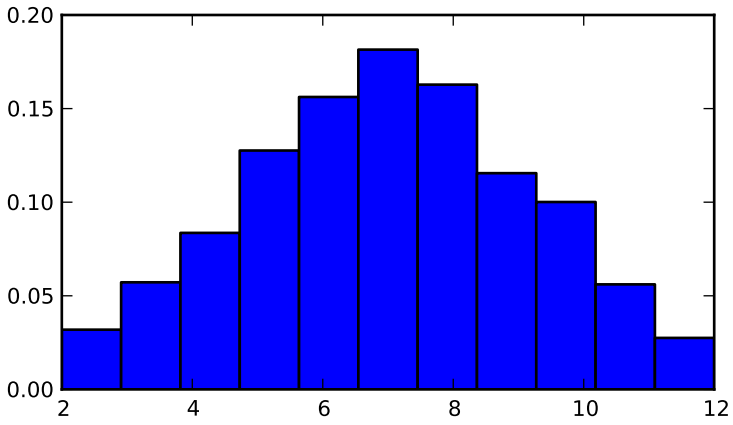
```
>>> 2.5 * (np.random.random_integers(5, size=(5,)) - 1) / 4.
array([ 0.625,  1.25 ,  0.625,  0.625,  2.5  ])
```

Roll two six sided dice 1000 times and sum the results:

```
>>> d1 = np.random.random_integers(1, 6, 1000)
>>> d2 = np.random.random_integers(1, 6, 1000)
>>> dsums = d1 + d2
```

Display results as a histogram:

```
>>> import matplotlib.pyplot as plt
>>> count, bins, ignored = plt.hist(dsums, 11, normed=True)
>>> plt.show()
```



numpy.random.**random_sample**(*size=None*)

Return random floats in the half-open interval [0.0, 1.0).

Results are from the "continuous uniform" distribution over the stated interval. To sample $Unif[a, b), b > a$ multiply the output of `random_sample` by *(b-a)* and add *a*:

```
(b - a) * random_sample() + a
```

Parameters

size : int or tuple of ints, optional

Defines the shape of the returned array of random floats. If None (the default), returns a single float.

Returns

out : float or ndarray of floats

Array of random floats of shape *size* (unless `size=None`, in which case a single float is returned).

Examples

```
>>> np.random.random_sample()
0.47108547995356098
>>> type(np.random.random_sample())
<type 'float'>
>>> np.random.random_sample((5,))
array([ 0.30220482,  0.86820401,  0.1654503 ,  0.11659149,  0.54323428])
```

Three-by-two array of random numbers from [-5, 0):

```
>>> 5 * np.random.random_sample((3, 2)) - 5
array([[-3.99149989, -0.52338984],
       [-2.99091858, -0.79479508],
       [-1.23204345, -1.75224494]])
```

numpy.random.**random**(*size=None*)

Return random floats in the half-open interval [0.0, 1.0).

Results are from the "continuous uniform" distribution over the stated interval. To sample $Unif[a, b), b > a$ multiply the output of `random_sample` by *(b-a)* and add *a*:

```
(b - a) * random_sample() + a
```

Parameters

size : int or tuple of ints, optional

Defines the shape of the returned array of random floats. If None (the default), returns a single float.

Returns

out : float or ndarray of floats

Array of random floats of shape *size* (unless `size=None`, in which case a single float is returned).

Examples

```
>>> np.random.random_sample()
0.47108547995356098
>>> type(np.random.random_sample())
<type 'float'>
>>> np.random.random_sample((5,))
array([ 0.30220482,  0.86820401,  0.1654503 ,  0.11659149,  0.54323428])
```

Three-by-two array of random numbers from [-5, 0):

```
>>> 5 * np.random.random_sample((3, 2)) - 5
array([[-3.99149989, -0.52338984],
       [-2.99091858, -0.79479508],
       [-1.23204345, -1.75224494]])
```

numpy.random.**ranf**(*size=None*)

Return random floats in the half-open interval [0.0, 1.0).

Results are from the "continuous uniform" distribution over the stated interval. To sample $Unif[a, b), b > a$ multiply the output of `random_sample` by *(b-a)* and add *a*:

```
(b - a) * random_sample() + a
```

Parameters

size : int or tuple of ints, optional

Defines the shape of the returned array of random floats. If None (the default), returns a single float.

Returns

out : float or ndarray of floats

Array of random floats of shape *size* (unless `size=None`, in which case a single float is returned).

Examples

```
>>> np.random.random_sample()
0.47108547995356098
>>> type(np.random.random_sample())
<type 'float'>
>>> np.random.random_sample((5,))
array([ 0.30220482,  0.86820401,  0.1654503 ,  0.11659149,  0.54323428])
```

Three-by-two array of random numbers from [-5, 0):

```
>>> 5 * np.random.random_sample((3, 2)) - 5
array([[-3.99149989, -0.52338984],
       [-2.99091858, -0.79479508],
       [-1.23204345, -1.75224494]])
```

numpy.random.**sample**(*size=None*)

Return random floats in the half-open interval [0.0, 1.0).

Results are from the "continuous uniform" distribution over the stated interval. To sample $Unif[a, b), b > a$ multiply the output of `random_sample` by *(b-a)* and add *a*:

```
(b - a) * random_sample() + a
```

Parameters

size : int or tuple of ints, optional

Defines the shape of the returned array of random floats. If None (the default), returns a single float.

Returns

out : float or ndarray of floats

Array of random floats of shape *size* (unless `size=None`, in which case a single float is returned).

Examples

```
>>> np.random.random_sample()
0.47108547995356098
>>> type(np.random.random_sample())
<type 'float'>
>>> np.random.random_sample((5,))
array([ 0.30220482,  0.86820401,  0.1654503 ,  0.11659149,  0.54323428])
```

Three-by-two array of random numbers from [-5, 0):

```
>>> 5 * np.random.random_sample((3, 2)) - 5
array([[-3.99149989, -0.52338984],
       [-2.99091858, -0.79479508],
       [-1.23204345, -1.75224494]])
```

numpy.random.**choice**(*a*, *size=None*, *replace=True*, *p=None*)

Generates a random sample from a given 1-D array

New in version 1.7.0.

Parameters

a : 1-D array-like or int

If an ndarray, a random sample is generated from its elements. If an int, the random sample is generated as if a was np.arange(n)

size : int or tuple of ints, optional

Output shape. Default is None, in which case a single value is returned.

replace : boolean, optional

Whether the sample is with or without replacement

p : 1-D array-like, optional

The probabilities associated with each entry in a. If not given the sample assumes a uniform distribtion over all entries in a.

Returns

samples : 1-D ndarray, shape (size,)

The generated random samples

Raises

ValueError

If a is an int and less than zero, if a or p are not 1-dimensional, if a is an array-like of size 0, if p is not a vector of probabilities, if a and p have different lengths, or if replace=False and the sample size is greater than the population size

See Also:

`randint`, `shuffle`, `permutation`

Examples

Generate a uniform random sample from np.arange(5) of size 3:

```
>>> np.random.choice(5, 3)
array([0, 3, 4])
>>> #This is equivalent to np.random.randint(0,5,3)
```

Generate a non-uniform random sample from np.arange(5) of size 3:

```
>>> np.random.choice(5, 3, p=[0.1, 0, 0.3, 0.6, 0])
array([3, 3, 0])
```

Generate a uniform random sample from np.arange(5) of size 3 without replacement:

```
>>> np.random.choice(5, 3, replace=False)
array([3,1,0])
>>> #This is equivalent to np.random.shuffle(np.arange(5))[:3]
```

Generate a non-uniform random sample from np.arange(5) of size 3 without replacement:

```
>>> np.random.choice(5, 3, replace=False, p=[0.1, 0, 0.3, 0.6, 0])
array([2, 3, 0])
```

Any of the above can be repeated with an arbitrary array-like instead of just integers. For instance:

```
>>> aa_milne_arr = ['pooh', 'rabbit', 'piglet', 'Christopher']
>>> np.random.choice(aa_milne_arr, 5, p=[0.5, 0.1, 0.1, 0.3])
array(['pooh', 'pooh', 'pooh', 'Christopher', 'piglet'],
      dtype='|S11')
```

numpy.random.**bytes**(*length*)

Return random bytes.

Parameters

length : int

Number of random bytes.

Returns

out : str

String of length *length*.

Examples

```
>>> np.random.bytes(10)
' eh\x85\x022SZ\xbf\xa4' #random
```

3.27.2 Permutations

shuffle(x)	Modify a sequence in-place by shuffling its contents.
permutation(x)	Randomly permute a sequence, or return a permuted range.

numpy.random.**shuffle**(*x*)

Modify a sequence in-place by shuffling its contents.

Parameters

x : array_like

The array or list to be shuffled.

Returns

None

Examples

```
>>> arr = np.arange(10)
>>> np.random.shuffle(arr)
>>> arr
[1 7 5 2 9 4 3 6 0 8]
```

This function only shuffles the array along the first index of a multi-dimensional array:

```
>>> arr = np.arange(9).reshape((3, 3))
>>> np.random.shuffle(arr)
>>> arr
array([[3, 4, 5],
       [6, 7, 8],
       [0, 1, 2]])
```

numpy.random.**permutation**(*x*)

Randomly permute a sequence, or return a permuted range.

If *x* is a multi-dimensional array, it is only shuffled along its first index.

Parameters

x : int or array_like

If *x* is an integer, randomly permute `np.arange(x)`. If *x* is an array, make a copy and shuffle the elements randomly.

Returns

out : ndarray

Permuted sequence or array range.

Examples

```
>>> np.random.permutation(10)
array([1, 7, 4, 3, 0, 9, 2, 5, 8, 6])

>>> np.random.permutation([1, 4, 9, 12, 15])
array([15,  1,  9,  4, 12])

>>> arr = np.arange(9).reshape((3, 3))
>>> np.random.permutation(arr)
array([[6, 7, 8],
       [0, 1, 2],
       [3, 4, 5]])
```

3.27.3 Distributions

beta(a, b[, size])	The Beta distribution over [0, 1].
binomial(n, p[, size])	Draw samples from a binomial distribution.
chisquare(df[, size])	Draw samples from a chi-square distribution.
dirichlet(alpha[, size])	Draw samples from the Dirichlet distribution.
exponential([scale, size])	Exponential distribution.
f(dfnum, dfden[, size])	Draw samples from a F distribution.
gamma(shape[, scale, size])	Draw samples from a Gamma distribution.
geometric(p[, size])	Draw samples from the geometric distribution.
gumbel([loc, scale, size])	Gumbel distribution.
hypergeometric(ngood, nbad, nsample[, size])	Draw samples from a Hypergeometric distribution.
laplace([loc, scale, size])	Draw samples from the Laplace or double exponential distribution with
logistic([loc, scale, size])	Draw samples from a Logistic distribution.
lognormal([mean, sigma, size])	Return samples drawn from a log-normal distribution.
logseries(p[, size])	Draw samples from a Logarithmic Series distribution.
multinomial(n, pvals[, size])	Draw samples from a multinomial distribution.
multivariate_normal(mean, cov[, size])	Draw random samples from a multivariate normal distribution.
negative_binomial(n, p[, size])	Draw samples from a negative_binomial distribution.
noncentral_chisquare(df, nonc[, size])	Draw samples from a noncentral chi-square distribution.
noncentral_f(dfnum, dfden, nonc[, size])	Draw samples from the noncentral F distribution.
normal([loc, scale, size])	Draw random samples from a normal (Gaussian) distribution.
pareto(a[, size])	Draw samples from a Pareto II or Lomax distribution with specified shape.
poisson([lam, size])	Draw samples from a Poisson distribution.
power(a[, size])	Draws samples in [0, 1] from a power distribution with positive exponent a - 1.
rayleigh([scale, size])	Draw samples from a Rayleigh distribution.

Continued on next page

Table 3.178 – continued from previous page

standard_cauchy([size])	Standard Cauchy distribution with mode = 0.
standard_exponential([size])	Draw samples from the standard exponential distribution.
standard_gamma(shape[, size])	Draw samples from a Standard Gamma distribution.
standard_normal([size])	Returns samples from a Standard Normal distribution (mean=0, stdev=1).
standard_t(df[, size])	Standard Student's t distribution with df degrees of freedom.
triangular(left, mode, right[, size])	Draw samples from the triangular distribution.
uniform([low, high, size])	Draw samples from a uniform distribution.
vonmises(mu, kappa[, size])	Draw samples from a von Mises distribution.
wald(mean, scale[, size])	Draw samples from a Wald, or Inverse Gaussian, distribution.
weibull(a[, size])	Weibull distribution.
zipf(a[, size])	Draw samples from a Zipf distribution.

numpy.random.**beta**(*a*, *b*, *size=None*)

The Beta distribution over `[0, 1]`.

The Beta distribution is a special case of the Dirichlet distribution, and is related to the Gamma distribution. It has the probability distribution function

$$f(x; a, b) = \frac{1}{B(\alpha, \beta)} x^{\alpha-1}(1-x)^{\beta-1},$$

where the normalisation, B, is the beta function,

$$B(\alpha, \beta) = \int_0^1 t^{\alpha-1}(1-t)^{\beta-1} dt.$$

It is often seen in Bayesian inference and order statistics.

Parameters

a : float

Alpha, non-negative.

b : float

Beta, non-negative.

size : tuple of ints, optional

The number of samples to draw. The output is packed according to the size given.

Returns

out : ndarray

Array of the given shape, containing values drawn from a Beta distribution.

numpy.random.**binomial**(*n*, *p*, *size=None*)

Draw samples from a binomial distribution.

Samples are drawn from a Binomial distribution with specified parameters, n trials and p probability of success where n an integer >= 0 and p is in the interval [0,1]. (n may be input as a float, but it is truncated to an integer in use)

Parameters

n : float (but truncated to an integer)

parameter, >= 0.

p : float

parameter, >= 0 and <=1.

size : {tuple, int}

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn.

Returns

samples : {ndarray, scalar}

where the values are all integers in [0, n].

See Also:

scipy.stats.distributions.binom
probability density function, distribution or cumulative density function, etc.

Notes

The probability density for the Binomial distribution is

$$P(N) = \binom{n}{N} p^N (1-p)^{n-N},$$

where n is the number of trials, p is the probability of success, and N is the number of successes.

When estimating the standard error of a proportion in a population by using a random sample, the normal distribution works well unless the product p*n <=5, where p = population proportion estimate, and n = number of samples, in which case the binomial distribution is used instead. For example, a sample of 15 people shows 4 who are left handed, and 11 who are right handed. Then p = 4/15 = 27%. 0.27*15 = 4, so the binomial distribution should be used in this case.

References

[R182], [R183], [R184], [R185], [R186]

Examples

Draw samples from the distribution:

```
>>> n, p = 10, .5 # number of trials, probability of each trial
>>> s = np.random.binomial(n, p, 1000)
# result of flipping a coin 10 times, tested 1000 times.
```

A real world example. A company drills 9 wild-cat oil exploration wells, each with an estimated probability of success of 0.1. All nine wells fail. What is the probability of that happening?

Let's do 20,000 trials of the model, and count the number that generate zero positive results.

```
>>> sum(np.random.binomial(9,0.1,20000)==0)/20000.
answer = 0.38885, or 38%.
```

numpy.random.**chisquare**(*df*, *size=None*)
Draw samples from a chi-square distribution.

When *df* independent random variables, each with standard normal distributions (mean 0, variance 1), are squared and summed, the resulting distribution is chi-square (see Notes). This distribution is often used in hypothesis testing.

Parameters

df : int

Number of degrees of freedom.

size : tuple of ints, int, optional

Size of the returned array. By default, a scalar is returned.

Returns

output : ndarray

Samples drawn from the distribution, packed in a *size*-shaped array.

Raises

ValueError

When *df* <= 0 or when an inappropriate *size* (e.g. `size=-1`) is given.

Notes

The variable obtained by summing the squares of *df* independent, standard normally distributed random variables:

$$Q = \sum_{i=0}^{\texttt{df}} X_i^2$$

is chi-square distributed, denoted

$$Q \sim \chi_k^2.$$

The probability density function of the chi-squared distribution is

$$p(x) = \frac{(1/2)^{k/2}}{\Gamma(k/2)} x^{k/2-1} e^{-x/2},$$

where Γ is the gamma function,

$$\Gamma(x) = \int_0^{-\infty} t^{x-1} e^{-t} dt.$$

References

NIST/SEMATECH e-Handbook of Statistical Methods

Examples

```
>>> np.random.chisquare(2,4)
array([ 1.89920014,  9.00867716,  3.13710533,  5.62318272])
```

`numpy.random.`**`dirichlet`**(*alpha*, *size=None*)

Draw samples from the Dirichlet distribution.

Draw *size* samples of dimension k from a Dirichlet distribution. A Dirichlet-distributed random variable can be seen as a multivariate generalization of a Beta distribution. Dirichlet pdf is the conjugate prior of a multinomial in Bayesian inference.

Parameters

alpha : array

Parameter of the distribution (k dimension for sample of dimension k).

size : array

Number of samples to draw.

Returns

samples : ndarray,

The drawn samples, of shape (alpha.ndim, size).

Notes

$$X \approx \prod_{i=1}^{k} x_i^{\alpha_i - 1}$$

Uses the following property for computation: for each dimension, draw a random sample y_i from a standard gamma generator of shape *alpha_i*, then $X = \frac{1}{\sum_{i=1}^{k} y_i}(y_1, \ldots, y_n)$ is Dirichlet distributed.

References

[R187], [R188]

Examples

Taking an example cited in Wikipedia, this distribution can be used if one wanted to cut strings (each of initial length 1.0) into K pieces with different lengths, where each piece had, on average, a designated average length, but allowing some variation in the relative sizes of the pieces.

```
>>> s = np.random.dirichlet((10, 5, 3), 20).transpose()

>>> plt.barh(range(20), s[0])
>>> plt.barh(range(20), s[1], left=s[0], color='g')
>>> plt.barh(range(20), s[2], left=s[0]+s[1], color='r')
>>> plt.title("Lengths of Strings")
```

numpy.random.**exponential**(*scale=1.0*, *size=None*)

Exponential distribution.

Its probability density function is

$$f(x; \frac{1}{\beta}) = \frac{1}{\beta} \exp(-\frac{x}{\beta}),$$

for `x > 0` and 0 elsewhere. β is the scale parameter, which is the inverse of the rate parameter $\lambda = 1/\beta$. The rate parameter is an alternative, widely used parameterization of the exponential distribution [R191].

The exponential distribution is a continuous analogue of the geometric distribution. It describes many common situations, such as the size of raindrops measured over many rainstorms [R189], or the time between page requests to Wikipedia [R190].

Parameters

scale : float

The scale parameter, $\beta = 1/\lambda$.

size : tuple of ints

Number of samples to draw. The output is shaped according to *size*.

References

[R189], [R190], [R191]

`numpy.random.f`(*dfnum*, *dfden*, *size=None*)

Draw samples from a F distribution.

Samples are drawn from an F distribution with specified parameters, *dfnum* (degrees of freedom in numerator) and *dfden* (degrees of freedom in denominator), where both parameters should be greater than zero.

The random variate of the F distribution (also known as the Fisher distribution) is a continuous probability distribution that arises in ANOVA tests, and is the ratio of two chi-square variates.

Parameters

dfnum : float

Degrees of freedom in numerator. Should be greater than zero.

dfden : float

Degrees of freedom in denominator. Should be greater than zero.

size : {tuple, int}, optional

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn. By default only one sample is returned.

Returns

samples : {ndarray, scalar}

Samples from the Fisher distribution.

See Also:

`scipy.stats.distributions.f`

probability density function, distribution or cumulative density function, etc.

Notes

The F statistic is used to compare in-group variances to between-group variances. Calculating the distribution depends on the sampling, and so it is a function of the respective degrees of freedom in the problem. The variable *dfnum* is the number of samples minus one, the between-groups degrees of freedom, while *dfden* is the within-groups degrees of freedom, the sum of the number of samples in each group minus the number of groups.

References

[R192], [R193]

Examples

An example from Glantz[1], pp 47-40. Two groups, children of diabetics (25 people) and children from people without diabetes (25 controls). Fasting blood glucose was measured, case group had a mean value of 86.1, controls had a mean value of 82.2. Standard deviations were 2.09 and 2.49 respectively. Are these data consistent with the null hypothesis that the parents diabetic status does not affect their children's blood glucose levels? Calculating the F statistic from the data gives a value of 36.01.

Draw samples from the distribution:

```
>>> dfnum = 1. # between group degrees of freedom
>>> dfden = 48. # within groups degrees of freedom
>>> s = np.random.f(dfnum, dfden, 1000)
```

The lower bound for the top 1% of the samples is :

```
>>> sort(s)[-10]
7.61988120985
```

So there is about a 1% chance that the F statistic will exceed 7.62, the measured value is 36, so the null hypothesis is rejected at the 1% level.

numpy.random.**gamma**(*shape*, *scale=1.0*, *size=None*)

Draw samples from a Gamma distribution.

Samples are drawn from a Gamma distribution with specified parameters, *shape* (sometimes designated "k") and *scale* (sometimes designated "theta"), where both parameters are > 0.

Parameters

shape : scalar > 0

The shape of the gamma distribution.

scale : scalar > 0, optional

The scale of the gamma distribution. Default is equal to 1.

size : shape_tuple, optional

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn.

Returns

out : ndarray, float

Returns one sample unless *size* parameter is specified.

See Also:

scipy.stats.distributions.gamma

probability density function, distribution or cumulative density function, etc.

Notes

The probability density for the Gamma distribution is

$$p(x) = x^{k-1}\frac{e^{-x/\theta}}{\theta^k \Gamma(k)},$$

where k is the shape and θ the scale, and Γ is the Gamma function.

The Gamma distribution is often used to model the times to failure of electronic components, and arises naturally in processes for which the waiting times between Poisson distributed events are relevant.

References

[R194], [R195]

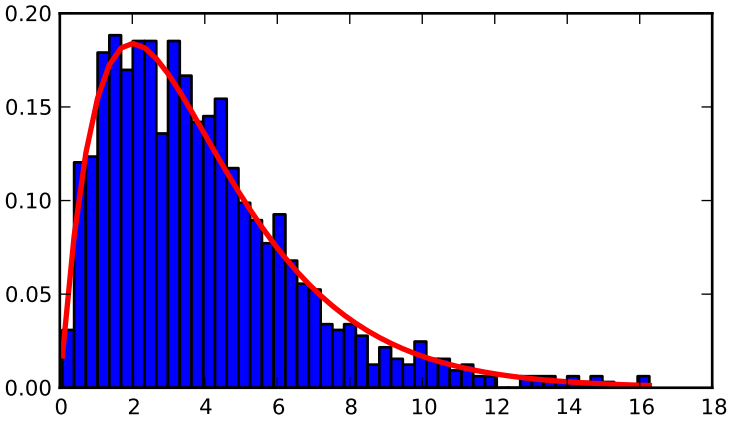
Examples

Draw samples from the distribution:

```
>>> shape, scale = 2., 2. # mean and dispersion
>>> s = np.random.gamma(shape, scale, 1000)
```

Display the histogram of the samples, along with the probability density function:

```
>>> import matplotlib.pyplot as plt
>>> import scipy.special as sps
>>> count, bins, ignored = plt.hist(s, 50, normed=True)
>>> y = bins**(shape-1)*(np.exp(-bins/scale) /
...                      (sps.gamma(shape)*scale**shape))
>>> plt.plot(bins, y, linewidth=2, color='r')
>>> plt.show()
```



numpy.random.**geometric**(*p*, *size=None*)

Draw samples from the geometric distribution.

Bernoulli trials are experiments with one of two outcomes: success or failure (an example of such an experiment is flipping a coin). The geometric distribution models the number of trials that must be run in order to achieve success. It is therefore supported on the positive integers, `k = 1, 2, ...`.

The probability mass function of the geometric distribution is

$$f(k) = (1-p)^{k-1}p$$

where p is the probability of success of an individual trial.

Parameters

p : float

The probability of success of an individual trial.

size : tuple of ints

Number of values to draw from the distribution. The output is shaped according to *size*.

Returns

out : ndarray

Samples from the geometric distribution, shaped according to *size*.

Examples

Draw ten thousand values from the geometric distribution, with the probability of an individual success equal to 0.35:

```
>>> z = np.random.geometric(p=0.35, size=10000)
```

How many trials succeeded after a single run?

```
>>> (z == 1).sum() / 10000.
0.34889999999999999 #random
```

numpy.random.**gumbel**(*loc=0.0*, *scale=1.0*, *size=None*)

Gumbel distribution.

Draw samples from a Gumbel distribution with specified location and scale. For more information on the Gumbel distribution, see Notes and References below.

Parameters

loc : float

The location of the mode of the distribution.

scale : float

The scale parameter of the distribution.

size : tuple of ints

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn.

Returns

out : ndarray

The samples

See Also:

`scipy.stats.gumbel_l`, `scipy.stats.gumbel_r`

scipy.stats.genextreme

probability density function, distribution, or cumulative density function, etc. for each of the above

`weibull`

Notes

The Gumbel (or Smallest Extreme Value (SEV) or the Smallest Extreme Value Type I) distribution is one of a class of Generalized Extreme Value (GEV) distributions used in modeling extreme value problems. The Gumbel is a special case of the Extreme Value Type I distribution for maximums from distributions with "exponential-like" tails.

The probability density for the Gumbel distribution is

$$p(x) = \frac{e^{-(x-\mu)/\beta}}{\beta} e^{-e^{-(x-\mu)/\beta}},$$

where μ is the mode, a location parameter, and β is the scale parameter.

The Gumbel (named for German mathematician Emil Julius Gumbel) was used very early in the hydrology literature, for modeling the occurrence of flood events. It is also used for modeling maximum wind speed and rainfall rates. It is a "fat-tailed" distribution - the probability of an event in the tail of the distribution is larger than if one used a Gaussian, hence the surprisingly frequent occurrence of 100-year floods. Floods were initially modeled as a Gaussian process, which underestimated the frequency of extreme events.

It is one of a class of extreme value distributions, the Generalized Extreme Value (GEV) distributions, which also includes the Weibull and Frechet.

The function has a mean of $\mu + 0.57721\beta$ and a variance of $\frac{\pi^2}{6}\beta^2$.

References

Gumbel, E. J., *Statistics of Extremes*, New York: Columbia University Press, 1958.

Reiss, R.-D. and Thomas, M., *Statistical Analysis of Extreme Values from Insurance, Finance, Hydrology and Other Fields*, Basel: Birkhauser Verlag, 2001.

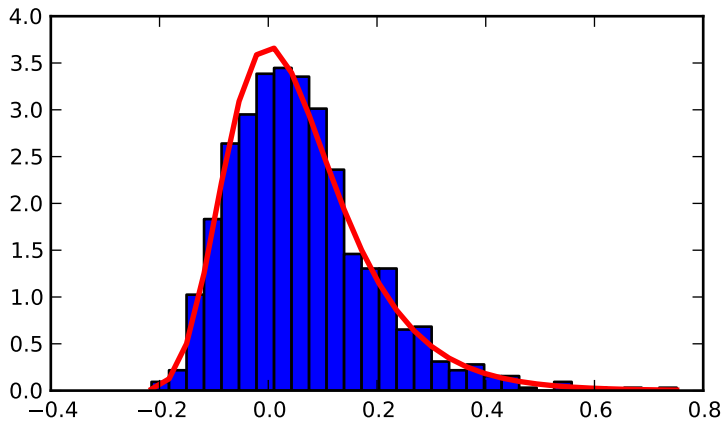
Examples

Draw samples from the distribution:

```
>>> mu, beta = 0, 0.1 # location and scale
>>> s = np.random.gumbel(mu, beta, 1000)
```

Display the histogram of the samples, along with the probability density function:

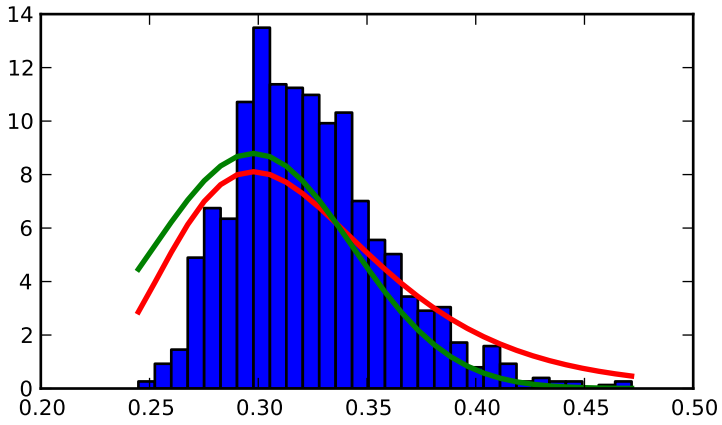
```
>>> import matplotlib.pyplot as plt
>>> count, bins, ignored = plt.hist(s, 30, normed=True)
>>> plt.plot(bins, (1/beta)*np.exp(-(bins - mu)/beta)
...           * np.exp( -np.exp( -(bins - mu) /beta) ),
...           linewidth=2, color='r')
>>> plt.show()
```



Show how an extreme value distribution can arise from a Gaussian process and compare to a Gaussian:

```
>>> means = []
>>> maxima = []
>>> for i in range(0,1000) :
...     a = np.random.normal(mu, beta, 1000)
```

```
...     means.append(a.mean())
...     maxima.append(a.max())
>>> count, bins, ignored = plt.hist(maxima, 30, normed=True)
>>> beta = np.std(maxima)*np.pi/np.sqrt(6)
>>> mu = np.mean(maxima) - 0.57721*beta
>>> plt.plot(bins, (1/beta)*np.exp(-(bins - mu)/beta)
...           * np.exp(-np.exp(-(bins - mu)/beta)),
...           linewidth=2, color='r')
>>> plt.plot(bins, 1/(beta * np.sqrt(2 * np.pi))
...           * np.exp(-(bins - mu)**2 / (2 * beta**2)),
...           linewidth=2, color='g')
>>> plt.show()
```



numpy.random.**hypergeometric**(*ngood*, *nbad*, *nsample*, *size=None*)

Draw samples from a Hypergeometric distribution.

Samples are drawn from a Hypergeometric distribution with specified parameters, ngood (ways to make a good selection), nbad (ways to make a bad selection), and nsample = number of items sampled, which is less than or equal to the sum ngood + nbad.

Parameters

ngood : int or array_like

Number of ways to make a good selection. Must be nonnegative.

nbad : int or array_like

Number of ways to make a bad selection. Must be nonnegative.

nsample : int or array_like

Number of items sampled. Must be at least 1 and at most `ngood + nbad`.

size : int or tuple of int

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn.

Returns

samples : ndarray or scalar

The values are all integers in [0, n].

See Also:

scipy.stats.distributions.hypergeom
probability density function, distribution or cumulative density function, etc.

Notes

The probability density for the Hypergeometric distribution is

$$P(x) = \frac{\binom{m}{n}\binom{N-m}{n-x}}{\binom{N}{n}},$$

where $0 \leq x \leq m$ and $n + m - N \leq x \leq n$

for P(x) the probability of x successes, n = ngood, m = nbad, and N = number of samples.

Consider an urn with black and white marbles in it, ngood of them black and nbad are white. If you draw nsample balls without replacement, then the Hypergeometric distribution describes the distribution of black balls in the drawn sample.

Note that this distribution is very similar to the Binomial distribution, except that in this case, samples are drawn without replacement, whereas in the Binomial case samples are drawn with replacement (or the sample space is infinite). As the sample space becomes large, this distribution approaches the Binomial.

References

[R196], [R197], [R198]

Examples

Draw samples from the distribution:

```
>>> ngood, nbad, nsamp = 100, 2, 10
# number of good, number of bad, and number of samples
>>> s = np.random.hypergeometric(ngood, nbad, nsamp, 1000)
>>> hist(s)
#   note that it is very unlikely to grab both bad items
```

Suppose you have an urn with 15 white and 15 black marbles. If you pull 15 marbles at random, how likely is it that 12 or more of them are one color?

```
>>> s = np.random.hypergeometric(15, 15, 15, 100000)
>>> sum(s>=12)/100000. + sum(s<=3)/100000.
#   answer = 0.003 ... pretty unlikely!
```

numpy.random.**laplace**(*loc=0.0*, *scale=1.0*, *size=None*)
Draw samples from the Laplace or double exponential distribution with specified location (or mean) and scale (decay).

The Laplace distribution is similar to the Gaussian/normal distribution, but is sharper at the peak and has fatter tails. It represents the difference between two independent, identically distributed exponential random variables.

Parameters
loc : float

The position, μ, of the distribution peak.

scale : float

λ, the exponential decay.

Notes

It has the probability density function

$$f(x; \mu, \lambda) = \frac{1}{2\lambda} \exp\left(-\frac{|x-\mu|}{\lambda}\right).$$

The first law of Laplace, from 1774, states that the frequency of an error can be expressed as an exponential function of the absolute magnitude of the error, which leads to the Laplace distribution. For many problems in Economics and Health sciences, this distribution seems to model the data better than the standard Gaussian distribution

References

[R199], [R200], [R201], [R202]

Examples

Draw samples from the distribution

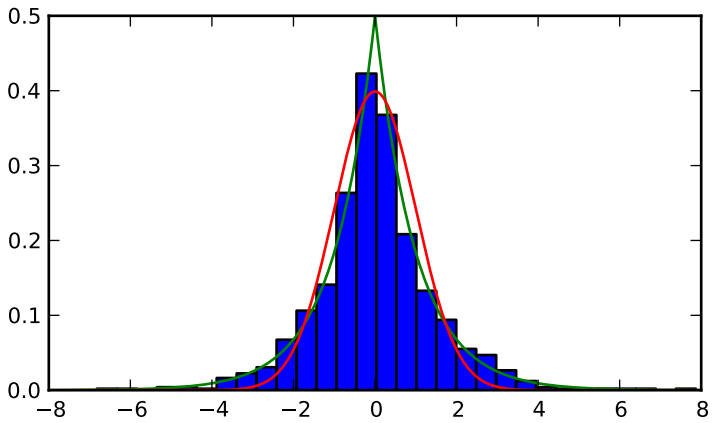
```
>>> loc, scale = 0., 1.
>>> s = np.random.laplace(loc, scale, 1000)
```

Display the histogram of the samples, along with the probability density function:

```
>>> import matplotlib.pyplot as plt
>>> count, bins, ignored = plt.hist(s, 30, normed=True)
>>> x = np.arange(-8., 8., .01)
>>> pdf = np.exp(-abs(x-loc/scale))/(2.*scale)
>>> plt.plot(x, pdf)
```

Plot Gaussian for comparison:

```
>>> g = (1/(scale * np.sqrt(2 * np.pi)) *
...      np.exp( - (x - loc)**2 / (2 * scale**2) ))
>>> plt.plot(x,g)
```



numpy.random.**logistic**(*loc=0.0*, *scale=1.0*, *size=None*)

Draw samples from a Logistic distribution.

Samples are drawn from a Logistic distribution with specified parameters, loc (location or mean, also median), and scale (>0).

Parameters

loc : float

scale : float > 0.

size : {tuple, int}

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn.

Returns

samples : {ndarray, scalar}

where the values are all integers in [0, n].

See Also:

scipy.stats.distributions.logistic

probability density function, distribution or cumulative density function, etc.

Notes

The probability density for the Logistic distribution is

$$P(x) = P(x) = \frac{e^{-(x-\mu)/s}}{s(1+e^{-(x-\mu)/s})^2},$$

where μ = location and s = scale.

The Logistic distribution is used in Extreme Value problems where it can act as a mixture of Gumbel distributions, in Epidemiology, and by the World Chess Federation (FIDE) where it is used in the Elo ranking system, assuming the performance of each player is a logistically distributed random variable.

References

[R203], [R204], [R205]

Examples

Draw samples from the distribution:

```
>>> loc, scale = 10, 1
>>> s = np.random.logistic(loc, scale, 10000)
>>> count, bins, ignored = plt.hist(s, bins=50)
```

plot against distribution

```
>>> def logist(x, loc, scale):
...     return exp((loc-x)/scale)/(scale*(1+exp((loc-x)/scale))**2)
>>> plt.plot(bins, logist(bins, loc, scale)*count.max()/\
... logist(bins, loc, scale).max())
>>> plt.show()
```

numpy.random.**lognormal**(*mean=0.0*, *sigma=1.0*, *size=None*)

Return samples drawn from a log-normal distribution.

Draw samples from a log-normal distribution with specified mean, standard deviation, and array shape. Note that the mean and standard deviation are not the values for the distribution itself, but of the underlying normal distribution it is derived from.

Parameters

mean : float

Mean value of the underlying normal distribution

sigma : float, > 0.

Standard deviation of the underlying normal distribution

size : tuple of ints

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn.

Returns

samples : ndarray or float

The desired samples. An array of the same shape as *size* if given, if *size* is None a float is returned.

See Also:

scipy.stats.lognorm

probability density function, distribution, cumulative density function, etc.

Notes

A variable *x* has a log-normal distribution if *log(x)* is normally distributed. The probability density function for the log-normal distribution is:

$$p(x) = \frac{1}{\sigma x\sqrt{2\pi}} e^{(-\frac{(ln(x)-\mu)^2}{2\sigma^2})}$$

where μ is the mean and σ is the standard deviation of the normally distributed logarithm of the variable. A log-normal distribution results if a random variable is the *product* of a large number of independent, identically-distributed variables in the same way that a normal distribution results if the variable is the *sum* of a large number of independent, identically-distributed variables.

References

Limpert, E., Stahel, W. A., and Abbt, M., "Log-normal Distributions across the Sciences: Keys and Clues," *BioScience*, Vol. 51, No. 5, May, 2001. http://stat.ethz.ch/~stahel/lognormal/bioscience.pdf

Reiss, R.D. and Thomas, M., *Statistical Analysis of Extreme Values*, Basel: Birkhauser Verlag, 2001, pp. 31-32.

Examples

Draw samples from the distribution:

```
>>> mu, sigma = 3., 1. # mean and standard deviation
>>> s = np.random.lognormal(mu, sigma, 1000)
```

Display the histogram of the samples, along with the probability density function:

```
>>> import matplotlib.pyplot as plt
>>> count, bins, ignored = plt.hist(s, 100, normed=True, align='mid')

>>> x = np.linspace(min(bins), max(bins), 10000)
>>> pdf = (np.exp(-(np.log(x) - mu)**2 / (2 * sigma**2))
...        / (x * sigma * np.sqrt(2 * np.pi)))

>>> plt.plot(x, pdf, linewidth=2, color='r')
>>> plt.axis('tight')
>>> plt.show()
```

Demonstrate that taking the products of random samples from a uniform distribution can be fit well by a log-normal probability density function.

```
>>> # Generate a thousand samples: each is the product of 100 random
>>> # values, drawn from a normal distribution.
>>> b = []
>>> for i in range(1000):
...    a = 10. + np.random.random(100)
...    b.append(np.product(a))

>>> b = np.array(b) / np.min(b) # scale values to be positive
>>> count, bins, ignored = plt.hist(b, 100, normed=True, align='center')
>>> sigma = np.std(np.log(b))
>>> mu = np.mean(np.log(b))

>>> x = np.linspace(min(bins), max(bins), 10000)
>>> pdf = (np.exp(-(np.log(x) - mu)**2 / (2 * sigma**2))
...        / (x * sigma * np.sqrt(2 * np.pi)))

>>> plt.plot(x, pdf, color='r', linewidth=2)
>>> plt.show()
```

numpy.random.**logseries**(*p*, *size=None*)

Draw samples from a Logarithmic Series distribution.

Samples are drawn from a Log Series distribution with specified parameter, p (probability, 0 < p < 1).

Parameters

loc : float

scale : float > 0.

size : {tuple, int}

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn.

Returns

samples : {ndarray, scalar}

where the values are all integers in [0, n].

See Also:

scipy.stats.distributions.logser

probability density function, distribution or cumulative density function, etc.

Notes

The probability density for the Log Series distribution is

$$P(k) = \frac{-p^k}{k \ln(1-p)},$$

where p = probability.

The Log Series distribution is frequently used to represent species richness and occurrence, first proposed by Fisher, Corbet, and Williams in 1943 [2]. It may also be used to model the numbers of occupants seen in cars [3].

References

[R206], [R207], [R208], [R209]

Examples

Draw samples from the distribution:

```
>>> a = .6
>>> s = np.random.logseries(a, 10000)
>>> count, bins, ignored = plt.hist(s)
```

plot against distribution

```
>>> def logseries(k, p):
...     return -p**k/(k*log(1-p))
>>> plt.plot(bins, logseries(bins, a)*count.max()/
             logseries(bins, a).max(), 'r')
>>> plt.show()
```

numpy.random.**multinomial**(*n*, *pvals*, *size=None*)

Draw samples from a multinomial distribution.

The multinomial distribution is a multivariate generalisation of the binomial distribution. Take an experiment with one of `p` possible outcomes. An example of such an experiment is throwing a dice, where the outcome can be 1 through 6. Each sample drawn from the distribution represents *n* such experiments. Its values, `X_i = [X_0, X_1, ..., X_p]`, represent the number of times the outcome was `i`.

Parameters

n : int

Number of experiments.

pvals : sequence of floats, length p

Probabilities of each of the `p` different outcomes. These should sum to 1 (however, the last element is always assumed to account for the remaining probability, as long as `sum(pvals[:-1]) <= 1)`.

size : tuple of ints

Given a *size* of `(M, N, K)`, then `M*N*K` samples are drawn, and the output shape becomes `(M, N, K, p)`, since each sample has shape `(p,)`.

Examples

Throw a dice 20 times:

```
>>> np.random.multinomial(20, [1/6.]*6, size=1)
array([[4, 1, 7, 5, 2, 1]])
```

It landed 4 times on 1, once on 2, etc.

Now, throw the dice 20 times, and 20 times again:

```
>>> np.random.multinomial(20, [1/6.]*6, size=2)
array([[3, 4, 3, 3, 4, 3],
       [2, 4, 3, 4, 0, 7]])
```

For the first run, we threw 3 times 1, 4 times 2, etc. For the second, we threw 2 times 1, 4 times 2, etc.

A loaded dice is more likely to land on number 6:

```
>>> np.random.multinomial(100, [1/7.]*5)
array([13, 16, 13, 16, 42])
```

numpy.random.**multivariate_normal**(*mean*, *cov*[, *size*])

Draw random samples from a multivariate normal distribution.

The multivariate normal, multinormal or Gaussian distribution is a generalization of the one-dimensional normal distribution to higher dimensions. Such a distribution is specified by its mean and covariance matrix. These parameters are analogous to the mean (average or "center") and variance (standard deviation, or "width," squared) of the one-dimensional normal distribution.

Parameters

mean : 1-D array_like, of length N

Mean of the N-dimensional distribution.

cov : 2-D array_like, of shape (N, N)

Covariance matrix of the distribution. Must be symmetric and positive semi-definite for "physically meaningful" results.

size : int or tuple of ints, optional

Given a shape of, for example, `(m,n,k)`, `m*n*k` samples are generated, and packed in an *m*-by-*n*-by-*k* arrangement. Because each sample is *N*-dimensional, the output shape is `(m,n,k,N)`. If no shape is specified, a single (*N*-D) sample is returned.

Returns

out : ndarray

The drawn samples, of shape *size*, if that was provided. If not, the shape is `(N,)`.

In other words, each entry `out[i,j,...,:]` is an N-dimensional value drawn from the distribution.

Notes

The mean is a coordinate in N-dimensional space, which represents the location where samples are most likely to be generated. This is analogous to the peak of the bell curve for the one-dimensional or univariate normal distribution.

Covariance indicates the level to which two variables vary together. From the multivariate normal distribution, we draw N-dimensional samples, $X = [x_1, x_2, ...x_N]$. The covariance matrix element C_{ij} is the covariance of x_i and x_j. The element C_{ii} is the variance of x_i (i.e. its "spread").

Instead of specifying the full covariance matrix, popular approximations include:

- Spherical covariance (*cov* is a multiple of the identity matrix)

•Diagonal covariance (*cov* has non-negative elements, and only on the diagonal)

This geometrical property can be seen in two dimensions by plotting generated data-points:

```
>>> mean = [0,0]
>>> cov = [[1,0],[0,100]] # diagonal covariance, points lie on x or y-axis

>>> import matplotlib.pyplot as plt
>>> x,y = np.random.multivariate_normal(mean,cov,5000).T
>>> plt.plot(x,y,'x'); plt.axis('equal'); plt.show()
```

Note that the covariance matrix must be non-negative definite.

References

Papoulis, A., *Probability, Random Variables, and Stochastic Processes*, 3rd ed., New York: McGraw-Hill, 1991.

Duda, R. O., Hart, P. E., and Stork, D. G., *Pattern Classification*, 2nd ed., New York: Wiley, 2001.

Examples

```
>>> mean = (1,2)
>>> cov = [[1,0],[1,0]]
>>> x = np.random.multivariate_normal(mean,cov,(3,3))
>>> x.shape
(3, 3, 2)
```

The following is probably true, given that 0.6 is roughly twice the standard deviation:

```
>>> print list( (x[0,0,:] - mean) < 0.6 )
[True, True]
```

numpy.random.**negative_binomial**(*n*, *p*, *size=None*)

Draw samples from a negative_binomial distribution.

Samples are drawn from a negative_Binomial distribution with specified parameters, *n* trials and *p* probability of success where *n* is an integer > 0 and *p* is in the interval [0, 1].

Parameters

n : int

Parameter, > 0.

p : float

Parameter, >= 0 and <=1.

size : int or tuple of ints

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn.

Returns

samples : int or ndarray of ints

Drawn samples.

Notes

The probability density for the Negative Binomial distribution is

$$P(N;n,p) = \binom{N+n-1}{n-1} p^n (1-p)^N,$$

where $n - 1$ is the number of successes, p is the probability of success, and $N + n - 1$ is the number of trials.

The negative binomial distribution gives the probability of n-1 successes and N failures in N+n-1 trials, and success on the (N+n)th trial.

If one throws a die repeatedly until the third time a "1" appears, then the probability distribution of the number of non-"1"s that appear before the third "1" is a negative binomial distribution.

References

[R210], [R211]

Examples

Draw samples from the distribution:

A real world example. A company drills wild-cat oil exploration wells, each with an estimated probability of success of 0.1. What is the probability of having one success for each successive well, that is what is the probability of a single success after drilling 5 wells, after 6 wells, etc.?

```
>>> s = np.random.negative_binomial(1, 0.1, 100000)
>>> for i in range(1, 11):
...    probability = sum(s<i) / 100000.
...    print i, "wells drilled, probability of one success =", probability
```

numpy.random.**noncentral_chisquare**(*df*, *nonc*, *size=None*)

Draw samples from a noncentral chi-square distribution.

The noncentral χ^2 distribution is a generalisation of the χ^2 distribution.

Parameters

df : int

Degrees of freedom, should be >= 1.

nonc : float

Non-centrality, should be > 0.

size : int or tuple of ints

Shape of the output.

Notes

The probability density function for the noncentral Chi-square distribution is

$$P(x;df,nonc) = \sum_{i=0}^{\infty} \frac{e^{-nonc/2}(nonc/2)^i}{i!} P_{Y_{df+2i}}(x),$$

where Y_q is the Chi-square with q degrees of freedom.

In Delhi (2007), it is noted that the noncentral chi-square is useful in bombing and coverage problems, the probability of killing the point target given by the noncentral chi-squared distribution.

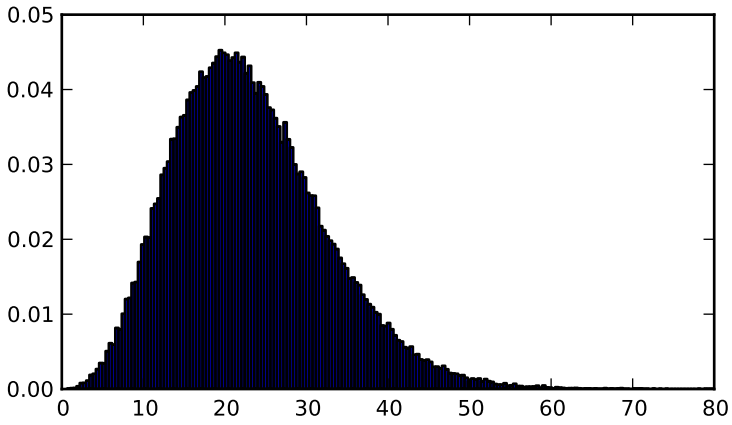
References

[R212], [R213]

Examples

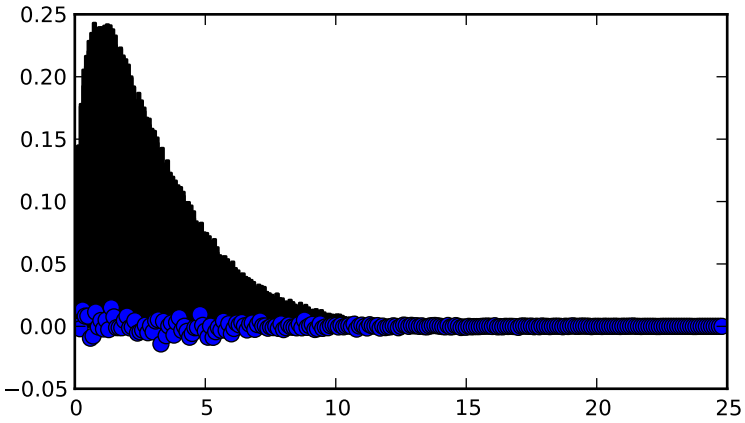
Draw values from the distribution and plot the histogram

```
>>> import matplotlib.pyplot as plt
>>> values = plt.hist(np.random.noncentral_chisquare(3, 20, 100000),
...                   bins=200, normed=True)
>>> plt.show()
```



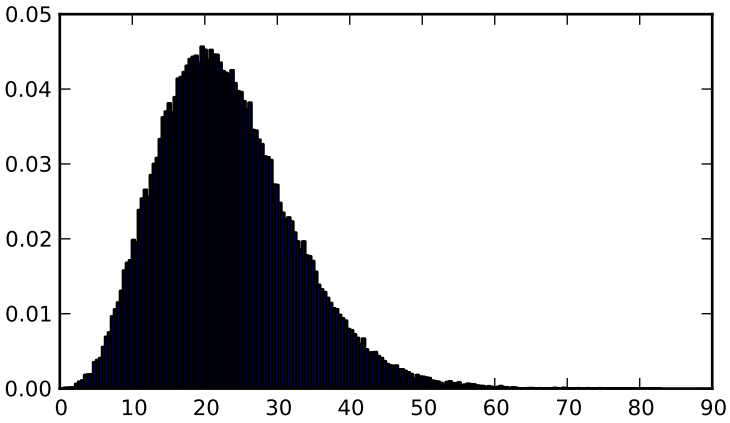
Draw values from a noncentral chisquare with very small noncentrality, and compare to a chisquare.

```
>>> plt.figure()
>>> values = plt.hist(np.random.noncentral_chisquare(3, .0000001, 100000),
...                   bins=np.arange(0., 25, .1), normed=True)
>>> values2 = plt.hist(np.random.chisquare(3, 100000),
...                    bins=np.arange(0., 25, .1), normed=True)
>>> plt.plot(values[1][0:-1], values[0]-values2[0], 'ob')
>>> plt.show()
```



Demonstrate how large values of non-centrality lead to a more symmetric distribution.

```
>>> plt.figure()
>>> values = plt.hist(np.random.noncentral_chisquare(3, 20, 100000),
...                   bins=200, normed=True)
>>> plt.show()
```



numpy.random.**noncentral_f**(*dfnum*, *dfden*, *nonc*, *size=None*)

Draw samples from the noncentral F distribution.

Samples are drawn from an F distribution with specified parameters, *dfnum* (degrees of freedom in numerator) and *dfden* (degrees of freedom in denominator), where both parameters > 1. *nonc* is the non-centrality parameter.

Parameters

dfnum : int

Parameter, should be > 1.

dfden : int

Parameter, should be > 1.

nonc : float

Parameter, should be >= 0.

size : int or tuple of ints

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn.

Returns

samples : scalar or ndarray

Drawn samples.

Notes

When calculating the power of an experiment (power = probability of rejecting the null hypothesis when a specific alternative is true) the non-central F statistic becomes important. When the null hypothesis is true, the F statistic follows a central F distribution. When the null hypothesis is not true, then it follows a non-central F statistic.

References

Weisstein, Eric W. "Noncentral F-Distribution." From MathWorld–A Wolfram Web Resource. http://mathworld.wolfram.com/NoncentralF-Distribution.html

Wikipedia, "Noncentral F distribution", http://en.wikipedia.org/wiki/Noncentral_F-distribution

Examples

In a study, testing for a specific alternative to the null hypothesis requires use of the Noncentral F distribution. We need to calculate the area in the tail of the distribution that exceeds the value of the F distribution for the null hypothesis. We'll plot the two probability distributions for comparison.

```
>>> dfnum = 3 # between group deg of freedom
>>> dfden = 20 # within groups degrees of freedom
>>> nonc = 3.0
>>> nc_vals = np.random.noncentral_f(dfnum, dfden, nonc, 1000000)
>>> NF = np.histogram(nc_vals, bins=50, normed=True)
>>> c_vals = np.random.f(dfnum, dfden, 1000000)
>>> F = np.histogram(c_vals, bins=50, normed=True)
>>> plt.plot(F[1][1:], F[0])
>>> plt.plot(NF[1][1:], NF[0])
>>> plt.show()
```

numpy.random.**normal**(*loc=0.0*, *scale=1.0*, *size=None*)

Draw random samples from a normal (Gaussian) distribution.

The probability density function of the normal distribution, first derived by De Moivre and 200 years later by both Gauss and Laplace independently [R215], is often called the bell curve because of its characteristic shape (see the example below).

The normal distributions occurs often in nature. For example, it describes the commonly occurring distribution of samples influenced by a large number of tiny, random disturbances, each with its own unique distribution [R215].

Parameters

loc : float

Mean ("centre") of the distribution.

scale : float

Standard deviation (spread or "width") of the distribution.

size : tuple of ints

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn.

See Also:

scipy.stats.distributions.norm
probability density function, distribution or cumulative density function, etc.

Notes

The probability density for the Gaussian distribution is

$$p(x) = \frac{1}{\sqrt{2\pi\sigma^2}} e^{-\frac{(x-\mu)^2}{2\sigma^2}},$$

where μ is the mean and σ the standard deviation. The square of the standard deviation, σ^2, is called the variance.

The function has its peak at the mean, and its "spread" increases with the standard deviation (the function reaches 0.607 times its maximum at $x + \sigma$ and $x - \sigma$ [R215]). This implies that `numpy.random.normal` is more likely to return samples lying close to the mean, rather than those far away.

References

[R214], [R215]

Examples

Draw samples from the distribution:

```
>>> mu, sigma = 0, 0.1 # mean and standard deviation
>>> s = np.random.normal(mu, sigma, 1000)
```

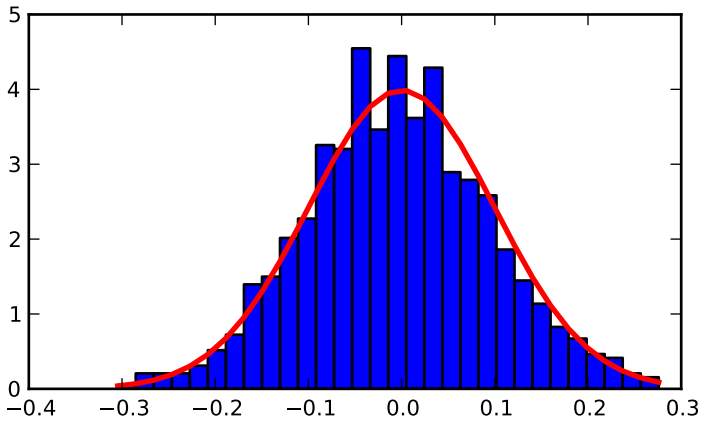
Verify the mean and the variance:

```
>>> abs(mu - np.mean(s)) < 0.01
True

>>> abs(sigma - np.std(s, ddof=1)) < 0.01
True
```

Display the histogram of the samples, along with the probability density function:

```
>>> import matplotlib.pyplot as plt
>>> count, bins, ignored = plt.hist(s, 30, normed=True)
>>> plt.plot(bins, 1/(sigma * np.sqrt(2 * np.pi)) *
...                np.exp( - (bins - mu)**2 / (2 * sigma**2) ),
...          linewidth=2, color='r')
>>> plt.show()
```



`numpy.random.`**`pareto`**(*a*, *size=None*)

Draw samples from a Pareto II or Lomax distribution with specified shape.

The Lomax or Pareto II distribution is a shifted Pareto distribution. The classical Pareto distribution can be obtained from the Lomax distribution by adding the location parameter m, see below. The smallest value of

the Lomax distribution is zero while for the classical Pareto distribution it is m, where the standard Pareto distribution has location m=1. Lomax can also be considered as a simplified version of the Generalized Pareto distribution (available in SciPy), with the scale set to one and the location set to zero.

The Pareto distribution must be greater than zero, and is unbounded above. It is also known as the "80-20 rule". In this distribution, 80 percent of the weights are in the lowest 20 percent of the range, while the other 20 percent fill the remaining 80 percent of the range.

Parameters

shape : float, > 0.

Shape of the distribution.

size : tuple of ints

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn.

See Also:

scipy.stats.distributions.lomax.pdf
probability density function, distribution or cumulative density function, etc.

scipy.stats.distributions.genpareto.pdf
probability density function, distribution or cumulative density function, etc.

Notes

The probability density for the Pareto distribution is

$$p(x) = \frac{am^a}{x^{a+1}}$$

where a is the shape and m the location

The Pareto distribution, named after the Italian economist Vilfredo Pareto, is a power law probability distribution useful in many real world problems. Outside the field of economics it is generally referred to as the Bradford distribution. Pareto developed the distribution to describe the distribution of wealth in an economy. It has also found use in insurance, web page access statistics, oil field sizes, and many other problems, including the download frequency for projects in Sourceforge [1]. It is one of the so-called "fat-tailed" distributions.

References

[R216], [R217], [R218], [R219]

Examples

Draw samples from the distribution:

```
>>> a, m = 3., 1. # shape and mode
>>> s = np.random.pareto(a, 1000) + m
```

Display the histogram of the samples, along with the probability density function:

```
>>> import matplotlib.pyplot as plt
>>> count, bins, ignored = plt.hist(s, 100, normed=True, align='center')
>>> fit = a*m**a/bins**(a+1)
>>> plt.plot(bins, max(count)*fit/max(fit),linewidth=2, color='r')
>>> plt.show()
```

numpy.random.**poisson**(*lam=1.0*, *size=None*)

Draw samples from a Poisson distribution.

The Poisson distribution is the limit of the Binomial distribution for large N.

Parameters

lam : float

Expectation of interval, should be >= 0.

size : int or tuple of ints, optional

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn.

Notes

The Poisson distribution

$$f(k; \lambda) = \frac{\lambda^k e^{-\lambda}}{k!}$$

For events with an expected separation λ the Poisson distribution $f(k; \lambda)$ describes the probability of k events occurring within the observed interval λ.

Because the output is limited to the range of the C long type, a ValueError is raised when *lam* is within 10 sigma of the maximum representable value.

References

[R220], [R221]

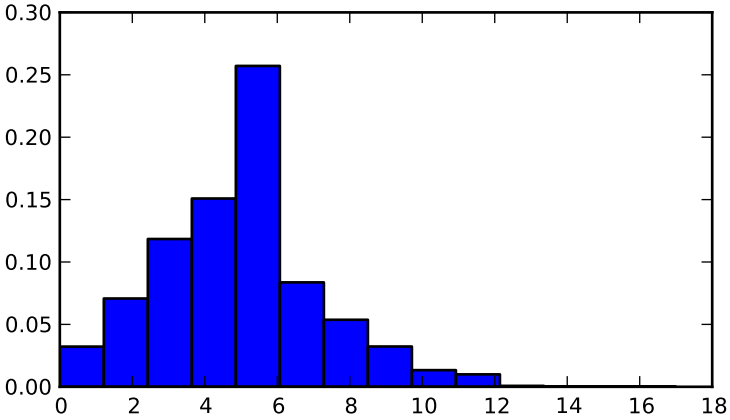
Examples

Draw samples from the distribution:

```
>>> import numpy as np
>>> s = np.random.poisson(5, 10000)
```

Display histogram of the sample:

```
>>> import matplotlib.pyplot as plt
>>> count, bins, ignored = plt.hist(s, 14, normed=True)
>>> plt.show()
```



numpy.random.**power**(*a*, *size=None*)

Draws samples in [0, 1] from a power distribution with positive exponent a - 1.

Also known as the power function distribution.

Parameters

a : float

parameter, > 0

size : tuple of ints

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn.

Returns

samples : {ndarray, scalar}

The returned samples lie in [0, 1].

Raises

ValueError

If a<1.

Notes

The probability density function is

$$P(x; a) = ax^{a-1}, 0 \leq x \leq 1, a > 0.$$

The power function distribution is just the inverse of the Pareto distribution. It may also be seen as a special case of the Beta distribution.

It is used, for example, in modeling the over-reporting of insurance claims.

References

[R222], [R223]

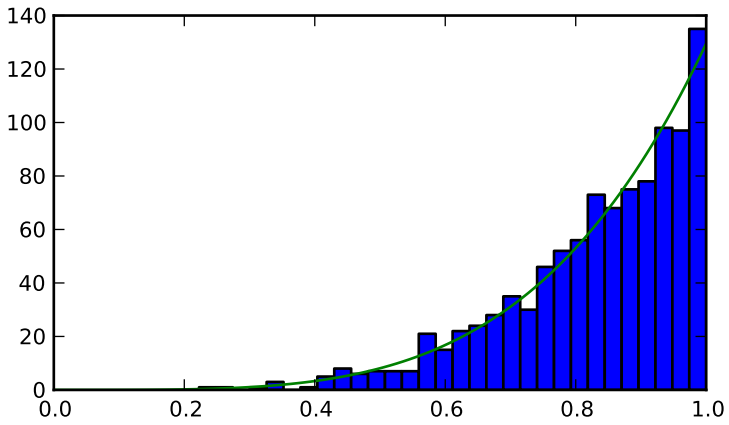
Examples

Draw samples from the distribution:

```
>>> a = 5. # shape
>>> samples = 1000
>>> s = np.random.power(a, samples)
```

Display the histogram of the samples, along with the probability density function:

```
>>> import matplotlib.pyplot as plt
>>> count, bins, ignored = plt.hist(s, bins=30)
>>> x = np.linspace(0, 1, 100)
>>> y = a*x**(a-1.)
>>> normed_y = samples*np.diff(bins)[0]*y
>>> plt.plot(x, normed_y)
>>> plt.show()
```



Compare the power function distribution to the inverse of the Pareto.

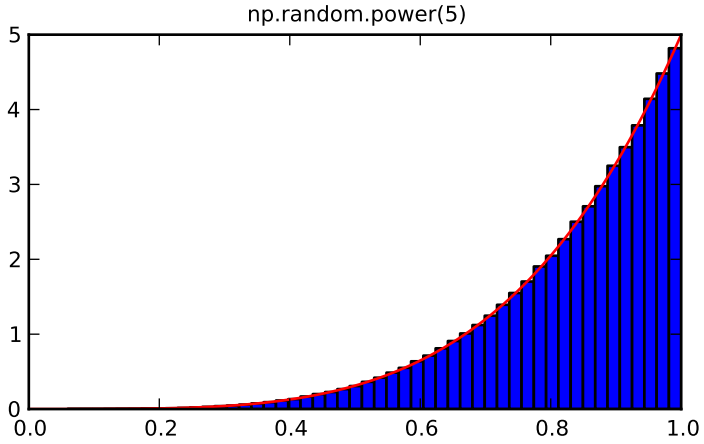
```
>>> from scipy import stats
>>> rvs = np.random.power(5, 1000000)
>>> rvsp = np.random.pareto(5, 1000000)
>>> xx = np.linspace(0,1,100)
>>> powpdf = stats.powerlaw.pdf(xx,5)

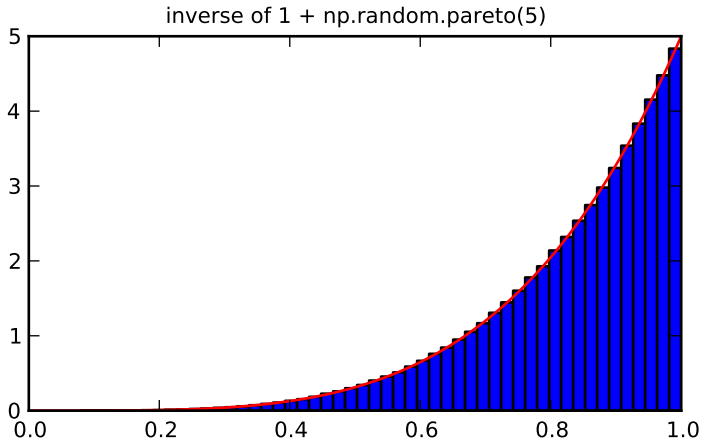
>>> plt.figure()
>>> plt.hist(rvs, bins=50, normed=True)
>>> plt.plot(xx,powpdf,'r-')
>>> plt.title('np.random.power(5)')

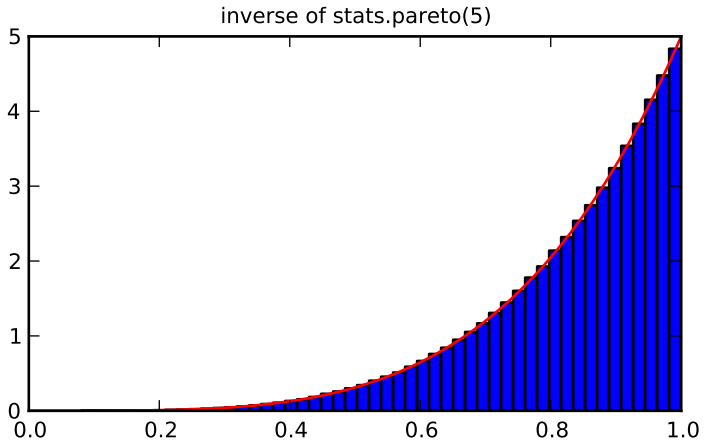
>>> plt.figure()
>>> plt.hist(1./(1.+rvsp), bins=50, normed=True)
>>> plt.plot(xx,powpdf,'r-')
>>> plt.title('inverse of 1 + np.random.pareto(5)')

>>> plt.figure()
>>> plt.hist(1./(1.+rvsp), bins=50, normed=True)
>>> plt.plot(xx,powpdf,'r-')
```

```
>>> plt.title('inverse of stats.pareto(5)')
```







numpy.random.**rayleigh**(*scale=1.0*, *size=None*)

Draw samples from a Rayleigh distribution.

The χ and Weibull distributions are generalizations of the Rayleigh.

Parameters

scale : scalar

Scale, also equals the mode. Should be >= 0.

size : int or tuple of ints, optional

Shape of the output. Default is None, in which case a single value is returned.

Notes

The probability density function for the Rayleigh distribution is

$$P(x;scale) = \frac{x}{scale^2}e^{\frac{-x^2}{2\cdot scale^2}}$$

The Rayleigh distribution arises if the wind speed and wind direction are both gaussian variables, then the vector wind velocity forms a Rayleigh distribution. The Rayleigh distribution is used to model the expected output from wind turbines.

References

[R224], [R225]

Examples

Draw values from the distribution and plot the histogram

```
>>> values = hist(np.random.rayleigh(3, 100000), bins=200, normed=True)
```

Wave heights tend to follow a Rayleigh distribution. If the mean wave height is 1 meter, what fraction of waves are likely to be larger than 3 meters?

```
>>> meanvalue = 1
>>> modevalue = np.sqrt(2 / np.pi) * meanvalue
>>> s = np.random.rayleigh(modevalue, 1000000)
```

The percentage of waves larger than 3 meters is:

```
>>> 100.*sum(s>3)/1000000.
0.087300000000000003
```

numpy.random.**standard_cauchy**(*size=None*)

Standard Cauchy distribution with mode = 0.

Also known as the Lorentz distribution.

Parameters

size : int or tuple of ints

Shape of the output.

Returns

samples : ndarray or scalar

The drawn samples.

Notes

The probability density function for the full Cauchy distribution is

$$P(x; x_0, \gamma) = \frac{1}{\pi\gamma\left[1 + (\frac{x-x_0}{\gamma})^2\right]}$$

and the Standard Cauchy distribution just sets $x_0 = 0$ and $\gamma = 1$

The Cauchy distribution arises in the solution to the driven harmonic oscillator problem, and also describes spectral line broadening. It also describes the distribution of values at which a line tilted at a random angle will cut the x axis.

When studying hypothesis tests that assume normality, seeing how the tests perform on data from a Cauchy distribution is a good indicator of their sensitivity to a heavy-tailed distribution, since the Cauchy looks very much like a Gaussian distribution, but with heavier tails.

References

[R227], [R228], [R229]

Examples

Draw samples and plot the distribution:

```
>>> s = np.random.standard_cauchy(1000000)
>>> s = s[(s>-25) & (s<25)]  # truncate distribution so it plots well
>>> plt.hist(s, bins=100)
>>> plt.show()
```

numpy.random.**standard_exponential**(*size=None*)

Draw samples from the standard exponential distribution.

`standard_exponential` is identical to the exponential distribution with a scale parameter of 1.

Parameters

size : int or tuple of ints

Shape of the output.

Returns

out : float or ndarray

Drawn samples.

Examples

Output a 3x8000 array:

```
>>> n = np.random.standard_exponential((3, 8000))
```

numpy.random.**standard_gamma**(*shape*, *size=None*)

Draw samples from a Standard Gamma distribution.

Samples are drawn from a Gamma distribution with specified parameters, shape (sometimes designated "k") and scale=1.

Parameters

shape : float

Parameter, should be > 0.

size : int or tuple of ints

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn.

Returns

samples : ndarray or scalar

The drawn samples.

See Also:

scipy.stats.distributions.gamma

probability density function, distribution or cumulative density function, etc.

Notes

The probability density for the Gamma distribution is

$$p(x) = x^{k-1}\frac{e^{-x/\theta}}{\theta^k\Gamma(k)},$$

where k is the shape and θ the scale, and Γ is the Gamma function.

The Gamma distribution is often used to model the times to failure of electronic components, and arises naturally in processes for which the waiting times between Poisson distributed events are relevant.

References

[R230], [R231]

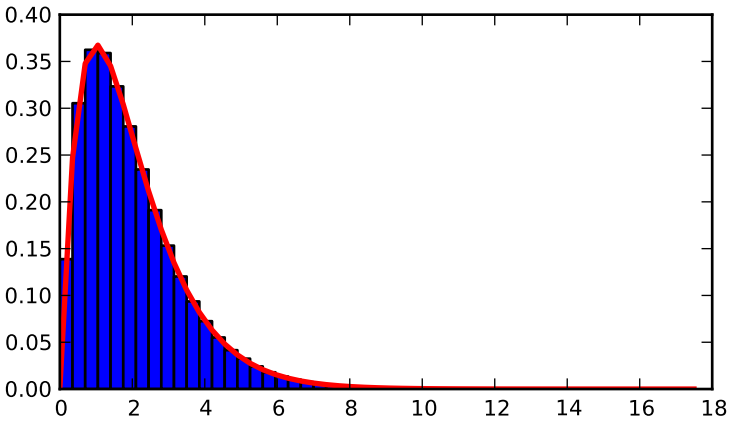
Examples

Draw samples from the distribution:

```
>>> shape, scale = 2., 1. # mean and width
>>> s = np.random.standard_gamma(shape, 1000000)
```

Display the histogram of the samples, along with the probability density function:

```
>>> import matplotlib.pyplot as plt
>>> import scipy.special as sps
>>> count, bins, ignored = plt.hist(s, 50, normed=True)
>>> y = bins**(shape-1) * ((np.exp(-bins/scale))/ \
...                       (sps.gamma(shape) * scale**shape))
>>> plt.plot(bins, y, linewidth=2, color='r')
>>> plt.show()
```



numpy.random.**standard_normal**(*size=None*)

Returns samples from a Standard Normal distribution (mean=0, stdev=1).

Parameters

size : int or tuple of ints, optional

Output shape. Default is None, in which case a single value is returned.

Returns

out : float or ndarray

Drawn samples.

Examples

```
>>> s = np.random.standard_normal(8000)
>>> s
array([ 0.6888893 ,  0.78096262, -0.89086505, ...,  0.49876311, #random
       -0.38672696, -0.4685006 ])                               #random
>>> s.shape
(8000,)
>>> s = np.random.standard_normal(size=(3, 4, 2))
>>> s.shape
(3, 4, 2)
```

numpy.random.**standard_t**(*df*, *size=None*)

Standard Student's t distribution with df degrees of freedom.

A special case of the hyperbolic distribution. As *df* gets large, the result resembles that of the standard normal distribution (standard_normal).

Parameters

df : int

Degrees of freedom, should be > 0.

size : int or tuple of ints, optional

Output shape. Default is None, in which case a single value is returned.

Returns

samples : ndarray or scalar

Drawn samples.

Notes

The probability density function for the t distribution is

$$P(x, df) = \frac{\Gamma(\frac{df+1}{2})}{\sqrt{\pi df}\,\Gamma(\frac{df}{2})}\left(1+\frac{x^2}{df}\right)^{-(df+1)/2}$$

The t test is based on an assumption that the data come from a Normal distribution. The t test provides a way to test whether the sample mean (that is the mean calculated from the data) is a good estimate of the true mean.

The derivation of the t-distribution was forst published in 1908 by William Gisset while working for the Guinness Brewery in Dublin. Due to proprietary issues, he had to publish under a pseudonym, and so he used the name Student.

References

[R232], [R233]

Examples

From Dalgaard page 83 [R232], suppose the daily energy intake for 11 women in Kj is:

```
>>> intake = np.array([5260., 5470, 5640, 6180, 6390, 6515, 6805, 7515, \
...                    7515, 8230, 8770])
```

Does their energy intake deviate systematically from the recommended value of 7725 kJ?

We have 10 degrees of freedom, so is the sample mean within 95% of the recommended value?

```
>>> s = np.random.standard_t(10, size=100000)
>>> np.mean(intake)
6753.636363636364
>>> intake.std(ddof=1)
1142.1232221373727
```

Calculate the t statistic, setting the ddof parameter to the unbiased value so the divisor in the standard deviation will be degrees of freedom, N-1.

```
>>> t = (np.mean(intake)-7725)/(intake.std(ddof=1)/np.sqrt(len(intake)))
>>> import matplotlib.pyplot as plt
>>> h = plt.hist(s, bins=100, normed=True)
```

For a one-sided t-test, how far out in the distribution does the t statistic appear?

```
>>> >>> np.sum(s<t) / float(len(s))
0.0090699999999999999  #random
```

So the p-value is about 0.009, which says the null hypothesis has a probability of about 99% of being true.

numpy.random.**triangular**(*left*, *mode*, *right*, *size=None*)

Draw samples from the triangular distribution.

The triangular distribution is a continuous probability distribution with lower limit left, peak at mode, and upper limit right. Unlike the other distributions, these parameters directly define the shape of the pdf.

Parameters

left : scalar

Lower limit.

mode : scalar

The value where the peak of the distribution occurs. The value should fulfill the condition `left <= mode <= right`.

right : scalar

Upper limit, should be larger than *left*.

size : int or tuple of ints, optional

Output shape. Default is None, in which case a single value is returned.

Returns

samples : ndarray or scalar

The returned samples all lie in the interval [left, right].

Notes

The probability density function for the Triangular distribution is

$$P(x;l,m,r) = \begin{cases} \frac{2(x-l)}{(r-l)(m-l)} & \text{for } l \leq x \leq m, \\ \frac{2(m-x)}{(r-l)(r-m)} & \text{for } m \leq x \leq r, \\ 0 & \text{otherwise.} \end{cases}$$

The triangular distribution is often used in ill-defined problems where the underlying distribution is not known, but some knowledge of the limits and mode exists. Often it is used in simulations.

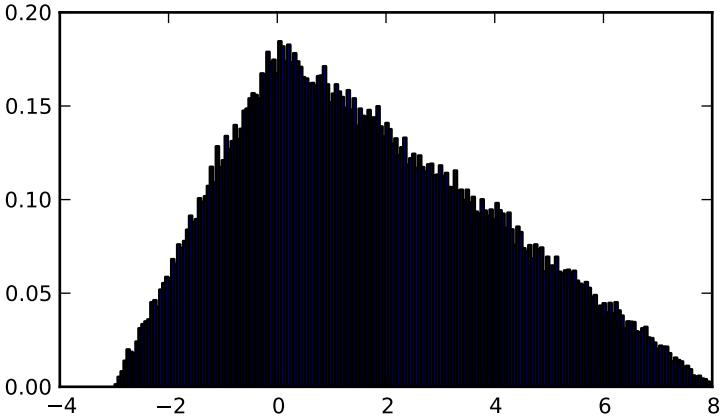
References

[R234]

Examples

Draw values from the distribution and plot the histogram:

```
>>> import matplotlib.pyplot as plt
>>> h = plt.hist(np.random.triangular(-3, 0, 8, 100000), bins=200,
...              normed=True)
>>> plt.show()
```



numpy.random.**uniform**(*low=0.0*, *high=1.0*, *size=1*)

Draw samples from a uniform distribution.

Samples are uniformly distributed over the half-open interval `[low, high)` (includes low, but excludes high). In other words, any value within the given interval is equally likely to be drawn by `uniform`.

Parameters

low : float, optional

Lower boundary of the output interval. All values generated will be greater than or equal to low. The default value is 0.

high : float

Upper boundary of the output interval. All values generated will be less than high. The default value is 1.0.

size : int or tuple of ints, optional

Shape of output. If the given size is, for example, (m,n,k), m*n*k samples are generated. If no shape is specified, a single sample is returned.

Returns

out : ndarray

Drawn samples, with shape *size*.

See Also:

randint
Discrete uniform distribution, yielding integers.

random_integers
Discrete uniform distribution over the closed interval `[low, high]`.

random_sample
Floats uniformly distributed over `[0, 1)`.

random
Alias for `random_sample`.

rand
Convenience function that accepts dimensions as input, e.g., `rand(2,2)` would generate a 2-by-2 array of floats, uniformly distributed over `[0, 1)`.

Notes

The probability density function of the uniform distribution is

$$p(x) = \frac{1}{b - a}$$

anywhere within the interval `[a, b)`, and zero elsewhere.

Examples

Draw samples from the distribution:

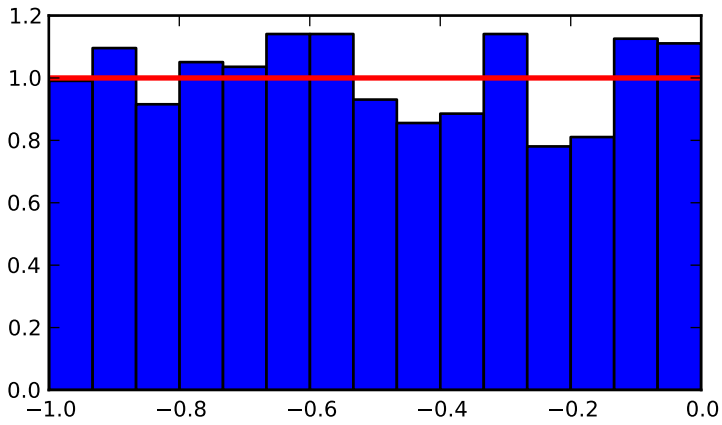
```
>>> s = np.random.uniform(-1,0,1000)
```

All values are within the given interval:

```
>>> np.all(s >= -1)
True
>>> np.all(s < 0)
True
```

Display the histogram of the samples, along with the probability density function:

```
>>> import matplotlib.pyplot as plt
>>> count, bins, ignored = plt.hist(s, 15, normed=True)
>>> plt.plot(bins, np.ones_like(bins), linewidth=2, color='r')
>>> plt.show()
```



numpy.random.**vonmises**(*mu*, *kappa*, *size=None*)
Draw samples from a von Mises distribution.

Samples are drawn from a von Mises distribution with specified mode (mu) and dispersion (kappa), on the interval [-pi, pi].

The von Mises distribution (also known as the circular normal distribution) is a continuous probability distribution on the unit circle. It may be thought of as the circular analogue of the normal distribution.

Parameters

mu : float

Mode ("center") of the distribution.

kappa : float

Dispersion of the distribution, has to be >=0.

size : int or tuple of int

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn.

Returns

samples : scalar or ndarray

The returned samples, which are in the interval [-pi, pi].

See Also:

`scipy.stats.distributions.vonmises`
probability density function, distribution, or cumulative density function, etc.

Notes

The probability density for the von Mises distribution is

$$p(x) = \frac{e^{\kappa cos(x-\mu)}}{2\pi I_0(\kappa)},$$

where μ is the mode and κ the dispersion, and $I_0(\kappa)$ is the modified Bessel function of order 0.

The von Mises is named for Richard Edler von Mises, who was born in Austria-Hungary, in what is now the Ukraine. He fled to the United States in 1939 and became a professor at Harvard. He worked in probability theory, aerodynamics, fluid mechanics, and philosophy of science.

References

Abramowitz, M. and Stegun, I. A. (ed.), *Handbook of Mathematical Functions*, New York: Dover, 1965.

von Mises, R., *Mathematical Theory of Probability and Statistics*, New York: Academic Press, 1964.

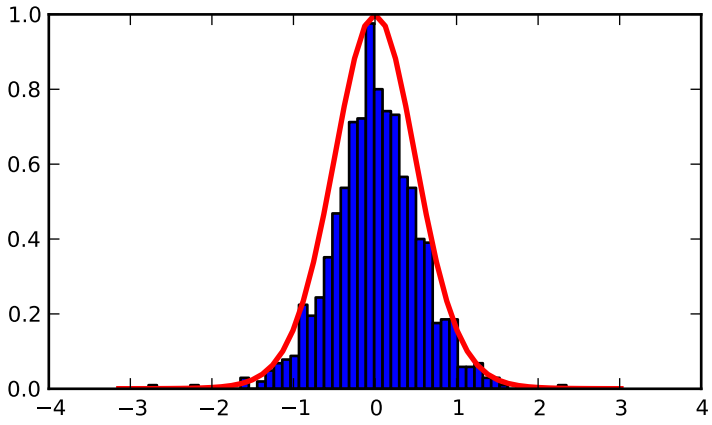
Examples

Draw samples from the distribution:

```
>>> mu, kappa = 0.0, 4.0 # mean and dispersion
>>> s = np.random.vonmises(mu, kappa, 1000)
```

Display the histogram of the samples, along with the probability density function:

```
>>> import matplotlib.pyplot as plt
>>> import scipy.special as sps
>>> count, bins, ignored = plt.hist(s, 50, normed=True)
>>> x = np.arange(-np.pi, np.pi, 2*np.pi/50.)
>>> y = -np.exp(kappa*np.cos(x-mu))/(2*np.pi*sps.jn(0,kappa))
>>> plt.plot(x, y/max(y), linewidth=2, color='r')
>>> plt.show()
```



numpy.random.**wald**(*mean*, *scale*, *size=None*)

Draw samples from a Wald, or Inverse Gaussian, distribution.

As the scale approaches infinity, the distribution becomes more like a Gaussian.

Some references claim that the Wald is an Inverse Gaussian with mean=1, but this is by no means universal.

The Inverse Gaussian distribution was first studied in relationship to Brownian motion. In 1956 M.C.K. Tweedie used the name Inverse Gaussian because there is an inverse relationship between the time to cover a unit distance and distance covered in unit time.

Parameters

mean : scalar

Distribution mean, should be > 0.

scale : scalar

Scale parameter, should be >= 0.

size : int or tuple of ints, optional

Output shape. Default is None, in which case a single value is returned.

Returns

samples : ndarray or scalar

Drawn sample, all greater than zero.

Notes

The probability density function for the Wald distribution is

$$P(x; mean, scale) = \sqrt{\frac{scale}{2\pi x^3}} e^{\frac{-scale(x-mean)^2}{2 \cdot mean^2 x}}$$

As noted above the Inverse Gaussian distribution first arise from attempts to model Brownian Motion. It is also a competitor to the Weibull for use in reliability modeling and modeling stock returns and interest rate processes.

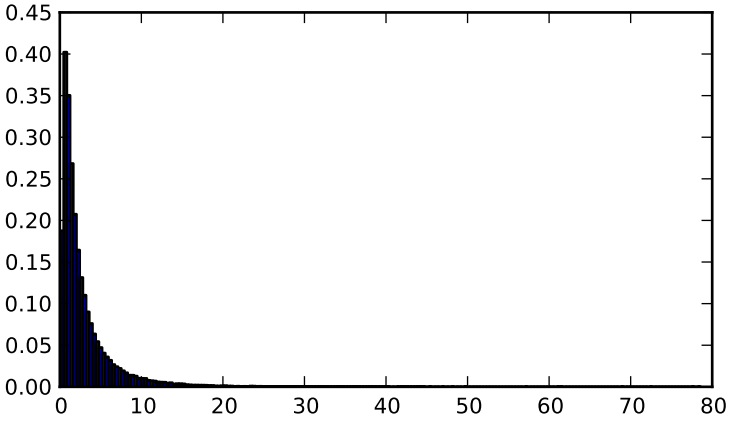
References

[R235], [R236], [R237]

Examples

Draw values from the distribution and plot the histogram:

```
>>> import matplotlib.pyplot as plt
>>> h = plt.hist(np.random.wald(3, 2, 100000), bins=200, normed=True)
>>> plt.show()
```



numpy.random.**weibull**(*a*, *size=None*)

Weibull distribution.

Draw samples from a 1-parameter Weibull distribution with the given shape parameter a.

$$X = (-ln(U))^{1/a}$$

Here, U is drawn from the uniform distribution over (0,1].

The more common 2-parameter Weibull, including a scale parameter λ is just $X = \lambda(-ln(U))^{1/a}$.

Parameters

a : float

Shape of the distribution.

size : tuple of ints

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn.

See Also:

`scipy.stats.distributions.weibull_max`, `scipy.stats.distributions.weibull_min`, `scipy.stats.distributions.genextreme`, `gumbel`

Notes

The Weibull (or Type III asymptotic extreme value distribution for smallest values, SEV Type III, or Rosin-Rammler distribution) is one of a class of Generalized Extreme Value (GEV) distributions used in modeling extreme value problems. This class includes the Gumbel and Frechet distributions.

The probability density for the Weibull distribution is

$$p(x) = \frac{a}{\lambda}(\frac{x}{\lambda})^{a-1}e^{-(x/\lambda)^a},$$

where a is the shape and λ the scale.

The function has its peak (the mode) at $\lambda(\frac{a-1}{a})^{1/a}$.

When `a = 1`, the Weibull distribution reduces to the exponential distribution.

References

[R238], [R239], [R240]

Examples

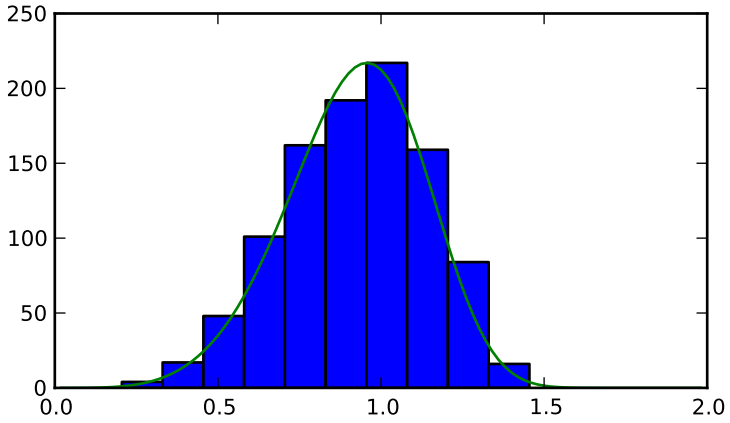
Draw samples from the distribution:

```
>>> a = 5. # shape
>>> s = np.random.weibull(a, 1000)
```

Display the histogram of the samples, along with the probability density function:

```
>>> import matplotlib.pyplot as plt
>>> x = np.arange(1,100.)/50.
>>> def weib(x,n,a):
...     return (a / n) * (x / n)**(a - 1) * np.exp(-(x / n)**a)

>>> count, bins, ignored = plt.hist(np.random.weibull(5.,1000))
>>> x = np.arange(1,100.)/50.
>>> scale = count.max()/weib(x, 1., 5.).max()
>>> plt.plot(x, weib(x, 1., 5.)*scale)
>>> plt.show()
```



numpy.random.**zipf**(*a*, *size=None*)

Draw samples from a Zipf distribution.

Samples are drawn from a Zipf distribution with specified parameter $a > 1$.

The Zipf distribution (also known as the zeta distribution) is a continuous probability distribution that satisfies Zipf's law: the frequency of an item is inversely proportional to its rank in a frequency table.

Parameters

a : float > 1

Distribution parameter.

size : int or tuple of int, optional

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn; a single integer is equivalent in its result to providing a mono-tuple, i.e., a 1-D array of length *size* is returned. The default is None, in which case a single scalar is returned.

Returns

samples : scalar or ndarray

The returned samples are greater than or equal to one.

See Also:

`scipy.stats.distributions.zipf`
probability density function, distribution, or cumulative density function, etc.

Notes

The probability density for the Zipf distribution is

$$p(x) = \frac{x^{-a}}{\zeta(a)},$$

where ζ is the Riemann Zeta function.

It is named for the American linguist George Kingsley Zipf, who noted that the frequency of any word in a sample of a language is inversely proportional to its rank in the frequency table.

References

Zipf, G. K., *Selected Studies of the Principle of Relative Frequency in Language*, Cambridge, MA: Harvard Univ. Press, 1932.

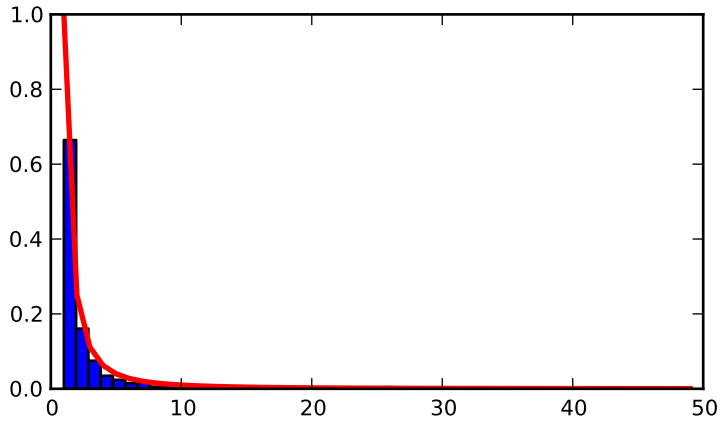
Examples

Draw samples from the distribution:

```
>>> a = 2. # parameter
>>> s = np.random.zipf(a, 1000)
```

Display the histogram of the samples, along with the probability density function:

```
>>> import matplotlib.pyplot as plt
>>> import scipy.special as sps
Truncate s values at 50 so plot is interesting
>>> count, bins, ignored = plt.hist(s[s<50], 50, normed=True)
>>> x = np.arange(1., 50.)
>>> y = x**(-a)/sps.zetac(a)
>>> plt.plot(x, y/max(y), linewidth=2, color='r')
>>> plt.show()
```



3.27.4 Random generator

RandomState	Container for the Mersenne Twister pseudo-random number generator.
seed([seed])	Seed the generator.
get_state()	Return a tuple representing the internal state of the generator.
set_state(state)	Set the internal state of the generator from a tuple.

class numpy.random.**RandomState**

Container for the Mersenne Twister pseudo-random number generator.

RandomState exposes a number of methods for generating random numbers drawn from a variety of probability distributions. In addition to the distribution-specific arguments, each method takes a keyword argument *size* that defaults to None. If *size* is None, then a single value is generated and returned. If *size* is an integer, then a 1-D array filled with generated values is returned. If *size* is a tuple, then an array with that shape is filled and returned.

Parameters

seed : int or array_like, optional

Random seed initializing the pseudo-random number generator. Can be an integer, an array (or other sequence) of integers of any length, or None (the default). If seed is None, then RandomState will try to read data from /dev/urandom (or the Windows analogue) if available or seed from the clock otherwise.

Notes

The Python stdlib module "random" also contains a Mersenne Twister pseudo-random number generator with a number of methods that are similar to the ones available in RandomState. RandomState, besides being NumPy-aware, has the advantage that it provides a much larger number of probability distributions to choose from.

Methods

beta(a, b[, size])	The Beta distribution over [0, 1].

Continued on next page

Table 3.180 – continued from previous page

binomial(n, p[, size])	Draw samples from a binomial distribution.
bytes(length)	Return random bytes.
chisquare(df[, size])	Draw samples from a chi-square distribution.
choice(a[, size, replace, p])	Generates a random sample from a given 1-D array
dirichlet(alpha[, size])	Draw samples from the Dirichlet distribution.
exponential([scale, size])	Exponential distribution.
f(dfnum, dfden[, size])	Draw samples from a F distribution.
gamma(shape[, scale, size])	Draw samples from a Gamma distribution.
geometric(p[, size])	Draw samples from the geometric distribution.
get_state()	Return a tuple representing the internal state of the generator.
gumbel([loc, scale, size])	Gumbel distribution.
hypergeometric(ngood, nbad, nsample[, size])	Draw samples from a Hypergeometric distribution.
laplace([loc, scale, size])	Draw samples from the Laplace or double exponential distribution with
logistic([loc, scale, size])	Draw samples from a Logistic distribution.
lognormal([mean, sigma, size])	Return samples drawn from a log-normal distribution.
logseries(p[, size])	Draw samples from a Logarithmic Series distribution.
multinomial(n, pvals[, size])	Draw samples from a multinomial distribution.
multivariate_normal(mean, cov[, size])	Draw random samples from a multivariate normal distribution.
negative_binomial(n, p[, size])	Draw samples from a negative_binomial distribution.
noncentral_chisquare(df, nonc[, size])	Draw samples from a noncentral chi-square distribution.
noncentral_f(dfnum, dfden, nonc[, size])	Draw samples from the noncentral F distribution.
normal([loc, scale, size])	Draw random samples from a normal (Gaussian) distribution.
pareto(a[, size])	Draw samples from a Pareto II or Lomax distribution with specified shape.
permutation(x)	Randomly permute a sequence, or return a permuted range.
poisson([lam, size])	Draw samples from a Poisson distribution.
power(a[, size])	Draws samples in [0, 1] from a power distribution with positive exponent a - 1.
rand(d0, d1, ..., dn)	Random values in a given shape.
randint(low[, high, size])	Return random integers from *low* (inclusive) to *high* (exclusive).
randn(d0, d1, ..., dn)	Return a sample (or samples) from the "standard normal" distribution.
random_integers(low[, high, size])	Return random integers between *low* and *high*, inclusive.
random_sample([size])	Return random floats in the half-open interval [0.0, 1.0).
rayleigh([scale, size])	Draw samples from a Rayleigh distribution.
seed([seed])	Seed the generator.
set_state(state)	Set the internal state of the generator from a tuple.
shuffle(x)	Modify a sequence in-place by shuffling its contents.
standard_cauchy([size])	Standard Cauchy distribution with mode = 0.
standard_exponential([size])	Draw samples from the standard exponential distribution.
standard_gamma(shape[, size])	Draw samples from a Standard Gamma distribution.
standard_normal([size])	Returns samples from a Standard Normal distribution (mean=0, stdev=1).
standard_t(df[, size])	Standard Student's t distribution with df degrees of freedom.
tomaxint([size])	Random integers between 0 and `sys.maxint`, inclusive.
triangular(left, mode, right[, size])	Draw samples from the triangular distribution.
uniform([low, high, size])	Draw samples from a uniform distribution.
vonmises(mu, kappa[, size])	Draw samples from a von Mises distribution.
wald(mean, scale[, size])	Draw samples from a Wald, or Inverse Gaussian, distribution.
weibull(a[, size])	Weibull distribution.
zipf(a[, size])	Draw samples from a Zipf distribution.

RandomState.**beta**(*a*, *b*, *size=None*)

The Beta distribution over `[0, 1]`.

The Beta distribution is a special case of the Dirichlet distribution, and is related to the Gamma distribution. It has the probability distribution function

$$f(x; a, b) = \frac{1}{B(\alpha, \beta)} x^{\alpha-1}(1-x)^{\beta-1},$$

where the normalisation, B, is the beta function,

$$B(\alpha, \beta) = \int_0^1 t^{\alpha-1}(1-t)^{\beta-1} dt.$$

It is often seen in Bayesian inference and order statistics.

Parameters

a : float

Alpha, non-negative.

b : float

Beta, non-negative.

size : tuple of ints, optional

The number of samples to draw. The output is packed according to the size given.

Returns

out : ndarray

Array of the given shape, containing values drawn from a Beta distribution.

`RandomState.`**`binomial`**(*n*, *p*, *size=None*)

Draw samples from a binomial distribution.

Samples are drawn from a Binomial distribution with specified parameters, n trials and p probability of success where n an integer >= 0 and p is in the interval [0,1]. (n may be input as a float, but it is truncated to an integer in use)

Parameters

n : float (but truncated to an integer)

parameter, >= 0.

p : float

parameter, >= 0 and <=1.

size : {tuple, int}

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn.

Returns

samples : {ndarray, scalar}

where the values are all integers in [0, n].

See Also:

`scipy.stats.distributions.binom`

probability density function, distribution or cumulative density function, etc.

Notes

The probability density for the Binomial distribution is

$$P(N) = \binom{n}{N} p^N (1-p)^{n-N},$$

where n is the number of trials, p is the probability of success, and N is the number of successes.

When estimating the standard error of a proportion in a population by using a random sample, the normal distribution works well unless the product p*n <=5, where p = population proportion estimate, and n = number of samples, in which case the binomial distribution is used instead. For example, a sample of 15 people shows 4 who are left handed, and 11 who are right handed. Then p = 4/15 = 27%. 0.27*15 = 4, so the binomial distribution should be used in this case.

References

[R123], [R124], [R125], [R126], [R127]

Examples

Draw samples from the distribution:

```
>>> n, p = 10, .5 # number of trials, probability of each trial
>>> s = np.random.binomial(n, p, 1000)
# result of flipping a coin 10 times, tested 1000 times.
```

A real world example. A company drills 9 wild-cat oil exploration wells, each with an estimated probability of success of 0.1. All nine wells fail. What is the probability of that happening?

Let's do 20,000 trials of the model, and count the number that generate zero positive results.

```
>>> sum(np.random.binomial(9,0.1,20000)==0)/20000.
answer = 0.38885, or 38%.
```

RandomState.**bytes**(*length*)
Return random bytes.

Parameters
length : int

Number of random bytes.

Returns
out : str

String of length *length*.

Examples

```
>>> np.random.bytes(10)
' eh\x85\x022SZ\xbf\xa4' #random
```

RandomState.**chisquare**(*df*, *size=None*)
Draw samples from a chi-square distribution.

When *df* independent random variables, each with standard normal distributions (mean 0, variance 1), are squared and summed, the resulting distribution is chi-square (see Notes). This distribution is often used in hypothesis testing.

Parameters
df : int

Number of degrees of freedom.

size : tuple of ints, int, optional

Size of the returned array. By default, a scalar is returned.

Returns

output : ndarray

Samples drawn from the distribution, packed in a *size*-shaped array.

Raises

ValueError

When *df* <= 0 or when an inappropriate *size* (e.g. `size=-1`) is given.

Notes

The variable obtained by summing the squares of *df* independent, standard normally distributed random variables:

$$Q = \sum_{i=0}^{\texttt{df}} X_i^2$$

is chi-square distributed, denoted

$$Q \sim \chi_k^2.$$

The probability density function of the chi-squared distribution is

$$p(x) = \frac{(1/2)^{k/2}}{\Gamma(k/2)} x^{k/2-1} e^{-x/2},$$

where Γ is the gamma function,

$$\Gamma(x) = \int_0^{-\infty} t^{x-1} e^{-t} dt.$$

References

NIST/SEMATECH e-Handbook of Statistical Methods

Examples

```
>>> np.random.chisquare(2,4)
array([ 1.89920014,  9.00867716,  3.13710533,  5.62318272])
```

`RandomState.`**`choice`**(*a*, *size=None*, *replace=True*, *p=None*)

Generates a random sample from a given 1-D array

New in version 1.7.0.

Parameters

a : 1-D array-like or int

If an ndarray, a random sample is generated from its elements. If an int, the random sample is generated as if a was np.arange(n)

size : int or tuple of ints, optional

Output shape. Default is None, in which case a single value is returned.

replace : boolean, optional

Whether the sample is with or without replacement

p : 1-D array-like, optional

The probabilities associated with each entry in a. If not given the sample assumes a uniform distribtion over all entries in a.

Returns

samples : 1-D ndarray, shape (size,)

The generated random samples

Raises

ValueError

If a is an int and less than zero, if a or p are not 1-dimensional, if a is an array-like of size 0, if p is not a vector of probabilities, if a and p have different lengths, or if replace=False and the sample size is greater than the population size

See Also:

`randint`, `shuffle`, `permutation`

Examples

Generate a uniform random sample from np.arange(5) of size 3:

```
>>> np.random.choice(5, 3)
array([0, 3, 4])
>>> #This is equivalent to np.random.randint(0,5,3)
```

Generate a non-uniform random sample from np.arange(5) of size 3:

```
>>> np.random.choice(5, 3, p=[0.1, 0, 0.3, 0.6, 0])
array([3, 3, 0])
```

Generate a uniform random sample from np.arange(5) of size 3 without replacement:

```
>>> np.random.choice(5, 3, replace=False)
array([3,1,0])
>>> #This is equivalent to np.random.shuffle(np.arange(5))[:3]
```

Generate a non-uniform random sample from np.arange(5) of size 3 without replacement:

```
>>> np.random.choice(5, 3, replace=False, p=[0.1, 0, 0.3, 0.6, 0])
array([2, 3, 0])
```

Any of the above can be repeated with an arbitrary array-like instead of just integers. For instance:

```
>>> aa_milne_arr = ['pooh', 'rabbit', 'piglet', 'Christopher']
>>> np.random.choice(aa_milne_arr, 5, p=[0.5, 0.1, 0.1, 0.3])
array(['pooh', 'pooh', 'pooh', 'Christopher', 'piglet'],
      dtype='|S11')
```

RandomState.**dirichlet**(*alpha*, *size=None*)

Draw samples from the Dirichlet distribution.

Draw *size* samples of dimension k from a Dirichlet distribution. A Dirichlet-distributed random variable can be seen as a multivariate generalization of a Beta distribution. Dirichlet pdf is the conjugate prior of a multinomial in Bayesian inference.

Parameters

alpha : array

Parameter of the distribution (k dimension for sample of dimension k).

size : array

Number of samples to draw.

Returns

samples : ndarray,

The drawn samples, of shape (alpha.ndim, size).

Notes

$$X \approx \prod_{i=1}^{k} x_i^{\alpha_i - 1}$$

Uses the following property for computation: for each dimension, draw a random sample y_i from a standard gamma generator of shape *alpha_i*, then $X = \frac{1}{\sum_{i=1}^{k} y_i}(y_1, \ldots, y_n)$ is Dirichlet distributed.

References

[R128], [R129]

Examples

Taking an example cited in Wikipedia, this distribution can be used if one wanted to cut strings (each of initial length 1.0) into K pieces with different lengths, where each piece had, on average, a designated average length, but allowing some variation in the relative sizes of the pieces.

```
>>> s = np.random.dirichlet((10, 5, 3), 20).transpose()

>>> plt.barh(range(20), s[0])
>>> plt.barh(range(20), s[1], left=s[0], color='g')
>>> plt.barh(range(20), s[2], left=s[0]+s[1], color='r')
>>> plt.title("Lengths of Strings")
```

RandomState.**exponential**(*scale=1.0*, *size=None*)

Exponential distribution.

Its probability density function is

$$f(x; \frac{1}{\beta}) = \frac{1}{\beta} \exp(-\frac{x}{\beta}),$$

for `x > 0` and 0 elsewhere. β is the scale parameter, which is the inverse of the rate parameter $\lambda = 1/\beta$. The rate parameter is an alternative, widely used parameterization of the exponential distribution [R132].

The exponential distribution is a continuous analogue of the geometric distribution. It describes many common situations, such as the size of raindrops measured over many rainstorms [R130], or the time between page requests to Wikipedia [R131].

Parameters

scale : float

The scale parameter, $\beta = 1/\lambda$.

size : tuple of ints

Number of samples to draw. The output is shaped according to *size*.

References

[R130], [R131], [R132]

`RandomState.f`(*dfnum*, *dfden*, *size=None*)

Draw samples from a F distribution.

Samples are drawn from an F distribution with specified parameters, *dfnum* (degrees of freedom in numerator) and *dfden* (degrees of freedom in denominator), where both parameters should be greater than zero.

The random variate of the F distribution (also known as the Fisher distribution) is a continuous probability distribution that arises in ANOVA tests, and is the ratio of two chi-square variates.

Parameters

dfnum : float

Degrees of freedom in numerator. Should be greater than zero.

dfden : float

Degrees of freedom in denominator. Should be greater than zero.

size : {tuple, int}, optional

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn. By default only one sample is returned.

Returns

samples : {ndarray, scalar}

Samples from the Fisher distribution.

See Also:

`scipy.stats.distributions.f`
probability density function, distribution or cumulative density function, etc.

Notes

The F statistic is used to compare in-group variances to between-group variances. Calculating the distribution depends on the sampling, and so it is a function of the respective degrees of freedom in the problem. The variable *dfnum* is the number of samples minus one, the between-groups degrees of freedom, while *dfden* is the within-groups degrees of freedom, the sum of the number of samples in each group minus the number of groups.

References

[R133], [R134]

Examples

An example from Glantz[1], pp 47-40. Two groups, children of diabetics (25 people) and children from people without diabetes (25 controls). Fasting blood glucose was measured, case group had a mean value of 86.1, controls had a mean value of 82.2. Standard deviations were 2.09 and 2.49 respectively. Are these data consistent with the null hypothesis that the parents diabetic status does not affect their children's blood glucose levels? Calculating the F statistic from the data gives a value of 36.01.

Draw samples from the distribution:

```
>>> dfnum = 1. # between group degrees of freedom
>>> dfden = 48. # within groups degrees of freedom
>>> s = np.random.f(dfnum, dfden, 1000)
```

The lower bound for the top 1% of the samples is :

```
>>> sort(s)[-10]
7.61988120985
```

So there is about a 1% chance that the F statistic will exceed 7.62, the measured value is 36, so the null hypothesis is rejected at the 1% level.

RandomState.**gamma**(*shape*, *scale=1.0*, *size=None*)

Draw samples from a Gamma distribution.

Samples are drawn from a Gamma distribution with specified parameters, *shape* (sometimes designated "k") and *scale* (sometimes designated "theta"), where both parameters are > 0.

Parameters

shape : scalar > 0

The shape of the gamma distribution.

scale : scalar > 0, optional

The scale of the gamma distribution. Default is equal to 1.

size : shape_tuple, optional

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn.

Returns

out : ndarray, float

Returns one sample unless *size* parameter is specified.

See Also:

scipy.stats.distributions.gamma

probability density function, distribution or cumulative density function, etc.

Notes

The probability density for the Gamma distribution is

$$p(x) = x^{k-1}\frac{e^{-x/\theta}}{\theta^k\Gamma(k)},$$

where k is the shape and θ the scale, and Γ is the Gamma function.

The Gamma distribution is often used to model the times to failure of electronic components, and arises naturally in processes for which the waiting times between Poisson distributed events are relevant.

References

[R135], [R136]

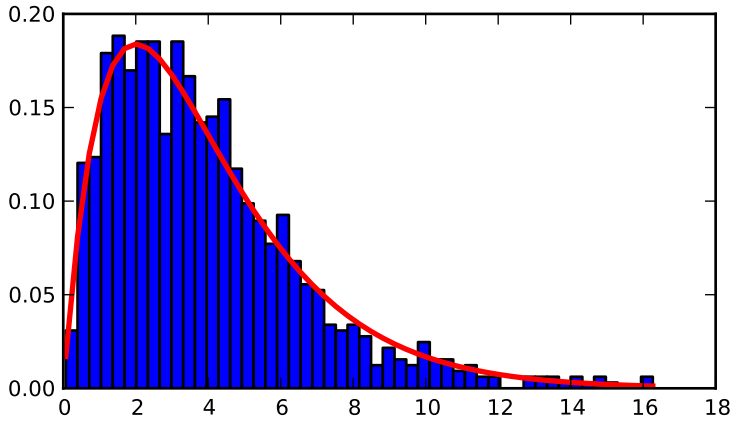
Examples

Draw samples from the distribution:

```
>>> shape, scale = 2., 2. # mean and dispersion
>>> s = np.random.gamma(shape, scale, 1000)
```

Display the histogram of the samples, along with the probability density function:

```
>>> import matplotlib.pyplot as plt
>>> import scipy.special as sps
>>> count, bins, ignored = plt.hist(s, 50, normed=True)
>>> y = bins**(shape-1)*(np.exp(-bins/scale) /
...                      (sps.gamma(shape)*scale**shape))
>>> plt.plot(bins, y, linewidth=2, color='r')
>>> plt.show()
```



RandomState.**geometric**(*p*, *size=None*)

Draw samples from the geometric distribution.

Bernoulli trials are experiments with one of two outcomes: success or failure (an example of such an experiment is flipping a coin). The geometric distribution models the number of trials that must be run in order to achieve success. It is therefore supported on the positive integers, `k = 1, 2, ...`.

The probability mass function of the geometric distribution is

$$f(k) = (1-p)^{k-1}p$$

where p is the probability of success of an individual trial.

Parameters

p : float

The probability of success of an individual trial.

size : tuple of ints

Number of values to draw from the distribution. The output is shaped according to *size*.

Returns

out : ndarray

Samples from the geometric distribution, shaped according to *size*.

Examples

Draw ten thousand values from the geometric distribution, with the probability of an individual success equal to 0.35:

```
>>> z = np.random.geometric(p=0.35, size=10000)
```

How many trials succeeded after a single run?

```
>>> (z == 1).sum() / 10000.
0.34889999999999999 #random
```

RandomState.**get_state**()

Return a tuple representing the internal state of the generator.

For more details, see `set_state`.

Returns

out : tuple(str, ndarray of 624 uints, int, int, float)

The returned tuple has the following items:

1. the string 'MT19937'.
2. a 1-D array of 624 unsigned integer keys.
3. an integer `pos`.
4. an integer `has_gauss`.
5. a float `cached_gaussian`.

See Also:

`set_state`

Notes

`set_state` and `get_state` are not needed to work with any of the random distributions in NumPy. If the internal state is manually altered, the user should know exactly what he/she is doing.

RandomState.**gumbel**(*loc=0.0*, *scale=1.0*, *size=None*)

Gumbel distribution.

Draw samples from a Gumbel distribution with specified location and scale. For more information on the Gumbel distribution, see Notes and References below.

Parameters

loc : float

The location of the mode of the distribution.

scale : float

The scale parameter of the distribution.

size : tuple of ints

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn.

Returns

out : ndarray

The samples

See Also:

`scipy.stats.gumbel_l`, `scipy.stats.gumbel_r`

`scipy.stats.genextreme`
probability density function, distribution, or cumulative density function, etc. for each of the above

`weibull`

Notes

The Gumbel (or Smallest Extreme Value (SEV) or the Smallest Extreme Value Type I) distribution is one of a class of Generalized Extreme Value (GEV) distributions used in modeling extreme value problems. The Gumbel is a special case of the Extreme Value Type I distribution for maximums from distributions with "exponential-like" tails.

The probability density for the Gumbel distribution is

$$p(x) = \frac{e^{-(x-\mu)/\beta}}{\beta} e^{-e^{-(x-\mu)/\beta}},$$

where μ is the mode, a location parameter, and β is the scale parameter.

The Gumbel (named for German mathematician Emil Julius Gumbel) was used very early in the hydrology literature, for modeling the occurrence of flood events. It is also used for modeling maximum wind speed and rainfall rates. It is a "fat-tailed" distribution - the probability of an event in the tail of the distribution is larger than if one used a Gaussian, hence the surprisingly frequent occurrence of 100-year floods. Floods were initially modeled as a Gaussian process, which underestimated the frequency of extreme events.

It is one of a class of extreme value distributions, the Generalized Extreme Value (GEV) distributions, which also includes the Weibull and Frechet.

The function has a mean of $\mu + 0.57721\beta$ and a variance of $\frac{\pi^2}{6}\beta^2$.

References

Gumbel, E. J., *Statistics of Extremes*, New York: Columbia University Press, 1958.

Reiss, R.-D. and Thomas, M., *Statistical Analysis of Extreme Values from Insurance, Finance, Hydrology and Other Fields*, Basel: Birkhauser Verlag, 2001.

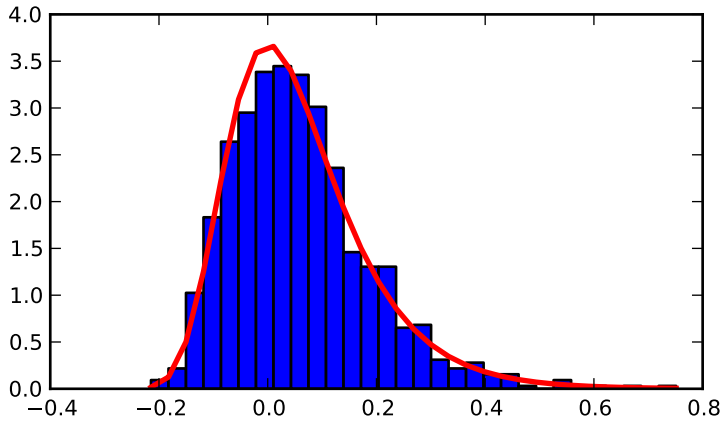
Examples

Draw samples from the distribution:

```
>>> mu, beta = 0, 0.1 # location and scale
>>> s = np.random.gumbel(mu, beta, 1000)
```

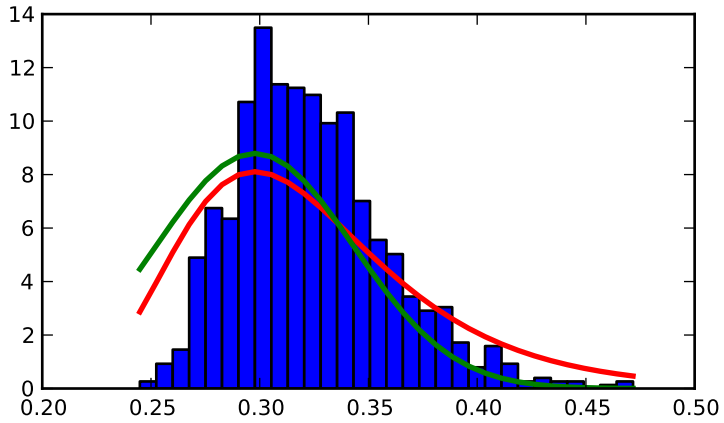
Display the histogram of the samples, along with the probability density function:

```
>>> import matplotlib.pyplot as plt
>>> count, bins, ignored = plt.hist(s, 30, normed=True)
>>> plt.plot(bins, (1/beta)*np.exp(-(bins - mu)/beta)
...          * np.exp( -np.exp( -(bins - mu) /beta) ),
...          linewidth=2, color='r')
>>> plt.show()
```



Show how an extreme value distribution can arise from a Gaussian process and compare to a Gaussian:

```
>>> means = []
>>> maxima = []
>>> for i in range(0,1000) :
...     a = np.random.normal(mu, beta, 1000)
...     means.append(a.mean())
...     maxima.append(a.max())
>>> count, bins, ignored = plt.hist(maxima, 30, normed=True)
>>> beta = np.std(maxima)*np.pi/np.sqrt(6)
>>> mu = np.mean(maxima) - 0.57721*beta
>>> plt.plot(bins, (1/beta)*np.exp(-(bins - mu)/beta)
...           * np.exp(-np.exp(-(bins - mu)/beta)),
...           linewidth=2, color='r')
>>> plt.plot(bins, 1/(beta * np.sqrt(2 * np.pi))
...           * np.exp(-(bins - mu)**2 / (2 * beta**2)),
...           linewidth=2, color='g')
>>> plt.show()
```



RandomState.**hypergeometric**(*ngood*, *nbad*, *nsample*, *size=None*)

Draw samples from a Hypergeometric distribution.

Samples are drawn from a Hypergeometric distribution with specified parameters, ngood (ways to make a good selection), nbad (ways to make a bad selection), and nsample = number of items sampled, which is less than or equal to the sum ngood + nbad.

Parameters

ngood : int or array_like

Number of ways to make a good selection. Must be nonnegative.

nbad : int or array_like

Number of ways to make a bad selection. Must be nonnegative.

nsample : int or array_like

Number of items sampled. Must be at least 1 and at most `ngood + nbad`.

size : int or tuple of int

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn.

Returns

samples : ndarray or scalar

The values are all integers in [0, n].

See Also:

scipy.stats.distributions.hypergeom

probability density function, distribution or cumulative density function, etc.

Notes

The probability density for the Hypergeometric distribution is

$$P(x) = \frac{\binom{m}{n}\binom{N-m}{n-x}}{\binom{N}{n}},$$

where $0 \leq x \leq m$ and $n + m - N \leq x \leq n$

for P(x) the probability of x successes, n = ngood, m = nbad, and N = number of samples.

Consider an urn with black and white marbles in it, ngood of them black and nbad are white. If you draw nsample balls without replacement, then the Hypergeometric distribution describes the distribution of black balls in the drawn sample.

Note that this distribution is very similar to the Binomial distribution, except that in this case, samples are drawn without replacement, whereas in the Binomial case samples are drawn with replacement (or the sample space is infinite). As the sample space becomes large, this distribution approaches the Binomial.

References

[R137], [R138], [R139]

Examples

Draw samples from the distribution:

```
>>> ngood, nbad, nsamp = 100, 2, 10
# number of good, number of bad, and number of samples
>>> s = np.random.hypergeometric(ngood, nbad, nsamp, 1000)
>>> hist(s)
#   note that it is very unlikely to grab both bad items
```

Suppose you have an urn with 15 white and 15 black marbles. If you pull 15 marbles at random, how likely is it that 12 or more of them are one color?

```
>>> s = np.random.hypergeometric(15, 15, 15, 100000)
>>> sum(s>=12)/100000. + sum(s<=3)/100000.
#   answer = 0.003 ... pretty unlikely!
```

RandomState.**laplace**(*loc=0.0*, *scale=1.0*, *size=None*)

Draw samples from the Laplace or double exponential distribution with specified location (or mean) and scale (decay).

The Laplace distribution is similar to the Gaussian/normal distribution, but is sharper at the peak and has fatter tails. It represents the difference between two independent, identically distributed exponential random variables.

Parameters

loc : float

The position, μ, of the distribution peak.

scale : float

λ, the exponential decay.

Notes

It has the probability density function

$$f(x; \mu, \lambda) = \frac{1}{2\lambda} \exp\left(-\frac{|x - \mu|}{\lambda}\right).$$

The first law of Laplace, from 1774, states that the frequency of an error can be expressed as an exponential function of the absolute magnitude of the error, which leads to the Laplace distribution. For many problems in Economics and Health sciences, this distribution seems to model the data better than the standard Gaussian distribution

References

[R140], [R141], [R142], [R143]

Examples

Draw samples from the distribution

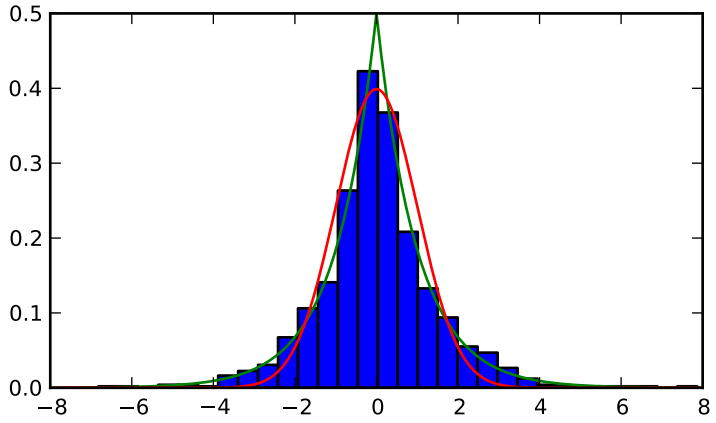
```
>>> loc, scale = 0., 1.
>>> s = np.random.laplace(loc, scale, 1000)
```

Display the histogram of the samples, along with the probability density function:

```
>>> import matplotlib.pyplot as plt
>>> count, bins, ignored = plt.hist(s, 30, normed=True)
>>> x = np.arange(-8., 8., .01)
>>> pdf = np.exp(-abs(x-loc/scale))/(2.*scale)
>>> plt.plot(x, pdf)
```

Plot Gaussian for comparison:

```
>>> g = (1/(scale * np.sqrt(2 * np.pi)) *
...       np.exp( - (x - loc)**2 / (2 * scale**2) ))
>>> plt.plot(x,g)
```



`RandomState.`**`logistic`**(*loc=0.0*, *scale=1.0*, *size=None*)

Draw samples from a Logistic distribution.

Samples are drawn from a Logistic distribution with specified parameters, loc (location or mean, also median), and scale (>0).

Parameters

loc : float

scale : float > 0.

size : {tuple, int}

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn.

Returns

samples : {ndarray, scalar}

where the values are all integers in [0, n].

See Also:

`scipy.stats.distributions.logistic`

probability density function, distribution or cumulative density function, etc.

Notes

The probability density for the Logistic distribution is

$$P(x) = P(x) = \frac{e^{-(x-\mu)/s}}{s(1+e^{-(x-\mu)/s})^2},$$

where μ = location and s = scale.

The Logistic distribution is used in Extreme Value problems where it can act as a mixture of Gumbel distributions, in Epidemiology, and by the World Chess Federation (FIDE) where it is used in the Elo ranking system, assuming the performance of each player is a logistically distributed random variable.

References

[R144], [R145], [R146]

Examples

Draw samples from the distribution:

```
>>> loc, scale = 10, 1
>>> s = np.random.logistic(loc, scale, 10000)
>>> count, bins, ignored = plt.hist(s, bins=50)
```

plot against distribution

```
>>> def logist(x, loc, scale):
...     return exp((loc-x)/scale)/(scale*(1+exp((loc-x)/scale))**2)
>>> plt.plot(bins, logist(bins, loc, scale)*count.max()/\
... logist(bins, loc, scale).max())
>>> plt.show()
```

RandomState.**lognormal**(*mean=0.0*, *sigma=1.0*, *size=None*)

Return samples drawn from a log-normal distribution.

Draw samples from a log-normal distribution with specified mean, standard deviation, and array shape. Note that the mean and standard deviation are not the values for the distribution itself, but of the underlying normal distribution it is derived from.

Parameters

mean : float

Mean value of the underlying normal distribution

sigma : float, > 0.

Standard deviation of the underlying normal distribution

size : tuple of ints

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn.

Returns

samples : ndarray or float

The desired samples. An array of the same shape as *size* if given, if *size* is None a float is returned.

See Also:

scipy.stats.lognorm
probability density function, distribution, cumulative density function, etc.

Notes

A variable *x* has a log-normal distribution if *log(x)* is normally distributed. The probability density function for the log-normal distribution is:

$$p(x) = \frac{1}{\sigma x \sqrt{2\pi}} e^{(-\frac{(ln(x)-\mu)^2}{2\sigma^2})}$$

where μ is the mean and σ is the standard deviation of the normally distributed logarithm of the variable. A log-normal distribution results if a random variable is the *product* of a large number of independent, identically-distributed variables in the same way that a normal distribution results if the variable is the *sum* of a large number of independent, identically-distributed variables.

References

Limpert, E., Stahel, W. A., and Abbt, M., "Log-normal Distributions across the Sciences: Keys and Clues," *BioScience*, Vol. 51, No. 5, May, 2001. http://stat.ethz.ch/~stahel/lognormal/bioscience.pdf

Reiss, R.D. and Thomas, M., *Statistical Analysis of Extreme Values*, Basel: Birkhauser Verlag, 2001, pp. 31-32.

Examples

Draw samples from the distribution:

```
>>> mu, sigma = 3., 1. # mean and standard deviation
>>> s = np.random.lognormal(mu, sigma, 1000)
```

Display the histogram of the samples, along with the probability density function:

```
>>> import matplotlib.pyplot as plt
>>> count, bins, ignored = plt.hist(s, 100, normed=True, align='mid')

>>> x = np.linspace(min(bins), max(bins), 10000)
>>> pdf = (np.exp(-(np.log(x) - mu)**2 / (2 * sigma**2))
...        / (x * sigma * np.sqrt(2 * np.pi)))

>>> plt.plot(x, pdf, linewidth=2, color='r')
>>> plt.axis('tight')
>>> plt.show()
```

Demonstrate that taking the products of random samples from a uniform distribution can be fit well by a log-normal probability density function.

```
>>> # Generate a thousand samples: each is the product of 100 random
>>> # values, drawn from a normal distribution.
>>> b = []
>>> for i in range(1000):
...     a = 10. + np.random.random(100)
...     b.append(np.product(a))

>>> b = np.array(b) / np.min(b) # scale values to be positive
>>> count, bins, ignored = plt.hist(b, 100, normed=True, align='center')
>>> sigma = np.std(np.log(b))
>>> mu = np.mean(np.log(b))
```

```
>>> x = np.linspace(min(bins), max(bins), 10000)
>>> pdf = (np.exp(-(np.log(x) - mu)**2 / (2 * sigma**2))
...        / (x * sigma * np.sqrt(2 * np.pi)))

>>> plt.plot(x, pdf, color='r', linewidth=2)
>>> plt.show()
```

RandomState.**logseries**(*p*, *size=None*)

Draw samples from a Logarithmic Series distribution.

Samples are drawn from a Log Series distribution with specified parameter, p (probability, 0 < p < 1).

Parameters

loc : float

scale : float > 0.

size : {tuple, int}

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn.

Returns

samples : {ndarray, scalar}

where the values are all integers in [0, n].

See Also:

scipy.stats.distributions.logser

probability density function, distribution or cumulative density function, etc.

Notes

The probability density for the Log Series distribution is

$$P(k) = \frac{-p^k}{k \ln(1-p)},$$

where p = probability.

The Log Series distribution is frequently used to represent species richness and occurrence, first proposed by Fisher, Corbet, and Williams in 1943 [2]. It may also be used to model the numbers of occupants seen in cars [3].

References

[R147], [R148], [R149], [R150]

Examples

Draw samples from the distribution:

```
>>> a = .6
>>> s = np.random.logseries(a, 10000)
>>> count, bins, ignored = plt.hist(s)
```

plot against distribution

```
>>> def logseries(k, p):
...     return -p**k/(k*log(1-p))
>>> plt.plot(bins, logseries(bins, a)*count.max()/
             logseries(bins, a).max(), 'r')
>>> plt.show()
```

RandomState.**multinomial**(*n*, *pvals*, *size=None*)

Draw samples from a multinomial distribution.

The multinomial distribution is a multivariate generalisation of the binomial distribution. Take an experiment with one of `p` possible outcomes. An example of such an experiment is throwing a dice, where the outcome can be 1 through 6. Each sample drawn from the distribution represents *n* such experiments. Its values, `X_i = [X_0, X_1, ..., X_p]`, represent the number of times the outcome was `i`.

Parameters

n : int

Number of experiments.

pvals : sequence of floats, length p

Probabilities of each of the `p` different outcomes. These should sum to 1 (however, the last element is always assumed to account for the remaining probability, as long as `sum(pvals[:-1]) <= 1)`.

size : tuple of ints

Given a *size* of `(M, N, K)`, then `M*N*K` samples are drawn, and the output shape becomes `(M, N, K, p)`, since each sample has shape `(p,)`.

Examples

Throw a dice 20 times:

```
>>> np.random.multinomial(20, [1/6.]*6, size=1)
array([[4, 1, 7, 5, 2, 1]])
```

It landed 4 times on 1, once on 2, etc.

Now, throw the dice 20 times, and 20 times again:

```
>>> np.random.multinomial(20, [1/6.]*6, size=2)
array([[3, 4, 3, 3, 4, 3],
       [2, 4, 3, 4, 0, 7]])
```

For the first run, we threw 3 times 1, 4 times 2, etc. For the second, we threw 2 times 1, 4 times 2, etc.

A loaded dice is more likely to land on number 6:

```
>>> np.random.multinomial(100, [1/7.]*5)
array([13, 16, 13, 16, 42])
```

RandomState.**multivariate_normal**(*mean*, *cov*[, *size*])

Draw random samples from a multivariate normal distribution.

The multivariate normal, multinormal or Gaussian distribution is a generalization of the one-dimensional normal distribution to higher dimensions. Such a distribution is specified by its mean and covariance matrix. These parameters are analogous to the mean (average or "center") and variance (standard deviation, or "width," squared) of the one-dimensional normal distribution.

Parameters

mean : 1-D array_like, of length N

Mean of the N-dimensional distribution.

cov : 2-D array_like, of shape (N, N)

Covariance matrix of the distribution. Must be symmetric and positive semi-definite for "physically meaningful" results.

size : int or tuple of ints, optional

Given a shape of, for example, `(m,n,k)`, `m*n*k` samples are generated, and packed in an *m*-by-*n*-by-*k* arrangement. Because each sample is *N*-dimensional, the output shape is `(m,n,k,N)`. If no shape is specified, a single (*N*-D) sample is returned.

Returns

out : ndarray

The drawn samples, of shape *size*, if that was provided. If not, the shape is `(N,)`.

In other words, each entry `out[i,j,...,:]` is an N-dimensional value drawn from the distribution.

Notes

The mean is a coordinate in N-dimensional space, which represents the location where samples are most likely to be generated. This is analogous to the peak of the bell curve for the one-dimensional or univariate normal distribution.

Covariance indicates the level to which two variables vary together. From the multivariate normal distribution, we draw N-dimensional samples, $X = [x_1, x_2, ...x_N]$. The covariance matrix element C_{ij} is the covariance of x_i and x_j. The element C_{ii} is the variance of x_i (i.e. its "spread").

Instead of specifying the full covariance matrix, popular approximations include:

•Spherical covariance (*cov* is a multiple of the identity matrix)

•Diagonal covariance (*cov* has non-negative elements, and only on the diagonal)

This geometrical property can be seen in two dimensions by plotting generated data-points:

```
>>> mean = [0,0]
>>> cov = [[1,0],[0,100]] # diagonal covariance, points lie on x or y-axis

>>> import matplotlib.pyplot as plt
>>> x,y = np.random.multivariate_normal(mean,cov,5000).T
>>> plt.plot(x,y,'x'); plt.axis('equal'); plt.show()
```

Note that the covariance matrix must be non-negative definite.

References

Papoulis, A., *Probability, Random Variables, and Stochastic Processes*, 3rd ed., New York: McGraw-Hill, 1991.

Duda, R. O., Hart, P. E., and Stork, D. G., *Pattern Classification*, 2nd ed., New York: Wiley, 2001.

Examples

```
>>> mean = (1,2)
>>> cov = [[1,0],[1,0]]
>>> x = np.random.multivariate_normal(mean,cov,(3,3))
>>> x.shape
(3, 3, 2)
```

The following is probably true, given that 0.6 is roughly twice the standard deviation:

```
>>> print list( (x[0,0,:] - mean) < 0.6 )
[True, True]
```

RandomState.**negative_binomial**(*n*, *p*, *size=None*)

Draw samples from a negative_binomial distribution.

Samples are drawn from a negative_Binomial distribution with specified parameters, *n* trials and *p* probability of success where *n* is an integer > 0 and *p* is in the interval [0, 1].

Parameters

n : int

Parameter, > 0.

p : float

Parameter, >= 0 and <=1.

size : int or tuple of ints

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn.

Returns

samples : int or ndarray of ints

Drawn samples.

Notes

The probability density for the Negative Binomial distribution is

$$P(N;n,p) = \binom{N+n-1}{n-1} p^n (1-p)^N,$$

where $n-1$ is the number of successes, p is the probability of success, and $N+n-1$ is the number of trials.

The negative binomial distribution gives the probability of n-1 successes and N failures in N+n-1 trials, and success on the (N+n)th trial.

If one throws a die repeatedly until the third time a "1" appears, then the probability distribution of the number of non-"1"s that appear before the third "1" is a negative binomial distribution.

References

[R151], [R152]

Examples

Draw samples from the distribution:

A real world example. A company drills wild-cat oil exploration wells, each with an estimated probability of success of 0.1. What is the probability of having one success for each successive well, that is what is the probability of a single success after drilling 5 wells, after 6 wells, etc.?

```
>>> s = np.random.negative_binomial(1, 0.1, 100000)
>>> for i in range(1, 11):
...     probability = sum(s<i) / 100000.
...     print i, "wells drilled, probability of one success =", probability
```

RandomState.**noncentral_chisquare**(*df*, *nonc*, *size=None*)

Draw samples from a noncentral chi-square distribution.

The noncentral χ^2 distribution is a generalisation of the χ^2 distribution.

Parameters

df : int

Degrees of freedom, should be >= 1.

nonc : float

Non-centrality, should be > 0.

size : int or tuple of ints

Shape of the output.

Notes

The probability density function for the noncentral Chi-square distribution is

$$P(x;df,nonc) = \sum_{i=0}^{\infty} \frac{e^{-nonc/2}(nonc/2)^i}{i!} P_{Y_{df+2i}}(x),$$

where Y_q is the Chi-square with q degrees of freedom.

In Delhi (2007), it is noted that the noncentral chi-square is useful in bombing and coverage problems, the probability of killing the point target given by the noncentral chi-squared distribution.

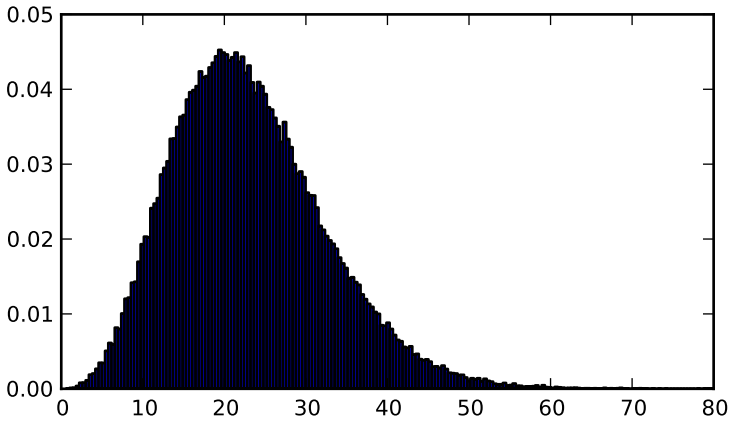
References

[R153], [R154]

Examples

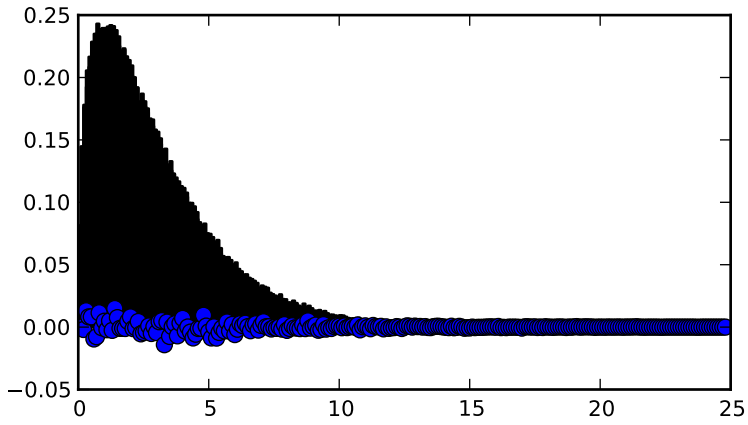
Draw values from the distribution and plot the histogram

```
>>> import matplotlib.pyplot as plt
>>> values = plt.hist(np.random.noncentral_chisquare(3, 20, 100000),
...                   bins=200, normed=True)
>>> plt.show()
```



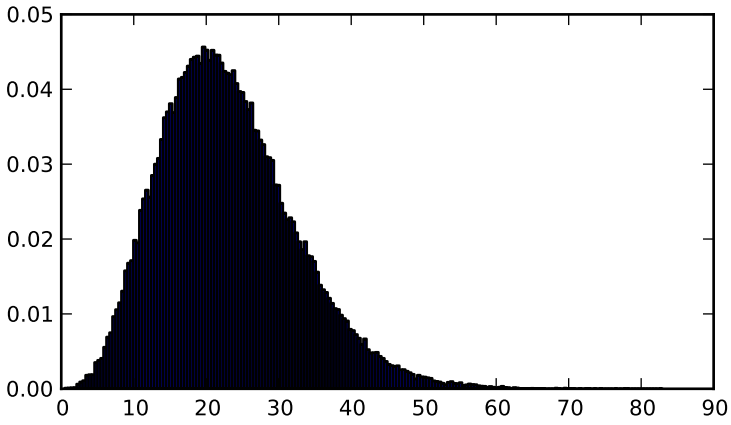
Draw values from a noncentral chisquare with very small noncentrality, and compare to a chisquare.

```
>>> plt.figure()
>>> values = plt.hist(np.random.noncentral_chisquare(3, .0000001, 100000),
...                   bins=np.arange(0., 25, .1), normed=True)
>>> values2 = plt.hist(np.random.chisquare(3, 100000),
...                    bins=np.arange(0., 25, .1), normed=True)
>>> plt.plot(values[1][0:-1], values[0]-values2[0], 'ob')
>>> plt.show()
```



Demonstrate how large values of non-centrality lead to a more symmetric distribution.

```
>>> plt.figure()
>>> values = plt.hist(np.random.noncentral_chisquare(3, 20, 100000),
...                   bins=200, normed=True)
>>> plt.show()
```



RandomState.**noncentral_f**(*dfnum*, *dfden*, *nonc*, *size=None*)

Draw samples from the noncentral F distribution.

Samples are drawn from an F distribution with specified parameters, *dfnum* (degrees of freedom in numerator) and *dfden* (degrees of freedom in denominator), where both parameters > 1. *nonc* is the non-centrality parameter.

Parameters

dfnum : int

Parameter, should be > 1.

dfden : int

Parameter, should be > 1.

nonc : float

Parameter, should be >= 0.

size : int or tuple of ints

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn.

Returns

samples : scalar or ndarray

Drawn samples.

Notes

When calculating the power of an experiment (power = probability of rejecting the null hypothesis when a specific alternative is true) the non-central F statistic becomes important. When the null hypothesis is true, the F statistic follows a central F distribution. When the null hypothesis is not true, then it follows a non-central F statistic.

References

Weisstein, Eric W. "Noncentral F-Distribution." From MathWorld–A Wolfram Web Resource. http://mathworld.wolfram.com/NoncentralF-Distribution.html

Wikipedia, "Noncentral F distribution", http://en.wikipedia.org/wiki/Noncentral_F-distribution

Examples

In a study, testing for a specific alternative to the null hypothesis requires use of the Noncentral F distribution. We need to calculate the area in the tail of the distribution that exceeds the value of the F distribution for the null hypothesis. We'll plot the two probability distributions for comparison.

```
>>> dfnum = 3 # between group deg of freedom
>>> dfden = 20 # within groups degrees of freedom
>>> nonc = 3.0
>>> nc_vals = np.random.noncentral_f(dfnum, dfden, nonc, 1000000)
>>> NF = np.histogram(nc_vals, bins=50, normed=True)
>>> c_vals = np.random.f(dfnum, dfden, 1000000)
>>> F = np.histogram(c_vals, bins=50, normed=True)
>>> plt.plot(F[1][1:], F[0])
>>> plt.plot(NF[1][1:], NF[0])
>>> plt.show()
```

RandomState.**normal**(*loc=0.0*, *scale=1.0*, *size=None*)

Draw random samples from a normal (Gaussian) distribution.

The probability density function of the normal distribution, first derived by De Moivre and 200 years later by both Gauss and Laplace independently [R156], is often called the bell curve because of its characteristic shape (see the example below).

The normal distributions occurs often in nature. For example, it describes the commonly occurring distribution of samples influenced by a large number of tiny, random disturbances, each with its own unique distribution [R156].

Parameters

loc : float

Mean ("centre") of the distribution.

scale : float

Standard deviation (spread or "width") of the distribution.

size : tuple of ints

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn.

See Also:

scipy.stats.distributions.norm
probability density function, distribution or cumulative density function, etc.

Notes

The probability density for the Gaussian distribution is

$$p(x) = \frac{1}{\sqrt{2\pi\sigma^2}} e^{-\frac{(x-\mu)^2}{2\sigma^2}},$$

where μ is the mean and σ the standard deviation. The square of the standard deviation, σ^2, is called the variance.

The function has its peak at the mean, and its "spread" increases with the standard deviation (the function reaches 0.607 times its maximum at $x+\sigma$ and $x-\sigma$ [R156]). This implies that `numpy.random.normal` is more likely to return samples lying close to the mean, rather than those far away.

References

[R155], [R156]

Examples

Draw samples from the distribution:

```
>>> mu, sigma = 0, 0.1 # mean and standard deviation
>>> s = np.random.normal(mu, sigma, 1000)
```

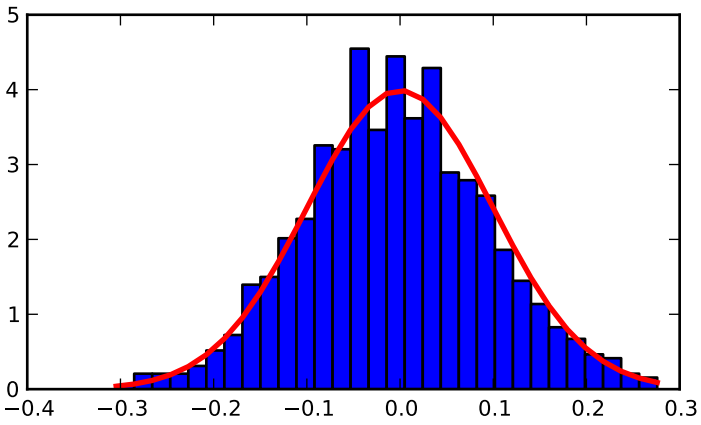
Verify the mean and the variance:

```
>>> abs(mu - np.mean(s)) < 0.01
True

>>> abs(sigma - np.std(s, ddof=1)) < 0.01
True
```

Display the histogram of the samples, along with the probability density function:

```
>>> import matplotlib.pyplot as plt
>>> count, bins, ignored = plt.hist(s, 30, normed=True)
>>> plt.plot(bins, 1/(sigma * np.sqrt(2 * np.pi)) *
...                np.exp( - (bins - mu)**2 / (2 * sigma**2) ),
...          linewidth=2, color='r')
>>> plt.show()
```



`RandomState.`**`pareto`**(*a*, *size=None*)

Draw samples from a Pareto II or Lomax distribution with specified shape.

The Lomax or Pareto II distribution is a shifted Pareto distribution. The classical Pareto distribution can be obtained from the Lomax distribution by adding the location parameter m, see below. The smallest value of the Lomax distribution is zero while for the classical Pareto distribution it is m, where the standard Pareto distribution has location m=1. Lomax can also be considered as a simplified version of the Generalized Pareto distribution (available in SciPy), with the scale set to one and the location set to zero.

The Pareto distribution must be greater than zero, and is unbounded above. It is also known as the "80-20 rule". In this distribution, 80 percent of the weights are in the lowest 20 percent of the range, while the other 20 percent fill the remaining 80 percent of the range.

Parameters

shape : float, > 0.

Shape of the distribution.

size : tuple of ints

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn.

See Also:

scipy.stats.distributions.lomax.pdf
probability density function, distribution or cumulative density function, etc.

scipy.stats.distributions.genpareto.pdf
probability density function, distribution or cumulative density function, etc.

Notes

The probability density for the Pareto distribution is

$$p(x) = \frac{am^a}{x^{a+1}}$$

where a is the shape and m the location

The Pareto distribution, named after the Italian economist Vilfredo Pareto, is a power law probability distribution useful in many real world problems. Outside the field of economics it is generally referred to as the Bradford distribution. Pareto developed the distribution to describe the distribution of wealth in an economy. It has also found use in insurance, web page access statistics, oil field sizes, and many other problems, including the download frequency for projects in Sourceforge [1]. It is one of the so-called "fat-tailed" distributions.

References

[R157], [R158], [R159], [R160]

Examples

Draw samples from the distribution:

```
>>> a, m = 3., 1. # shape and mode
>>> s = np.random.pareto(a, 1000) + m
```

Display the histogram of the samples, along with the probability density function:

```
>>> import matplotlib.pyplot as plt
>>> count, bins, ignored = plt.hist(s, 100, normed=True, align='center')
>>> fit = a*m**a/bins**(a+1)
>>> plt.plot(bins, max(count)*fit/max(fit),linewidth=2, color='r')
>>> plt.show()
```

RandomState.**permutation**(*x*)
Randomly permute a sequence, or return a permuted range.

If *x* is a multi-dimensional array, it is only shuffled along its first index.

Parameters

x : int or array_like

If *x* is an integer, randomly permute `np.arange(x)`. If *x* is an array, make a copy and shuffle the elements randomly.

Returns

out : ndarray

Permuted sequence or array range.

Examples

```
>>> np.random.permutation(10)
array([1, 7, 4, 3, 0, 9, 2, 5, 8, 6])

>>> np.random.permutation([1, 4, 9, 12, 15])
array([15,  1,  9,  4, 12])

>>> arr = np.arange(9).reshape((3, 3))
>>> np.random.permutation(arr)
array([[6, 7, 8],
       [0, 1, 2],
       [3, 4, 5]])
```

`RandomState.`**`poisson`**(*lam=1.0*, *size=None*)

Draw samples from a Poisson distribution.

The Poisson distribution is the limit of the Binomial distribution for large N.

Parameters

lam : float

Expectation of interval, should be >= 0.

size : int or tuple of ints, optional

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn.

Notes

The Poisson distribution

$$f(k; \lambda) = \frac{\lambda^k e^{-\lambda}}{k!}$$

For events with an expected separation λ the Poisson distribution $f(k; \lambda)$ describes the probability of k events occurring within the observed interval λ.

Because the output is limited to the range of the C long type, a ValueError is raised when *lam* is within 10 sigma of the maximum representable value.

References

[R161], [R162]

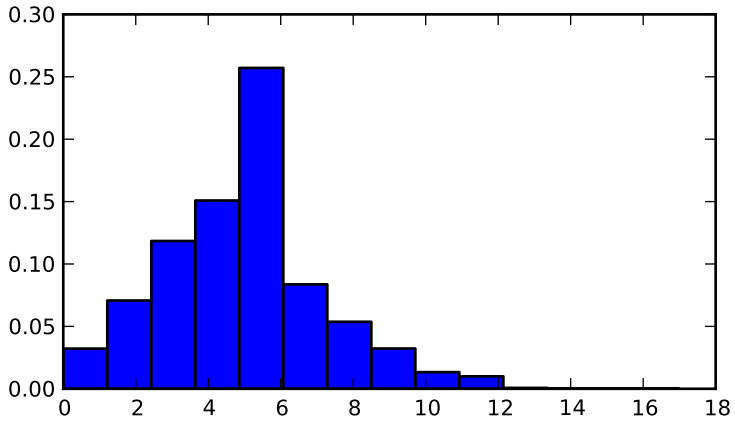
Examples

Draw samples from the distribution:

```
>>> import numpy as np
>>> s = np.random.poisson(5, 10000)
```

Display histogram of the sample:

```
>>> import matplotlib.pyplot as plt
>>> count, bins, ignored = plt.hist(s, 14, normed=True)
>>> plt.show()
```



RandomState.**power**(*a*, *size=None*)

Draws samples in [0, 1] from a power distribution with positive exponent a - 1.

Also known as the power function distribution.

Parameters

a : float

parameter, > 0

size : tuple of ints

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn.

Returns

samples : {ndarray, scalar}

The returned samples lie in [0, 1].

Raises

ValueError

If a<1.

Notes

The probability density function is

$$P(x; a) = ax^{a-1}, 0 \leq x \leq 1, a > 0.$$

The power function distribution is just the inverse of the Pareto distribution. It may also be seen as a special case of the Beta distribution.

It is used, for example, in modeling the over-reporting of insurance claims.

References

[R163], [R164]

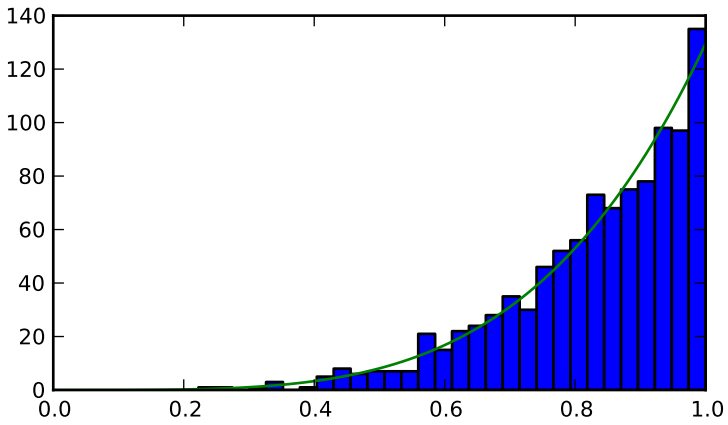
Examples

Draw samples from the distribution:

```
>>> a = 5. # shape
>>> samples = 1000
>>> s = np.random.power(a, samples)
```

Display the histogram of the samples, along with the probability density function:

```
>>> import matplotlib.pyplot as plt
>>> count, bins, ignored = plt.hist(s, bins=30)
>>> x = np.linspace(0, 1, 100)
>>> y = a*x**(a-1.)
>>> normed_y = samples*np.diff(bins)[0]*y
>>> plt.plot(x, normed_y)
>>> plt.show()
```



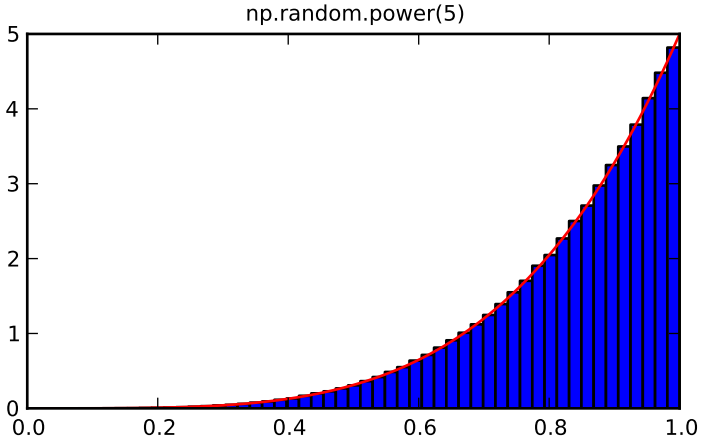
Compare the power function distribution to the inverse of the Pareto.

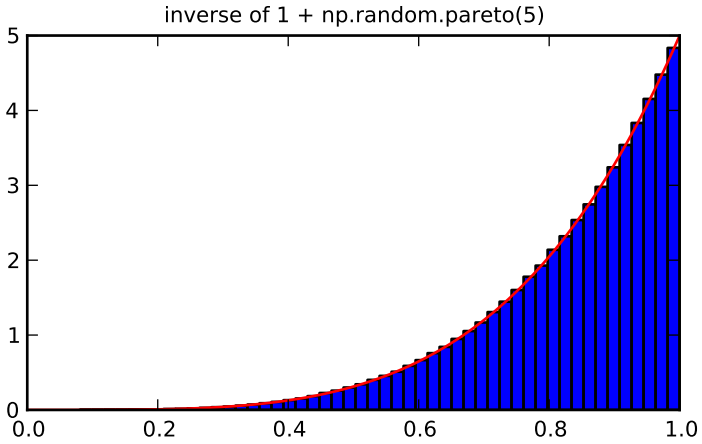
```
>>> from scipy import stats
>>> rvs = np.random.power(5, 1000000)
>>> rvsp = np.random.pareto(5, 1000000)
>>> xx = np.linspace(0,1,100)
>>> powpdf = stats.powerlaw.pdf(xx,5)

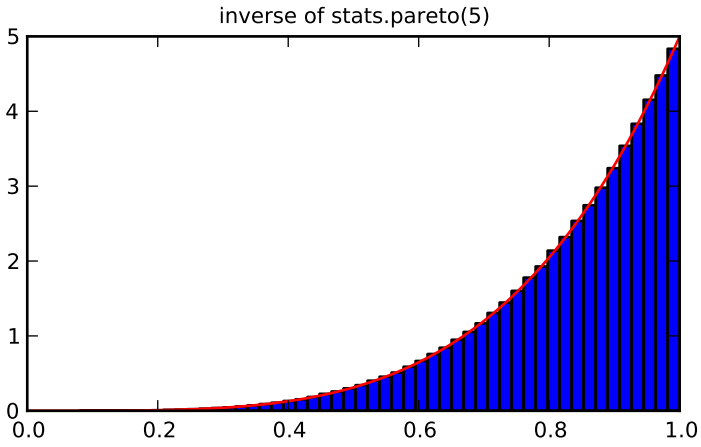
>>> plt.figure()
>>> plt.hist(rvs, bins=50, normed=True)
>>> plt.plot(xx,powpdf,'r-')
>>> plt.title('np.random.power(5)')
```

```
>>> plt.figure()
>>> plt.hist(1./(1.+rvsp), bins=50, normed=True)
>>> plt.plot(xx,powpdf,'r-')
>>> plt.title('inverse of 1 + np.random.pareto(5)')

>>> plt.figure()
>>> plt.hist(1./(1.+rvsp), bins=50, normed=True)
>>> plt.plot(xx,powpdf,'r-')
>>> plt.title('inverse of stats.pareto(5)')
```







RandomState.**rand**(*d0*, *d1*, ..., *dn*)

Random values in a given shape.

Create an array of the given shape and propagate it with random samples from a uniform distribution over `[0, 1)`.

Parameters

d0, d1, ..., dn : int, optional

The dimensions of the returned array, should all be positive. If no argument is given a single Python float is returned.

Returns

out : ndarray, shape `(d0, d1, ..., dn)`

Random values.

See Also:

`random`

Notes

This is a convenience function. If you want an interface that takes a shape-tuple as the first argument, refer to np.random.random_sample .

Examples

```
>>> np.random.rand(3,2)
array([[ 0.14022471,  0.96360618],  #random
       [ 0.37601032,  0.25528411],  #random
       [ 0.49313049,  0.94909878]]) #random
```

RandomState.**randint**(*low*, *high=None*, *size=None*)

Return random integers from *low* (inclusive) to *high* (exclusive).

Return random integers from the "discrete uniform" distribution in the "half-open" interval [*low*, *high*). If *high* is None (the default), then results are from [0, *low*).

Parameters

low : int

Lowest (signed) integer to be drawn from the distribution (unless `high=None`, in which case this parameter is the *highest* such integer).

high : int, optional

If provided, one above the largest (signed) integer to be drawn from the distribution (see above for behavior if `high=None`).

size : int or tuple of ints, optional

Output shape. Default is None, in which case a single int is returned.

Returns

out : int or ndarray of ints

size-shaped array of random integers from the appropriate distribution, or a single such random int if *size* not provided.

See Also:

`random.random_integers`
similar to `randint`, only for the closed interval [*low*, *high*], and 1 is the lowest value if *high* is omitted. In particular, this other one is the one to use to generate uniformly distributed discrete non-integers.

Examples

```
>>> np.random.randint(2, size=10)
array([1, 0, 0, 0, 1, 1, 0, 0, 1, 0])
>>> np.random.randint(1, size=10)
array([0, 0, 0, 0, 0, 0, 0, 0, 0, 0])
```

Generate a 2 x 4 array of ints between 0 and 4, inclusive:

```
>>> np.random.randint(5, size=(2, 4))
array([[4, 0, 2, 1],
       [3, 2, 2, 0]])
```

`RandomState.`**`randn`**(*d0*, *d1*, ..., *dn*)
Return a sample (or samples) from the "standard normal" distribution.

If positive, int_like or int-convertible arguments are provided, `randn` generates an array of shape `(d0, d1, ..., dn)`, filled with random floats sampled from a univariate "normal" (Gaussian) distribution of mean 0 and variance 1 (if any of the d_i are floats, they are first converted to integers by truncation). A single float randomly sampled from the distribution is returned if no argument is provided.

This is a convenience function. If you want an interface that takes a tuple as the first argument, use `numpy.random.standard_normal` instead.

Parameters

d0, d1, ..., dn : int, optional

The dimensions of the returned array, should be all positive. If no argument is given a single Python float is returned.

Returns

Z : ndarray or float

A `(d0, d1, ..., dn)`-shaped array of floating-point samples from the standard normal distribution, or a single such float if no parameters were supplied.

See Also:

random.standard_normal
Similar, but takes a tuple as its argument.

Notes

For random samples from $N(\mu, \sigma^2)$, use:

```
sigma * np.random.randn(...)  + mu
```

Examples

```
>>> np.random.randn()
2.1923875335537315 #random
```

Two-by-four array of samples from N(3, 6.25):

```
>>> 2.5 * np.random.randn(2, 4) + 3
array([[-4.49401501,  4.00950034, -1.81814867,  7.29718677],  #random
       [ 0.39924804,  4.68456316,  4.99394529,  4.84057254]]) #random
```

RandomState.**random_integers**(*low*, *high=None*, *size=None*)
Return random integers between *low* and *high*, inclusive.

Return random integers from the "discrete uniform" distribution in the closed interval [*low*, *high*]. If *high* is None (the default), then results are from [1, *low*].

Parameters
low : int

Lowest (signed) integer to be drawn from the distribution (unless `high=None`, in which case this parameter is the *highest* such integer).

high : int, optional

If provided, the largest (signed) integer to be drawn from the distribution (see above for behavior if `high=None`).

size : int or tuple of ints, optional

Output shape. Default is None, in which case a single int is returned.

Returns
out : int or ndarray of ints

size-shaped array of random integers from the appropriate distribution, or a single such random int if *size* not provided.

See Also:

random.randint
Similar to `random_integers`, only for the half-open interval [*low*, *high*), and 0 is the lowest value if *high* is omitted.

Notes

To sample from N evenly spaced floating-point numbers between a and b, use:

```
a + (b - a) * (np.random.random_integers(N) - 1) / (N - 1.)
```

Examples

```
>>> np.random.random_integers(5)
4
>>> type(np.random.random_integers(5))
<type 'int'>
>>> np.random.random_integers(5, size=(3.,2.))
array([[5, 4],
       [3, 3],
       [4, 5]])
```

Choose five random numbers from the set of five evenly-spaced numbers between 0 and 2.5, inclusive (*i.e.*, from the set $0, 5/8, 10/8, 15/8, 20/8$):

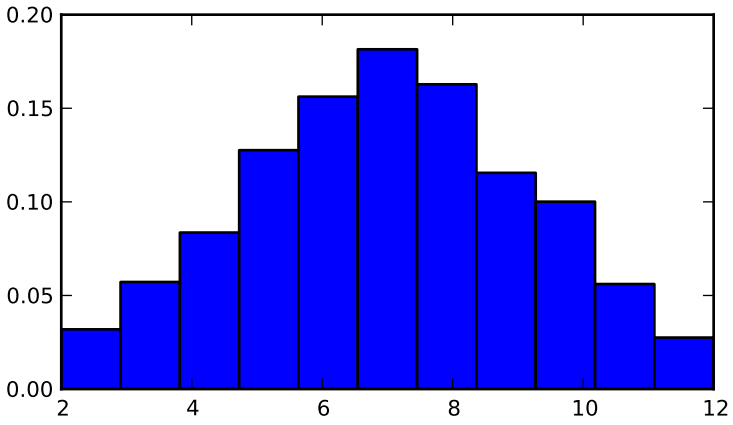
```
>>> 2.5 * (np.random.random_integers(5, size=(5,)) - 1) / 4.
array([ 0.625,  1.25 ,  0.625,  0.625,  2.5  ])
```

Roll two six sided dice 1000 times and sum the results:

```
>>> d1 = np.random.random_integers(1, 6, 1000)
>>> d2 = np.random.random_integers(1, 6, 1000)
>>> dsums = d1 + d2
```

Display results as a histogram:

```
>>> import matplotlib.pyplot as plt
>>> count, bins, ignored = plt.hist(dsums, 11, normed=True)
>>> plt.show()
```



RandomState.**random_sample**(*size=None*)

Return random floats in the half-open interval [0.0, 1.0).

Results are from the "continuous uniform" distribution over the stated interval. To sample $Unif[a, b), b > a$ multiply the output of `random_sample` by *(b-a)* and add *a*:

```
(b - a) * random_sample() + a
```

Parameters

size : int or tuple of ints, optional

Defines the shape of the returned array of random floats. If None (the default), returns a single float.

Returns

out : float or ndarray of floats

Array of random floats of shape *size* (unless `size=None`, in which case a single float is returned).

Examples

```
>>> np.random.random_sample()
0.47108547995356098
>>> type(np.random.random_sample())
<type 'float'>
>>> np.random.random_sample((5,))
array([ 0.30220482,  0.86820401,  0.1654503 ,  0.11659149,  0.54323428])
```

Three-by-two array of random numbers from [-5, 0):

```
>>> 5 * np.random.random_sample((3, 2)) - 5
array([[-3.99149989, -0.52338984],
       [-2.99091858, -0.79479508],
       [-1.23204345, -1.75224494]])
```

`RandomState.`**`rayleigh`**(*scale=1.0*, *size=None*)

Draw samples from a Rayleigh distribution.

The χ and Weibull distributions are generalizations of the Rayleigh.

Parameters

scale : scalar

Scale, also equals the mode. Should be >= 0.

size : int or tuple of ints, optional

Shape of the output. Default is None, in which case a single value is returned.

Notes

The probability density function for the Rayleigh distribution is

$$P(x;scale) = \frac{x}{scale^2}e^{\frac{-x^2}{2\cdot scale^2}}$$

The Rayleigh distribution arises if the wind speed and wind direction are both gaussian variables, then the vector wind velocity forms a Rayleigh distribution. The Rayleigh distribution is used to model the expected output from wind turbines.

References

[R165], [R166]

Examples

Draw values from the distribution and plot the histogram

```
>>> values = hist(np.random.rayleigh(3, 100000), bins=200, normed=True)
```

Wave heights tend to follow a Rayleigh distribution. If the mean wave height is 1 meter, what fraction of waves are likely to be larger than 3 meters?

```
>>> meanvalue = 1
>>> modevalue = np.sqrt(2 / np.pi) * meanvalue
>>> s = np.random.rayleigh(modevalue, 1000000)
```

The percentage of waves larger than 3 meters is:

```
>>> 100.*sum(s>3)/1000000.
0.087300000000000003
```

RandomState.**seed**(*seed=None*)

Seed the generator.

This method is called when RandomState is initialized. It can be called again to re-seed the generator. For details, see RandomState.

Parameters

seed : int or array_like, optional

Seed for RandomState.

See Also:

RandomState

RandomState.**set_state**(*state*)

Set the internal state of the generator from a tuple.

For use if one has reason to manually (re-)set the internal state of the "Mersenne Twister"[R167] pseudo-random number generating algorithm.

Parameters

state : tuple(str, ndarray of 624 uints, int, int, float)

The *state* tuple has the following items:

1. the string 'MT19937', specifying the Mersenne Twister algorithm.
2. a 1-D array of 624 unsigned integers `keys`.
3. an integer `pos`.
4. an integer `has_gauss`.
5. a float `cached_gaussian`.

Returns

out : None

Returns 'None' on success.

See Also:

get_state

Notes

set_state and get_state are not needed to work with any of the random distributions in NumPy. If the internal state is manually altered, the user should know exactly what he/she is doing.

For backwards compatibility, the form (str, array of 624 uints, int) is also accepted although it is missing some information about the cached Gaussian value: `state = ('MT19937', keys, pos)`.

References

[R167]

RandomState.**shuffle**(*x*)
Modify a sequence in-place by shuffling its contents.

Parameters
x : array_like

The array or list to be shuffled.

Returns
None

Examples

```
>>> arr = np.arange(10)
>>> np.random.shuffle(arr)
>>> arr
[1 7 5 2 9 4 3 6 0 8]
```

This function only shuffles the array along the first index of a multi-dimensional array:

```
>>> arr = np.arange(9).reshape((3, 3))
>>> np.random.shuffle(arr)
>>> arr
array([[3, 4, 5],
       [6, 7, 8],
       [0, 1, 2]])
```

RandomState.**standard_cauchy**(*size=None*)
Standard Cauchy distribution with mode = 0.

Also known as the Lorentz distribution.

Parameters
size : int or tuple of ints

Shape of the output.

Returns
samples : ndarray or scalar

The drawn samples.

Notes

The probability density function for the full Cauchy distribution is

$$P(x; x_0, \gamma) = \frac{1}{\pi\gamma\left[1 + (\frac{x-x_0}{\gamma})^2\right]}$$

and the Standard Cauchy distribution just sets $x_0 = 0$ and $\gamma = 1$

The Cauchy distribution arises in the solution to the driven harmonic oscillator problem, and also describes spectral line broadening. It also describes the distribution of values at which a line tilted at a random angle will cut the x axis.

When studying hypothesis tests that assume normality, seeing how the tests perform on data from a Cauchy distribution is a good indicator of their sensitivity to a heavy-tailed distribution, since the Cauchy looks very much like a Gaussian distribution, but with heavier tails.

References

[R168], [R169], [R170]

Examples

Draw samples and plot the distribution:

```
>>> s = np.random.standard_cauchy(1000000)
>>> s = s[(s>-25) & (s<25)]  # truncate distribution so it plots well
>>> plt.hist(s, bins=100)
>>> plt.show()
```

RandomState.**standard_exponential**(*size=None*)

Draw samples from the standard exponential distribution.

standard_exponential is identical to the exponential distribution with a scale parameter of 1.

Parameters

size : int or tuple of ints

Shape of the output.

Returns

out : float or ndarray

Drawn samples.

Examples

Output a 3x8000 array:

```
>>> n = np.random.standard_exponential((3, 8000))
```

RandomState.**standard_gamma**(*shape*, *size=None*)

Draw samples from a Standard Gamma distribution.

Samples are drawn from a Gamma distribution with specified parameters, shape (sometimes designated "k") and scale=1.

Parameters

shape : float

Parameter, should be > 0.

size : int or tuple of ints

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn.

Returns

samples : ndarray or scalar

The drawn samples.

See Also:

scipy.stats.distributions.gamma

probability density function, distribution or cumulative density function, etc.

Notes

The probability density for the Gamma distribution is

$$p(x) = x^{k-1}\frac{e^{-x/\theta}}{\theta^k \Gamma(k)},$$

where k is the shape and θ the scale, and Γ is the Gamma function.

The Gamma distribution is often used to model the times to failure of electronic components, and arises naturally in processes for which the waiting times between Poisson distributed events are relevant.

References

[R171], [R172]

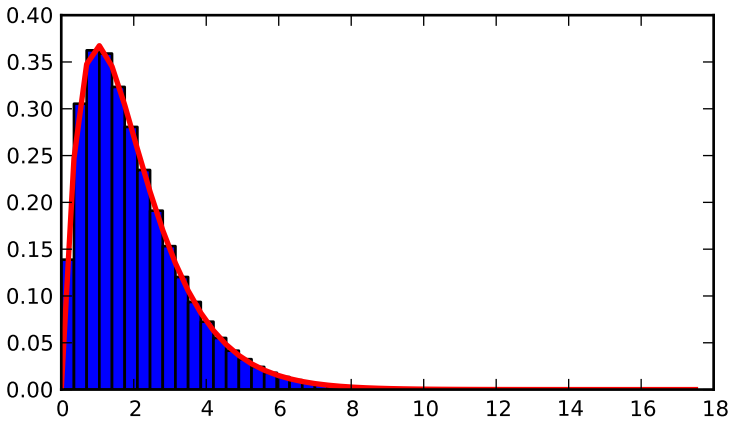
Examples

Draw samples from the distribution:

```
>>> shape, scale = 2., 1. # mean and width
>>> s = np.random.standard_gamma(shape, 1000000)
```

Display the histogram of the samples, along with the probability density function:

```
>>> import matplotlib.pyplot as plt
>>> import scipy.special as sps
>>> count, bins, ignored = plt.hist(s, 50, normed=True)
>>> y = bins**(shape-1) * ((np.exp(-bins/scale))/ \
...                       (sps.gamma(shape) * scale**shape))
>>> plt.plot(bins, y, linewidth=2, color='r')
>>> plt.show()
```



RandomState.**standard_normal**(*size=None*)

Returns samples from a Standard Normal distribution (mean=0, stdev=1).

Parameters

size : int or tuple of ints, optional

Output shape. Default is None, in which case a single value is returned.

Returns

out : float or ndarray

Drawn samples.

Examples

```
>>> s = np.random.standard_normal(8000)
>>> s
array([ 0.6888893 ,  0.78096262, -0.89086505, ...,  0.49876311, #random
       -0.38672696, -0.4685006 ])                               #random
>>> s.shape
(8000,)
>>> s = np.random.standard_normal(size=(3, 4, 2))
>>> s.shape
(3, 4, 2)
```

RandomState.**standard_t**(*df*, *size=None*)

Standard Student's t distribution with df degrees of freedom.

A special case of the hyperbolic distribution. As *df* gets large, the result resembles that of the standard normal distribution (standard_normal).

Parameters

df : int

Degrees of freedom, should be > 0.

size : int or tuple of ints, optional

Output shape. Default is None, in which case a single value is returned.

Returns

samples : ndarray or scalar

Drawn samples.

Notes

The probability density function for the t distribution is

$$P(x, df) = \frac{\Gamma(\frac{df+1}{2})}{\sqrt{\pi df}\,\Gamma(\frac{df}{2})}\left(1+\frac{x^2}{df}\right)^{-(df+1)/2}$$

The t test is based on an assumption that the data come from a Normal distribution. The t test provides a way to test whether the sample mean (that is the mean calculated from the data) is a good estimate of the true mean.

The derivation of the t-distribution was forst published in 1908 by William Gisset while working for the Guinness Brewery in Dublin. Due to proprietary issues, he had to publish under a pseudonym, and so he used the name Student.

References

[R173], [R174]

Examples

From Dalgaard page 83 [R173], suppose the daily energy intake for 11 women in Kj is:

```
>>> intake = np.array([5260., 5470, 5640, 6180, 6390, 6515, 6805, 7515, \
...                    7515, 8230, 8770])
```

Does their energy intake deviate systematically from the recommended value of 7725 kJ?

We have 10 degrees of freedom, so is the sample mean within 95% of the recommended value?

```
>>> s = np.random.standard_t(10, size=100000)
>>> np.mean(intake)
6753.636363636364
>>> intake.std(ddof=1)
1142.1232221373727
```

Calculate the t statistic, setting the ddof parameter to the unbiased value so the divisor in the standard deviation will be degrees of freedom, N-1.

```
>>> t = (np.mean(intake)-7725)/(intake.std(ddof=1)/np.sqrt(len(intake)))
>>> import matplotlib.pyplot as plt
>>> h = plt.hist(s, bins=100, normed=True)
```

For a one-sided t-test, how far out in the distribution does the t statistic appear?

```
>>> >>> np.sum(s<t) / float(len(s))
0.0090699999999999999  #random
```

So the p-value is about 0.009, which says the null hypothesis has a probability of about 99% of being true.

`RandomState.`**`tomaxint`**(*size=None*)

Random integers between 0 and `sys.maxint`, inclusive.

Return a sample of uniformly distributed random integers in the interval [0, `sys.maxint`].

Parameters

size : tuple of ints, int, optional

Shape of output. If this is, for example, (m,n,k), m*n*k samples are generated. If no shape is specified, a single sample is returned.

Returns

out : ndarray

Drawn samples, with shape *size*.

See Also:

`randint`

Uniform sampling over a given half-open interval of integers.

`random_integers`

Uniform sampling over a given closed interval of integers.

Examples

```
>>> RS = np.random.mtrand.RandomState() # need a RandomState object
>>> RS.tomaxint((2,2,2))
array([[[1170048599, 1600360186],
        [ 739731006, 1947757578]],
       [[1871712945,  752307660],
        [1601631370, 1479324245]]])
>>> import sys
>>> sys.maxint
2147483647
```

```
>>> RS.tomaxint((2,2,2)) < sys.maxint
array([[[ True,  True],
        [ True,  True]],
       [[ True,  True],
        [ True,  True]]], dtype=bool)
```

RandomState.**triangular**(*left*, *mode*, *right*, *size=None*)

Draw samples from the triangular distribution.

The triangular distribution is a continuous probability distribution with lower limit left, peak at mode, and upper limit right. Unlike the other distributions, these parameters directly define the shape of the pdf.

Parameters

left : scalar

Lower limit.

mode : scalar

The value where the peak of the distribution occurs. The value should fulfill the condition `left <= mode <= right`.

right : scalar

Upper limit, should be larger than *left*.

size : int or tuple of ints, optional

Output shape. Default is None, in which case a single value is returned.

Returns

samples : ndarray or scalar

The returned samples all lie in the interval [left, right].

Notes

The probability density function for the Triangular distribution is

$$P(x;l,m,r) = \begin{cases} \frac{2(x-l)}{(r-l)(m-l)} & \text{for } l \leq x \leq m, \\ \frac{2(m-x)}{(r-l)(r-m)} & \text{for } m \leq x \leq r, \\ 0 & \text{otherwise.} \end{cases}$$

The triangular distribution is often used in ill-defined problems where the underlying distribution is not known, but some knowledge of the limits and mode exists. Often it is used in simulations.

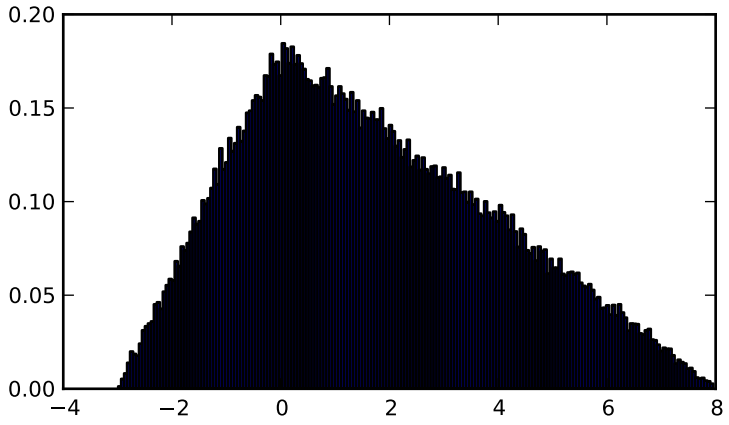
References

[R175]

Examples

Draw values from the distribution and plot the histogram:

```
>>> import matplotlib.pyplot as plt
>>> h = plt.hist(np.random.triangular(-3, 0, 8, 100000), bins=200,
...              normed=True)
>>> plt.show()
```



RandomState.**uniform**(*low=0.0*, *high=1.0*, *size=1*)

Draw samples from a uniform distribution.

Samples are uniformly distributed over the half-open interval `[low, high)` (includes low, but excludes high). In other words, any value within the given interval is equally likely to be drawn by `uniform`.

Parameters

low : float, optional

Lower boundary of the output interval. All values generated will be greater than or equal to low. The default value is 0.

high : float

Upper boundary of the output interval. All values generated will be less than high. The default value is 1.0.

size : int or tuple of ints, optional

Shape of output. If the given size is, for example, (m,n,k), m*n*k samples are generated. If no shape is specified, a single sample is returned.

Returns

out : ndarray

Drawn samples, with shape *size*.

See Also:

randint
Discrete uniform distribution, yielding integers.

random_integers
Discrete uniform distribution over the closed interval `[low, high]`.

random_sample
Floats uniformly distributed over `[0, 1)`.

random
Alias for `random_sample`.

rand
Convenience function that accepts dimensions as input, e.g., `rand(2,2)` would generate a 2-by-2 array of floats, uniformly distributed over `[0, 1)`.

Notes

The probability density function of the uniform distribution is

$$p(x) = \frac{1}{b - a}$$

anywhere within the interval `[a, b)`, and zero elsewhere.

Examples

Draw samples from the distribution:

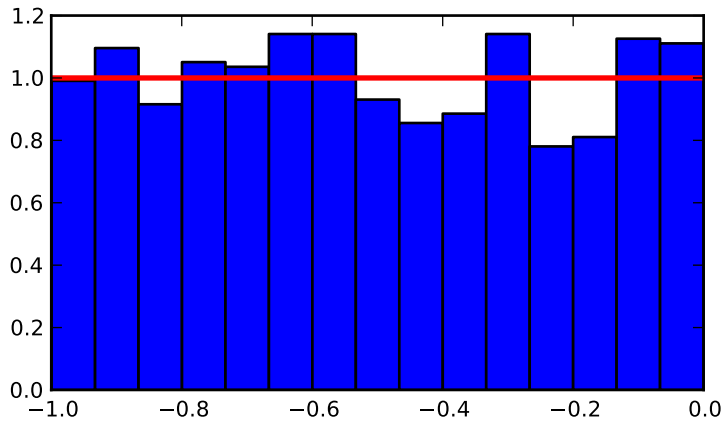
```
>>> s = np.random.uniform(-1,0,1000)
```

All values are within the given interval:

```
>>> np.all(s >= -1)
True
>>> np.all(s < 0)
True
```

Display the histogram of the samples, along with the probability density function:

```
>>> import matplotlib.pyplot as plt
>>> count, bins, ignored = plt.hist(s, 15, normed=True)
>>> plt.plot(bins, np.ones_like(bins), linewidth=2, color='r')
>>> plt.show()
```



RandomState.**vonmises**(*mu*, *kappa*, *size=None*)
Draw samples from a von Mises distribution.

Samples are drawn from a von Mises distribution with specified mode (mu) and dispersion (kappa), on the interval [-pi, pi].

The von Mises distribution (also known as the circular normal distribution) is a continuous probability distribution on the unit circle. It may be thought of as the circular analogue of the normal distribution.

Parameters

mu : float

Mode ("center") of the distribution.

kappa : float

Dispersion of the distribution, has to be >=0.

size : int or tuple of int

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn.

Returns

samples : scalar or ndarray

The returned samples, which are in the interval [-pi, pi].

See Also:

`scipy.stats.distributions.vonmises`
probability density function, distribution, or cumulative density function, etc.

Notes

The probability density for the von Mises distribution is

$$p(x) = \frac{e^{\kappa cos(x-\mu)}}{2\pi I_0(\kappa)},$$

where μ is the mode and κ the dispersion, and $I_0(\kappa)$ is the modified Bessel function of order 0.

The von Mises is named for Richard Edler von Mises, who was born in Austria-Hungary, in what is now the Ukraine. He fled to the United States in 1939 and became a professor at Harvard. He worked in probability theory, aerodynamics, fluid mechanics, and philosophy of science.

References

Abramowitz, M. and Stegun, I. A. (ed.), *Handbook of Mathematical Functions*, New York: Dover, 1965.

von Mises, R., *Mathematical Theory of Probability and Statistics*, New York: Academic Press, 1964.

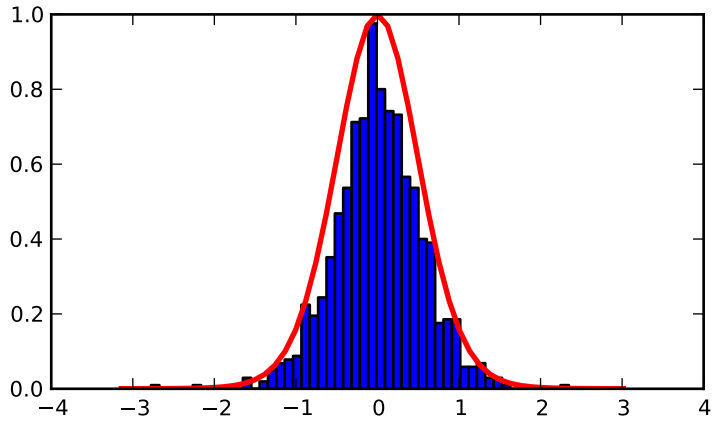
Examples

Draw samples from the distribution:

```
>>> mu, kappa = 0.0, 4.0 # mean and dispersion
>>> s = np.random.vonmises(mu, kappa, 1000)
```

Display the histogram of the samples, along with the probability density function:

```
>>> import matplotlib.pyplot as plt
>>> import scipy.special as sps
>>> count, bins, ignored = plt.hist(s, 50, normed=True)
>>> x = np.arange(-np.pi, np.pi, 2*np.pi/50.)
>>> y = -np.exp(kappa*np.cos(x-mu))/(2*np.pi*sps.jn(0,kappa))
>>> plt.plot(x, y/max(y), linewidth=2, color='r')
>>> plt.show()
```



RandomState.**wald**(*mean*, *scale*, *size=None*)

Draw samples from a Wald, or Inverse Gaussian, distribution.

As the scale approaches infinity, the distribution becomes more like a Gaussian.

Some references claim that the Wald is an Inverse Gaussian with mean=1, but this is by no means universal.

The Inverse Gaussian distribution was first studied in relationship to Brownian motion. In 1956 M.C.K. Tweedie used the name Inverse Gaussian because there is an inverse relationship between the time to cover a unit distance and distance covered in unit time.

Parameters

mean : scalar

Distribution mean, should be > 0.

scale : scalar

Scale parameter, should be >= 0.

size : int or tuple of ints, optional

Output shape. Default is None, in which case a single value is returned.

Returns

samples : ndarray or scalar

Drawn sample, all greater than zero.

Notes

The probability density function for the Wald distribution is

$$P(x; mean, scale) = \sqrt{\frac{scale}{2\pi x^3}} e^{\frac{-scale(x-mean)^2}{2 \cdot mean^2 x}}$$

As noted above the Inverse Gaussian distribution first arise from attempts to model Brownian Motion. It is also a competitor to the Weibull for use in reliability modeling and modeling stock returns and interest rate processes.

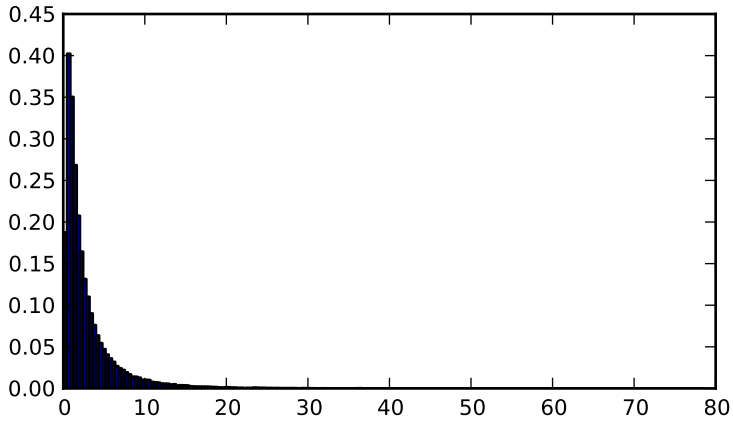
References

[R176], [R177], [R178]

Examples

Draw values from the distribution and plot the histogram:

```
>>> import matplotlib.pyplot as plt
>>> h = plt.hist(np.random.wald(3, 2, 100000), bins=200, normed=True)
>>> plt.show()
```



RandomState.**weibull**(*a*, *size=None*)

Weibull distribution.

Draw samples from a 1-parameter Weibull distribution with the given shape parameter a.

$$X = (-ln(U))^{1/a}$$

Here, U is drawn from the uniform distribution over (0,1].

The more common 2-parameter Weibull, including a scale parameter λ is just $X = \lambda(-ln(U))^{1/a}$.

Parameters

a : float

Shape of the distribution.

size : tuple of ints

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn.

See Also:

`scipy.stats.distributions.weibull_max`, `scipy.stats.distributions.weibull_min`, `scipy.stats.distributions.genextreme`, `gumbel`

Notes

The Weibull (or Type III asymptotic extreme value distribution for smallest values, SEV Type III, or Rosin-Rammler distribution) is one of a class of Generalized Extreme Value (GEV) distributions used in modeling extreme value problems. This class includes the Gumbel and Frechet distributions.

The probability density for the Weibull distribution is

$$p(x) = \frac{a}{\lambda}(\frac{x}{\lambda})^{a-1}e^{-(x/\lambda)^a},$$

where a is the shape and λ the scale.

The function has its peak (the mode) at $\lambda(\frac{a-1}{a})^{1/a}$.

When `a = 1`, the Weibull distribution reduces to the exponential distribution.

References

[R179], [R180], [R181]

Examples

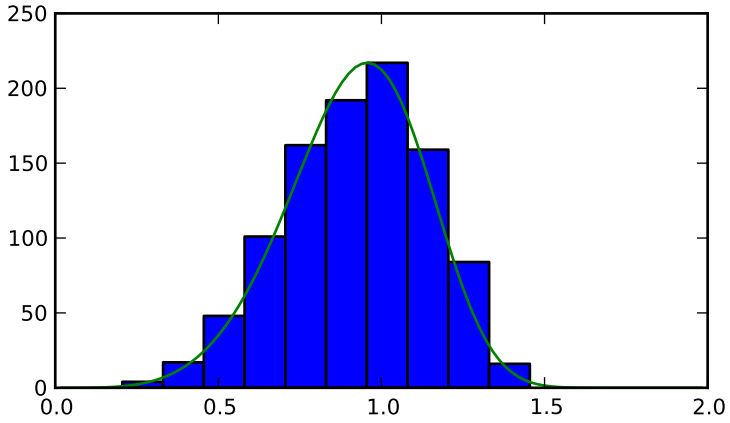
Draw samples from the distribution:

```
>>> a = 5. # shape
>>> s = np.random.weibull(a, 1000)
```

Display the histogram of the samples, along with the probability density function:

```
>>> import matplotlib.pyplot as plt
>>> x = np.arange(1,100.)/50.
>>> def weib(x,n,a):
...     return (a / n) * (x / n)**(a - 1) * np.exp(-(x / n)**a)

>>> count, bins, ignored = plt.hist(np.random.weibull(5.,1000))
>>> x = np.arange(1,100.)/50.
>>> scale = count.max()/weib(x, 1., 5.).max()
>>> plt.plot(x, weib(x, 1., 5.)*scale)
>>> plt.show()
```



RandomState.**zipf**(*a*, *size=None*)

Draw samples from a Zipf distribution.

Samples are drawn from a Zipf distribution with specified parameter $a > 1$.

The Zipf distribution (also known as the zeta distribution) is a continuous probability distribution that satisfies Zipf's law: the frequency of an item is inversely proportional to its rank in a frequency table.

Parameters

a : float > 1

Distribution parameter.

size : int or tuple of int, optional

Output shape. If the given shape is, e.g., `(m, n, k)`, then `m * n * k` samples are drawn; a single integer is equivalent in its result to providing a mono-tuple, i.e., a 1-D array of length *size* is returned. The default is None, in which case a single scalar is returned.

Returns

samples : scalar or ndarray

The returned samples are greater than or equal to one.

See Also:

scipy.stats.distributions.zipf

probability density function, distribution, or cumulative density function, etc.

Notes

The probability density for the Zipf distribution is

$$p(x) = \frac{x^{-a}}{\zeta(a)},$$

where ζ is the Riemann Zeta function.

It is named for the American linguist George Kingsley Zipf, who noted that the frequency of any word in a sample of a language is inversely proportional to its rank in the frequency table.

References

Zipf, G. K., *Selected Studies of the Principle of Relative Frequency in Language*, Cambridge, MA: Harvard Univ. Press, 1932.

Examples

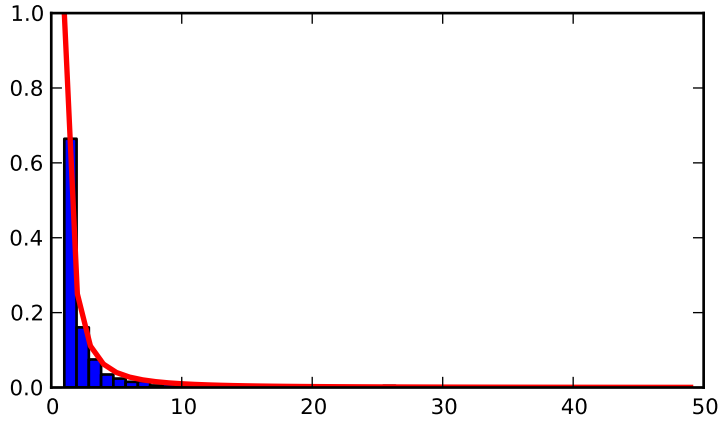
Draw samples from the distribution:

```
>>> a = 2. # parameter
>>> s = np.random.zipf(a, 1000)
```

Display the histogram of the samples, along with the probability density function:

```
>>> import matplotlib.pyplot as plt
>>> import scipy.special as sps
Truncate s values at 50 so plot is interesting
>>> count, bins, ignored = plt.hist(s[s<50], 50, normed=True)
>>> x = np.arange(1., 50.)
```

```
>>> y = x**(-a)/sps.zetac(a)
>>> plt.plot(x, y/max(y), linewidth=2, color='r')
>>> plt.show()
```



numpy.random.**seed**(*seed=None*)

Seed the generator.

This method is called when RandomState is initialized. It can be called again to re-seed the generator. For details, see RandomState.

Parameters

seed : int or array_like, optional

Seed for RandomState.

See Also:

RandomState

numpy.random.**get_state**()

Return a tuple representing the internal state of the generator.

For more details, see set_state.

Returns

out : tuple(str, ndarray of 624 uints, int, int, float)

The returned tuple has the following items:

1. the string 'MT19937'.
2. a 1-D array of 624 unsigned integer keys.
3. an integer pos.
4. an integer has_gauss.
5. a float cached_gaussian.

See Also:

set_state

Notes

`set_state` and `get_state` are not needed to work with any of the random distributions in NumPy. If the internal state is manually altered, the user should know exactly what he/she is doing.

`numpy.random.`**`set_state`**(*state*)

Set the internal state of the generator from a tuple.

For use if one has reason to manually (re-)set the internal state of the "Mersenne Twister"[R226] pseudo-random number generating algorithm.

Parameters

state : tuple(str, ndarray of 624 uints, int, int, float)

The *state* tuple has the following items:

1. the string 'MT19937', specifying the Mersenne Twister algorithm.
2. a 1-D array of 624 unsigned integers `keys`.
3. an integer `pos`.
4. an integer `has_gauss`.
5. a float `cached_gaussian`.

Returns

out : None

Returns 'None' on success.

See Also:

`get_state`

Notes

`set_state` and `get_state` are not needed to work with any of the random distributions in NumPy. If the internal state is manually altered, the user should know exactly what he/she is doing.

For backwards compatibility, the form (str, array of 624 uints, int) is also accepted although it is missing some information about the cached Gaussian value: `state = ('MT19937', keys, pos).`

References

[R226]

3.28 Set routines

3.28.1 Making proper sets

`unique`(ar[, return_index, return_inverse])	Find the unique elements of an array.

`numpy.`**`unique`**(*ar*, *return_index=False*, *return_inverse=False*)

Find the unique elements of an array.

Returns the sorted unique elements of an array. There are two optional outputs in addition to the unique elements: the indices of the input array that give the unique values, and the indices of the unique array that reconstruct the input array.

Parameters

ar : array_like

Input array. This will be flattened if it is not already 1-D.

return_index : bool, optional

If True, also return the indices of *ar* that result in the unique array.

return_inverse : bool, optional

If True, also return the indices of the unique array that can be used to reconstruct *ar*.

Returns

unique : ndarray

The sorted unique values.

unique_indices : ndarray, optional

The indices of the first occurrences of the unique values in the (flattened) original array. Only provided if *return_index* is True.

unique_inverse : ndarray, optional

The indices to reconstruct the (flattened) original array from the unique array. Only provided if *return_inverse* is True.

See Also:

numpy.lib.arraysetops
Module with a number of other functions for performing set operations on arrays.

Examples

```
>>> np.unique([1, 1, 2, 2, 3, 3])
array([1, 2, 3])
>>> a = np.array([[1, 1], [2, 3]])
>>> np.unique(a)
array([1, 2, 3])
```

Return the indices of the original array that give the unique values:

```
>>> a = np.array(['a', 'b', 'b', 'c', 'a'])
>>> u, indices = np.unique(a, return_index=True)
>>> u
array(['a', 'b', 'c'],
      dtype='|S1')
>>> indices
array([0, 1, 3])
>>> a[indices]
array(['a', 'b', 'c'],
      dtype='|S1')
```

Reconstruct the input array from the unique values:

```
>>> a = np.array([1, 2, 6, 4, 2, 3, 2])
>>> u, indices = np.unique(a, return_inverse=True)
>>> u
array([1, 2, 3, 4, 6])
>>> indices
array([0, 1, 4, 3, 1, 2, 1])
```

```
>>> u[indices]
array([1, 2, 6, 4, 2, 3, 2])
```

3.28.2 Boolean operations

in1d(ar1, ar2[, assume_unique, invert])	Test whether each element of a 1-D array is also present in a second array.
intersect1d(ar1, ar2[, assume_unique])	Find the intersection of two arrays.
setdiff1d(ar1, ar2[, assume_unique])	Find the set difference of two arrays.
setxor1d(ar1, ar2[, assume_unique])	Find the set exclusive-or of two arrays.
union1d(ar1, ar2)	Find the union of two arrays.

numpy.**in1d**(*ar1*, *ar2*, *assume_unique=False*, *invert=False*)

Test whether each element of a 1-D array is also present in a second array.

Returns a boolean array the same length as *ar1* that is True where an element of *ar1* is in *ar2* and False otherwise.

Parameters

ar1 : (M,) array_like

Input array.

ar2 : array_like

The values against which to test each value of *ar1*.

assume_unique : bool, optional

If True, the input arrays are both assumed to be unique, which can speed up the calculation. Default is False.

invert : bool, optional

If True, the values in the returned array are inverted (that is, False where an element of *ar1* is in *ar2* and True otherwise). Default is False. `np.in1d(a, b, invert=True)` is equivalent to (but is faster than) `np.invert(in1d(a, b))`. New in version 1.8.0.

Returns

in1d : (M,) ndarray, bool

The values *ar1[in1d]* are in *ar2*.

See Also:

numpy.lib.arraysetops

Module with a number of other functions for performing set operations on arrays.

Notes

`in1d` can be considered as an element-wise function version of the python keyword *in*, for 1-D sequences. `in1d(a, b)` is roughly equivalent to `np.array([item in b for item in a])`. New in version 1.4.0.

Examples

```
>>> test = np.array([0, 1, 2, 5, 0])
>>> states = [0, 2]
>>> mask = np.in1d(test, states)
```

```
>>> mask
array([ True, False,  True, False,  True], dtype=bool)
>>> test[mask]
array([0, 2, 0])
>>> mask = np.in1d(test, states, invert=True)
>>> mask
array([False,  True, False,  True, False], dtype=bool)
>>> test[mask]
array([1, 5])
```

numpy.**intersect1d**(*ar1*, *ar2*, *assume_unique=False*)

Find the intersection of two arrays.

Return the sorted, unique values that are in both of the input arrays.

Parameters

ar1, ar2 : array_like

Input arrays.

assume_unique : bool

If True, the input arrays are both assumed to be unique, which can speed up the calculation. Default is False.

Returns

intersect1d : ndarray

Sorted 1D array of common and unique elements.

See Also:

numpy.lib.arraysetops

Module with a number of other functions for performing set operations on arrays.

Examples

```
>>> np.intersect1d([1, 3, 4, 3], [3, 1, 2, 1])
array([1, 3])
```

numpy.**setdiff1d**(*ar1*, *ar2*, *assume_unique=False*)

Find the set difference of two arrays.

Return the sorted, unique values in *ar1* that are not in *ar2*.

Parameters

ar1 : array_like

Input array.

ar2 : array_like

Input comparison array.

assume_unique : bool

If True, the input arrays are both assumed to be unique, which can speed up the calculation. Default is False.

Returns

setdiff1d : ndarray

Sorted 1D array of values in *ar1* that are not in *ar2*.

See Also:

numpy.lib.arraysetops
Module with a number of other functions for performing set operations on arrays.

Examples

```
>>> a = np.array([1, 2, 3, 2, 4, 1])
>>> b = np.array([3, 4, 5, 6])
>>> np.setdiff1d(a, b)
array([1, 2])
```

numpy.**setxor1d**(*ar1*, *ar2*, *assume_unique=False*)
Find the set exclusive-or of two arrays.

Return the sorted, unique values that are in only one (not both) of the input arrays.

Parameters
ar1, ar2 : array_like

Input arrays.

assume_unique : bool

If True, the input arrays are both assumed to be unique, which can speed up the calculation. Default is False.

Returns
setxor1d : ndarray

Sorted 1D array of unique values that are in only one of the input arrays.

Examples

```
>>> a = np.array([1, 2, 3, 2, 4])
>>> b = np.array([2, 3, 5, 7, 5])
>>> np.setxor1d(a,b)
array([1, 4, 5, 7])
```

numpy.**union1d**(*ar1*, *ar2*)
Find the union of two arrays.

Return the unique, sorted array of values that are in either of the two input arrays.

Parameters
ar1, ar2 : array_like

Input arrays. They are flattened if they are not already 1D.

Returns
union1d : ndarray

Unique, sorted union of the input arrays.

See Also:

numpy.lib.arraysetops
Module with a number of other functions for performing set operations on arrays.

Examples

```
>>> np.union1d([-1, 0, 1], [-2, 0, 2])
array([-2, -1,  0,  1,  2])
```

3.29 Sorting, searching, and counting

3.29.1 Sorting

sort(a[, axis, kind, order])	Return a sorted copy of an array.
lexsort(keys[, axis])	Perform an indirect sort using a sequence of keys.
argsort(a[, axis, kind, order])	Returns the indices that would sort an array.
ndarray.sort([axis, kind, order])	Sort an array, in-place.
msort(a)	Return a copy of an array sorted along the first axis.
sort_complex(a)	Sort a complex array using the real part first, then the imaginary part.
partition(a, kth[, axis, kind, order])	Return a partitioned copy of an array.
argpartition(a, kth[, axis, kind, order])	Perform an indirect partition along the given axis using the algorithm specified by the k

numpy.**sort**(*a*, *axis=-1*, *kind='quicksort'*, *order=None*)

Return a sorted copy of an array.

Parameters

a : array_like

Array to be sorted.

axis : int or None, optional

Axis along which to sort. If None, the array is flattened before sorting. The default is -1, which sorts along the last axis.

kind : {'quicksort', 'mergesort', 'heapsort'}, optional

Sorting algorithm. Default is 'quicksort'.

order : list, optional

When *a* is a structured array, this argument specifies which fields to compare first, second, and so on. This list does not need to include all of the fields.

Returns

sorted_array : ndarray

Array of the same type and shape as *a*.

See Also:

ndarray.sort

Method to sort an array in-place.

argsort

Indirect sort.

lexsort

Indirect stable sort on multiple keys.

searchsorted
Find elements in a sorted array.

partition
Partial sort.

Notes

The various sorting algorithms are characterized by their average speed, worst case performance, work space size, and whether they are stable. A stable sort keeps items with the same key in the same relative order. The three available algorithms have the following properties:

kind	speed	worst case	work space	stable
'quicksort'	1	O(n^2)	0	no
'mergesort'	2	O(n*log(n))	~n/2	yes
'heapsort'	3	O(n*log(n))	0	no

All the sort algorithms make temporary copies of the data when sorting along any but the last axis. Consequently, sorting along the last axis is faster and uses less space than sorting along any other axis.

The sort order for complex numbers is lexicographic. If both the real and imaginary parts are non-nan then the order is determined by the real parts except when they are equal, in which case the order is determined by the imaginary parts.

Previous to numpy 1.4.0 sorting real and complex arrays containing nan values led to undefined behaviour. In numpy versions >= 1.4.0 nan values are sorted to the end. The extended sort order is:

- Real: [R, nan]
- Complex: [R + Rj, R + nanj, nan + Rj, nan + nanj]

where R is a non-nan real value. Complex values with the same nan placements are sorted according to the non-nan part if it exists. Non-nan values are sorted as before.

Examples

```
>>> a = np.array([[1,4],[3,1]])
>>> np.sort(a)                # sort along the last axis
array([[1, 4],
       [1, 3]])
>>> np.sort(a, axis=None)     # sort the flattened array
array([1, 1, 3, 4])
>>> np.sort(a, axis=0)        # sort along the first axis
array([[1, 1],
       [3, 4]])
```

Use the *order* keyword to specify a field to use when sorting a structured array:

```
>>> dtype = [('name', 'S10'), ('height', float), ('age', int)]
>>> values = [('Arthur', 1.8, 41), ('Lancelot', 1.9, 38),
...           ('Galahad', 1.7, 38)]
>>> a = np.array(values, dtype=dtype)       # create a structured array
>>> np.sort(a, order='height')
array([('Galahad', 1.7, 38), ('Arthur', 1.8, 41),
       ('Lancelot', 1.8999999999999999, 38)],
      dtype=[('name', '|S10'), ('height', '<f8'), ('age', '<i4')])
```

Sort by age, then height if ages are equal:

```
>>> np.sort(a, order=['age', 'height'])
array([('Galahad', 1.7, 38), ('Lancelot', 1.8999999999999999, 38),
```

```
 ('Arthur', 1.8, 41)],
dtype=[('name', '|S10'), ('height', '<f8'), ('age', '<i4')])
```

numpy.**lexsort**(*keys*, *axis=-1*)

Perform an indirect sort using a sequence of keys.

Given multiple sorting keys, which can be interpreted as columns in a spreadsheet, lexsort returns an array of integer indices that describes the sort order by multiple columns. The last key in the sequence is used for the primary sort order, the second-to-last key for the secondary sort order, and so on. The keys argument must be a sequence of objects that can be converted to arrays of the same shape. If a 2D array is provided for the keys argument, it's rows are interpreted as the sorting keys and sorting is according to the last row, second last row etc.

Parameters

keys : (k, N) array or tuple containing k (N,)-shaped sequences

The *k* different "columns" to be sorted. The last column (or row if *keys* is a 2D array) is the primary sort key.

axis : int, optional

Axis to be indirectly sorted. By default, sort over the last axis.

Returns

indices : (N,) ndarray of ints

Array of indices that sort the keys along the specified axis.

See Also:

argsort

Indirect sort.

ndarray.sort

In-place sort.

sort

Return a sorted copy of an array.

Examples

Sort names: first by surname, then by name.

```
>>> surnames =    ('Hertz',    'Galilei', 'Hertz')
>>> first_names = ('Heinrich', 'Galileo', 'Gustav')
>>> ind = np.lexsort((first_names, surnames))
>>> ind
array([1, 2, 0])

>>> [surnames[i] + ", " + first_names[i] for i in ind]
['Galilei, Galileo', 'Hertz, Gustav', 'Hertz, Heinrich']
```

Sort two columns of numbers:

```
>>> a = [1,5,1,4,3,4,4] # First column
>>> b = [9,4,0,4,0,2,1] # Second column
>>> ind = np.lexsort((b,a)) # Sort by a, then by b
>>> print ind
[2 0 4 6 5 3 1]
```

```
>>> [(a[i],b[i]) for i in ind]
[(1, 0), (1, 9), (3, 0), (4, 1), (4, 2), (4, 4), (5, 4)]
```

Note that sorting is first according to the elements of `a`. Secondary sorting is according to the elements of `b`.

A normal `argsort` would have yielded:

```
>>> [(a[i],b[i]) for i in np.argsort(a)]
[(1, 9), (1, 0), (3, 0), (4, 4), (4, 2), (4, 1), (5, 4)]
```

Structured arrays are sorted lexically by `argsort`:

```
>>> x = np.array([(1,9), (5,4), (1,0), (4,4), (3,0), (4,2), (4,1)],
...              dtype=np.dtype([('x', int), ('y', int)]))

>>> np.argsort(x) # or np.argsort(x, order=('x', 'y'))
array([2, 0, 4, 6, 5, 3, 1])
```

numpy.**argsort**(*a*, *axis=-1*, *kind='quicksort'*, *order=None*)

Returns the indices that would sort an array.

Perform an indirect sort along the given axis using the algorithm specified by the *kind* keyword. It returns an array of indices of the same shape as *a* that index data along the given axis in sorted order.

Parameters

a : array_like

Array to sort.

axis : int or None, optional

Axis along which to sort. The default is -1 (the last axis). If None, the flattened array is used.

kind : {'quicksort', 'mergesort', 'heapsort'}, optional

Sorting algorithm.

order : list, optional

When *a* is an array with fields defined, this argument specifies which fields to compare first, second, etc. Not all fields need be specified.

Returns

index_array : ndarray, int

Array of indices that sort *a* along the specified axis. In other words, `a[index_array]` yields a sorted *a*.

See Also:

sort

Describes sorting algorithms used.

lexsort

Indirect stable sort with multiple keys.

ndarray.sort

Inplace sort.

argpartition

Indirect partial sort.

Notes

See `sort` for notes on the different sorting algorithms.

As of NumPy 1.4.0 `argsort` works with real/complex arrays containing nan values. The enhanced sort order is documented in `sort`.

Examples

One dimensional array:

```
>>> x = np.array([3, 1, 2])
>>> np.argsort(x)
array([1, 2, 0])
```

Two-dimensional array:

```
>>> x = np.array([[0, 3], [2, 2]])
>>> x
array([[0, 3],
       [2, 2]])

>>> np.argsort(x, axis=0)
array([[0, 1],
       [1, 0]])

>>> np.argsort(x, axis=1)
array([[0, 1],
       [0, 1]])
```

Sorting with keys:

```
>>> x = np.array([(1, 0), (0, 1)], dtype=[('x', '<i4'), ('y', '<i4')])
>>> x
array([(1, 0), (0, 1)],
      dtype=[('x', '<i4'), ('y', '<i4')])

>>> np.argsort(x, order=('x','y'))
array([1, 0])

>>> np.argsort(x, order=('y','x'))
array([0, 1])
```

ndarray.**sort**(*axis=-1*, *kind='quicksort'*, *order=None*)

Sort an array, in-place.

Parameters

axis : int, optional

Axis along which to sort. Default is -1, which means sort along the last axis.

kind : {'quicksort', 'mergesort', 'heapsort'}, optional

Sorting algorithm. Default is 'quicksort'.

order : list, optional

When *a* is an array with fields defined, this argument specifies which fields to compare first, second, etc. Not all fields need be specified.

See Also:

numpy.sort
Return a sorted copy of an array.

argsort
Indirect sort.

lexsort
Indirect stable sort on multiple keys.

searchsorted
Find elements in sorted array.

partition
Partial sort.

Notes

See `sort` for notes on the different sorting algorithms.

Examples

```
>>> a = np.array([[1,4], [3,1]])
>>> a.sort(axis=1)
>>> a
array([[1, 4],
       [1, 3]])
>>> a.sort(axis=0)
>>> a
array([[1, 3],
       [1, 4]])
```

Use the *order* keyword to specify a field to use when sorting a structured array:

```
>>> a = np.array([('a', 2), ('c', 1)], dtype=[('x', 'S1'), ('y', int)])
>>> a.sort(order='y')
>>> a
array([('c', 1), ('a', 2)],
      dtype=[('x', '|S1'), ('y', '<i4')])
```

numpy.**msort**(*a*)
Return a copy of an array sorted along the first axis.

Parameters
a : array_like

Array to be sorted.

Returns
sorted_array : ndarray

Array of the same type and shape as *a*.

See Also:

`sort`

Notes

`np.msort(a)` is equivalent to `np.sort(a, axis=0)`.

numpy.**sort_complex**(*a*)
Sort a complex array using the real part first, then the imaginary part.

Parameters
a : array_like

Input array

Returns
out : complex ndarray

Always returns a sorted complex array.

Examples

```
>>> np.sort_complex([5, 3, 6, 2, 1])
array([ 1.+0.j,  2.+0.j,  3.+0.j,  5.+0.j,  6.+0.j])

>>> np.sort_complex([1 + 2j, 2 - 1j, 3 - 2j, 3 - 3j, 3 + 5j])
array([ 1.+2.j,  2.-1.j,  3.-3.j,  3.-2.j,  3.+5.j])
```

numpy.**partition**(*a*, *kth*, *axis=-1*, *kind='introselect'*, *order=None*)
Return a partitioned copy of an array.

Creates a copy of the array with its elements rearranged in such a way that the value of the element in kth position is in the position it would be in a sorted array. All elements smaller than the kth element are moved before this element and all equal or greater are moved behind it. The ordering of the elements in the two partitions is undefined. New in version 1.8.0.

Parameters
a : array_like

Array to be sorted.

kth : int or sequence of ints

Element index to partition by. The kth value of the element will be in its final sorted position and all smaller elements will be moved before it and all equal or greater elements behind it. The order all elements in the partitions is undefined. If provided with a sequence of kth it will partition all elements indexed by kth of them into their sorted position at once.

axis : int or None, optional

Axis along which to sort. If None, the array is flattened before sorting. The default is -1, which sorts along the last axis.

kind : {'introselect'}, optional

Selection algorithm. Default is 'introselect'.

order : list, optional

When *a* is a structured array, this argument specifies which fields to compare first, second, and so on. This list does not need to include all of the fields.

Returns
partitioned_array : ndarray

Array of the same type and shape as *a*.

See Also:

ndarray.partition
Method to sort an array in-place.

argpartition
Indirect partition.

sort
Full sorting

Notes

The various selection algorithms are characterized by their average speed, worst case performance, work space size, and whether they are stable. A stable sort keeps items with the same key in the same relative order. The three available algorithms have the following properties:

kind	speed	worst case	work space	stable
'introselect'	1	O(n)	0	no

All the partition algorithms make temporary copies of the data when partitioning along any but the last axis. Consequently, partitioning along the last axis is faster and uses less space than partitioning along any other axis.

The sort order for complex numbers is lexicographic. If both the real and imaginary parts are non-nan then the order is determined by the real parts except when they are equal, in which case the order is determined by the imaginary parts.

Examples

```
>>> a = np.array([3, 4, 2, 1])
>>> np.partition(a, 3)
array([2, 1, 3, 4])

>>> np.partition(a, (1, 3))
array([1, 2, 3, 4])
```

numpy.**argpartition**(*a*, *kth*, *axis=-1*, *kind='introselect'*, *order=None*)
Perform an indirect partition along the given axis using the algorithm specified by the *kind* keyword. It returns an array of indices of the same shape as *a* that index data along the given axis in partitioned order. New in version 1.8.0.

Parameters

a : array_like

Array to sort.

kth : int or sequence of ints

Element index to partition by. The kth element will be in its final sorted position and all smaller elements will be moved before it and all larger elements behind it. The order all elements in the partitions is undefined. If provided with a sequence of kth it will partition all of them into their sorted position at once.

axis : int or None, optional

Axis along which to sort. The default is -1 (the last axis). If None, the flattened array is used.

kind : {'introselect'}, optional

Selection algorithm. Default is 'introselect'

order : list, optional

When *a* is an array with fields defined, this argument specifies which fields to compare first, second, etc. Not all fields need be specified.

Returns

index_array : ndarray, int

Array of indices that partition *a* along the specified axis. In other words, `a[index_array]` yields a sorted *a*.

See Also:

partition
Describes partition algorithms used.

ndarray.partition
Inplace partition.

argsort
Full indirect sort

Notes

See `partition` for notes on the different selection algorithms.

Examples

One dimensional array:

```
>>> x = np.array([3, 4, 2, 1])
>>> x[np.argpartition(x, 3)]
array([2, 1, 3, 4])
>>> x[np.argpartition(x, (1, 3))]
array([1, 2, 3, 4])
```

3.29.2 Searching

`argmax`(a[, axis])	Indices of the maximum values along an axis.
`nanargmax`(a[, axis])	Return the indices of the maximum values in the specified axis ignoring
`argmin`(a[, axis])	Return the indices of the minimum values along an axis.
`nanargmin`(a[, axis])	Return the indices of the minimum values in the specified axis ignoring
`argwhere`(a)	Find the indices of array elements that are non-zero, grouped by element.
`nonzero`(a)	Return the indices of the elements that are non-zero.
`flatnonzero`(a)	Return indices that are non-zero in the flattened version of a.
`where`(condition, [x, y])	Return elements, either from *x* or *y*, depending on *condition*.
`searchsorted`(a, v[, side, sorter])	Find indices where elements should be inserted to maintain order.
`extract`(condition, arr)	Return the elements of an array that satisfy some condition.

numpy.**argmax**(*a*, *axis=None*)
Indices of the maximum values along an axis.

Parameters

a : array_like

Input array.

axis : int, optional

By default, the index is into the flattened array, otherwise along the specified axis.

Returns

index_array : ndarray of ints

Array of indices into the array. It has the same shape as *a.shape* with the dimension along *axis* removed.

See Also:

`ndarray.argmax`, `argmin`

amax
The maximum value along a given axis.

unravel_index
Convert a flat index into an index tuple.

Notes

In case of multiple occurrences of the maximum values, the indices corresponding to the first occurrence are returned.

Examples

```
>>> a = np.arange(6).reshape(2,3)
>>> a
array([[0, 1, 2],
       [3, 4, 5]])
>>> np.argmax(a)
5
>>> np.argmax(a, axis=0)
array([1, 1, 1])
>>> np.argmax(a, axis=1)
array([2, 2])

>>> b = np.arange(6)
>>> b[1] = 5
>>> b
array([0, 5, 2, 3, 4, 5])
>>> np.argmax(b) # Only the first occurrence is returned.
1
```

numpy.**nanargmax**(*a*, *axis=None*)
Return the indices of the maximum values in the specified axis ignoring NaNs. For all-NaN slices `ValueError` is raised. Warning: the results cannot be trusted if a slice contains only NaNs and -Infs.

Parameters

a : array_like

Input data.

axis : int, optional

Axis along which to operate. By default flattened input is used.

Returns

index_array : ndarray

An array of indices or a single index value.

See Also:

`argmax`, `nanargmin`

Examples

```
>>> a = np.array([[np.nan, 4], [2, 3]])
>>> np.argmax(a)
0
>>> np.nanargmax(a)
1
>>> np.nanargmax(a, axis=0)
array([1, 0])
>>> np.nanargmax(a, axis=1)
array([1, 1])
```

numpy.**argmin**(*a*, *axis=None*)

Return the indices of the minimum values along an axis.

See Also:

argmax

Similar function. Please refer to `numpy.argmax` for detailed documentation.

numpy.**nanargmin**(*a*, *axis=None*)

Return the indices of the minimum values in the specified axis ignoring NaNs. For all-NaN slices `ValueError` is raised. Warning: the results cannot be trusted if a slice contains only NaNs and Infs.

Parameters

a : array_like

Input data.

axis : int, optional

Axis along which to operate. By default flattened input is used.

Returns

index_array : ndarray

An array of indices or a single index value.

See Also:

`argmin`, `nanargmax`

Examples

```
>>> a = np.array([[np.nan, 4], [2, 3]])
>>> np.argmin(a)
0
>>> np.nanargmin(a)
2
>>> np.nanargmin(a, axis=0)
array([1, 1])
>>> np.nanargmin(a, axis=1)
array([1, 0])
```

numpy.**argwhere**(*a*)

Find the indices of array elements that are non-zero, grouped by element.

Parameters

a : array_like

Input data.

Returns

index_array : ndarray

Indices of elements that are non-zero. Indices are grouped by element.

See Also:

`where`, `nonzero`

Notes

`np.argwhere(a)` is the same as `np.transpose(np.nonzero(a))`.

The output of `argwhere` is not suitable for indexing arrays. For this purpose use `where(a)` instead.

Examples

```
>>> x = np.arange(6).reshape(2,3)
>>> x
array([[0, 1, 2],
       [3, 4, 5]])
>>> np.argwhere(x>1)
array([[0, 2],
       [1, 0],
       [1, 1],
       [1, 2]])
```

numpy.**nonzero**(*a*)

Return the indices of the elements that are non-zero.

Returns a tuple of arrays, one for each dimension of *a*, containing the indices of the non-zero elements in that dimension. The corresponding non-zero values can be obtained with:

```
a[nonzero(a)]
```

To group the indices by element, rather than dimension, use:

```
transpose(nonzero(a))
```

The result of this is always a 2-D array, with a row for each non-zero element.

Parameters

a : array_like

Input array.

Returns

tuple_of_arrays : tuple

Indices of elements that are non-zero.

See Also:

flatnonzero

Return indices that are non-zero in the flattened version of the input array.

ndarray.nonzero

Equivalent ndarray method.

count_nonzero

Counts the number of non-zero elements in the input array.

Examples

```
>>> x = np.eye(3)
>>> x
array([[ 1.,  0.,  0.],
       [ 0.,  1.,  0.],
       [ 0.,  0.,  1.]])
>>> np.nonzero(x)
(array([0, 1, 2]), array([0, 1, 2]))

>>> x[np.nonzero(x)]
array([ 1.,  1.,  1.])
>>> np.transpose(np.nonzero(x))
array([[0, 0],
       [1, 1],
       [2, 2]])
```

A common use for `nonzero` is to find the indices of an array, where a condition is True. Given an array *a*, the condition *a* > 3 is a boolean array and since False is interpreted as 0, np.nonzero(a > 3) yields the indices of the *a* where the condition is true.

```
>>> a = np.array([[1,2,3],[4,5,6],[7,8,9]])
>>> a > 3
array([[False, False, False],
       [ True,  True,  True],
       [ True,  True,  True]], dtype=bool)
>>> np.nonzero(a > 3)
(array([1, 1, 1, 2, 2, 2]), array([0, 1, 2, 0, 1, 2]))
```

The `nonzero` method of the boolean array can also be called.

```
>>> (a > 3).nonzero()
(array([1, 1, 1, 2, 2, 2]), array([0, 1, 2, 0, 1, 2]))
```

numpy.**flatnonzero**(*a*)

Return indices that are non-zero in the flattened version of a.

This is equivalent to a.ravel().nonzero()[0].

Parameters

a : ndarray

Input array.

Returns

res : ndarray

Output array, containing the indices of the elements of *a.ravel()* that are non-zero.

See Also:

nonzero

Return the indices of the non-zero elements of the input array.

ravel

Return a 1-D array containing the elements of the input array.

Examples

```
>>> x = np.arange(-2, 3)
>>> x
```

```
array([-2, -1,  0,  1,  2])
>>> np.flatnonzero(x)
array([0, 1, 3, 4])
```

Use the indices of the non-zero elements as an index array to extract these elements:

```
>>> x.ravel()[np.flatnonzero(x)]
array([-2, -1,  1,  2])
```

numpy.**where**(*condition*[, *x*, *y*])

Return elements, either from *x* or *y*, depending on *condition*.

If only *condition* is given, return `condition.nonzero()`.

Parameters

condition : array_like, bool

When True, yield *x*, otherwise yield *y*.

x, y : array_like, optional

Values from which to choose. *x* and *y* need to have the same shape as *condition*.

Returns

out : ndarray or tuple of ndarrays

If both *x* and *y* are specified, the output array contains elements of *x* where *condition* is True, and elements from *y* elsewhere.

If only *condition* is given, return the tuple `condition.nonzero()`, the indices where *condition* is True.

See Also:

`nonzero`, `choose`

Notes

If *x* and *y* are given and input arrays are 1-D, `where` is equivalent to:

```
[xv if c else yv for (c,xv,yv) in zip(condition,x,y)]
```

Examples

```
>>> np.where([[True, False], [True, True]],
...          [[1, 2], [3, 4]],
...          [[9, 8], [7, 6]])
array([[1, 8],
       [3, 4]])

>>> np.where([[0, 1], [1, 0]])
(array([0, 1]), array([1, 0]))

>>> x = np.arange(9.).reshape(3, 3)
>>> np.where( x > 5 )
(array([2, 2, 2]), array([0, 1, 2]))
>>> x[np.where( x > 3.0 )]               # Note: result is 1D.
array([ 4.,  5.,  6.,  7.,  8.])
>>> np.where(x < 5, x, -1)               # Note: broadcasting.
array([[ 0.,  1.,  2.],
       [ 3.,  4., -1.],
       [-1., -1., -1.]])
```

Find the indices of elements of *x* that are in *goodvalues*.

```
>>> goodvalues = [3, 4, 7]
>>> ix = np.in1d(x.ravel(), goodvalues).reshape(x.shape)
>>> ix
array([[False, False, False],
       [ True,  True, False],
       [False,  True, False]], dtype=bool)
>>> np.where(ix)
(array([1, 1, 2]), array([0, 1, 1]))
```

numpy.**searchsorted**(*a*, *v*, *side='left'*, *sorter=None*)

Find indices where elements should be inserted to maintain order.

Find the indices into a sorted array *a* such that, if the corresponding elements in *v* were inserted before the indices, the order of *a* would be preserved.

Parameters

a : 1-D array_like

Input array. If *sorter* is None, then it must be sorted in ascending order, otherwise *sorter* must be an array of indices that sort it.

v : array_like

Values to insert into *a*.

side : {'left', 'right'}, optional

If 'left', the index of the first suitable location found is given. If 'right', return the last such index. If there is no suitable index, return either 0 or N (where N is the length of *a*).

sorter : 1-D array_like, optional

New in version 1.7.0. Optional array of integer indices that sort array a into ascending order. They are typically the result of argsort.

Returns

indices : array of ints

Array of insertion points with the same shape as *v*.

See Also:

sort

Return a sorted copy of an array.

histogram

Produce histogram from 1-D data.

Notes

Binary search is used to find the required insertion points.

As of Numpy 1.4.0 `searchsorted` works with real/complex arrays containing `nan` values. The enhanced sort order is documented in `sort`.

Examples

```
>>> np.searchsorted([1,2,3,4,5], 3)
2
>>> np.searchsorted([1,2,3,4,5], 3, side='right')
```

```
3
>>> np.searchsorted([1,2,3,4,5], [-10, 10, 2, 3])
array([0, 5, 1, 2])
```

numpy.**extract**(*condition*, *arr*)

Return the elements of an array that satisfy some condition.

This is equivalent to `np.compress(ravel(condition), ravel(arr))`. If *condition* is boolean `np.extract` is equivalent to `arr[condition]`.

Parameters

condition : array_like

An array whose nonzero or True entries indicate the elements of *arr* to extract.

arr : array_like

Input array of the same size as *condition*.

Returns

extract : ndarray

Rank 1 array of values from *arr* where *condition* is True.

See Also:

`take`, `put`, `copyto`, `compress`

Examples

```
>>> arr = np.arange(12).reshape((3, 4))
>>> arr
array([[ 0,  1,  2,  3],
       [ 4,  5,  6,  7],
       [ 8,  9, 10, 11]])
>>> condition = np.mod(arr, 3)==0
>>> condition
array([[ True, False, False,  True],
       [False, False,  True, False],
       [False,  True, False, False]], dtype=bool)
>>> np.extract(condition, arr)
array([0, 3, 6, 9])
```

If *condition* is boolean:

```
>>> arr[condition]
array([0, 3, 6, 9])
```

3.29.3 Counting

`count_nonzero`(a)	Counts the number of non-zero values in the array `a`.
`count_reduce_items`	

numpy.**count_nonzero**(*a*)

Counts the number of non-zero values in the array `a`.

Parameters

a : array_like

The array for which to count non-zeros.

Returns

count : int or array of int

Number of non-zero values in the array.

See Also:

`nonzero`
Return the coordinates of all the non-zero values.

Examples

```
>>> np.count_nonzero(np.eye(4))
4
>>> np.count_nonzero([[0,1,7,0,0],[3,0,0,2,19]])
5
```

3.30 Statistics

3.30.1 Order statistics

amin(a[, axis, out, keepdims])	Return the minimum of an array or minimum along an axis.
amax(a[, axis, out, keepdims])	Return the maximum of an array or maximum along an axis.
nanmin(a[, axis, out, keepdims])	Return minimum of an array or minimum along an axis, ignoring any NaNs.
nanmax(a[, axis, out, keepdims])	Return the maximum of an array or maximum along an axis, ignoring any
ptp(a[, axis, out])	Range of values (maximum - minimum) along an axis.
percentile(a, q[, axis, out, overwrite_input])	Compute the qth percentile of the data along the specified axis.

numpy.**amin**(*a*, *axis=None*, *out=None*, *keepdims=False*)
Return the minimum of an array or minimum along an axis.

Parameters

a : array_like

Input data.

axis : int, optional

Axis along which to operate. By default, flattened input is used.

out : ndarray, optional

Alternative output array in which to place the result. Must be of the same shape and buffer length as the expected output. See `doc.ufuncs` (Section "Output arguments") for more details.

keepdims : bool, optional

If this is set to True, the axes which are reduced are left in the result as dimensions with size one. With this option, the result will broadcast correctly against the original *arr*.

Returns

amin : ndarray or scalar

Minimum of *a*. If *axis* is None, the result is a scalar value. If *axis* is given, the result is an array of dimension `a.ndim - 1`.

See Also:

amax
The maximum value of an array along a given axis, propagating any NaNs.

nanmin
The minimum value of an array along a given axis, ignoring any NaNs.

minimum
Element-wise minimum of two arrays, propagating any NaNs.

fmin
Element-wise minimum of two arrays, ignoring any NaNs.

argmin
Return the indices of the minimum values.

`nanmax`, `maximum`, `fmax`

Notes

NaN values are propagated, that is if at least one item is NaN, the corresponding min value will be NaN as well. To ignore NaN values (MATLAB behavior), please use nanmin.

Don't use `amin` for element-wise comparison of 2 arrays; when `a.shape[0]` is 2, `minimum(a[0], a[1])` is faster than `amin(a, axis=0)`.

Examples

```
>>> a = np.arange(4).reshape((2,2))
>>> a
array([[0, 1],
       [2, 3]])
>>> np.amin(a)           # Minimum of the flattened array
0
>>> np.amin(a, axis=0)   # Minima along the first axis
array([0, 1])
>>> np.amin(a, axis=1)   # Minima along the second axis
array([0, 2])

>>> b = np.arange(5, dtype=np.float)
>>> b[2] = np.NaN
>>> np.amin(b)
nan
>>> np.nanmin(b)
0.0
```

numpy.**amax**(*a*, *axis=None*, *out=None*, *keepdims=False*)
Return the maximum of an array or maximum along an axis.

Parameters

a : array_like

Input data.

axis : int, optional

Axis along which to operate. By default, flattened input is used.

out : ndarray, optional

Alternative output array in which to place the result. Must be of the same shape and buffer length as the expected output. See `doc.ufuncs` (Section "Output arguments") for more details.

keepdims : bool, optional

If this is set to True, the axes which are reduced are left in the result as dimensions with size one. With this option, the result will broadcast correctly against the original *arr*.

Returns

amax : ndarray or scalar

Maximum of *a*. If *axis* is None, the result is a scalar value. If *axis* is given, the result is an array of dimension `a.ndim - 1`.

See Also:

amin
The minimum value of an array along a given axis, propagating any NaNs.

nanmax
The maximum value of an array along a given axis, ignoring any NaNs.

maximum
Element-wise maximum of two arrays, propagating any NaNs.

fmax
Element-wise maximum of two arrays, ignoring any NaNs.

argmax
Return the indices of the maximum values.

`nanmin`, `minimum`, `fmin`

Notes

NaN values are propagated, that is if at least one item is NaN, the corresponding max value will be NaN as well. To ignore NaN values (MATLAB behavior), please use nanmax.

Don't use `amax` for element-wise comparison of 2 arrays; when `a.shape[0]` is 2, `maximum(a[0], a[1])` is faster than `amax(a, axis=0)`.

Examples

```
>>> a = np.arange(4).reshape((2,2))
>>> a
array([[0, 1],
       [2, 3]])
>>> np.amax(a)           # Maximum of the flattened array
3
>>> np.amax(a, axis=0)   # Maxima along the first axis
array([2, 3])
>>> np.amax(a, axis=1)   # Maxima along the second axis
array([1, 3])

>>> b = np.arange(5, dtype=np.float)
>>> b[2] = np.NaN
>>> np.amax(b)
nan
```

```
>>> np.nanmax(b)
4.0
```

numpy.**nanmin**(*a*, *axis=None*, *out=None*, *keepdims=False*)

Return minimum of an array or minimum along an axis, ignoring any NaNs. When all-NaN slices are encountered a `RuntimeWarning` is raised and Nan is returned for that slice.

Parameters

a : array_like

Array containing numbers whose minimum is desired. If *a* is not an array, a conversion is attempted.

axis : int, optional

Axis along which the minimum is computed. The default is to compute the minimum of the flattened array.

out : ndarray, optional

Alternate output array in which to place the result. The default is `None`; if provided, it must have the same shape as the expected output, but the type will be cast if necessary. See `doc.ufuncs` for details. New in version 1.8.0.

keepdims : bool, optional

If this is set to True, the axes which are reduced are left in the result as dimensions with size one. With this option, the result will broadcast correctly against the original *a*. New in version 1.8.0.

Returns

nanmin : ndarray

An array with the same shape as *a*, with the specified axis removed. If *a* is a 0-d array, or if axis is None, an ndarray scalar is returned. The same dtype as *a* is returned.

See Also:

nanmax
The maximum value of an array along a given axis, ignoring any NaNs.

amin
The minimum value of an array along a given axis, propagating any NaNs.

fmin
Element-wise minimum of two arrays, ignoring any NaNs.

minimum
Element-wise minimum of two arrays, propagating any NaNs.

isnan
Shows which elements are Not a Number (NaN).

isfinite
Shows which elements are neither NaN nor infinity.

`amax`, `fmax`, `maximum`

Notes

Numpy uses the IEEE Standard for Binary Floating-Point for Arithmetic (IEEE 754). This means that Not a Number is not equivalent to infinity. Positive infinity is treated as a very large number and negative infinity is treated as a very small (i.e. negative) number.

If the input has a integer type the function is equivalent to np.min.

Examples

```
>>> a = np.array([[1, 2], [3, np.nan]])
>>> np.nanmin(a)
1.0
>>> np.nanmin(a, axis=0)
array([ 1.,  2.])
>>> np.nanmin(a, axis=1)
array([ 1.,  3.])
```

When positive infinity and negative infinity are present:

```
>>> np.nanmin([1, 2, np.nan, np.inf])
1.0
>>> np.nanmin([1, 2, np.nan, np.NINF])
-inf
```

numpy.**nanmax**(*a*, *axis=None*, *out=None*, *keepdims=False*)

Return the maximum of an array or maximum along an axis, ignoring any NaNs. When all-NaN slices are encountered a `RuntimeWarning` is raised and NaN is returned for that slice.

Parameters

a : array_like

Array containing numbers whose maximum is desired. If *a* is not an array, a conversion is attempted.

axis : int, optional

Axis along which the maximum is computed. The default is to compute the maximum of the flattened array.

out : ndarray, optional

Alternate output array in which to place the result. The default is `None`; if provided, it must have the same shape as the expected output, but the type will be cast if necessary. See `doc.ufuncs` for details. New in version 1.8.0.

keepdims : bool, optional

If this is set to True, the axes which are reduced are left in the result as dimensions with size one. With this option, the result will broadcast correctly against the original *a*. New in version 1.8.0.

Returns

nanmax : ndarray

An array with the same shape as *a*, with the specified axis removed. If *a* is a 0-d array, or if axis is None, an ndarray scalar is returned. The same dtype as *a* is returned.

See Also:

nanmin

The minimum value of an array along a given axis, ignoring any NaNs.

amax

The maximum value of an array along a given axis, propagating any NaNs.

fmax

Element-wise maximum of two arrays, ignoring any NaNs.

maximum
Element-wise maximum of two arrays, propagating any NaNs.

isnan
Shows which elements are Not a Number (NaN).

isfinite
Shows which elements are neither NaN nor infinity.

amin, fmin, minimum

Notes

Numpy uses the IEEE Standard for Binary Floating-Point for Arithmetic (IEEE 754). This means that Not a Number is not equivalent to infinity. Positive infinity is treated as a very large number and negative infinity is treated as a very small (i.e. negative) number.

If the input has a integer type the function is equivalent to np.max.

Examples

```
>>> a = np.array([[1, 2], [3, np.nan]])
>>> np.nanmax(a)
3.0
>>> np.nanmax(a, axis=0)
array([ 3.,  2.])
>>> np.nanmax(a, axis=1)
array([ 2.,  3.])
```

When positive infinity and negative infinity are present:

```
>>> np.nanmax([1, 2, np.nan, np.NINF])
2.0
>>> np.nanmax([1, 2, np.nan, np.inf])
inf
```

numpy.**ptp**(*a*, *axis=None*, *out=None*)
Range of values (maximum - minimum) along an axis.

The name of the function comes from the acronym for 'peak to peak'.

Parameters
a : array_like

Input values.

axis : int, optional

Axis along which to find the peaks. By default, flatten the array.

out : array_like

Alternative output array in which to place the result. It must have the same shape and buffer length as the expected output, but the type of the output values will be cast if necessary.

Returns
ptp : ndarray

A new array holding the result, unless *out* was specified, in which case a reference to *out* is returned.

Examples

```
>>> x = np.arange(4).reshape((2,2))
>>> x
array([[0, 1],
       [2, 3]])

>>> np.ptp(x, axis=0)
array([2, 2])

>>> np.ptp(x, axis=1)
array([1, 1])
```

numpy.**percentile**(*a*, *q*, *axis=None*, *out=None*, *overwrite_input=False*)

Compute the qth percentile of the data along the specified axis.

Returns the qth percentile of the array elements.

Parameters

a : array_like

Input array or object that can be converted to an array.

q : float in range of [0,100] (or sequence of floats)

Percentile to compute which must be between 0 and 100 inclusive.

axis : int, optional

Axis along which the percentiles are computed. The default (None) is to compute the median along a flattened version of the array.

out : ndarray, optional

Alternative output array in which to place the result. It must have the same shape and buffer length as the expected output, but the type (of the output) will be cast if necessary.

overwrite_input : bool, optional

If True, then allow use of memory of input array *a* for calculations. The input array will be modified by the call to median. This will save memory when you do not need to preserve the contents of the input array. Treat the input as undefined, but it will probably be fully or partially sorted. Default is False. Note that, if *overwrite_input* is True and the input is not already an array, an error will be raised.

Returns

pcntile : ndarray

A new array holding the result (unless *out* is specified, in which case that array is returned instead). If the input contains integers, or floats of smaller precision than 64, then the output data-type is float64. Otherwise, the output data-type is the same as that of the input.

See Also:

`mean`, `median`

Notes

Given a vector V of length N, the qth percentile of V is the qth ranked value in a sorted copy of V. A weighted average of the two nearest neighbors is used if the normalized ranking does not match q exactly. The same as the median if `q=50`, the same as the minimum if `q=0` and the same as the maximum if `q=100`.

Examples

```
>>> a = np.array([[10, 7, 4], [3, 2, 1]])
>>> a
array([[10,  7,  4],
       [ 3,  2,  1]])
>>> np.percentile(a, 50)
3.5
>>> np.percentile(a, 50, axis=0)
array([ 6.5,  4.5,  2.5])
>>> np.percentile(a, 50, axis=1)
array([ 7.,  2.])

>>> m = np.percentile(a, 50, axis=0)
>>> out = np.zeros_like(m)
>>> np.percentile(a, 50, axis=0, out=m)
array([ 6.5,  4.5,  2.5])
>>> m
array([ 6.5,  4.5,  2.5])

>>> b = a.copy()
>>> np.percentile(b, 50, axis=1, overwrite_input=True)
array([ 7.,  2.])
>>> assert not np.all(a==b)
>>> b = a.copy()
>>> np.percentile(b, 50, axis=None, overwrite_input=True)
3.5
```

3.30.2 Averages and variances

median(a[, axis, out, overwrite_input])	Compute the median along the specified axis.
average(a[, axis, weights, returned])	Compute the weighted average along the specified axis.
mean(a[, axis, dtype, out, keepdims])	Compute the arithmetic mean along the specified axis.
std(a[, axis, dtype, out, ddof, keepdims])	Compute the standard deviation along the specified axis.
var(a[, axis, dtype, out, ddof, keepdims])	Compute the variance along the specified axis.
nanmean(a[, axis, dtype, out, keepdims])	Compute the arithmetic mean along the specified axis, ignoring NaNs.
nanstd(a[, axis, dtype, out, ddof, keepdims])	Compute the standard deviation along the specified axis, while
nanvar(a[, axis, dtype, out, ddof, keepdims])	Compute the variance along the specified axis, while ignoring NaNs.

numpy.**median**(*a*, *axis=None*, *out=None*, *overwrite_input=False*)

Compute the median along the specified axis.

Returns the median of the array elements.

Parameters

a : array_like

Input array or object that can be converted to an array.

axis : int, optional

Axis along which the medians are computed. The default (axis=None) is to compute the median along a flattened version of the array.

out : ndarray, optional

Alternative output array in which to place the result. It must have the same shape and buffer length as the expected output, but the type (of the output) will be cast if necessary.

overwrite_input : bool, optional

If True, then allow use of memory of input array (a) for calculations. The input array will be modified by the call to median. This will save memory when you do not need to preserve the contents of the input array. Treat the input as undefined, but it will probably be fully or partially sorted. Default is False. Note that, if *overwrite_input* is True and the input is not already an ndarray, an error will be raised.

Returns

median : ndarray

A new array holding the result (unless *out* is specified, in which case that array is returned instead). If the input contains integers, or floats of smaller precision than 64, then the output data-type is float64. Otherwise, the output data-type is the same as that of the input.

See Also:

`mean`, `percentile`

Notes

Given a vector V of length N, the median of V is the middle value of a sorted copy of V, `V_sorted` - i.e., `V_sorted[(N-1)/2]`, when N is odd. When N is even, it is the average of the two middle values of `V_sorted`.

Examples

```
>>> a = np.array([[10, 7, 4], [3, 2, 1]])
>>> a
array([[10,  7,  4],
       [ 3,  2,  1]])
>>> np.median(a)
3.5
>>> np.median(a, axis=0)
array([ 6.5,  4.5,  2.5])
>>> np.median(a, axis=1)
array([ 7.,  2.])
>>> m = np.median(a, axis=0)
>>> out = np.zeros_like(m)
>>> np.median(a, axis=0, out=m)
array([ 6.5,  4.5,  2.5])
>>> m
array([ 6.5,  4.5,  2.5])
>>> b = a.copy()
>>> np.median(b, axis=1, overwrite_input=True)
array([ 7.,  2.])
>>> assert not np.all(a==b)
>>> b = a.copy()
>>> np.median(b, axis=None, overwrite_input=True)
3.5
>>> assert not np.all(a==b)
```

numpy.**average**(*a*, *axis=None*, *weights=None*, *returned=False*)

Compute the weighted average along the specified axis.

Parameters

a : array_like

Array containing data to be averaged. If *a* is not an array, a conversion is attempted.

axis : int, optional

Axis along which to average *a*. If *None*, averaging is done over the flattened array.

weights : array_like, optional

An array of weights associated with the values in *a*. Each value in *a* contributes to the average according to its associated weight. The weights array can either be 1-D (in which case its length must be the size of *a* along the given axis) or of the same shape as *a*. If *weights=None*, then all data in *a* are assumed to have a weight equal to one.

returned : bool, optional

Default is *False*. If *True*, the tuple (`average`, *sum_of_weights*) is returned, otherwise only the average is returned. If *weights=None*, *sum_of_weights* is equivalent to the number of elements over which the average is taken.

Returns

average, [sum_of_weights] : {array_type, double}

Return the average along the specified axis. When returned is *True*, return a tuple with the average as the first element and the sum of the weights as the second element. The return type is *Float* if *a* is of integer type, otherwise it is of the same type as *a*. *sum_of_weights* is of the same type as `average`.

Raises

ZeroDivisionError

When all weights along axis are zero. See `numpy.ma.average` for a version robust to this type of error.

TypeError

When the length of 1D *weights* is not the same as the shape of *a* along axis.

See Also:

`mean`

`ma.average`
average for masked arrays – useful if your data contains "missing" values

Examples

```
>>> data = range(1,5)
>>> data
[1, 2, 3, 4]
>>> np.average(data)
2.5
>>> np.average(range(1,11), weights=range(10,0,-1))
4.0

>>> data = np.arange(6).reshape((3,2))
>>> data
array([[0, 1],
       [2, 3],
       [4, 5]])
>>> np.average(data, axis=1, weights=[1./4, 3./4])
array([ 0.75,  2.75,  4.75])
>>> np.average(data, weights=[1./4, 3./4])
Traceback (most recent call last):
```

```
...
TypeError: Axis must be specified when shapes of a and weights differ.
```

numpy.**mean**(*a*, *axis=None*, *dtype=None*, *out=None*, *keepdims=False*)

Compute the arithmetic mean along the specified axis.

Returns the average of the array elements. The average is taken over the flattened array by default, otherwise over the specified axis. `float64` intermediate and return values are used for integer inputs.

Parameters

a : array_like

Array containing numbers whose mean is desired. If *a* is not an array, a conversion is attempted.

axis : int, optional

Axis along which the means are computed. The default is to compute the mean of the flattened array.

dtype : data-type, optional

Type to use in computing the mean. For integer inputs, the default is `float64`; for floating point inputs, it is the same as the input dtype.

out : ndarray, optional

Alternate output array in which to place the result. The default is `None`; if provided, it must have the same shape as the expected output, but the type will be cast if necessary. See `doc.ufuncs` for details.

keepdims : bool, optional

If this is set to True, the axes which are reduced are left in the result as dimensions with size one. With this option, the result will broadcast correctly against the original *arr*.

Returns

m : ndarray, see dtype parameter above

If *out=None*, returns a new array containing the mean values, otherwise a reference to the output array is returned.

See Also:

average
Weighted average

`std`, `var`, `nanmean`, `nanstd`, `nanvar`

Notes

The arithmetic mean is the sum of the elements along the axis divided by the number of elements.

Note that for floating-point input, the mean is computed using the same precision the input has. Depending on the input data, this can cause the results to be inaccurate, especially for `float32` (see example below). Specifying a higher-precision accumulator using the `dtype` keyword can alleviate this issue.

Examples

```
>>> a = np.array([[1, 2], [3, 4]])
>>> np.mean(a)
2.5
>>> np.mean(a, axis=0)
```

```
array([ 2.,  3.])
>>> np.mean(a, axis=1)
array([ 1.5,  3.5])
```

In single precision, `mean` can be inaccurate:

```
>>> a = np.zeros((2, 512*512), dtype=np.float32)
>>> a[0, :] = 1.0
>>> a[1, :] = 0.1
>>> np.mean(a)
0.546875
```

Computing the mean in float64 is more accurate:

```
>>> np.mean(a, dtype=np.float64)
0.55000000074505806
```

numpy.**std**(*a*, *axis=None*, *dtype=None*, *out=None*, *ddof=0*, *keepdims=False*)

Compute the standard deviation along the specified axis.

Returns the standard deviation, a measure of the spread of a distribution, of the array elements. The standard deviation is computed for the flattened array by default, otherwise over the specified axis.

Parameters

a : array_like

Calculate the standard deviation of these values.

axis : int, optional

Axis along which the standard deviation is computed. The default is to compute the standard deviation of the flattened array.

dtype : dtype, optional

Type to use in computing the standard deviation. For arrays of integer type the default is float64, for arrays of float types it is the same as the array type.

out : ndarray, optional

Alternative output array in which to place the result. It must have the same shape as the expected output but the type (of the calculated values) will be cast if necessary.

ddof : int, optional

Means Delta Degrees of Freedom. The divisor used in calculations is `N - ddof`, where `N` represents the number of elements. By default *ddof* is zero.

keepdims : bool, optional

If this is set to True, the axes which are reduced are left in the result as dimensions with size one. With this option, the result will broadcast correctly against the original *arr*.

Returns

standard_deviation : ndarray, see dtype parameter above.

If *out* is None, return a new array containing the standard deviation, otherwise return a reference to the output array.

See Also:

`var`, `mean`, `nanmean`, `nanstd`, `nanvar`

numpy.doc.ufuncs

Section “Output arguments”

Notes

The standard deviation is the square root of the average of the squared deviations from the mean, i.e., `std = sqrt(mean(abs(x - x.mean())**2))`.

The average squared deviation is normally calculated as `x.sum() / N`, where `N = len(x)`. If, however, *ddof* is specified, the divisor `N - ddof` is used instead. In standard statistical practice, `ddof=1` provides an unbiased estimator of the variance of the infinite population. `ddof=0` provides a maximum likelihood estimate of the variance for normally distributed variables. The standard deviation computed in this function is the square root of the estimated variance, so even with `ddof=1`, it will not be an unbiased estimate of the standard deviation per se.

Note that, for complex numbers, `std` takes the absolute value before squaring, so that the result is always real and nonnegative.

For floating-point input, the *std* is computed using the same precision the input has. Depending on the input data, this can cause the results to be inaccurate, especially for float32 (see example below). Specifying a higher-accuracy accumulator using the `dtype` keyword can alleviate this issue.

Examples

```
>>> a = np.array([[1, 2], [3, 4]])
>>> np.std(a)
1.1180339887498949
>>> np.std(a, axis=0)
array([ 1.,  1.])
>>> np.std(a, axis=1)
array([ 0.5,  0.5])
```

In single precision, std() can be inaccurate:

```
>>> a = np.zeros((2,512*512), dtype=np.float32)
>>> a[0,:] = 1.0
>>> a[1,:] = 0.1
>>> np.std(a)
0.45172946707416706
```

Computing the standard deviation in float64 is more accurate:

```
>>> np.std(a, dtype=np.float64)
0.44999999925552653
```

numpy.**var**(*a*, *axis=None*, *dtype=None*, *out=None*, *ddof=0*, *keepdims=False*)

Compute the variance along the specified axis.

Returns the variance of the array elements, a measure of the spread of a distribution. The variance is computed for the flattened array by default, otherwise over the specified axis.

Parameters

a : array_like

Array containing numbers whose variance is desired. If *a* is not an array, a conversion is attempted.

axis : int, optional

Axis along which the variance is computed. The default is to compute the variance of the flattened array.

dtype : data-type, optional

Type to use in computing the variance. For arrays of integer type the default is `float32`; for arrays of float types it is the same as the array type.

out : ndarray, optional

Alternate output array in which to place the result. It must have the same shape as the expected output, but the type is cast if necessary.

ddof : int, optional

"Delta Degrees of Freedom": the divisor used in the calculation is `N - ddof`, where `N` represents the number of elements. By default *ddof* is zero.

keepdims : bool, optional

If this is set to True, the axes which are reduced are left in the result as dimensions with size one. With this option, the result will broadcast correctly against the original *arr*.

Returns

variance : ndarray, see dtype parameter above

If `out=None`, returns a new array containing the variance; otherwise, a reference to the output array is returned.

See Also:

`std`, `mean`, `nanmean`, `nanstd`, `nanvar`

numpy.doc.ufuncs

Section "Output arguments"

Notes

The variance is the average of the squared deviations from the mean, i.e., `var = mean(abs(x - x.mean())**2)`.

The mean is normally calculated as `x.sum() / N`, where `N = len(x)`. If, however, *ddof* is specified, the divisor `N - ddof` is used instead. In standard statistical practice, `ddof=1` provides an unbiased estimator of the variance of a hypothetical infinite population. `ddof=0` provides a maximum likelihood estimate of the variance for normally distributed variables.

Note that for complex numbers, the absolute value is taken before squaring, so that the result is always real and nonnegative.

For floating-point input, the variance is computed using the same precision the input has. Depending on the input data, this can cause the results to be inaccurate, especially for `float32` (see example below). Specifying a higher-accuracy accumulator using the `dtype` keyword can alleviate this issue.

Examples

```
>>> a = np.array([[1,2],[3,4]])
>>> np.var(a)
1.25
>>> np.var(a, axis=0)
array([ 1.,  1.])
>>> np.var(a, axis=1)
array([ 0.25,  0.25])
```

In single precision, var() can be inaccurate:

```
>>> a = np.zeros((2,512*512), dtype=np.float32)
>>> a[0,:] = 1.0
>>> a[1,:] = 0.1
>>> np.var(a)
0.20405951142311096
```

Computing the variance in float64 is more accurate:

```
>>> np.var(a, dtype=np.float64)
0.20249999932997387
>>> ((1-0.55)**2 + (0.1-0.55)**2)/2
0.20250000000000001
```

numpy.**nanmean**(*a*, *axis=None*, *dtype=None*, *out=None*, *keepdims=False*)

Compute the arithmetic mean along the specified axis, ignoring NaNs.

Returns the average of the array elements. The average is taken over the flattened array by default, otherwise over the specified axis. `float64` intermediate and return values are used for integer inputs.

For all-NaN slices, NaN is returned and a *RuntimeWarning* is raised. New in version 1.8.0.

Parameters

a : array_like

Array containing numbers whose mean is desired. If *a* is not an array, a conversion is attempted.

axis : int, optional

Axis along which the means are computed. The default is to compute the mean of the flattened array.

dtype : data-type, optional

Type to use in computing the mean. For integer inputs, the default is `float64`; for inexact inputs, it is the same as the input dtype.

out : ndarray, optional

Alternate output array in which to place the result. The default is `None`; if provided, it must have the same shape as the expected output, but the type will be cast if necessary. See `doc.ufuncs` for details.

keepdims : bool, optional

If this is set to True, the axes which are reduced are left in the result as dimensions with size one. With this option, the result will broadcast correctly against the original *arr*.

Returns

m : ndarray, see dtype parameter above

If *out=None*, returns a new array containing the mean values, otherwise a reference to the output array is returned. Nan is returned for slices that contain only NaNs.

See Also:

average
Weighted average

mean
Arithmetic mean taken while not ignoring NaNs

`var`, `nanvar`

Notes

The arithmetic mean is the sum of the non-NaN elements along the axis divided by the number of non-NaN elements.

Note that for floating-point input, the mean is computed using the same precision the input has. Depending on the input data, this can cause the results to be inaccurate, especially for `float32`. Specifying a higher-precision accumulator using the `dtype` keyword can alleviate this issue.

Examples

```
>>> a = np.array([[1, np.nan], [3, 4]])
>>> np.nanmean(a)
2.6666666666666665
>>> np.nanmean(a, axis=0)
array([ 2.,  4.])
>>> np.nanmean(a, axis=1)
array([ 1.,  3.5])
```

numpy.**nanstd**(*a*, *axis=None*, *dtype=None*, *out=None*, *ddof=0*, *keepdims=False*)

Compute the standard deviation along the specified axis, while ignoring NaNs.

Returns the standard deviation, a measure of the spread of a distribution, of the non-NaN array elements. The standard deviation is computed for the flattened array by default, otherwise over the specified axis.

For all-NaN slices or slices with zero degrees of freedom, NaN is returned and a *RuntimeWarning* is raised. New in version 1.8.0.

Parameters

a : array_like

Calculate the standard deviation of the non-NaN values.

axis : int, optional

Axis along which the standard deviation is computed. The default is to compute the standard deviation of the flattened array.

dtype : dtype, optional

Type to use in computing the standard deviation. For arrays of integer type the default is float64, for arrays of float types it is the same as the array type.

out : ndarray, optional

Alternative output array in which to place the result. It must have the same shape as the expected output but the type (of the calculated values) will be cast if necessary.

ddof : int, optional

Means Delta Degrees of Freedom. The divisor used in calculations is `N - ddof`, where `N` represents the number of non-NaN elements. By default *ddof* is zero.

keepdims : bool, optional

If this is set to True, the axes which are reduced are left in the result as dimensions with size one. With this option, the result will broadcast correctly against the original *arr*.

Returns

standard_deviation : ndarray, see dtype parameter above.

If *out* is None, return a new array containing the standard deviation, otherwise return a reference to the output array. If ddof is >= the number of non-NaN elements in a slice or the slice contains only NaNs, then the result for that slice is NaN.

See Also:

`var`, `mean`, `std`, `nanvar`, `nanmean`

numpy.doc.ufuncs
Section "Output arguments"

Notes

The standard deviation is the square root of the average of the squared deviations from the mean: `std = sqrt(mean(abs(x - x.mean())**2))`.

The average squared deviation is normally calculated as `x.sum() / N`, where `N = len(x)`. If, however, *ddof* is specified, the divisor `N - ddof` is used instead. In standard statistical practice, `ddof=1` provides an unbiased estimator of the variance of the infinite population. `ddof=0` provides a maximum likelihood estimate of the variance for normally distributed variables. The standard deviation computed in this function is the square root of the estimated variance, so even with `ddof=1`, it will not be an unbiased estimate of the standard deviation per se.

Note that, for complex numbers, `std` takes the absolute value before squaring, so that the result is always real and nonnegative.

For floating-point input, the *std* is computed using the same precision the input has. Depending on the input data, this can cause the results to be inaccurate, especially for float32 (see example below). Specifying a higher-accuracy accumulator using the `dtype` keyword can alleviate this issue.

Examples

```
>>> a = np.array([[1, np.nan], [3, 4]])
>>> np.nanstd(a)
1.247219128924647
>>> np.nanstd(a, axis=0)
array([ 1.,  0.])
>>> np.nanstd(a, axis=1)
array([ 0.,  0.5])
```

numpy.**nanvar**(*a*, *axis=None*, *dtype=None*, *out=None*, *ddof=0*, *keepdims=False*)
Compute the variance along the specified axis, while ignoring NaNs.

Returns the variance of the array elements, a measure of the spread of a distribution. The variance is computed for the flattened array by default, otherwise over the specified axis.

For all-NaN slices or slices with zero degrees of freedom, NaN is returned and a *RuntimeWarning* is raised. New in version 1.8.0.

Parameters

a : array_like

Array containing numbers whose variance is desired. If *a* is not an array, a conversion is attempted.

axis : int, optional

Axis along which the variance is computed. The default is to compute the variance of the flattened array.

dtype : data-type, optional

Type to use in computing the variance. For arrays of integer type the default is `float32`; for arrays of float types it is the same as the array type.

out : ndarray, optional

Alternate output array in which to place the result. It must have the same shape as the expected output, but the type is cast if necessary.

ddof : int, optional

"Delta Degrees of Freedom": the divisor used in the calculation is `N - ddof`, where `N` represents the number of non-NaN elements. By default *ddof* is zero.

keepdims : bool, optional

If this is set to True, the axes which are reduced are left in the result as dimensions with size one. With this option, the result will broadcast correctly against the original *arr*.

Returns

variance : ndarray, see dtype parameter above

If *out* is None, return a new array containing the variance, otherwise return a reference to the output array. If ddof is >= the number of non-NaN elements in a slice or the slice contains only NaNs, then the result for that slice is NaN.

See Also:

std
Standard deviation

mean
Average

var
Variance while not ignoring NaNs

nanstd, nanmean

numpy.doc.ufuncs
Section "Output arguments"

Notes

The variance is the average of the squared deviations from the mean, i.e., `var = mean(abs(x - x.mean())**2)`.

The mean is normally calculated as `x.sum() / N`, where `N = len(x)`. If, however, *ddof* is specified, the divisor `N - ddof` is used instead. In standard statistical practice, `ddof=1` provides an unbiased estimator of the variance of a hypothetical infinite population. `ddof=0` provides a maximum likelihood estimate of the variance for normally distributed variables.

Note that for complex numbers, the absolute value is taken before squaring, so that the result is always real and nonnegative.

For floating-point input, the variance is computed using the same precision the input has. Depending on the input data, this can cause the results to be inaccurate, especially for `float32` (see example below). Specifying a higher-accuracy accumulator using the `dtype` keyword can alleviate this issue.

Examples

```
>>> a = np.array([[1, np.nan], [3, 4]])
>>> np.var(a)
1.5555555555555554
>>> np.nanvar(a, axis=0)
array([ 1.,  0.])
>>> np.nanvar(a, axis=1)
array([ 0.,  0.25])
```

3.30.3 Correlating

corrcoef(x[, y, rowvar, bias, ddof])	Return correlation coefficients.
correlate(a, v[, mode, old_behavior])	Cross-correlation of two 1-dimensional sequences.
cov(m[, y, rowvar, bias, ddof])	Estimate a covariance matrix, given data.

numpy.**corrcoef**(*x*, *y=None*, *rowvar=1*, *bias=0*, *ddof=None*)

Return correlation coefficients.

Please refer to the documentation for cov for more detail. The relationship between the correlation coefficient matrix, *P*, and the covariance matrix, *C*, is

$$P_{ij} = \frac{C_{ij}}{\sqrt{C_{ii} * C_{jj}}}$$

The values of *P* are between -1 and 1, inclusive.

Parameters

x : array_like

A 1-D or 2-D array containing multiple variables and observations. Each row of *m* represents a variable, and each column a single observation of all those variables. Also see *rowvar* below.

y : array_like, optional

An additional set of variables and observations. *y* has the same shape as *m*.

rowvar : int, optional

If *rowvar* is non-zero (default), then each row represents a variable, with observations in the columns. Otherwise, the relationship is transposed: each column represents a variable, while the rows contain observations.

bias : int, optional

Default normalization is by `(N - 1)`, where `N` is the number of observations (unbiased estimate). If *bias* is 1, then normalization is by `N`. These values can be overridden by using the keyword `ddof` in numpy versions >= 1.5.

ddof : {None, int}, optional

New in version 1.5. If not `None` normalization is by `(N - ddof)`, where `N` is the number of observations; this overrides the value implied by `bias`. The default value is `None`.

Returns

out : ndarray

The correlation coefficient matrix of the variables.

See Also:

cov

Covariance matrix

numpy.**correlate**(*a*, *v*, *mode='valid'*, *old_behavior=False*)

Cross-correlation of two 1-dimensional sequences.

This function computes the correlation as generally defined in signal processing texts:

```
z[k] = sum_n a[n] * conj(v[n+k])
```

with a and v sequences being zero-padded where necessary and conj being the conjugate.

Parameters

a, v : array_like

Input sequences.

mode : {'valid', 'same', 'full'}, optional

Refer to the `convolve` docstring. Note that the default is *valid*, unlike `convolve`, which uses `full`.

old_behavior : bool

If True, uses the old behavior from Numeric, (correlate(a,v) == correlate(v,a), and the conjugate is not taken for complex arrays). If False, uses the conventional signal processing definition.

See Also:

convolve

Discrete, linear convolution of two one-dimensional sequences.

Examples

```
>>> np.correlate([1, 2, 3], [0, 1, 0.5])
array([ 3.5])
>>> np.correlate([1, 2, 3], [0, 1, 0.5], "same")
array([ 2. ,  3.5,  3. ])
>>> np.correlate([1, 2, 3], [0, 1, 0.5], "full")
array([ 0.5,  2. ,  3.5,  3. ,  0. ])
```

numpy.**cov**(*m*, *y=None*, *rowvar=1*, *bias=0*, *ddof=None*)

Estimate a covariance matrix, given data.

Covariance indicates the level to which two variables vary together. If we examine N-dimensional samples, $X = [x_1, x_2, ...x_N]^T$, then the covariance matrix element C_{ij} is the covariance of x_i and x_j. The element C_{ii} is the variance of x_i.

Parameters

m : array_like

A 1-D or 2-D array containing multiple variables and observations. Each row of *m* represents a variable, and each column a single observation of all those variables. Also see *rowvar* below.

y : array_like, optional

An additional set of variables and observations. *y* has the same form as that of *m*.

rowvar : int, optional

If *rowvar* is non-zero (default), then each row represents a variable, with observations in the columns. Otherwise, the relationship is transposed: each column represents a variable, while the rows contain observations.

bias : int, optional

Default normalization is by `(N - 1)`, where `N` is the number of observations given (unbiased estimate). If *bias* is 1, then normalization is by `N`. These values can be overridden by using the keyword `ddof` in numpy versions >= 1.5.

ddof : int, optional

New in version 1.5. If not `None` normalization is by `(N - ddof)`, where `N` is the number of observations; this overrides the value implied by `bias`. The default value is `None`.

Returns

out : ndarray

The covariance matrix of the variables.

See Also:

corrcoef
Normalized covariance matrix

Examples

Consider two variables, x_0 and x_1, which correlate perfectly, but in opposite directions:

```
>>> x = np.array([[0, 2], [1, 1], [2, 0]]).T
>>> x
array([[0, 1, 2],
       [2, 1, 0]])
```

Note how x_0 increases while x_1 decreases. The covariance matrix shows this clearly:

```
>>> np.cov(x)
array([[ 1., -1.],
       [-1.,  1.]])
```

Note that element $C_{0,1}$, which shows the correlation between x_0 and x_1, is negative.

Further, note how *x* and *y* are combined:

```
>>> x = [-2.1, -1,  4.3]
>>> y = [3,  1.1,  0.12]
>>> X = np.vstack((x,y))
>>> print np.cov(X)
[[ 11.71        -4.286     ]
 [ -4.286        2.14413333]]
>>> print np.cov(x, y)
[[ 11.71        -4.286     ]
 [ -4.286        2.14413333]]
>>> print np.cov(x)
11.71
```

3.30.4 Histograms

histogram(a[, bins, range, normed, weights, ...])	Compute the histogram of a set of data.
histogram2d(x, y[, bins, range, normed, weights])	Compute the bi-dimensional histogram of two data samples.
histogramdd(sample[, bins, range, normed, ...])	Compute the multidimensional histogram of some data.
bincount(x[, weights, minlength])	Count number of occurrences of each value in array of non-negative ints.
digitize(x, bins[, right])	Return the indices of the bins to which each value in input array belongs.

numpy.**histogram**(*a*, *bins=10*, *range=None*, *normed=False*, *weights=None*, *density=None*)
Compute the histogram of a set of data.

Parameters

a : array_like

Input data. The histogram is computed over the flattened array.

bins : int or sequence of scalars, optional

If *bins* is an int, it defines the number of equal-width bins in the given range (10, by default). If *bins* is a sequence, it defines the bin edges, including the rightmost edge, allowing for non-uniform bin widths.

range : (float, float), optional

The lower and upper range of the bins. If not provided, range is simply `(a.min(), a.max())`. Values outside the range are ignored.

normed : bool, optional

This keyword is deprecated in Numpy 1.6 due to confusing/buggy behavior. It will be removed in Numpy 2.0. Use the density keyword instead. If False, the result will contain the number of samples in each bin. If True, the result is the value of the probability *density* function at the bin, normalized such that the *integral* over the range is 1. Note that this latter behavior is known to be buggy with unequal bin widths; use *density* instead.

weights : array_like, optional

An array of weights, of the same shape as *a*. Each value in *a* only contributes its associated weight towards the bin count (instead of 1). If *normed* is True, the weights are normalized, so that the integral of the density over the range remains 1

density : bool, optional

If False, the result will contain the number of samples in each bin. If True, the result is the value of the probability *density* function at the bin, normalized such that the *integral* over the range is 1. Note that the sum of the histogram values will not be equal to 1 unless bins of unity width are chosen; it is not a probability *mass* function. Overrides the *normed* keyword if given.

Returns

hist : array

The values of the histogram. See *normed* and *weights* for a description of the possible semantics.

bin_edges : array of dtype float

Return the bin edges `(length(hist)+1)`.

See Also:

`histogramdd`, `bincount`, `searchsorted`, `digitize`

Notes

All but the last (righthand-most) bin is half-open. In other words, if *bins* is:

```
[1, 2, 3, 4]
```

then the first bin is `[1, 2)` (including 1, but excluding 2) and the second `[2, 3)`. The last bin, however, is `[3, 4]`, which *includes* 4.

Examples

```
>>> np.histogram([1, 2, 1], bins=[0, 1, 2, 3])
(array([0, 2, 1]), array([0, 1, 2, 3]))
>>> np.histogram(np.arange(4), bins=np.arange(5), density=True)
(array([ 0.25,  0.25,  0.25,  0.25]), array([0, 1, 2, 3, 4]))
>>> np.histogram([[1, 2, 1], [1, 0, 1]], bins=[0,1,2,3])
(array([1, 4, 1]), array([0, 1, 2, 3]))

>>> a = np.arange(5)
>>> hist, bin_edges = np.histogram(a, density=True)
>>> hist
array([ 0.5,  0. ,  0.5,  0. ,  0. ,  0.5,  0. ,  0.5,  0. ,  0.5])
>>> hist.sum()
2.4999999999999996
>>> np.sum(hist*np.diff(bin_edges))
1.0
```

numpy.**histogram2d**(*x*, *y*, *bins=10*, *range=None*, *normed=False*, *weights=None*)

Compute the bi-dimensional histogram of two data samples.

Parameters

x : array_like, shape (N,)

An array containing the x coordinates of the points to be histogrammed.

y

[array_like, shape (N,)] An array containing the y coordinates of the points to be histogrammed.

bins

[int or [int, int] or array_like or [array, array], optional] The bin specification:

- If int, the number of bins for the two dimensions (nx=ny=bins).
- If [int, int], the number of bins in each dimension (nx, ny = bins).
- If array_like, the bin edges for the two dimensions (x_edges=y_edges=bins).
- If [array, array], the bin edges in each dimension (x_edges, y_edges = bins).

range

[array_like, shape(2,2), optional] The leftmost and rightmost edges of the bins along each dimension (if not specified explicitly in the *bins* parameters): `[[xmin, xmax], [ymin, ymax]]`. All values outside of this range will be considered outliers and not tallied in the histogram.

normed

[bool, optional] If False, returns the number of samples in each bin. If True, returns the bin density, i.e. the bin count divided by the bin area.

weights

[array_like, shape(N,), optional] An array of values `w_i` weighing each sample `(x_i, y_i)`. Weights are normalized to 1 if *normed* is True. If *normed* is False, the values of the returned histogram are equal to the sum of the weights belonging to the samples falling into each bin.

Returns

H : ndarray, shape(nx, ny)

The bi-dimensional histogram of samples x and y. Values in x are histogrammed along the first dimension and values in y are histogrammed along the second dimension.

xedges
[ndarray, shape(nx,)] The bin edges along the first dimension.

yedges
[ndarray, shape(ny,)] The bin edges along the second dimension.

See Also:

histogram
1D histogram

histogramdd
Multidimensional histogram

Notes

When *normed* is True, then the returned histogram is the sample density, defined such that:

$$\sum_{i=0}^{nx-1} \sum_{j=0}^{ny-1} H_{i,j} \Delta x_i \Delta y_j = 1$$

where H is the histogram array and $\Delta x_i \Delta y_i$ the area of bin `{i, j}`.

Please note that the histogram does not follow the Cartesian convention where x values are on the abcissa and y values on the ordinate axis. Rather, x is histogrammed along the first dimension of the array (vertical), and y along the second dimension of the array (horizontal). This ensures compatibility with `histogramdd`.

Examples

```
>>> import matplotlib as mpl
>>> import matplotlib.pyplot as plt
```

Construct a 2D-histogram with variable bin width. First define the bin edges:

```
>>> xedges = [0, 1, 1.5, 3, 5]
>>> yedges = [0, 2, 3, 4, 6]
```

Next we create a histogram H with random bin content:

```
>>> x = np.random.normal(3, 1, 100)
>>> y = np.random.normal(1, 1, 100)
>>> H, xedges, yedges = np.histogram2d(y, x, bins=(xedges, yedges))
```

Or we fill the histogram H with a determined bin content:

```
>>> H = np.ones((4, 4)).cumsum().reshape(4, 4)
>>> print H[::-1]  # This shows the bin content in the order as plotted
[[ 13.  14.  15.  16.]
 [  9.  10.  11.  12.]
 [  5.   6.   7.   8.]
 [  1.   2.   3.   4.]]
```

Imshow can only do an equidistant representation of bins:

```
>>> fig = plt.figure(figsize=(7, 3))
>>> ax = fig.add_subplot(131)
>>> ax.set_title('imshow:
```

equidistant')

```
>>> im = plt.imshow(H, interpolation='nearest', origin='low',
                    extent=[xedges[0], xedges[-1], yedges[0], yedges[-1]])
```

pcolormesh can displaying exact bin edges:

```
>>> ax = fig.add_subplot(132)
>>> ax.set_title('pcolormesh:
```

exact bin edges')

```
>>> X, Y = np.meshgrid(xedges, yedges)
>>> ax.pcolormesh(X, Y, H)
>>> ax.set_aspect('equal')
```

NonUniformImage displays exact bin edges with interpolation:

```
>>> ax = fig.add_subplot(133)
>>> ax.set_title('NonUniformImage:
```

interpolated')

```
>>> im = mpl.image.NonUniformImage(ax, interpolation='bilinear')
>>> xcenters = xedges[:-1] + 0.5 * (xedges[1:] - xedges[:-1])
>>> ycenters = yedges[:-1] + 0.5 * (yedges[1:] - yedges[:-1])
>>> im.set_data(xcenters, ycenters, H)
>>> ax.images.append(im)
>>> ax.set_xlim(xedges[0], xedges[-1])
>>> ax.set_ylim(yedges[0], yedges[-1])
>>> ax.set_aspect('equal')
>>> plt.show()
```

numpy.**histogramdd**(*sample*, *bins=10*, *range=None*, *normed=False*, *weights=None*)

Compute the multidimensional histogram of some data.

Parameters

sample : array_like

The data to be histogrammed. It must be an (N,D) array or data that can be converted to such. The rows of the resulting array are the coordinates of points in a D dimensional polytope.

bins : sequence or int, optional

The bin specification:

- A sequence of arrays describing the bin edges along each dimension.
- The number of bins for each dimension (nx, ny, ... =bins)
- The number of bins for all dimensions (nx=ny=...=bins).

range : sequence, optional

A sequence of lower and upper bin edges to be used if the edges are not given explicitely in *bins*. Defaults to the minimum and maximum values along each dimension.

normed : bool, optional

If False, returns the number of samples in each bin. If True, returns the bin density, ie, the bin count divided by the bin hypervolume.

weights : array_like (N,), optional

An array of values *w_i* weighing each sample *(x_i, y_i, z_i, ...)*. Weights are normalized to 1 if normed is True. If normed is False, the values of the returned histogram are equal to the sum of the weights belonging to the samples falling into each bin.

Returns

H : ndarray

The multidimensional histogram of sample x. See normed and weights for the different possible semantics.

edges : list

A list of D arrays describing the bin edges for each dimension.

See Also:

histogram
1-D histogram

histogram2d
2-D histogram

Examples

```
>>> r = np.random.randn(100,3)
>>> H, edges = np.histogramdd(r, bins = (5, 8, 4))
>>> H.shape, edges[0].size, edges[1].size, edges[2].size
((5, 8, 4), 6, 9, 5)
```

numpy.**bincount**(*x*, *weights=None*, *minlength=None*)

Count number of occurrences of each value in array of non-negative ints.

The number of bins (of size 1) is one larger than the largest value in *x*. If *minlength* is specified, there will be at least this number of bins in the output array (though it will be longer if necessary, depending on the contents of *x*). Each bin gives the number of occurrences of its index value in *x*. If *weights* is specified the input array is weighted by it, i.e. if a value `n` is found at position `i`, `out[n] += weight[i]` instead of `out[n] += 1`.

Parameters

x : array_like, 1 dimension, nonnegative ints

Input array.

weights : array_like, optional

Weights, array of the same shape as *x*.

minlength : int, optional

New in version 1.6.0. A minimum number of bins for the output array.

Returns

out : ndarray of ints

The result of binning the input array. The length of *out* is equal to `np.amax(x)+1`.

Raises

ValueError

If the input is not 1-dimensional, or contains elements with negative values, or if *min-length* is non-positive.

TypeError

If the type of the input is float or complex.

See Also:

`histogram`, `digitize`, `unique`

Examples

```
>>> np.bincount(np.arange(5))
array([1, 1, 1, 1, 1])
>>> np.bincount(np.array([0, 1, 1, 3, 2, 1, 7]))
array([1, 3, 1, 1, 0, 0, 0, 1])

>>> x = np.array([0, 1, 1, 3, 2, 1, 7, 23])
>>> np.bincount(x).size == np.amax(x)+1
True
```

The input array needs to be of integer dtype, otherwise a TypeError is raised:

```
>>> np.bincount(np.arange(5, dtype=np.float))
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
TypeError: array cannot be safely cast to required type
```

A possible use of `bincount` is to perform sums over variable-size chunks of an array, using the `weights` keyword.

```
>>> w = np.array([0.3, 0.5, 0.2, 0.7, 1., -0.6]) # weights
>>> x = np.array([0, 1, 1, 2, 2, 2])
>>> np.bincount(x,  weights=w)
array([ 0.3,  0.7,  1.1])
```

`numpy.`**`digitize`**(*x*, *bins*, *right=False*)

Return the indices of the bins to which each value in input array belongs.

Each index `i` returned is such that `bins[i-1] <= x < bins[i]` if *bins* is monotonically increasing, or `bins[i-1] > x >= bins[i]` if *bins* is monotonically decreasing. If values in *x* are beyond the bounds of *bins*, 0 or `len(bins)` is returned as appropriate. If right is True, then the right bin is closed so that the index `i` is such that `bins[i-1] < x <= bins[i]` or bins[i-1] >= x > bins[i]‘‘ if *bins* is monotonically increasing or decreasing, respectively.

Parameters

x : array_like

Input array to be binned. It has to be 1-dimensional.

bins : array_like

Array of bins. It has to be 1-dimensional and monotonic.

right : bool, optional

Indicating whether the intervals include the right or the left bin edge. Default behavior is (right==False) indicating that the interval does not include the right edge. The left

bin and is open in this case. Ie., bins[i-1] <= x < bins[i] is the default behavior for monotonically increasing bins.

Returns

out : ndarray of ints

Output array of indices, of same shape as *x*.

Raises

ValueError

If the input is not 1-dimensional, or if *bins* is not monotonic.

TypeError

If the type of the input is complex.

See Also:

`bincount`, `histogram`, `unique`

Notes

If values in *x* are such that they fall outside the bin range, attempting to index *bins* with the indices that `digitize` returns will result in an IndexError.

Examples

```
>>> x = np.array([0.2, 6.4, 3.0, 1.6])
>>> bins = np.array([0.0, 1.0, 2.5, 4.0, 10.0])
>>> inds = np.digitize(x, bins)
>>> inds
array([1, 4, 3, 2])
>>> for n in range(x.size):
...   print bins[inds[n]-1], "<=", x[n], "<", bins[inds[n]]
...
0.0 <= 0.2 < 1.0
4.0 <= 6.4 < 10.0
2.5 <= 3.0 < 4.0
1.0 <= 1.6 < 2.5

>>> x = np.array([1.2, 10.0, 12.4, 15.5, 20.])
>>> bins = np.array([0,5,10,15,20])
>>> np.digitize(x,bins,right=True)
array([1, 2, 3, 4, 4])
>>> np.digitize(x,bins,right=False)
array([1, 3, 3, 4, 5])
```

3.31 Test Support (`numpy.testing`)

Common test support for all numpy test scripts.

This single module should provide all the common functionality for numpy tests in a single location, so that test scripts can just import it and work right away.

3.32 Asserts

assert_almost_equal(actual, desired[, ...])	Raise an assertion if two items are not equal up to desired precision.
assert_approx_equal(actual, desired[, ...])	Raise an assertion if two items are not equal up to significant digits.
assert_array_almost_equal(x, y[, decimal, ...])	Raise an assertion if two objects are not equal up to desired precision.
assert_allclose(actual, desired[, rtol, ...])	Raise an assertion if two objects are not equal up to desired tolerance.
assert_array_almost_equal_nulp(x, y[, nulp])	Compare two arrays relatively to their spacing.
assert_array_max_ulp(a, b[, maxulp, dtype])	Check that all items of arrays differ in at most N Units in the Last Place.
assert_array_equal(x, y[, err_msg, verbose])	Raise an assertion if two array_like objects are not equal.
assert_array_less(x, y[, err_msg, verbose])	Raise an assertion if two array_like objects are not ordered by less than.
assert_equal(actual, desired[, err_msg, verbose])	Raise an assertion if two objects are not equal.
assert_raises(exception_class, callable, ...)	Fail unless an exception of class exception_class is thrown by callable wh
assert_warns(warning_class, func, *args, **kw)	Fail unless the given callable throws the specified warning.
assert_string_equal(actual, desired)	Test if two strings are equal.

numpy.testing.**assert_almost_equal**(*actual*, *desired*, *decimal=7*, *err_msg=''*, *verbose=True*)

Raise an assertion if two items are not equal up to desired precision.

Note: It is recommended to use one of assert_allclose, assert_array_almost_equal_nulp or assert_array_max_ulp instead of this function for more consistent floating point comparisons.

The test is equivalent to `abs(desired-actual) < 0.5 * 10**(-decimal)`.

Given two objects (numbers or ndarrays), check that all elements of these objects are almost equal. An exception is raised at conflicting values. For ndarrays this delegates to assert_array_almost_equal

Parameters

actual : array_like

The object to check.

desired : array_like

The expected object.

decimal : int, optional

Desired precision, default is 7.

err_msg : str, optional

The error message to be printed in case of failure.

verbose : bool, optional

If True, the conflicting values are appended to the error message.

Raises

AssertionError

If actual and desired are not equal up to specified precision.

See Also:

assert_allclose

Compare two array_like objects for equality with desired relative and/or absolute precision.

assert_array_almost_equal_nulp, assert_array_max_ulp, assert_equal

Examples

```
>>> import numpy.testing as npt
>>> npt.assert_almost_equal(2.3333333333333, 2.33333334)
>>> npt.assert_almost_equal(2.3333333333333, 2.33333334, decimal=10)
...
<type 'exceptions.AssertionError'>:
Items are not equal:
 ACTUAL: 2.3333333333333002
 DESIRED: 2.3333333399999998

>>> npt.assert_almost_equal(np.array([1.0,2.3333333333333]),
...                         np.array([1.0,2.33333334]), decimal=9)
...
<type 'exceptions.AssertionError'>:
Arrays are not almost equal

(mismatch 50.0%)
 x: array([ 1.        ,  2.33333333])
 y: array([ 1.        ,  2.33333334])
```

numpy.testing.**assert_approx_equal**(*actual*, *desired*, *significant=7*, *err_msg=''*, *verbose=True*)

Raise an assertion if two items are not equal up to significant digits.

Note: It is recommended to use one of assert_allclose, assert_array_almost_equal_nulp or assert_array_max_ulp instead of this function for more consistent floating point comparisons.

Given two numbers, check that they are approximately equal. Approximately equal is defined as the number of significant digits that agree.

Parameters

actual : scalar

The object to check.

desired : scalar

The expected object.

significant : int, optional

Desired precision, default is 7.

err_msg : str, optional

The error message to be printed in case of failure.

verbose : bool, optional

If True, the conflicting values are appended to the error message.

Raises

AssertionError

If actual and desired are not equal up to specified precision.

See Also:

assert_allclose

Compare two array_like objects for equality with desired relative and/or absolute precision.

assert_array_almost_equal_nulp, assert_array_max_ulp, assert_equal

Examples

```
>>> np.testing.assert_approx_equal(0.12345677777777e-20, 0.1234567e-20)
>>> np.testing.assert_approx_equal(0.12345670e-20, 0.12345671e-20,
                                   significant=8)
>>> np.testing.assert_approx_equal(0.12345670e-20, 0.12345672e-20,
                                   significant=8)
...
<type 'exceptions.AssertionError'>:
Items are not equal to 8 significant digits:
 ACTUAL: 1.234567e-021
 DESIRED: 1.2345672000000001e-021
```

the evaluated condition that raises the exception is

```
>>> abs(0.12345670e-20/1e-21 - 0.12345672e-20/1e-21) >= 10**-(8-1)
True
```

numpy.testing.**assert_array_almost_equal**(*x*, *y*, *decimal=6*, *err_msg=''*, *verbose=True*)

Raise an assertion if two objects are not equal up to desired precision.

Note: It is recommended to use one of `assert_allclose`, `assert_array_almost_equal_nulp` or `assert_array_max_ulp` instead of this function for more consistent floating point comparisons.

The test verifies identical shapes and verifies values with `abs(desired-actual) < 0.5 * 10**(-decimal)`.

Given two array_like objects, check that the shape is equal and all elements of these objects are almost equal. An exception is raised at shape mismatch or conflicting values. In contrast to the standard usage in numpy, NaNs are compared like numbers, no assertion is raised if both objects have NaNs in the same positions.

Parameters

x : array_like

The actual object to check.

y : array_like

The desired, expected object.

decimal : int, optional

Desired precision, default is 6.

err_msg : str, optional

The error message to be printed in case of failure.

verbose : bool, optional

If True, the conflicting values are appended to the error message.

Raises

AssertionError

If actual and desired are not equal up to specified precision.

See Also:

assert_allclose

Compare two array_like objects for equality with desired relative and/or absolute precision.

`assert_array_almost_equal_nulp`, `assert_array_max_ulp`, `assert_equal`

Examples

the first assert does not raise an exception

```
>>> np.testing.assert_array_almost_equal([1.0,2.333,np.nan],
                                         [1.0,2.333,np.nan])

>>> np.testing.assert_array_almost_equal([1.0,2.33333,np.nan],
...                                      [1.0,2.33339,np.nan], decimal=5)
...
<type 'exceptions.AssertionError'>:
AssertionError:
Arrays are not almost equal

(mismatch 50.0%)
 x: array([ 1.     ,  2.33333,      NaN])
 y: array([ 1.     ,  2.33339,      NaN])

>>> np.testing.assert_array_almost_equal([1.0,2.33333,np.nan],
...                                      [1.0,2.33333, 5], decimal=5)
<type 'exceptions.ValueError'>:
ValueError:
Arrays are not almost equal
 x: array([ 1.     ,  2.33333,      NaN])
 y: array([ 1.     ,  2.33333,  5.     ])
```

numpy.testing.**assert_allclose**(*actual*, *desired*, *rtol=1e-07*, *atol=0*, *err_msg=''*, *verbose=True*)

Raise an assertion if two objects are not equal up to desired tolerance.

The test is equivalent to `allclose(actual, desired, rtol, atol)`. It compares the difference between *actual* and *desired* to `atol + rtol * abs(desired)`.

Parameters

actual : array_like

Array obtained.

desired : array_like

Array desired.

rtol : float, optional

Relative tolerance.

atol : float, optional

Absolute tolerance.

err_msg : str, optional

The error message to be printed in case of failure.

verbose : bool, optional

If True, the conflicting values are appended to the error message.

Raises

AssertionError

If actual and desired are not equal up to specified precision.

See Also:

`assert_array_almost_equal_nulp`, `assert_array_max_ulp`

Examples

```
>>> x = [1e-5, 1e-3, 1e-1]
>>> y = np.arccos(np.cos(x))
>>> assert_allclose(x, y, rtol=1e-5, atol=0)
```

numpy.testing.**assert_array_almost_equal_nulp**(*x*, *y*, *nulp=1*)

Compare two arrays relatively to their spacing.

This is a relatively robust method to compare two arrays whose amplitude is variable.

Parameters

x, y : array_like

Input arrays.

nulp : int, optional

The maximum number of unit in the last place for tolerance (see Notes). Default is 1.

Returns

None

Raises

AssertionError

If the spacing between *x* and *y* for one or more elements is larger than *nulp*.

See Also:

assert_array_max_ulp

Check that all items of arrays differ in at most N Units in the Last Place.

spacing

Return the distance between x and the nearest adjacent number.

Notes

An assertion is raised if the following condition is not met:

```
abs(x - y) <= nulps * spacing(max(abs(x), abs(y)))
```

Examples

```
>>> x = np.array([1., 1e-10, 1e-20])
>>> eps = np.finfo(x.dtype).eps
>>> np.testing.assert_array_almost_equal_nulp(x, x*eps/2 + x)
```

numpy.testing.**assert_array_max_ulp**(*a*, *b*, *maxulp=1*, *dtype=None*)

Check that all items of arrays differ in at most N Units in the Last Place.

Parameters

a, b : array_like

Input arrays to be compared.

maxulp : int, optional

The maximum number of units in the last place that elements of *a* and *b* can differ. Default is 1.

dtype : dtype, optional

Data-type to convert *a* and *b* to if given. Default is None.

Returns

ret : ndarray

Array containing number of representable floating point numbers between items in *a* and *b*.

Raises

AssertionError

If one or more elements differ by more than *maxulp*.

See Also:

`assert_array_almost_equal_nulp`
Compare two arrays relatively to their spacing.

Examples

```
>>> a = np.linspace(0., 1., 100)
>>> res = np.testing.assert_array_max_ulp(a, np.arcsin(np.sin(a)))
```

numpy.testing.**assert_array_equal**(*x*, *y*, *err_msg=''*, *verbose=True*)

Raise an assertion if two array_like objects are not equal.

Given two array_like objects, check that the shape is equal and all elements of these objects are equal. An exception is raised at shape mismatch or conflicting values. In contrast to the standard usage in numpy, NaNs are compared like numbers, no assertion is raised if both objects have NaNs in the same positions.

The usual caution for verifying equality with floating point numbers is advised.

Parameters

x : array_like

The actual object to check.

y : array_like

The desired, expected object.

err_msg : str, optional

The error message to be printed in case of failure.

verbose : bool, optional

If True, the conflicting values are appended to the error message.

Raises

AssertionError

If actual and desired objects are not equal.

See Also:

`assert_allclose`
Compare two array_like objects for equality with desired relative and/or absolute precision.

`assert_array_almost_equal_nulp`, `assert_array_max_ulp`, `assert_equal`

Examples

The first assert does not raise an exception:

```
>>> np.testing.assert_array_equal([1.0,2.33333,np.nan],
...                               [np.exp(0),2.33333, np.nan])
```

Assert fails with numerical inprecision with floats:

```
>>> np.testing.assert_array_equal([1.0,np.pi,np.nan],
...                               [1, np.sqrt(np.pi)**2, np.nan])
...
<type 'exceptions.ValueError'>:
AssertionError:
Arrays are not equal

(mismatch 50.0%)
 x: array([ 1.        ,  3.14159265,         NaN])
 y: array([ 1.        ,  3.14159265,         NaN])
```

Use `assert_allclose` or one of the nulp (number of floating point values) functions for these cases instead:

```
>>> np.testing.assert_allclose([1.0,np.pi,np.nan],
...                            [1, np.sqrt(np.pi)**2, np.nan],
...                            rtol=1e-10, atol=0)
```

numpy.testing.**assert_array_less**(*x*, *y*, *err_msg=''*, *verbose=True*)

Raise an assertion if two array_like objects are not ordered by less than.

Given two array_like objects, check that the shape is equal and all elements of the first object are strictly smaller than those of the second object. An exception is raised at shape mismatch or incorrectly ordered values. Shape mismatch does not raise if an object has zero dimension. In contrast to the standard usage in numpy, NaNs are compared, no assertion is raised if both objects have NaNs in the same positions.

Parameters

x : array_like

The smaller object to check.

y : array_like

The larger object to compare.

err_msg : string

The error message to be printed in case of failure.

verbose : bool

If True, the conflicting values are appended to the error message.

Raises

AssertionError

If actual and desired objects are not equal.

See Also:

assert_array_equal

tests objects for equality

assert_array_almost_equal

test objects for equality up to precision

Examples

```
>>> np.testing.assert_array_less([1.0, 1.0, np.nan], [1.1, 2.0, np.nan])
>>> np.testing.assert_array_less([1.0, 1.0, np.nan], [1, 2.0, np.nan])
...
<type 'exceptions.ValueError'>:
Arrays are not less-ordered
(mismatch 50.0%)
 x: array([  1.,   1.,  NaN])
 y: array([  1.,   2.,  NaN])

>>> np.testing.assert_array_less([1.0, 4.0], 3)
...
<type 'exceptions.ValueError'>:
Arrays are not less-ordered
(mismatch 50.0%)
 x: array([ 1.,  4.])
 y: array(3)

>>> np.testing.assert_array_less([1.0, 2.0, 3.0], [4])
...
<type 'exceptions.ValueError'>:
Arrays are not less-ordered
(shapes (3,), (1,) mismatch)
 x: array([ 1.,  2.,  3.])
 y: array([4])
```

numpy.testing.**assert_equal**(*actual*, *desired*, *err_msg=''*, *verbose=True*)

Raise an assertion if two objects are not equal.

Given two objects (scalars, lists, tuples, dictionaries or numpy arrays), check that all elements of these objects are equal. An exception is raised at the first conflicting values.

Parameters

actual : array_like

The object to check.

desired : array_like

The expected object.

err_msg : str, optional

The error message to be printed in case of failure.

verbose : bool, optional

If True, the conflicting values are appended to the error message.

Raises

AssertionError

If actual and desired are not equal.

Examples

```
>>> np.testing.assert_equal([4,5], [4,6])
...
<type 'exceptions.AssertionError'>:
Items are not equal:
item=1
```

```
ACTUAL: 5
DESIRED: 6
```

numpy.testing.**assert_raises**(*exception_class*, *callable*, **args*, ***kwargs*)
Fail unless an exception of class exception_class is thrown by callable when invoked with arguments args and keyword arguments kwargs. If a different type of exception is thrown, it will not be caught, and the test case will be deemed to have suffered an error, exactly as for an unexpected exception.

numpy.testing.**assert_warns**(*warning_class*, *func*, **args*, ***kw*)
Fail unless the given callable throws the specified warning.

A warning of class warning_class should be thrown by the callable when invoked with arguments args and keyword arguments kwargs. If a different type of warning is thrown, it will not be caught, and the test case will be deemed to have suffered an error.

Parameters

warning_class : class

The class defining the warning that *func* is expected to throw.

func : callable

The callable to test.

***args** : Arguments

Arguments passed to *func*.

****kwargs** : Kwargs

Keyword arguments passed to *func*.

Returns

The value returned by *func*.

numpy.testing.**assert_string_equal**(*actual*, *desired*)
Test if two strings are equal.

If the given strings are equal, `assert_string_equal` does nothing. If they are not equal, an AssertionError is raised, and the diff between the strings is shown.

Parameters

actual : str

The string to test for equality against the expected string.

desired : str

The expected string.

Examples

```
>>> np.testing.assert_string_equal('abc', 'abc')
>>> np.testing.assert_string_equal('abc', 'abcd')
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
...
AssertionError: Differences in strings:
- abc+ abcd?    +
```

3.32.1 Decorators

decorators.deprecated([conditional])	Filter deprecation warnings while running the test suite.
decorators.knownfailureif(fail_condition[, msg])	Make function raise KnownFailureTest exception if given condition is
decorators.setastest([tf])	Signals to nose that this function is or is not a test.
decorators.skipif(skip_condition[, msg])	Make function raise SkipTest exception if a given condition is true.
decorators.slow(t)	Label a test as 'slow'.
decorate_methods(cls, decorator[, testmatch])	Apply a decorator to all methods in a class matching a regular expressi

numpy.testing.decorators.**deprecated**(*conditional=True*)

Filter deprecation warnings while running the test suite.

This decorator can be used to filter DeprecationWarning's, to avoid printing them during the test suite run, while checking that the test actually raises a DeprecationWarning.

Parameters

conditional : bool or callable, optional

Flag to determine whether to mark test as deprecated or not. If the condition is a callable, it is used at runtime to dynamically make the decision. Default is True.

Returns

decorator : function

The deprecated decorator itself.

Notes

New in version 1.4.0.

numpy.testing.decorators.**knownfailureif**(*fail_condition*, *msg=None*)

Make function raise KnownFailureTest exception if given condition is true.

If the condition is a callable, it is used at runtime to dynamically make the decision. This is useful for tests that may require costly imports, to delay the cost until the test suite is actually executed.

Parameters

fail_condition : bool or callable

Flag to determine whether to mark the decorated test as a known failure (if True) or not (if False).

msg : str, optional

Message to give on raising a KnownFailureTest exception. Default is None.

Returns

decorator : function

Decorator, which, when applied to a function, causes SkipTest to be raised when *skip_condition* is True, and the function to be called normally otherwise.

Notes

The decorator itself is decorated with the nose.tools.make_decorator function in order to transmit function name, and various other metadata.

numpy.testing.decorators.**setastest**(*tf=True*)

Signals to nose that this function is or is not a test.

Parameters

tf : bool

If True, specifies that the decorated callable is a test. If False, specifies that the decorated callable is not a test. Default is True.

Notes

This decorator can't use the nose namespace, because it can be called from a non-test module. See also `istest` and `nottest` in `nose.tools`.

Examples

`setastest` can be used in the following way:

```
from numpy.testing.decorators import setastest

@setastest(False)
def func_with_test_in_name(arg1, arg2):
    pass
```

`numpy.testing.decorators.`**`skipif`**(*skip_condition*, *msg=None*)

Make function raise SkipTest exception if a given condition is true.

If the condition is a callable, it is used at runtime to dynamically make the decision. This is useful for tests that may require costly imports, to delay the cost until the test suite is actually executed.

Parameters

skip_condition : bool or callable

Flag to determine whether to skip the decorated test.

msg : str, optional

Message to give on raising a SkipTest exception. Default is None.

Returns

decorator : function

Decorator which, when applied to a function, causes SkipTest to be raised when *skip_condition* is True, and the function to be called normally otherwise.

Notes

The decorator itself is decorated with the `nose.tools.make_decorator` function in order to transmit function name, and various other metadata.

`numpy.testing.decorators.`**`slow`**(*t*)

Label a test as 'slow'.

The exact definition of a slow test is obviously both subjective and hardware-dependent, but in general any individual test that requires more than a second or two should be labeled as slow (the whole suite consits of thousands of tests, so even a second is significant).

Parameters

t : callable

The test to label as slow.

Returns

t : callable

The decorated test *t*.

Examples

The `numpy.testing` module includes `import decorators as dec`. A test can be decorated as slow like this:

```
from numpy.testing import *

@dec.slow
def test_big(self):
    print 'Big, slow test'
```

numpy.testing.**decorate_methods**(*cls*, *decorator*, *testmatch=None*)

Apply a decorator to all methods in a class matching a regular expression.

The given decorator is applied to all public methods of *cls* that are matched by the regular expression *testmatch* (`testmatch.search(methodname)`). Methods that are private, i.e. start with an underscore, are ignored.

Parameters

cls : class

Class whose methods to decorate.

decorator : function

Decorator to apply to methods

testmatch : compiled regexp or str, optional

The regular expression. Default value is None, in which case the nose default (`re.compile(r'(?:^|[\b_\.%s-])[Tt]est' % os.sep)`) is used. If *testmatch* is a string, it is compiled to a regular expression first.

3.32.2 Test Running

`Tester`	Nose test runner.
`run_module_suite`([file_to_run])	
`rundocs`([filename, raise_on_error])	Run doctests found in the given file.

numpy.testing.**Tester**

alias of `NoseTester`

numpy.testing.**run_module_suite**(*file_to_run=None*)

numpy.testing.**rundocs**(*filename=None*, *raise_on_error=True*)

Run doctests found in the given file.

By default `rundocs` raises an AssertionError on failure.

Parameters

filename : str

The path to the file for which the doctests are run.

raise_on_error : bool

Whether to raise an AssertionError when a doctest fails. Default is True.

Notes

The doctests can be run by the user/developer by adding the `doctests` argument to the `test()` call. For example, to run all tests (including doctests) for `numpy.lib`:

```
>>> np.lib.test(doctests=True)
```

3.33 Window functions

3.33.1 Various windows

`bartlett`(M)	Return the Bartlett window.
`blackman`(M)	Return the Blackman window.
`hamming`(M)	Return the Hamming window.
`hanning`(M)	Return the Hanning window.
`kaiser`(M, beta)	Return the Kaiser window.

numpy.**bartlett**(*M*)

Return the Bartlett window.

The Bartlett window is very similar to a triangular window, except that the end points are at zero. It is often used in signal processing for tapering a signal, without generating too much ripple in the frequency domain.

Parameters

M : int

Number of points in the output window. If zero or less, an empty array is returned.

Returns

out : array

The triangular window, with the maximum value normalized to one (the value one appears only if the number of samples is odd), with the first and last samples equal to zero.

See Also:

`blackman`, `hamming`, `hanning`, `kaiser`

Notes

The Bartlett window is defined as

$$w(n) = \frac{2}{M-1}\left(\frac{M-1}{2} - \left|n - \frac{M-1}{2}\right|\right)$$

Most references to the Bartlett window come from the signal processing literature, where it is used as one of many windowing functions for smoothing values. Note that convolution with this window produces linear interpolation. It is also known as an apodization (which means"removing the foot", i.e. smoothing discontinuities at the beginning and end of the sampled signal) or tapering function. The fourier transform of the Bartlett is the product of two sinc functions. Note the excellent discussion in Kanasewich.

References

[R11], [R12], [R13], [R14], [R15]

Examples

```
>>> np.bartlett(12)
array([ 0.        ,  0.18181818,  0.36363636,  0.54545455,  0.72727273,
        0.90909091,  0.90909091,  0.72727273,  0.54545455,  0.36363636,
        0.18181818,  0.        ])
```

Plot the window and its frequency response (requires SciPy and matplotlib):

```
>>> from numpy.fft import fft, fftshift
>>> window = np.bartlett(51)
>>> plt.plot(window)
[<matplotlib.lines.Line2D object at 0x...>]
>>> plt.title("Bartlett window")
<matplotlib.text.Text object at 0x...>
>>> plt.ylabel("Amplitude")
<matplotlib.text.Text object at 0x...>
>>> plt.xlabel("Sample")
<matplotlib.text.Text object at 0x...>
>>> plt.show()

>>> plt.figure()
<matplotlib.figure.Figure object at 0x...>
>>> A = fft(window, 2048) / 25.5
>>> mag = np.abs(fftshift(A))
>>> freq = np.linspace(-0.5, 0.5, len(A))
>>> response = 20 * np.log10(mag)
>>> response = np.clip(response, -100, 100)
>>> plt.plot(freq, response)
[<matplotlib.lines.Line2D object at 0x...>]
>>> plt.title("Frequency response of Bartlett window")
<matplotlib.text.Text object at 0x...>
>>> plt.ylabel("Magnitude [dB]")
<matplotlib.text.Text object at 0x...>
>>> plt.xlabel("Normalized frequency [cycles per sample]")
<matplotlib.text.Text object at 0x...>
>>> plt.axis('tight')
(-0.5, 0.5, -100.0, ...)
>>> plt.show()
```

numpy.**blackman**(*M*)

Return the Blackman window.

The Blackman window is a taper formed by using the the first three terms of a summation of cosines. It was designed to have close to the minimal leakage possible. It is close to optimal, only slightly worse than a Kaiser window.

Parameters

M : int

Number of points in the output window. If zero or less, an empty array is returned.

Returns

out : ndarray

The window, with the maximum value normalized to one (the value one appears only if the number of samples is odd).

See Also:

bartlett, hamming, hanning, kaiser

Notes

The Blackman window is defined as

$$w(n) = 0.42 - 0.5\cos(2\pi n/M) + 0.08\cos(4\pi n/M)$$

Most references to the Blackman window come from the signal processing literature, where it is used as one of many windowing functions for smoothing values. It is also known as an apodization (which means "removing the foot", i.e. smoothing discontinuities at the beginning and end of the sampled signal) or tapering function. It is known as a "near optimal" tapering function, almost as good (by some measures) as the kaiser window.

References

Blackman, R.B. and Tukey, J.W., (1958) The measurement of power spectra, Dover Publications, New York.

Oppenheim, A.V., and R.W. Schafer. Discrete-Time Signal Processing. Upper Saddle River, NJ: Prentice-Hall, 1999, pp. 468-471.

Examples

```
>>> np.blackman(12)
array([ -1.38777878e-17,   3.26064346e-02,   1.59903635e-01,
         4.14397981e-01,   7.36045180e-01,   9.67046769e-01,
         9.67046769e-01,   7.36045180e-01,   4.14397981e-01,
         1.59903635e-01,   3.26064346e-02,  -1.38777878e-17])
```

Plot the window and the frequency response:

```
>>> from numpy.fft import fft, fftshift
>>> window = np.blackman(51)
>>> plt.plot(window)
[<matplotlib.lines.Line2D object at 0x...>]
>>> plt.title("Blackman window")
<matplotlib.text.Text object at 0x...>
>>> plt.ylabel("Amplitude")
<matplotlib.text.Text object at 0x...>
>>> plt.xlabel("Sample")
<matplotlib.text.Text object at 0x...>
>>> plt.show()

>>> plt.figure()
<matplotlib.figure.Figure object at 0x...>
>>> A = fft(window, 2048) / 25.5
>>> mag = np.abs(fftshift(A))
>>> freq = np.linspace(-0.5, 0.5, len(A))
>>> response = 20 * np.log10(mag)
>>> response = np.clip(response, -100, 100)
>>> plt.plot(freq, response)
[<matplotlib.lines.Line2D object at 0x...>]
>>> plt.title("Frequency response of Blackman window")
<matplotlib.text.Text object at 0x...>
>>> plt.ylabel("Magnitude [dB]")
<matplotlib.text.Text object at 0x...>
>>> plt.xlabel("Normalized frequency [cycles per sample]")
<matplotlib.text.Text object at 0x...>
>>> plt.axis('tight')
(-0.5, 0.5, -100.0, ...)
>>> plt.show()
```

numpy.**hamming**(*M*)

Return the Hamming window.

The Hamming window is a taper formed by using a weighted cosine.

Parameters

M : int

Number of points in the output window. If zero or less, an empty array is returned.

Returns

out : ndarray

The window, with the maximum value normalized to one (the value one appears only if the number of samples is odd).

See Also:

bartlett, blackman, hanning, kaiser

Notes

The Hamming window is defined as

$$w(n) = 0.54 - 0.46cos\left(\frac{2\pi n}{M-1}\right) \qquad 0 \leq n \leq M-1$$

The Hamming was named for R. W. Hamming, an associate of J. W. Tukey and is described in Blackman and Tukey. It was recommended for smoothing the truncated autocovariance function in the time domain. Most references to the Hamming window come from the signal processing literature, where it is used as one of many windowing functions for smoothing values. It is also known as an apodization (which means "removing the foot", i.e. smoothing discontinuities at the beginning and end of the sampled signal) or tapering function.

References

[R21], [R22], [R23], [R24]

Examples

```
>>> np.hamming(12)
array([ 0.08      ,  0.15302337,  0.34890909,  0.60546483,  0.84123594,
        0.98136677,  0.98136677,  0.84123594,  0.60546483,  0.34890909,
        0.15302337,  0.08      ])
```

Plot the window and the frequency response:

```
>>> from numpy.fft import fft, fftshift
>>> window = np.hamming(51)
>>> plt.plot(window)
[<matplotlib.lines.Line2D object at 0x...>]
>>> plt.title("Hamming window")
<matplotlib.text.Text object at 0x...>
>>> plt.ylabel("Amplitude")
<matplotlib.text.Text object at 0x...>
>>> plt.xlabel("Sample")
<matplotlib.text.Text object at 0x...>
>>> plt.show()
```

```
>>> plt.figure()
<matplotlib.figure.Figure object at 0x...>
>>> A = fft(window, 2048) / 25.5
>>> mag = np.abs(fftshift(A))
>>> freq = np.linspace(-0.5, 0.5, len(A))
>>> response = 20 * np.log10(mag)
>>> response = np.clip(response, -100, 100)
>>> plt.plot(freq, response)
[<matplotlib.lines.Line2D object at 0x...>]
>>> plt.title("Frequency response of Hamming window")
<matplotlib.text.Text object at 0x...>
>>> plt.ylabel("Magnitude [dB]")
<matplotlib.text.Text object at 0x...>
>>> plt.xlabel("Normalized frequency [cycles per sample]")
<matplotlib.text.Text object at 0x...>
>>> plt.axis('tight')
(-0.5, 0.5, -100.0, ...)
>>> plt.show()
```

numpy.**hanning**(*M*)

Return the Hanning window.

The Hanning window is a taper formed by using a weighted cosine.

Parameters

M : int

Number of points in the output window. If zero or less, an empty array is returned.

Returns

out : ndarray, shape(M,)

The window, with the maximum value normalized to one (the value one appears only if *M* is odd).

See Also:

bartlett, blackman, hamming, kaiser

Notes

The Hanning window is defined as

$$w(n) = 0.5 - 0.5cos\left(\frac{2\pi n}{M-1}\right) \qquad 0 \leq n \leq M-1$$

The Hanning was named for Julius van Hann, an Austrian meterologist. It is also known as the Cosine Bell. Some authors prefer that it be called a Hann window, to help avoid confusion with the very similar Hamming window.

Most references to the Hanning window come from the signal processing literature, where it is used as one of many windowing functions for smoothing values. It is also known as an apodization (which means "removing the foot", i.e. smoothing discontinuities at the beginning and end of the sampled signal) or tapering function.

References

[R25], [R26], [R27], [R28]

Examples

```
>>> np.hanning(12)
array([ 0.        ,  0.07937323,  0.29229249,  0.57115742,  0.82743037,
        0.97974649,  0.97974649,  0.82743037,  0.57115742,  0.29229249,
        0.07937323,  0.        ])
```

Plot the window and its frequency response:

```
>>> from numpy.fft import fft, fftshift
>>> window = np.hanning(51)
>>> plt.plot(window)
[<matplotlib.lines.Line2D object at 0x...>]
>>> plt.title("Hann window")
<matplotlib.text.Text object at 0x...>
>>> plt.ylabel("Amplitude")
<matplotlib.text.Text object at 0x...>
>>> plt.xlabel("Sample")
<matplotlib.text.Text object at 0x...>
>>> plt.show()

>>> plt.figure()
<matplotlib.figure.Figure object at 0x...>
>>> A = fft(window, 2048) / 25.5
>>> mag = np.abs(fftshift(A))
>>> freq = np.linspace(-0.5, 0.5, len(A))
>>> response = 20 * np.log10(mag)
>>> response = np.clip(response, -100, 100)
>>> plt.plot(freq, response)
[<matplotlib.lines.Line2D object at 0x...>]
>>> plt.title("Frequency response of the Hann window")
<matplotlib.text.Text object at 0x...>
>>> plt.ylabel("Magnitude [dB]")
<matplotlib.text.Text object at 0x...>
>>> plt.xlabel("Normalized frequency [cycles per sample]")
<matplotlib.text.Text object at 0x...>
>>> plt.axis('tight')
(-0.5, 0.5, -100.0, ...)
>>> plt.show()
```

numpy.**kaiser**(*M*, *beta*)

Return the Kaiser window.

The Kaiser window is a taper formed by using a Bessel function.

Parameters

M : int

Number of points in the output window. If zero or less, an empty array is returned.

beta : float

Shape parameter for window.

Returns

out : array

The window, with the maximum value normalized to one (the value one appears only if the number of samples is odd).

See Also:

bartlett, blackman, hamming, hanning

Notes

The Kaiser window is defined as

$$w(n) = I_0\left(\beta\sqrt{1-\frac{4n^2}{(M-1)^2}}\right)/I_0(\beta)$$

with

$$-\frac{M-1}{2} \leq n \leq \frac{M-1}{2},$$

where I_0 is the modified zeroth-order Bessel function.

The Kaiser was named for Jim Kaiser, who discovered a simple approximation to the DPSS window based on Bessel functions. The Kaiser window is a very good approximation to the Digital Prolate Spheroidal Sequence, or Slepian window, which is the transform which maximizes the energy in the main lobe of the window relative to total energy.

The Kaiser can approximate many other windows by varying the beta parameter.

beta	Window shape
0	Rectangular
5	Similar to a Hamming
6	Similar to a Hanning
8.6	Similar to a Blackman

A beta value of 14 is probably a good starting point. Note that as beta gets large, the window narrows, and so the number of samples needs to be large enough to sample the increasingly narrow spike, otherwise NaNs will get returned.

Most references to the Kaiser window come from the signal processing literature, where it is used as one of many windowing functions for smoothing values. It is also known as an apodization (which means "removing the foot", i.e. smoothing discontinuities at the beginning and end of the sampled signal) or tapering function.

References

[R34], [R35], [R36]

Examples

```
>>> np.kaiser(12, 14)
array([  7.72686684e-06,   3.46009194e-03,   4.65200189e-02,
         2.29737120e-01,   5.99885316e-01,   9.45674898e-01,
         9.45674898e-01,   5.99885316e-01,   2.29737120e-01,
         4.65200189e-02,   3.46009194e-03,   7.72686684e-06])
```

Plot the window and the frequency response:

```
>>> from numpy.fft import fft, fftshift
>>> window = np.kaiser(51, 14)
>>> plt.plot(window)
[<matplotlib.lines.Line2D object at 0x...>]
>>> plt.title("Kaiser window")
<matplotlib.text.Text object at 0x...>
>>> plt.ylabel("Amplitude")
```

```
<matplotlib.text.Text object at 0x...>
>>> plt.xlabel("Sample")
<matplotlib.text.Text object at 0x...>
>>> plt.show()

>>> plt.figure()
<matplotlib.figure.Figure object at 0x...>
>>> A = fft(window, 2048) / 25.5
>>> mag = np.abs(fftshift(A))
>>> freq = np.linspace(-0.5, 0.5, len(A))
>>> response = 20 * np.log10(mag)
>>> response = np.clip(response, -100, 100)
>>> plt.plot(freq, response)
[<matplotlib.lines.Line2D object at 0x...>]
>>> plt.title("Frequency response of Kaiser window")
<matplotlib.text.Text object at 0x...>
>>> plt.ylabel("Magnitude [dB]")
<matplotlib.text.Text object at 0x...>
>>> plt.xlabel("Normalized frequency [cycles per sample]")
<matplotlib.text.Text object at 0x...>
>>> plt.axis('tight')
(-0.5, 0.5, -100.0, ...)
>>> plt.show()
```

CHAPTER

FOUR

PACKAGING (NUMPY.DISTUTILS)

NumPy provides enhanced distutils functionality to make it easier to build and install sub-packages, auto-generate code, and extension modules that use Fortran-compiled libraries. To use features of NumPy distutils, use the `setup` command from `numpy.distutils.core`. A useful `Configuration` class is also provided in `numpy.distutils.misc_util` that can make it easier to construct keyword arguments to pass to the setup function (by passing the dictionary obtained from the todict() method of the class). More information is available in the NumPy Distutils Users Guide in `<site-packages>/numpy/doc/DISTUTILS.txt`.

4.1 Modules in numpy.distutils

4.1.1 misc_util

get_numpy_include_dirs()	
dict_append(d, **kws)	
appendpath(prefix, path)	
allpath(name)	Convert a /-separated pathname to one using the OS's path separator.
dot_join(*args)	
generate_config_py(target)	Generate config.py file containing system_info information used during building the package.
get_cmd(cmdname[, _cache])	
terminal_has_colors()	
red_text(s)	
green_text(s)	
yellow_text(s)	
blue_text(s)	
cyan_text(s)	
cyg2win32(path)	
all_strings(lst)	Return True if all items in lst are string objects.
has_f_sources(sources)	Return True if sources contains Fortran files
has_cxx_sources(sources)	Return True if sources contains C++ files
filter_sources(sources)	Return four lists of filenames containing
get_dependencies(sources)	
is_local_src_dir(directory)	Return true if directory is local directory.
get_ext_source_files(ext)	
get_script_files(scripts)	

numpy.distutils.misc_util.**get_numpy_include_dirs**()

numpy.distutils.misc_util.**dict_append**(*d*, ***kws*)

numpy.distutils.misc_util.**appendpath**(*prefix*, *path*)

numpy.distutils.misc_util.**allpath**(*name*)
Convert a /-separated pathname to one using the OS's path separator.

numpy.distutils.misc_util.**dot_join**(**args*)

numpy.distutils.misc_util.**generate_config_py**(*target*)
Generate config.py file containing system_info information used during building the package.

Usage:
config['py_modules'].append((packagename, '__config__',generate_config_py))

numpy.distutils.misc_util.**get_cmd**(*cmdname*, *_cache={}*)

numpy.distutils.misc_util.**terminal_has_colors**()

numpy.distutils.misc_util.**red_text**(*s*)

numpy.distutils.misc_util.**green_text**(*s*)

numpy.distutils.misc_util.**yellow_text**(*s*)

numpy.distutils.misc_util.**blue_text**(*s*)

numpy.distutils.misc_util.**cyan_text**(*s*)

numpy.distutils.misc_util.**cyg2win32**(*path*)

numpy.distutils.misc_util.**all_strings**(*lst*)
Return True if all items in lst are string objects.

numpy.distutils.misc_util.**has_f_sources**(*sources*)
Return True if sources contains Fortran files

numpy.distutils.misc_util.**has_cxx_sources**(*sources*)
Return True if sources contains C++ files

numpy.distutils.misc_util.**filter_sources**(*sources*)
Return four lists of filenames containing C, C++, Fortran, and Fortran 90 module sources, respectively.

numpy.distutils.misc_util.**get_dependencies**(*sources*)

numpy.distutils.misc_util.**is_local_src_dir**(*directory*)
Return true if directory is local directory.

numpy.distutils.misc_util.**get_ext_source_files**(*ext*)

numpy.distutils.misc_util.**get_script_files**(*scripts*)

class numpy.distutils.misc_util.**Configuration**(*package_name=None*, *parent_name=None*, *top_path=None*, *package_path=None*, ***attrs*)

Construct a configuration instance for the given package name. If *parent_name* is not None, then construct the package as a sub-package of the *parent_name* package. If *top_path* and *package_path* are None then they are assumed equal to the path of the file this instance was created in. The setup.py files in the numpy distribution are good examples of how to use the `Configuration` instance.

todict()

Return a dictionary compatible with the keyword arguments of distutils setup function.

Examples

```
>>> setup(**config.todict())
```

get_distribution()

Return the distutils distribution object for self.

get_subpackage(*subpackage_name*, *subpackage_path=None*, *parent_name=None*, *caller_level=1*)

Return list of subpackage configurations.

Parameters

subpackage_name : str or None

Name of the subpackage to get the configuration. '*' in subpackage_name is handled as a wildcard.

subpackage_path : str

If None, then the path is assumed to be the local path plus the subpackage_name. If a setup.py file is not found in the subpackage_path, then a default configuration is used.

parent_name : str

Parent name.

add_subpackage(*subpackage_name*, *subpackage_path=None*, *standalone=False*)

Add a sub-package to the current Configuration instance.

This is useful in a setup.py script for adding sub-packages to a package.

Parameters

subpackage_name : str

name of the subpackage

subpackage_path : str

if given, the subpackage path such as the subpackage is in subpackage_path / subpackage_name. If None,the subpackage is assumed to be located in the local path / subpackage_name.

standalone : bool

add_data_files(**files*)

Add data files to configuration data_files.

Parameters

files : sequence

Argument(s) can be either

- 2-sequence (<datadir prefix>,<path to data file(s)>)
- paths to data files where python datadir prefix defaults to package dir.

Notes

The form of each element of the files sequence is very flexible allowing many combinations of where to get the files from the package and where they should ultimately be installed on the system. The most basic usage is for an element of the files argument sequence to be a simple filename. This will cause that file from the local path to be installed to the installation path of the self.name package (package path). The file argument can also be a relative path in which case the entire relative path will be installed into the package directory. Finally, the file can be an absolute path name in which case the file will be found at the absolute path name but installed to the package path.

This basic behavior can be augmented by passing a 2-tuple in as the file argument. The first element of the tuple should specify the relative path (under the package install directory) where the remaining sequence of files should be installed to (it has nothing to do with the file-names in the source distribution). The second element of the tuple is the sequence of files that should be installed. The files in this sequence can be filenames, relative paths, or absolute paths. For absolute paths the file will be installed in the top-level package installation directory (regardless of the first argument). Filenames and relative path names will be installed in the package install directory under the path name given as the first element of the tuple.

Rules for installation paths:

1. file.txt -> (., file.txt)-> parent/file.txt
2. foo/file.txt -> (foo, foo/file.txt) -> parent/foo/file.txt
3. /foo/bar/file.txt -> (., /foo/bar/file.txt) -> parent/file.txt
4. *.txt -> parent/a.txt, parent/b.txt
5. foo/*.txt -> parent/foo/a.txt, parent/foo/b.txt
6. */*.txt -> (*, */*.txt) -> parent/c/a.txt, parent/d/b.txt
7. (sun, file.txt) -> parent/sun/file.txt
8. (sun, bar/file.txt) -> parent/sun/file.txt
9. (sun, /foo/bar/file.txt) -> parent/sun/file.txt
10. (sun, *.txt) -> parent/sun/a.txt, parent/sun/b.txt
11. (sun, bar/*.txt) -> parent/sun/a.txt, parent/sun/b.txt
12. (sun/*, */*.txt) -> parent/sun/c/a.txt, parent/d/b.txt

An additional feature is that the path to a data-file can actually be a function that takes no arguments and returns the actual path(s) to the data-files. This is useful when the data files are generated while building the package.

Examples

Add files to the list of data_files to be included with the package.

```
>>> self.add_data_files('foo.dat',
...     ('fun', ['gun.dat', 'nun/pun.dat', '/tmp/sun.dat']),
...     'bar/cat.dat',
...     '/full/path/to/can.dat')
```

will install these data files to:

```
<package install directory>/
 foo.dat
 fun/
   gun.dat
   nun/
     pun.dat
 sun.dat
 bar/
   car.dat
 can.dat
```

where <package install directory> is the package (or sub-package) directory such as '/usr/lib/python2.4/site-packages/mypackage' ('C: Python2.4 Lib site-packages mypackage') or '/usr/lib/python2.4/site- packages/mypackage/mysubpackage' ('C: Python2.4 Lib site-packages mypackage mysubpackage').

add_data_dir(*data_path*)

Recursively add files under data_path to data_files list.

Recursively add files under data_path to the list of data_files to be installed (and distributed). The data_path can be either a relative path-name, or an absolute path-name, or a 2-tuple where the first argument shows where in the install directory the data directory should be installed to.

Parameters

data_path : seq or str

Argument can be either

- 2-sequence (<datadir suffix>, <path to data directory>)
- path to data directory where python datadir suffix defaults to package dir.

Notes

Rules for installation paths:

foo/bar -> (foo/bar, foo/bar) -> parent/foo/bar (gun, foo/bar) -> parent/gun foo/* -> (foo/a, foo/a), (foo/b, foo/b) -> parent/foo/a, parent/foo/b (gun, foo/*) -> (gun, foo/a), (gun, foo/b) -> gun (gun/*, foo/*) -> parent/gun/a, parent/gun/b /foo/bar -> (bar, /foo/bar) -> parent/bar (gun, /foo/bar) -> parent/gun (fun/*/gun/*, sun/foo/bar) -> parent/fun/foo/gun/bar

Examples

For example suppose the source directory contains fun/foo.dat and fun/bar/car.dat:

```
>>> self.add_data_dir('fun')
>>> self.add_data_dir(('sun', 'fun'))
>>> self.add_data_dir(('gun', '/full/path/to/fun'))
```

Will install data-files to the locations:

```
<package install directory>/
  fun/
    foo.dat
    bar/
      car.dat
  sun/
    foo.dat
    bar/
      car.dat
  gun/
```

```
foo.dat
car.dat
```

add_include_dirs(**paths*)
Add paths to configuration include directories.

Add the given sequence of paths to the beginning of the include_dirs list. This list will be visible to all extension modules of the current package.

add_headers(**files*)
Add installable headers to configuration.

Add the given sequence of files to the beginning of the headers list. By default, headers will be installed under <python- include>/<self.name.replace('.','/')>/ directory. If an item of files is a tuple, then its first argument specifies the actual installation location relative to the <python-include> path.

Parameters
files : str or seq

Argument(s) can be either:

- 2-sequence (<includedir suffix>,<path to header file(s)>)
- path(s) to header file(s) where python includedir suffix will default to package name.

add_extension(*name*, *sources*, ***kw*)
Add extension to configuration.

Create and add an Extension instance to the ext_modules list. This method also takes the following optional keyword arguments that are passed on to the Extension constructor.

Parameters
name : str

name of the extension

sources : seq

list of the sources. The list of sources may contain functions (called source generators) which must take an extension instance and a build directory as inputs and return a source file or list of source files or None. If None is returned then no sources are generated. If the Extension instance has no sources after processing all source generators, then no extension module is built.

include_dirs :

define_macros :

undef_macros :

library_dirs :

libraries :

runtime_library_dirs :

extra_objects :

extra_compile_args :

extra_link_args :

extra_f77_compile_args :

extra_f90_compile_args :

export_symbols :

swig_opts :

depends :

The depends list contains paths to files or directories that the sources of the extension module depend on. If any path in the depends list is newer than the extension module, then the module will be rebuilt.

language :

f2py_options :

module_dirs :

extra_info : dict or list

dict or list of dict of keywords to be appended to keywords.

Notes

The self.paths(...) method is applied to all lists that may contain paths.

add_library(*name*, *sources*, ***build_info*)
Add library to configuration.

Parameters
name : str

Name of the extension.

sources : sequence

List of the sources. The list of sources may contain functions (called source generators) which must take an extension instance and a build directory as inputs and return a source file or list of source files or None. If None is returned then no sources are generated. If the Extension instance has no sources after processing all source generators, then no extension module is built.

build_info : dict, optional

The following keys are allowed:

- depends
- macros
- include_dirs
- extra_compiler_args
- extra_f77_compiler_args
- extra_f90_compiler_args
- f2py_options
- language

add_scripts(**files*)
Add scripts to configuration.

Add the sequence of files to the beginning of the scripts list. Scripts will be installed under the <prefix>/bin/ directory.

add_installed_library(*name*, *sources*, *install_dir*, *build_info=None*)
Similar to add_library, but the specified library is installed.

Most C libraries used with `distutils` are only used to build python extensions, but libraries built through this method will be installed so that they can be reused by third-party packages.

Parameters
name : str

Name of the installed library.

sources : sequence

List of the library's source files. See `add_library` for details.

install_dir : str

Path to install the library, relative to the current sub-package.

build_info : dict, optional

The following keys are allowed:

- depends
- macros
- include_dirs
- extra_compiler_args
- extra_f77_compiler_args
- extra_f90_compiler_args
- f2py_options
- language

Returns
None

See Also:

`add_library`, `add_npy_pkg_config`, `get_info`

Notes

The best way to encode the options required to link against the specified C libraries is to use a "libname.ini" file, and use `get_info` to retrieve the required options (see `add_npy_pkg_config` for more information).

add_npy_pkg_config(*template*, *install_dir*, *subst_dict=None*)
Generate and install a npy-pkg config file from a template.

The config file generated from *template* is installed in the given install directory, using *subst_dict* for variable substitution.

Parameters
template : str

The path of the template, relatively to the current package path.

install_dir : str

Where to install the npy-pkg config file, relatively to the current package path.

subst_dict : dict, optional

If given, any string of the form `@key@` will be replaced by `subst_dict[key]` in the template file when installed. The install prefix is always available through the variable `@prefix@`, since the install prefix is not easy to get reliably from setup.py.

See Also:

`add_installed_library`, `get_info`

Notes

This works for both standard installs and in-place builds, i.e. the `@prefix@` refer to the source directory for in-place builds.

Examples

```
config.add_npy_pkg_config('foo.ini.in', 'lib', {'foo': bar})
```

Assuming the foo.ini.in file has the following content:

```
[meta]
Name=@foo@
Version=1.0
Description=dummy description

[default]
Cflags=-I@prefix@/include
Libs=
```

The generated file will have the following content:

```
[meta]
Name=bar
Version=1.0
Description=dummy description

[default]
Cflags=-Iprefix_dir/include
Libs=
```

and will be installed as foo.ini in the 'lib' subpath.

paths(**paths*, ***kws*)
Apply glob to paths and prepend local_path if needed.

Applies glob.glob(...) to each path in the sequence (if needed) and pre-pends the local_path if needed. Because this is called on all source lists, this allows wildcard characters to be specified in lists of sources for extension modules and libraries and scripts and allows path-names be relative to the source directory.

get_config_cmd()
Returns the numpy.distutils config command instance.

get_build_temp_dir()
Return a path to a temporary directory where temporary files should be placed.

have_f77c()
Check for availability of Fortran 77 compiler.

Use it inside source generating function to ensure that setup distribution instance has been initialized.

Notes

True if a Fortran 77 compiler is available (because a simple Fortran 77 code was able to be compiled successfully).

have_f90c()
Check for availability of Fortran 90 compiler.

Use it inside source generating function to ensure that setup distribution instance has been initialized.

Notes

True if a Fortran 90 compiler is available (because a simple Fortran 90 code was able to be compiled successfully)

get_version(*version_file=None*, *version_variable=None*)
Try to get version string of a package.

Return a version string of the current package or None if the version information could not be detected.

Notes

This method scans files named __version__.py, <packagename>_version.py, version.py, and __svn_version__.py for string variables version, __version__, and <packagename>_version, until a version number is found.

make_svn_version_py(*delete=True*)
Appends a data function to the data_files list that will generate __svn_version__.py file to the current package directory.

Generate package __svn_version__.py file from SVN revision number, it will be removed after python exits but will be available when sdist, etc commands are executed.

Notes

If __svn_version__.py existed before, nothing is done.

This is intended for working with source directories that are in an SVN repository.

make_config_py(*name='__config__'*)
Generate package __config__.py file containing system_info information used during building the package.

This file is installed to the package installation directory.

get_info(**names*)
Get resources information.

Return information (from system_info.get_info) for all of the names in the argument list in a single dictionary.

4.1.2 Other modules

system_info.get_info(name[, notfound_action])	notfound_action:
system_info.get_standard_file(fname)	Returns a list of files named 'fname' from
cpuinfo.cpu	
log.set_verbosity(v[, force])	
exec_command	exec_command

numpy.distutils.system_info.**get_info**(*name*, *notfound_action=0*)
notfound_action: 0 - do nothing 1 - display warning message 2 - raise error

numpy.distutils.system_info.**get_standard_file**(*fname*)
Returns a list of files named 'fname' from 1) System-wide directory (directory-location of this module) 2)

Users HOME directory (os.environ['HOME']) 3) Local directory

numpy.distutils.cpuinfo.**cpu = <numpy.distutils.cpuinfo.LinuxCPUInfo object at 0x3b2d6d0>**

numpy.distutils.log.**set_verbosity**(*v*, *force=False*)

exec_command

Implements exec_command function that is (almost) equivalent to commands.getstatusoutput function but on NT, DOS systems the returned status is actually correct (though, the returned status values may be different by a factor). In addition, exec_command takes keyword arguments for (re-)defining environment variables.

Provides functions:

exec_command — execute command in a specified directory and
in the modified environment.

find_executable — locate a command using info from environment
variable PATH. Equivalent to posix *which* command.

Author: Pearu Peterson <pearu@cens.ioc.ee> Created: 11 January 2003

Requires: Python 2.x

Succesfully tested on:

os.name | sys.platform | comments ———+————+———- posix | linux2 | Debian (sid) Linux, Python 2.1.3+, 2.2.3+, 2.3.3

PyCrust 0.9.3, Idle 1.0.2

posix | linux2 | Red Hat 9 Linux, Python 2.1.3, 2.2.2, 2.3.2 posix | sunos5 | SunOS 5.9, Python 2.2, 2.3.2 posix | darwin | Darwin 7.2.0, Python 2.3 nt | win32 | Windows Me

Python 2.3(EE), Idle 1.0, PyCrust 0.7.2 Python 2.1.1 Idle 0.8

nt | win32 | Windows 98, Python 2.1.1. Idle 0.8 nt | win32 | Cygwin 98-4.10, Python 2.1.1(MSC) - echo tests

fail i.e. redefining environment variables may not work. FIXED: don't use cygwin echo! Comment: also *cmd /c echo* will not work but redefining environment variables do work.

posix | cygwin | Cygwin 98-4.10, Python 2.3.3(cygming special) nt | win32 | Windows XP, Python 2.3.3

Known bugs: - Tests, that send messages to stderr, fail when executed from MSYS prompt

because the messages are lost at some point.

Functions

exec_command(command[, execute_in, ...])	Return (status,output) of executed command.
find_executable(exe[, path, _cache])	Return full path of a executable or None.
get_exception()	
get_pythonexe()	
is_sequence(seq)	
make_temp_file([suffix, prefix, text])	
open_latin1(filename[, mode])	
quote_arg(arg)	
splitcmdline(line)	
temp_file_name()	

Continued on next page

Table 4.3 – continued from previous page

test(**kws)
test_cl(**kws)
test_execute_in(**kws)
test_nt(**kws)
test_posix(**kws)
test_svn(**kws)

4.2 Building Installable C libraries

Conventional C libraries (installed through *add_library*) are not installed, and are just used during the build (they are statically linked). An installable C library is a pure C library, which does not depend on the python C runtime, and is installed such that it may be used by third-party packages. To build and install the C library, you just use the method *add_installed_library* instead of *add_library*, which takes the same arguments except for an additional `install_dir` argument:

```
>>> config.add_installed_library('foo', sources=['foo.c'], install_dir='lib')
```

4.2.1 npy-pkg-config files

To make the necessary build options available to third parties, you could use the *npy-pkg-config* mechanism implemented in `numpy.distutils`. This mechanism is based on a .ini file which contains all the options. A .ini file is very similar to .pc files as used by the pkg-config unix utility:

```
[meta]
Name: foo
Version: 1.0
Description: foo library

[variables]
prefix = /home/user/local
libdir = ${prefix}/lib
includedir = ${prefix}/include

[default]
cflags = -I${includedir}
libs = -L${libdir} -lfoo
```

Generally, the file needs to be generated during the build, since it needs some information known at build time only (e.g. prefix). This is mostly automatic if one uses the *Configuration* method *add_npy_pkg_config*. Assuming we have a template file foo.ini.in as follows:

```
[meta]
Name: foo
Version: @version@
Description: foo library

[variables]
prefix = @prefix@
libdir = ${prefix}/lib
includedir = ${prefix}/include

[default]
cflags = -I${includedir}
libs = -L${libdir} -lfoo
```

and the following code in setup.py:

```
>>> config.add_installed_library('foo', sources=['foo.c'], install_dir='lib')
>>> subst = {'version': '1.0'}
>>> config.add_npy_pkg_config('foo.ini.in', 'lib', subst_dict=subst)
```

This will install the file foo.ini into the directory package_dir/lib, and the foo.ini file will be generated from foo.ini.in, where each `@version@` will be replaced by `subst_dict['version']`. The dictionary has an additional prefix substitution rule automatically added, which contains the install prefix (since this is not easy to get from setup.py). npy-pkg-config files can also be installed at the same location as used for numpy, using the path returned from *get_npy_pkg_dir* function.

4.2.2 Reusing a C library from another package

Info are easily retrieved from the *get_info* function in `numpy.distutils.misc_util`:

```
>>> info = get_info('npymath')
>>> config.add_extension('foo', sources=['foo.c'], extra_info=**info)
```

An additional list of paths to look for .ini files can be given to *get_info*.

4.3 Conversion of `.src` files

NumPy distutils supports automatic conversion of source files named <somefile>.src. This facility can be used to maintain very similar code blocks requiring only simple changes between blocks. During the build phase of setup, if a template file named <somefile>.src is encountered, a new file named <somefile> is constructed from the template and placed in the build directory to be used instead. Two forms of template conversion are supported. The first form occurs for files named named <file>.ext.src where ext is a recognized Fortran extension (f, f90, f95, f77, for, ftn, pyf). The second form is used for all other cases.

4.3.1 Fortran files

This template converter will replicate all **function** and **subroutine** blocks in the file with names that contain '<...>' according to the rules in '<...>'. The number of comma-separated words in '<...>' determines the number of times the block is repeated. What these words are indicates what that repeat rule, '<...>', should be replaced with in each block. All of the repeat rules in a block must contain the same number of comma-separated words indicating the number of times that block should be repeated. If the word in the repeat rule needs a comma, leftarrow, or rightarrow, then prepend it with a backslash ' '. If a word in the repeat rule matches ' \<index>' then it will be replaced with the <index>-th word in the same repeat specification. There are two forms for the repeat rule: named and short.

Named repeat rule

A named repeat rule is useful when the same set of repeats must be used several times in a block. It is specified using <rule1=item1, item2, item3,..., itemN>, where N is the number of times the block should be repeated. On each repeat of the block, the entire expression, '<...>' will be replaced first with item1, and then with item2, and so forth until N repeats are accomplished. Once a named repeat specification has been introduced, the same repeat rule may be used **in the current block** by referring only to the name (i.e. <rule1>.

Short repeat rule

A short repeat rule looks like <item1, item2, item3, ..., itemN>. The rule specifies that the entire expression, '<...>' should be replaced first with item1, and then with item2, and so forth until N repeats are accomplished.

Pre-defined names

The following predefined named repeat rules are available:

- <prefix=s,d,c,z>
- <_c=s,d,c,z>
- <_t=real, double precision, complex, double complex>
- <ftype=real, double precision, complex, double complex>
- <ctype=float, double, complex_float, complex_double>
- <ftypereal=float, double precision, \0, \1>
- <ctypereal=float, double, \0, \1>

4.3.2 Other files

Non-Fortran files use a separate syntax for defining template blocks that should be repeated using a variable expansion similar to the named repeat rules of the Fortran-specific repeats. The template rules for these files are:

1. "/**begin repeat "on a line by itself marks the beginning of a segment that should be repeated.
2. Named variable expansions are defined using #name=item1, item2, item3, ..., itemN# and placed on successive lines. These variables are replaced in each repeat block with corresponding word. All named variables in the same repeat block must define the same number of words.
3. In specifying the repeat rule for a named variable, item*N is short- hand for item, item, ..., item repeated N times. In addition, parenthesis in combination with *N can be used for grouping several items that should be repeated. Thus, #name=(item1, item2)*4# is equivalent to #name=item1, item2, item1, item2, item1, item2, item1, item2#
4. "*/ "on a line by itself marks the end of the the variable expansion naming. The next line is the first line that will be repeated using the named rules.
5. Inside the block to be repeated, the variables that should be expanded are specified as @name@.
6. "/**end repeat**/ "on a line by itself marks the previous line as the last line of the block to be repeated.

CHAPTER

FIVE

NUMPY C-API

Beware of the man who won't be bothered with details.
— *William Feather, Sr.*

The truth is out there.
— *Chris Carter, The X Files*

NumPy provides a C-API to enable users to extend the system and get access to the array object for use in other routines. The best way to truly understand the C-API is to read the source code. If you are unfamiliar with (C) source code, however, this can be a daunting experience at first. Be assured that the task becomes easier with practice, and you may be surprised at how simple the C-code can be to understand. Even if you don't think you can write C-code from scratch, it is much easier to understand and modify already-written source code then create it *de novo*.

Python extensions are especially straightforward to understand because they all have a very similar structure. Admittedly, NumPy is not a trivial extension to Python, and may take a little more snooping to grasp. This is especially true because of the code-generation techniques, which simplify maintenance of very similar code, but can make the code a little less readable to beginners. Still, with a little persistence, the code can be opened to your understanding. It is my hope, that this guide to the C-API can assist in the process of becoming familiar with the compiled-level work that can be done with NumPy in order to squeeze that last bit of necessary speed out of your code.

5.1 Python Types and C-Structures

Several new types are defined in the C-code. Most of these are accessible from Python, but a few are not exposed due to their limited use. Every new Python type has an associated `PyObject *` with an internal structure that includes a pointer to a "method table" that defines how the new object behaves in Python. When you receive a Python object into C code, you always get a pointer to a `PyObject` structure. Because a `PyObject` structure is very generic and defines only `PyObject_HEAD`, by itself it is not very interesting. However, different objects contain more details after the `PyObject_HEAD` (but you have to cast to the correct type to access them — or use accessor functions or macros).

5.1.1 New Python Types Defined

Python types are the functional equivalent in C of classes in Python. By constructing a new Python type you make available a new object for Python. The ndarray object is an example of a new type defined in C. New types are defined in C by two basic steps:

1. creating a C-structure (usually named `Py{Name}Object`) that is binary- compatible with the `PyObject` structure itself but holds the additional information needed for that particular object;
2. populating the `PyTypeObject` table (pointed to by the ob_type member of the `PyObject` structure) with pointers to functions that implement the desired behavior for the type.

Instead of special method names which define behavior for Python classes, there are "function tables" which point to functions that implement the desired results. Since Python 2.2, the PyTypeObject itself has become dynamic which allows C types that can be "sub-typed "from other C-types in C, and sub-classed in Python. The children types inherit the attributes and methods from their parent(s).

There are two major new types: the ndarray (`PyArray_Type`) and the ufunc (`PyUFunc_Type`). Additional types play a supportive role: the `PyArrayIter_Type`, the `PyArrayMultiIter_Type`, and the `PyArrayDescr_Type` . The `PyArrayIter_Type` is the type for a flat iterator for an ndarray (the object that is returned when getting the flat attribute). The `PyArrayMultiIter_Type` is the type of the object returned when calling `broadcast` (). It handles iteration and broadcasting over a collection of nested sequences. Also, the `PyArrayDescr_Type` is the data-type-descriptor type whose instances describe the data. Finally, there are 21 new scalar-array types which are new Python scalars corresponding to each of the fundamental data types available for arrays. An additional 10 other types are place holders that allow the array scalars to fit into a hierarchy of actual Python types.

PyArray_Type

PyArray_Type
The Python type of the ndarray is `PyArray_Type`. In C, every ndarray is a pointer to a `PyArrayObject` structure. The ob_type member of this structure contains a pointer to the `PyArray_Type` typeobject.

PyArrayObject
The `PyArrayObject` C-structure contains all of the required information for an array. All instances of an ndarray (and its subclasses) will have this structure. For future compatibility, these structure members should normally be accessed using the provided macros. If you need a shorter name, then you can make use of `NPY_AO` which is defined to be equivalent to `PyArrayObject`.

```
typedef struct PyArrayObject {
    PyObject_HEAD
    char *data;
    int nd;
    npy_intp *dimensions;
    npy_intp *strides;
    PyObject *base;
    PyArray_Descr *descr;
    int flags;
    PyObject *weakreflist;
} PyArrayObject;
```

PyArrayObject.PyObject_HEAD
This is needed by all Python objects. It consists of (at least) a reference count member (`ob_refcnt`) and a pointer to the typeobject (`ob_type`). (Other elements may also be present if Python was compiled with special options see Include/object.h in the Python source tree for more information). The ob_type member points to a Python type object.

char ***PyArrayObject.data**
A pointer to the first element of the array. This pointer can (and normally should) be recast to the data type of the array.

int **PyArrayObject.nd**
An integer providing the number of dimensions for this array. When nd is 0, the array is sometimes called a

rank-0 array. Such arrays have undefined dimensions and strides and cannot be accessed. NPY_MAXDIMS is the largest number of dimensions for any array.

npy_intp **PyArrayObject.dimensions**
An array of integers providing the shape in each dimension as long as nd ≥ 1. The integer is always large enough to hold a pointer on the platform, so the dimension size is only limited by memory.

npy_intp ***PyArrayObject.strides**
An array of integers providing for each dimension the number of bytes that must be skipped to get to the next element in that dimension.

PyObject ***PyArrayObject.base**
This member is used to hold a pointer to another Python object that is related to this array. There are two use cases: 1) If this array does not own its own memory, then base points to the Python object that owns it (perhaps another array object), 2) If this array has the NPY_ARRAY_UPDATEIFCOPY flag set, then this array is a working copy of a "misbehaved" array. As soon as this array is deleted, the array pointed to by base will be updated with the contents of this array.

PyArray_Descr ***PyArrayObject.descr**
A pointer to a data-type descriptor object (see below). The data-type descriptor object is an instance of a new built-in type which allows a generic description of memory. There is a descriptor structure for each data type supported. This descriptor structure contains useful information about the type as well as a pointer to a table of function pointers to implement specific functionality.

int **PyArrayObject.flags**
Flags indicating how the memory pointed to by data is to be interpreted. Possible flags are NPY_ARRAY_C_CONTIGUOUS, NPY_ARRAY_F_CONTIGUOUS, NPY_ARRAY_OWNDATA, NPY_ARRAY_ALIGNED, NPY_ARRAY_WRITEABLE, and NPY_ARRAY_UPDATEIFCOPY.

PyObject ***PyArrayObject.weakreflist**
This member allows array objects to have weak references (using the weakref module).

PyArrayDescr_Type

PyArrayDescr_Type
The PyArrayDescr_Type is the built-in type of the data-type-descriptor objects used to describe how the bytes comprising the array are to be interpreted. There are 21 statically-defined PyArray_Descr objects for the built-in data-types. While these participate in reference counting, their reference count should never reach zero. There is also a dynamic table of user-defined PyArray_Descr objects that is also maintained. Once a data-type-descriptor object is "registered" it should never be deallocated either. The function PyArray_DescrFromType (...) can be used to retrieve a PyArray_Descr object from an enumerated type-number (either built-in or user- defined).

PyArray_Descr
The format of the PyArray_Descr structure that lies at the heart of the PyArrayDescr_Type is

```
typedef struct {
    PyObject_HEAD
    PyTypeObject *typeobj;
    char kind;
    char type;
    char byteorder;
    char unused;
    int flags;
    int type_num;
    int elsize;
    int alignment;
    PyArray_ArrayDescr *subarray;
```

```
    PyObject *fields;
    PyArray_ArrFuncs *f;
} PyArray_Descr;
```

PyTypeObject ***PyArray_Descr.typeobj**

Pointer to a typeobject that is the corresponding Python type for the elements of this array. For the builtin types, this points to the corresponding array scalar. For user-defined types, this should point to a user-defined typeobject. This typeobject can either inherit from array scalars or not. If it does not inherit from array scalars, then the NPY_USE_GETITEM and NPY_USE_SETITEM flags should be set in the `flags` member.

char **PyArray_Descr.kind**

A character code indicating the kind of array (using the array interface typestring notation). A 'b' represents Boolean, a 'i' represents signed integer, a 'u' represents unsigned integer, 'f' represents floating point, 'c' represents complex floating point, 'S' represents 8-bit character string, 'U' represents 32-bit/character unicode string, and 'V' repesents arbitrary.

char **PyArray_Descr.type**

A traditional character code indicating the data type.

char **PyArray_Descr.byteorder**

A character indicating the byte-order: '>' (big-endian), '<' (little- endian), '=' (native), '|' (irrelevant, ignore). All builtin data- types have byteorder '='.

int **PyArray_Descr.flags**

A data-type bit-flag that determines if the data-type exhibits object- array like behavior. Each bit in this member is a flag which are named as:

NPY_ITEM_REFCOUNT

NPY_ITEM_HASOBJECT

Indicates that items of this data-type must be reference counted (using Py_INCREF and Py_DECREF).

NPY_ITEM_LISTPICKLE

Indicates arrays of this data-type must be converted to a list before pickling.

NPY_ITEM_IS_POINTER

Indicates the item is a pointer to some other data-type

NPY_NEEDS_INIT

Indicates memory for this data-type must be initialized (set to 0) on creation.

NPY_NEEDS_PYAPI

Indicates this data-type requires the Python C-API during access (so don't give up the GIL if array access is going to be needed).

NPY_USE_GETITEM

On array access use the `f->getitem` function pointer instead of the standard conversion to an array scalar. Must use if you don't define an array scalar to go along with the data-type.

NPY_USE_SETITEM

When creating a 0-d array from an array scalar use `f->setitem` instead of the standard copy from an array scalar. Must use if you don't define an array scalar to go along with the data-type.

NPY_FROM_FIELDS

The bits that are inherited for the parent data-type if these bits are set in any field of the data-type. Currently (NPY_NEEDS_INIT | NPY_LIST_PICKLE | NPY_ITEM_REFCOUNT | NPY_NEEDS_PYAPI).

NPY_OBJECT_DTYPE_FLAGS
Bits set for the object data-type: (NPY_LIST_PICKLE | NPY_USE_GETITEM | NPY_ITEM_IS_POINTER | NPY_REFCOUNT | NPY_NEEDS_INIT | NPY_NEEDS_PYAPI).

PyDataType_FLAGCHK(PyArray_Descr *dtype, int *flags*)
Return true if all the given flags are set for the data-type object.

PyDataType_REFCHK(PyArray_Descr *dtype)
Equivalent to PyDataType_FLAGCHK (*dtype*, NPY_ITEM_REFCOUNT).

int **PyArray_Descr.type_num**
A number that uniquely identifies the data type. For new data-types, this number is assigned when the data-type is registered.

int **PyArray_Descr.elsize**
For data types that are always the same size (such as long), this holds the size of the data type. For flexible data types where different arrays can have a different elementsize, this should be 0.

int **PyArray_Descr.alignment**
A number providing alignment information for this data type. Specifically, it shows how far from the start of a 2-element structure (whose first element is a `char`), the compiler places an item of this type: `offsetof(struct {char c; type v;}, v)`

PyArray_ArrayDescr ***PyArray_Descr.subarray**
If this is non- NULL, then this data-type descriptor is a C-style contiguous array of another data-type descriptor. In other-words, each element that this descriptor describes is actually an array of some other base descriptor. This is most useful as the data-type descriptor for a field in another data-type descriptor. The fields member should be NULL if this is non- NULL (the fields member of the base descriptor can be non- NULL however). The PyArray_ArrayDescr structure is defined using

```
typedef struct {
    PyArray_Descr *base;
    PyObject *shape;
} PyArray_ArrayDescr;
```

The elements of this structure are:

PyArray_Descr ***PyArray_ArrayDescr.base**
The data-type-descriptor object of the base-type.

PyObject ***PyArray_ArrayDescr.shape**
The shape (always C-style contiguous) of the sub-array as a Python tuple.

PyObject ***PyArray_Descr.fields**
If this is non-NULL, then this data-type-descriptor has fields described by a Python dictionary whose keys are names (and also titles if given) and whose values are tuples that describe the fields. Recall that a data-type-descriptor always describes a fixed-length set of bytes. A field is a named sub-region of that total, fixed-length collection. A field is described by a tuple composed of another data- type-descriptor and a byte offset. Optionally, the tuple may contain a title which is normally a Python string. These tuples are placed in this dictionary keyed by name (and also title if given).

PyArray_ArrFuncs ***PyArray_Descr.f**
A pointer to a structure containing functions that the type needs to implement internal features. These functions are not the same thing as the universal functions (ufuncs) described later. Their signatures can vary arbitrarily.

PyArray_ArrFuncs
Functions implementing internal features. Not all of these function pointers must be defined for a given type. The required members are `nonzero`, `copyswap`, `copyswapn`, `setitem`, `getitem`, and `cast`. These are assumed to be non- NULL and NULL entries will cause a program crash. The other functions may be NULL

which will just mean reduced functionality for that data-type. (Also, the nonzero function will be filled in with a default function if it is NULL when you register a user-defined data-type).

```
typedef struct {
    PyArray_VectorUnaryFunc *cast[NPY_NTYPES];
    PyArray_GetItemFunc *getitem;
    PyArray_SetItemFunc *setitem;
    PyArray_CopySwapNFunc *copyswapn;
    PyArray_CopySwapFunc *copyswap;
    PyArray_CompareFunc *compare;
    PyArray_ArgFunc *argmax;
    PyArray_DotFunc *dotfunc;
    PyArray_ScanFunc *scanfunc;
    PyArray_FromStrFunc *fromstr;
    PyArray_NonzeroFunc *nonzero;
    PyArray_FillFunc *fill;
    PyArray_FillWithScalarFunc *fillwithscalar;
    PyArray_SortFunc *sort[NPY_NSORTS];
    PyArray_ArgSortFunc *argsort[NPY_NSORTS];
    PyObject *castdict;
    PyArray_ScalarKindFunc *scalarkind;
    int **cancastscalarkindto;
    int *cancastto;
    int listpickle
} PyArray_ArrFuncs;
```

The concept of a behaved segment is used in the description of the function pointers. A behaved segment is one that is aligned and in native machine byte-order for the data-type. The nonzero, copyswap, copyswapn, getitem, and setitem functions can (and must) deal with mis-behaved arrays. The other functions require behaved memory segments.

void cast(void *from, void *to, npy_intp n, void *fromarr,

void *toarr)

An array of function pointers to cast from the current type to all of the other builtin types. Each function casts a contiguous, aligned, and notswapped buffer pointed at by *from* to a contiguous, aligned, and notswapped buffer pointed at by *to* The number of items to cast is given by *n*, and the arguments *fromarr* and *toarr* are interpreted as PyArrayObjects for flexible arrays to get itemsize information.

PyObject ***getitem**(void *data, void *arr)

A pointer to a function that returns a standard Python object from a single element of the array object *arr* pointed to by *data*. This function must be able to deal with "misbehaved "(misaligned and/or swapped) arrays correctly.

int **setitem**(PyObject *item, void *data, void *arr)

A pointer to a function that sets the Python object *item* into the array, *arr*, at the position pointed to by *data* . This function deals with "misbehaved" arrays. If successful, a zero is returned, otherwise, a negative one is returned (and a Python error set).

void copyswapn(void *dest, npy_intp dstride, void *src,

npy_intp sstride, npy_intp n, int swap, void *arr)

void **copyswap**(void *dest, void *src, int swap, void *arr)

These members are both pointers to functions to copy data from *src* to *dest* and *swap* if indicated. The value of arr is only used for flexible (NPY_STRING, NPY_UNICODE, and NPY_VOID) arrays (and is obtained from arr->descr->elsize). The second function copies a single value, while the first loops over n values with the provided strides. These functions can deal with misbehaved *src* data. If *src* is

NULL then no copy is performed. If *swap* is 0, then no byteswapping occurs. It is assumed that *dest* and *src* do not overlap. If they overlap, then use `memmove` (...) first followed by `copyswap(n)` with NULL valued `src`.

int **compare**(const void* *d1*, const void* *d2*, void* *arr*)
A pointer to a function that compares two elements of the array, `arr`, pointed to by `d1` and `d2`. This function requires behaved arrays. The return value is 1 if * `d1` > * `d2`, 0 if * `d1` == * `d2`, and -1 if * `d1` < * `d2`. The array object arr is used to retrieve itemsize and field information for flexible arrays.

int argmax(void* data, npy_intp n, npy_intp* max_ind,

void* arr)
A pointer to a function that retrieves the index of the largest of `n` elements in `arr` beginning at the element pointed to by `data`. This function requires that the memory segment be contiguous and behaved. The return value is always 0. The index of the largest element is returned in `max_ind`.

void dotfunc(void* ip1, npy_intp is1, void* ip2, npy_intp is2,

void* op, npy_intp n, void* arr)
A pointer to a function that multiplies two `n` -length sequences together, adds them, and places the result in element pointed to by `op` of `arr`. The start of the two sequences are pointed to by `ip1` and `ip2`. To get to the next element in each sequence requires a jump of `is1` and `is2` *bytes*, respectively. This function requires behaved (though not necessarily contiguous) memory.

int **scanfunc**(FILE* *fd*, void* *ip*, void* *sep*, void* *arr*)
A pointer to a function that scans (scanf style) one element of the corresponding type from the file descriptor `fd` into the array memory pointed to by `ip`. The array is assumed to be behaved. If `sep` is not NULL, then a separator string is also scanned from the file before returning. The last argument `arr` is the array to be scanned into. A 0 is returned if the scan is successful. A negative number indicates something went wrong: -1 means the end of file was reached before the separator string could be scanned, -4 means that the end of file was reached before the element could be scanned, and -3 means that the element could not be interpreted from the format string. Requires a behaved array.

int **fromstr**(char* *str*, void* *ip*, char** *endptr*, void* *arr*)
A pointer to a function that converts the string pointed to by `str` to one element of the corresponding type and places it in the memory location pointed to by `ip`. After the conversion is completed, `*endptr` points to the rest of the string. The last argument `arr` is the array into which ip points (needed for variable-size data- types). Returns 0 on success or -1 on failure. Requires a behaved array.

Bool **nonzero**(void* *data*, void* *arr*)
A pointer to a function that returns TRUE if the item of `arr` pointed to by `data` is nonzero. This function can deal with misbehaved arrays.

void **fill**(void* *data*, npy_intp *length*, void* *arr*)
A pointer to a function that fills a contiguous array of given length with data. The first two elements of the array must already be filled- in. From these two values, a delta will be computed and the values from item 3 to the end will be computed by repeatedly adding this computed delta. The data buffer must be well-behaved.

void fillwithscalar(void* buffer, npy_intp length,

void* value, void* arr)
A pointer to a function that fills a contiguous `buffer` of the given `length` with a single scalar `value` whose address is given. The final argument is the array which is needed to get the itemsize for variable-length arrays.

int **sort**(void* *start*, npy_intp *length*, void* *arr*)
An array of function pointers to a particular sorting algorithms. A particular sorting algorithm is obtained

using a key (so far NPY_QUICKSORT, :data'NPY_HEAPSORT', and NPY_MERGESORT are defined). These sorts are done in-place assuming contiguous and aligned data.

int argsort(void* start, npy_intp* result, npy_intp length,

void *arr)
An array of function pointers to sorting algorithms for this data type. The same sorting algorithms as for sort are available. The indices producing the sort are returned in result (which must be initialized with indices 0 to length-1 inclusive).

PyObject ***castdict**
Either NULL or a dictionary containing low-level casting functions for user- defined data-types. Each function is wrapped in a PyCObject * and keyed by the data-type number.

NPY_SCALARKIND **scalarkind**(PyArrayObject* *arr*)
A function to determine how scalars of this type should be interpreted. The argument is NULL or a 0-dimensional array containing the data (if that is needed to determine the kind of scalar). The return value must be of type NPY_SCALARKIND.

int ****cancastscalarkindto**
Either NULL or an array of NPY_NSCALARKINDS pointers. These pointers should each be either NULL or a pointer to an array of integers (terminated by NPY_NOTYPE) indicating data-types that a scalar of this data-type of the specified kind can be cast to safely (this usually means without losing precision).

int ***cancastto**
Either NULL or an array of integers (terminated by NPY_NOTYPE) indicated data-types that this data-type can be cast to safely (this usually means without losing precision).

int **listpickle**
Unused.

The PyArray_Type typeobject implements many of the features of Python objects including the tp_as_number, tp_as_sequence, tp_as_mapping, and tp_as_buffer interfaces. The rich comparison (tp_richcompare) is also used along with new-style attribute lookup for methods (tp_methods) and properties (tp_getset). The PyArray_Type can also be sub-typed.

Tip: The tp_as_number methods use a generic approach to call whatever function has been registered for handling the operation. The function PyNumeric_SetOps(..) can be used to register functions to handle particular mathematical operations (for all arrays). When the umath module is imported, it sets the numeric operations for all arrays to the corresponding ufuncs. The tp_str and tp_repr methods can also be altered using PyString_SetStringFunction(...).

PyUFunc_Type

PyUFunc_Type
The ufunc object is implemented by creation of the PyUFunc_Type. It is a very simple type that implements only basic getattribute behavior, printing behavior, and has call behavior which allows these objects to act like functions. The basic idea behind the ufunc is to hold a reference to fast 1-dimensional (vector) loops for each data type that supports the operation. These one-dimensional loops all have the same signature and are the key to creating a new ufunc. They are called by the generic looping code as appropriate to implement the N-dimensional function. There are also some generic 1-d loops defined for floating and complexfloating arrays that allow you to define a ufunc using a single scalar function (*e.g.* atanh).

PyUFuncObject
The core of the ufunc is the PyUFuncObject which contains all the information needed to call the underlying C-code loops that perform the actual work. It has the following structure:

```
typedef struct {
    PyObject_HEAD
    int nin;
    int nout;
    int nargs;
    int identity;
    PyUFuncGenericFunction *functions;
    void **data;
    int ntypes;
    int check_return;
    char *name;
    char *types;
    char *doc;
    void *ptr;
    PyObject *obj;
    PyObject *userloops;
    npy_uint32 *op_flags;
    npy_uint32 *iter_flags;
} PyUFuncObject;
```

PyUFuncObject.PyObject_HEAD
required for all Python objects.

int **PyUFuncObject.nin**
The number of input arguments.

int **PyUFuncObject.nout**
The number of output arguments.

int **PyUFuncObject.nargs**
The total number of arguments (*nin* + *nout*). This must be less than `NPY_MAXARGS`.

int **PyUFuncObject.identity**
Either `PyUFunc_One`, `PyUFunc_Zero`, or `PyUFunc_None` to indicate the identity for this operation. It is only used for a reduce-like call on an empty array.

void PyUFuncObject.functions(char args, npy_intp* dims,**

npy_intp* steps, void* extradata)
An array of function pointers — one for each data type supported by the ufunc. This is the vector loop that is called to implement the underlying function *dims* [0] times. The first argument, *args*, is an array of *nargs* pointers to behaved memory. Pointers to the data for the input arguments are first, followed by the pointers to the data for the output arguments. How many bytes must be skipped to get to the next element in the sequence is specified by the corresponding entry in the *steps* array. The last argument allows the loop to receive extra information. This is commonly used so that a single, generic vector loop can be used for multiple functions. In this case, the actual scalar function to call is passed in as *extradata*. The size of this function pointer array is ntypes.

void ***PyUFuncObject.data**
Extra data to be passed to the 1-d vector loops or `NULL` if no extra-data is needed. This C-array must be the same size (*i.e.* ntypes) as the functions array. `NULL` is used if extra_data is not needed. Several C-API calls for UFuncs are just 1-d vector loops that make use of this extra data to receive a pointer to the actual function to call.

int **PyUFuncObject.ntypes**
The number of supported data types for the ufunc. This number specifies how many different 1-d loops (of the builtin data types) are available.

int **PyUFuncObject.check_return**

Obsolete and unused. However, it is set by the corresponding entry in the main ufunc creation routine: PyUFunc_FromFuncAndData (...).

char ***PyUFuncObject.name**
A string name for the ufunc. This is used dynamically to build the __doc__ attribute of ufuncs.

char ***PyUFuncObject.types**
An array of *nargs* × *ntypes* 8-bit type_numbers which contains the type signature for the function for each of the supported (builtin) data types. For each of the *ntypes* functions, the corresponding set of type numbers in this array shows how the *args* argument should be interpreted in the 1-d vector loop. These type numbers do not have to be the same type and mixed-type ufuncs are supported.

char ***PyUFuncObject.doc**
Documentation for the ufunc. Should not contain the function signature as this is generated dynamically when __doc__ is retrieved.

void ***PyUFuncObject.ptr**
Any dynamically allocated memory. Currently, this is used for dynamic ufuncs created from a python function to store room for the types, data, and name members.

PyObject ***PyUFuncObject.obj**
For ufuncs dynamically created from python functions, this member holds a reference to the underlying Python function.

PyObject ***PyUFuncObject.userloops**
A dictionary of user-defined 1-d vector loops (stored as CObject ptrs) for user-defined types. A loop may be registered by the user for any user-defined type. It is retrieved by type number. User defined type numbers are always larger than NPY_USERDEF.

npy_uint32 **PyUFuncObject.op_flags**
Override the default operand flags for each ufunc operand.

npy_uint32 **PyUFuncObject.iter_flags**
Override the default nditer flags for the ufunc.

PyArrayIter_Type

PyArrayIter_Type
This is an iterator object that makes it easy to loop over an N-dimensional array. It is the object returned from the flat attribute of an ndarray. It is also used extensively throughout the implementation internals to loop over an N-dimensional array. The tp_as_mapping interface is implemented so that the iterator object can be indexed (using 1-d indexing), and a few methods are implemented through the tp_methods table. This object implements the next method and can be used anywhere an iterator can be used in Python.

PyArrayIterObject
The C-structure corresponding to an object of PyArrayIter_Type is the PyArrayIterObject. The PyArrayIterObject is used to keep track of a pointer into an N-dimensional array. It contains associated information used to quickly march through the array. The pointer can be adjusted in three basic ways: 1) advance to the "next" position in the array in a C-style contiguous fashion, 2) advance to an arbitrary N-dimensional coordinate in the array, and 3) advance to an arbitrary one-dimensional index into the array. The members of the PyArrayIterObject structure are used in these calculations. Iterator objects keep their own dimension and strides information about an array. This can be adjusted as needed for "broadcasting," or to loop over only specific dimensions.

```
typedef struct {
    PyObject_HEAD
    int   nd_m1;
    npy_intp  index;
```

```
    npy_intp  size;
    npy_intp  coordinates[NPY_MAXDIMS];
    npy_intp  dims_m1[NPY_MAXDIMS];
    npy_intp  strides[NPY_MAXDIMS];
    npy_intp  backstrides[NPY_MAXDIMS];
    npy_intp  factors[NPY_MAXDIMS];
    PyArrayObject *ao;
    char  *dataptr;
    Bool  contiguous;
} PyArrayIterObject;
```

int **PyArrayIterObject.nd_m1**
: $N-1$ where N is the number of dimensions in the underlying array.

npy_intp **PyArrayIterObject.index**
: The current 1-d index into the array.

npy_intp **PyArrayIterObject.size**
: The total size of the underlying array.

npy_intp ***PyArrayIterObject.coordinates**
: An N -dimensional index into the array.

npy_intp ***PyArrayIterObject.dims_m1**
: The size of the array minus 1 in each dimension.

npy_intp ***PyArrayIterObject.strides**
: The strides of the array. How many bytes needed to jump to the next element in each dimension.

npy_intp ***PyArrayIterObject.backstrides**
: How many bytes needed to jump from the end of a dimension back to its beginning. Note that *backstrides* [k]= *strides* [k]*d *ims_m1* [k], but it is stored here as an optimization.

npy_intp ***PyArrayIterObject.factors**
: This array is used in computing an N-d index from a 1-d index. It contains needed products of the dimensions.

PyArrayObject ***PyArrayIterObject.ao**
: A pointer to the underlying ndarray this iterator was created to represent.

char ***PyArrayIterObject.dataptr**
: This member points to an element in the ndarray indicated by the index.

Bool **PyArrayIterObject.contiguous**
: This flag is true if the underlying array is `NPY_ARRAY_C_CONTIGUOUS`. It is used to simplify calculations when possible.

How to use an array iterator on a C-level is explained more fully in later sections. Typically, you do not need to concern yourself with the internal structure of the iterator object, and merely interact with it through the use of the macros `PyArray_ITER_NEXT` (it), `PyArray_ITER_GOTO` (it, dest), or `PyArray_ITER_GOTO1D` (it, index). All of these macros require the argument *it* to be a `PyArrayIterObject *`.

PyArrayMultiIter_Type

PyArrayMultiIter_Type
: This type provides an iterator that encapsulates the concept of broadcasting. It allows N arrays to be broadcast together so that the loop progresses in C-style contiguous fashion over the broadcasted array. The corresponding C-structure is the `PyArrayMultiIterObject` whose memory layout must begin any object, *obj*, passed in to the `PyArray_Broadcast` (obj) function. Broadcasting is performed by adjusting array iterators so that

each iterator represents the broadcasted shape and size, but has its strides adjusted so that the correct element from the array is used at each iteration.

PyArrayMultiIterObject

```
typedef struct {
    PyObject_HEAD
    int numiter;
    npy_intp size;
    npy_intp index;
    int nd;
    npy_intp dimensions[NPY_MAXDIMS];
    PyArrayIterObject *iters[NPY_MAXDIMS];
} PyArrayMultiIterObject;
```

PyArrayMultiIterObject.PyObject_HEAD
Needed at the start of every Python object (holds reference count and type identification).

int **PyArrayMultiIterObject.numiter**
The number of arrays that need to be broadcast to the same shape.

npy_intp **PyArrayMultiIterObject.size**
The total broadcasted size.

npy_intp **PyArrayMultiIterObject.index**
The current (1-d) index into the broadcasted result.

int **PyArrayMultiIterObject.nd**
The number of dimensions in the broadcasted result.

npy_intp ***PyArrayMultiIterObject.dimensions**
The shape of the broadcasted result (only `nd` slots are used).

PyArrayIterObject ****PyArrayMultiIterObject.iters**
An array of iterator objects that holds the iterators for the arrays to be broadcast together. On return, the iterators are adjusted for broadcasting.

PyArrayNeighborhoodIter_Type

PyArrayNeighborhoodIter_Type
This is an iterator object that makes it easy to loop over an N-dimensional neighborhood.

PyArrayNeighborhoodIterObject
The C-structure corresponding to an object of `PyArrayNeighborhoodIter_Type` is the `PyArrayNeighborhoodIterObject`.

PyArrayFlags_Type

PyArrayFlags_Type
When the flags attribute is retrieved from Python, a special builtin object of this type is constructed. This special type makes it easier to work with the different flags by accessing them as attributes or by accessing them as if the object were a dictionary with the flag names as entries.

ScalarArrayTypes

There is a Python type for each of the different built-in data types that can be present in the array Most of these are simple wrappers around the corresponding data type in C. The C-names for these types are `Py{TYPE}ArrType_Type` where `{TYPE}` can be

> **Bool**, **Byte**, **Short**, **Int**, **Long**, **LongLong**, **UByte**, **UShort**, **UInt**, **ULong**, **ULongLong**, **Half**, **Float**, **Double**, **LongDouble**, **CFloat**, **CDouble**, **CLongDouble**, **String**, **Unicode**, **Void**, and **Object**.

These type names are part of the C-API and can therefore be created in extension C-code. There is also a `PyIntpArrType_Type` and a `PyUIntpArrType_Type` that are simple substitutes for one of the integer types that can hold a pointer on the platform. The structure of these scalar objects is not exposed to C-code. The function `PyArray_ScalarAsCtype` (..) can be used to extract the C-type value from the array scalar and the function `PyArray_Scalar` (...) can be used to construct an array scalar from a C-value.

5.1.2 Other C-Structures

A few new C-structures were found to be useful in the development of NumPy. These C-structures are used in at least one C-API call and are therefore documented here. The main reason these structures were defined is to make it easy to use the Python ParseTuple C-API to convert from Python objects to a useful C-Object.

PyArray_Dims

PyArray_Dims

This structure is very useful when shape and/or strides information is supposed to be interpreted. The structure is:

```
typedef struct {
    npy_intp *ptr;
    int len;
} PyArray_Dims;
```

The members of this structure are

npy_intp ***PyArray_Dims.ptr***
: A pointer to a list of (`npy_intp`) integers which usually represent array shape or array strides.

int **PyArray_Dims.len**
: The length of the list of integers. It is assumed safe to access *ptr* [0] to *ptr* [len-1].

PyArray_Chunk

PyArray_Chunk

This is equivalent to the buffer object structure in Python up to the ptr member. On 32-bit platforms (*i.e.* if `NPY_SIZEOF_INT` == `NPY_SIZEOF_INTP`) or in Python 2.5, the len member also matches an equivalent member of the buffer object. It is useful to represent a generic single- segment chunk of memory.

```
typedef struct {
    PyObject_HEAD
    PyObject *base;
    void *ptr;
    npy_intp len;
    int flags;
} PyArray_Chunk;
```

The members are

PyArray_Chunk.PyObject_HEAD
Necessary for all Python objects. Included here so that the PyArray_Chunk structure matches that of the buffer object (at least to the len member).

PyObject ***PyArray_Chunk.base**
The Python object this chunk of memory comes from. Needed so that memory can be accounted for properly.

void ***PyArray_Chunk.ptr**
A pointer to the start of the single-segment chunk of memory.

npy_intp **PyArray_Chunk.len**
The length of the segment in bytes.

int **PyArray_Chunk.flags**
Any data flags (*e.g.* NPY_ARRAY_WRITEABLE) that should be used to interpret the memory.

PyArrayInterface

See Also:

The Array Interface

PyArrayInterface
The PyArrayInterface structure is defined so that NumPy and other extension modules can use the rapid array interface protocol. The __array_struct__ method of an object that supports the rapid array interface protocol should return a PyCObject that contains a pointer to a PyArrayInterface structure with the relevant details of the array. After the new array is created, the attribute should be DECREF'd which will free the PyArrayInterface structure. Remember to INCREF the object (whose __array_struct__ attribute was retrieved) and point the base member of the new PyArrayObject to this same object. In this way the memory for the array will be managed correctly.

```
typedef struct {
    int two;
    int nd;
    char typekind;
    int itemsize;
    int flags;
    npy_intp *shape;
    npy_intp *strides;
    void *data;
    PyObject *descr;
} PyArrayInterface;
```

int **PyArrayInterface.two**
the integer 2 as a sanity check.

int **PyArrayInterface.nd**
the number of dimensions in the array.

char **PyArrayInterface.typekind**
A character indicating what kind of array is present according to the typestring convention with 't' -> bitfield, 'b' -> Boolean, 'i' -> signed integer, 'u' -> unsigned integer, 'f' -> floating point, 'c' -> complex floating point, 'O' -> object, 'S' -> string, 'U' -> unicode, 'V' -> void.

int **PyArrayInterface.itemsize**
The number of bytes each item in the array requires.

int **PyArrayInterface.flags**
Any of the bits NPY_ARRAY_C_CONTIGUOUS (1), NPY_ARRAY_F_CONTIGUOUS (2),

NPY_ARRAY_ALIGNED (0x100), NPY_ARRAY_NOTSWAPPED (0x200), or NPY_ARRAY_WRITEABLE (0x400) to indicate something about the data. The NPY_ARRAY_ALIGNED, NPY_ARRAY_C_CONTIGUOUS, and NPY_ARRAY_F_CONTIGUOUS flags can actually be determined from the other parameters. The flag NPY_ARR_HAS_DESCR (0x800) can also be set to indicate to objects consuming the version 3 array interface that the descr member of the structure is present (it will be ignored by objects consuming version 2 of the array interface).

npy_intp ***PyArrayInterface.shape**
An array containing the size of the array in each dimension.

npy_intp ***PyArrayInterface.strides**
An array containing the number of bytes to jump to get to the next element in each dimension.

void ***PyArrayInterface.data**
A pointer *to* the first element of the array.

PyObject ***PyArrayInterface.descr**
A Python object describing the data-type in more detail (same as the *descr* key in __array_interface__). This can be NULL if *typekind* and *itemsize* provide enough information. This field is also ignored unless ARR_HAS_DESCR flag is on in *flags*.

Internally used structures

Internally, the code uses some additional Python objects primarily for memory management. These types are not accessible directly from Python, and are not exposed to the C-API. They are included here only for completeness and assistance in understanding the code.

PyUFuncLoopObject
A loose wrapper for a C-structure that contains the information needed for looping. This is useful if you are trying to understand the ufunc looping code. The PyUFuncLoopObject is the associated C-structure. It is defined in the ufuncobject.h header.

PyUFuncReduceObject
A loose wrapper for the C-structure that contains the information needed for reduce-like methods of ufuncs. This is useful if you are trying to understand the reduce, accumulate, and reduce-at code. The PyUFuncReduceObject is the associated C-structure. It is defined in the ufuncobject.h header.

PyUFunc_Loop1d
A simple linked-list of C-structures containing the information needed to define a 1-d loop for a ufunc for every defined signature of a user-defined data-type.

PyArrayMapIter_Type
Advanced indexing is handled with this Python type. It is simply a loose wrapper around the C-structure containing the variables needed for advanced array indexing. The associated C-structure, PyArrayMapIterObject, is useful if you are trying to understand the advanced-index mapping code. It is defined in the arrayobject.h header. This type is not exposed to Python and could be replaced with a C-structure. As a Python type it takes advantage of reference- counted memory management.

5.2 System configuration

When NumPy is built, information about system configuration is recorded, and is made available for extension modules using Numpy's C API. These are mostly defined in numpyconfig.h (included in ndarrayobject.h). The public symbols are prefixed by NPY_*. Numpy also offers some functions for querying information about the platform in use.

For private use, Numpy also constructs a `config.h` in the NumPy include directory, which is not exported by Numpy (that is a python extension which use the numpy C API will not see those symbols), to avoid namespace pollution.

5.2.1 Data type sizes

The `NPY_SIZEOF_{CTYPE}` constants are defined so that sizeof information is available to the pre-processor.

NPY_SIZEOF_SHORT

NPY_SIZEOF_INT

NPY_SIZEOF_LONG

NPY_SIZEOF_LONG_LONG

NPY_SIZEOF_PY_LONG_LONG

NPY_SIZEOF_FLOAT

NPY_SIZEOF_DOUBLE

NPY_SIZEOF_LONG_DOUBLE

NPY_SIZEOF_PY_INTPTR_T
Size of a pointer on this platform (sizeof(void *)) (A macro defines NPY_SIZEOF_INTP as well.)

5.2.2 Platform information

NPY_CPU_X86

NPY_CPU_AMD64

NPY_CPU_IA64

NPY_CPU_PPC

NPY_CPU_PPC64

NPY_CPU_SPARC

NPY_CPU_SPARC64

NPY_CPU_S390

NPY_CPU_PARISC
New in version 1.3.0. CPU architecture of the platform; only one of the above is defined.

Defined in `numpy/npy_cpu.h`

NPY_LITTLE_ENDIAN

NPY_BIG_ENDIAN

NPY_BYTE_ORDER
New in version 1.3.0. Portable alternatives to the `endian.h` macros of GNU Libc. If big endian, `NPY_BYTE_ORDER` == `NPY_BIG_ENDIAN`, and similarly for little endian architectures.

Defined in `numpy/npy_endian.h`.

PyArray_GetEndianness()
New in version 1.3.0. Returns the endianness of the current platform. One of `NPY_CPU_BIG`, `NPY_CPU_LITTLE`, or `NPY_CPU_UNKNOWN_ENDIAN`.

5.3 Data Type API

The standard array can have 24 different data types (and has some support for adding your own types). These data types all have an enumerated type, an enumerated type-character, and a corresponding array scalar Python type object (placed in a hierarchy). There are also standard C typedefs to make it easier to manipulate elements of the given data type. For the numeric types, there are also bit-width equivalent C typedefs and named typenumbers that make it easier to select the precision desired.

Warning: The names for the types in c code follows c naming conventions more closely. The Python names for these types follow Python conventions. Thus, `NPY_FLOAT` picks up a 32-bit float in C, but `numpy.float_` in Python corresponds to a 64-bit double. The bit-width names can be used in both Python and C for clarity.

5.3.1 Enumerated Types

There is a list of enumerated types defined providing the basic 24 data types plus some useful generic names. Whenever the code requires a type number, one of these enumerated types is requested. The types are all called `NPY_{NAME}`:

NPY_BOOL
The enumeration value for the boolean type, stored as one byte. It may only be set to the values 0 and 1.

NPY_BYTE

NPY_INT8
The enumeration value for an 8-bit/1-byte signed integer.

NPY_SHORT

NPY_INT16
The enumeration value for a 16-bit/2-byte signed integer.

NPY_INT

NPY_INT32
The enumeration value for a 32-bit/4-byte signed integer.

NPY_LONG
Equivalent to either NPY_INT or NPY_LONGLONG, depending on the platform.

NPY_LONGLONG

NPY_INT64
The enumeration value for a 64-bit/8-byte signed integer.

NPY_UBYTE

NPY_UINT8
The enumeration value for an 8-bit/1-byte unsigned integer.

NPY_USHORT

NPY_UINT16
The enumeration value for a 16-bit/2-byte unsigned integer.

NPY_UINT

NPY_UINT32
The enumeration value for a 32-bit/4-byte unsigned integer.

NPY_ULONG
Equivalent to either NPY_UINT or NPY_ULONGLONG, depending on the platform.

NPY_ULONGLONG

NPY_UINT64
The enumeration value for a 64-bit/8-byte unsigned integer.

NPY_HALF

NPY_FLOAT16
The enumeration value for a 16-bit/2-byte IEEE 754-2008 compatible floating point type.

NPY_FLOAT

NPY_FLOAT32
The enumeration value for a 32-bit/4-byte IEEE 754 compatible floating point type.

NPY_DOUBLE

NPY_FLOAT64
The enumeration value for a 64-bit/8-byte IEEE 754 compatible floating point type.

NPY_LONGDOUBLE
The enumeration value for a platform-specific floating point type which is at least as large as NPY_DOUBLE, but larger on many platforms.

NPY_CFLOAT

NPY_COMPLEX64
The enumeration value for a 64-bit/8-byte complex type made up of two NPY_FLOAT values.

NPY_CDOUBLE

NPY_COMPLEX128
The enumeration value for a 128-bit/16-byte complex type made up of two NPY_DOUBLE values.

NPY_CLONGDOUBLE
The enumeration value for a platform-specific complex floating point type which is made up of two NPY_LONGDOUBLE values.

NPY_DATETIME
The enumeration value for a data type which holds dates or datetimes with a precision based on selectable date or time units.

NPY_TIMEDELTA
The enumeration value for a data type which holds lengths of times in integers of selectable date or time units.

NPY_STRING
The enumeration value for ASCII strings of a selectable size. The strings have a fixed maximum size within a given array.

NPY_UNICODE
The enumeration value for UCS4 strings of a selectable size. The strings have a fixed maximum size within a given array.

NPY_OBJECT
The enumeration value for references to arbitrary Python objects.

NPY_VOID
Primarily used to hold struct dtypes, but can contain arbitrary binary data.

Some useful aliases of the above types are

NPY_INTP
The enumeration value for a signed integer type which is the same size as a (void *) pointer. This is the type used by all arrays of indices.

NPY_UINTP
The enumeration value for an unsigned integer type which is the same size as a (void *) pointer.

NPY_MASK
The enumeration value of the type used for masks, such as with the NPY_ITER_ARRAYMASK iterator flag. This is equivalent to NPY_UINT8.

NPY_DEFAULT_TYPE
The default type to use when no dtype is explicitly specified, for example when calling np.zero(shape). This is equivalent to NPY_DOUBLE.

Other useful related constants are

NPY_NTYPES
The total number of built-in NumPy types. The enumeration covers the range from 0 to NPY_NTYPES-1.

NPY_NOTYPE
A signal value guaranteed not to be a valid type enumeration number.

NPY_USERDEF
The start of type numbers used for Custom Data types.

The various character codes indicating certain types are also part of an enumerated list. References to type characters (should they be needed at all) should always use these enumerations. The form of them is `NPY_{NAME}LTR` where `{NAME}` can be

BOOL, **BYTE**, **UBYTE**, **SHORT**, **USHORT**, **INT**, **UINT**, **LONG**, **ULONG**, **LONGLONG**, **ULONGLONG**, **HALF**, **FLOAT**, **DOUBLE**, **LONGDOUBLE**, **CFLOAT**, **CDOUBLE**, **CLONGDOUBLE**, **DATETIME**, **TIMEDELTA**, **OBJECT**, **STRING**, **VOID**

INTP, **UINTP**

GENBOOL, **SIGNED**, **UNSIGNED**, **FLOATING**, **COMPLEX**

The latter group of `{NAME}s` corresponds to letters used in the array interface typestring specification.

5.3.2 Defines

Max and min values for integers

NPY_MAX_INT{bits}

NPY_MAX_UINT{bits}

NPY_MIN_INT{bits}
These are defined for `{bits}` = 8, 16, 32, 64, 128, and 256 and provide the maximum (minimum) value of the corresponding (unsigned) integer type. Note: the actual integer type may not be available on all platforms (i.e. 128-bit and 256-bit integers are rare).

NPY_MIN_{type}
This is defined for `{type}` = **BYTE**, **SHORT**, **INT**, **LONG**, **LONGLONG**, **INTP**

NPY_MAX_{type}
This is defined for all defined for `{type}` = **BYTE**, **UBYTE**, **SHORT**, **USHORT**, **INT**, **UINT**, **LONG**, **ULONG**, **LONGLONG**, **ULONGLONG**, **INTP**, **UINTP**

Number of bits in data types

All `NPY_SIZEOF_{CTYPE}` constants have corresponding `NPY_BITSOF_{CTYPE}` constants defined. The `NPY_BITSOF_{CTYPE}` constants provide the number of bits in the data type. Specifically, the available `{CTYPE}s` are

BOOL, **CHAR**, **SHORT**, **INT**, **LONG**, **LONGLONG**, **FLOAT**, **DOUBLE**, **LONGDOUBLE**

Bit-width references to enumerated typenums

All of the numeric data types (integer, floating point, and complex) have constants that are defined to be a specific enumerated type number. Exactly which enumerated type a bit-width type refers to is platform dependent. In particular, the constants available are `PyArray_{NAME}{BITS}` where `{NAME}` is **INT**, **UINT**, **FLOAT**, **COMPLEX** and `{BITS}` can be 8, 16, 32, 64, 80, 96, 128, 160, 192, 256, and 512. Obviously not all bit-widths are available on all platforms for all the kinds of numeric types. Commonly 8-, 16-, 32-, 64-bit integers; 32-, 64-bit floats; and 64-, 128-bit complex types are available.

Integer that can hold a pointer

The constants **NPY_INTP** and **NPY_UINTP** refer to an enumerated integer type that is large enough to hold a pointer on the platform. Index arrays should always be converted to **NPY_INTP** , because the dimension of the array is of type npy_intp.

5.3.3 C-type names

There are standard variable types for each of the numeric data types and the bool data type. Some of these are already available in the C-specification. You can create variables in extension code with these types.

Boolean

npy_bool
: unsigned char; The constants `NPY_FALSE` and `NPY_TRUE` are also defined.

(Un)Signed Integer

Unsigned versions of the integers can be defined by pre-pending a 'u' to the front of the integer name.

npy_(u)byte
: (unsigned) char

npy_(u)short
: (unsigned) short

npy_(u)int
: (unsigned) int

npy_(u)long
: (unsigned) long int

npy_(u)longlong
: (unsigned long long int)

npy_(u)intp
: (unsigned) Py_intptr_t (an integer that is the size of a pointer on the platform).

(Complex) Floating point

npy_(c)float
: float

npy_(c)double
: double

npy_(c)longdouble
: long double

complex types are structures with **.real** and **.imag** members (in that order).

Bit-width names

There are also typedefs for signed integers, unsigned integers, floating point, and complex floating point types of specific bit- widths. The available type names are

`npy_int{bits}`, `npy_uint{bits}`, `npy_float{bits}`, and `npy_complex{bits}`

where `{bits}` is the number of bits in the type and can be **8**, **16**, **32**, **64**, 128, and 256 for integer types; 16, **32** , **64**, 80, 96, 128, and 256 for floating-point types; and 32, **64**, **128**, 160, 192, and 512 for complex-valued types. Which bit-widths are available is platform dependent. The bolded bit-widths are usually available on all platforms.

5.3.4 Printf Formatting

For help in printing, the following strings are defined as the correct format specifier in printf and related commands.

`NPY_LONGLONG_FMT`, `NPY_ULONGLONG_FMT`, `NPY_INTP_FMT`, `NPY_UINTP_FMT`, `NPY_LONGDOUBLE_FMT`

5.4 Array API

The test of a first-rate intelligence is the ability to hold two
opposed ideas in the mind at the same time, and still retain the
ability to function.
— *F. Scott Fitzgerald*

For a successful technology, reality must take precedence over public
relations, for Nature cannot be fooled.
— *Richard P. Feynman*

5.4.1 Array structure and data access

These macros all access the `PyArrayObject` structure members. The input argument, arr, can be any `PyObject *` that is directly interpretable as a `PyArrayObject *` (any instance of the `PyArray_Type` and its sub-types).

int **PyArray_NDIM**(PyArrayObject **arr*)
The number of dimensions in the array.

npy_intp ***PyArray_DIMS**(PyArrayObject **arr*)
Returns a pointer to the dimensions/shape of the array. The number of elements matches the number of dimensions of the array.

npy_intp ***PyArray_SHAPE**(PyArrayObject **arr*)
New in version 1.7. A synonym for PyArray_DIMS, named to be consistent with the 'shape' usage within Python.

void ***PyArray_DATA**(PyArrayObject **arr*)

char ***PyArray_BYTES**(PyArrayObject **arr*)
These two macros are similar and obtain the pointer to the data-buffer for the array. The first macro can (and should be) assigned to a particular pointer where the second is for generic processing. If you have not

guaranteed a contiguous and/or aligned array then be sure you understand how to access the data in the array to avoid memory and/or alignment problems.

npy_intp ***PyArray_STRIDES*** (PyArrayObject* *arr*)
Returns a pointer to the strides of the array. The number of elements matches the number of dimensions of the array.

npy_intp ***PyArray_DIM*** (PyArrayObject* *arr*, int *n*)
Return the shape in the nth dimension.

npy_intp ***PyArray_STRIDE*** (PyArrayObject* *arr*, int *n*)
Return the stride in the nth dimension.

PyObject ***PyArray_BASE*** (PyArrayObject* *arr*)
This returns the base object of the array. In most cases, this means the object which owns the memory the array is pointing at.

If you are constructing an array using the C API, and specifying your own memory, you should use the function `PyArray_SetBaseObject` to set the base to an object which owns the memory.

If the `NPY_ARRAY_UPDATEIFCOPY` flag is set, it has a different meaning, namely base is the array into which the current array will be copied upon destruction. This overloading of the base property for two functions is likely to change in a future version of NumPy.

PyArray_Descr ***PyArray_DESCR*** (PyArrayObject* *arr*)
Returns a borrowed reference to the dtype property of the array.

PyArray_Descr ***PyArray_DTYPE*** (PyArrayObject* *arr*)
New in version 1.7. A synonym for PyArray_DESCR, named to be consistent with the 'dtype' usage within Python.

void ***PyArray_ENABLEFLAGS*** (PyArrayObject* *arr*, int *flags*)
New in version 1.7. Enables the specified array flags. This function does no validation, and assumes that you know what you're doing.

void ***PyArray_CLEARFLAGS*** (PyArrayObject* *arr*, int *flags*)
New in version 1.7. Clears the specified array flags. This function does no validation, and assumes that you know what you're doing.

int ***PyArray_FLAGS*** (PyArrayObject* *arr*)

int ***PyArray_ITEMSIZE*** (PyArrayObject* *arr*)
Return the itemsize for the elements of this array.

int ***PyArray_TYPE*** (PyArrayObject* *arr*)
Return the (builtin) typenumber for the elements of this array.

PyObject ***PyArray_GETITEM*** (PyArrayObject* *arr*, void* *itemptr*)
Get a Python object from the ndarray, *arr*, at the location pointed to by itemptr. Return `NULL` on failure.

int ***PyArray_SETITEM*** (PyArrayObject* *arr*, void* *itemptr*, PyObject* *obj*)
Convert obj and place it in the ndarray, *arr*, at the place pointed to by itemptr. Return -1 if an error occurs or 0 on success.

npy_intp ***PyArray_SIZE*** (PyArrayObject* *arr*)
Returns the total size (in number of elements) of the array.

npy_intp ***PyArray_Size*** (PyArrayObject* *obj*)
Returns 0 if *obj* is not a sub-class of bigndarray. Otherwise, returns the total number of elements in the array. Safer version of `PyArray_SIZE` (*obj*).

npy_intp **PyArray_NBYTES**(PyArrayObject* *arr*)
Returns the total number of bytes consumed by the array.

Data access

These functions and macros provide easy access to elements of the ndarray from C. These work for all arrays. You may need to take care when accessing the data in the array, however, if it is not in machine byte-order, misaligned, or not writeable. In other words, be sure to respect the state of the flags unless you know what you are doing, or have previously guaranteed an array that is writeable, aligned, and in machine byte-order using `PyArray_FromAny`. If you wish to handle all types of arrays, the copyswap function for each type is useful for handling misbehaved arrays. Some platforms (e.g. Solaris) do not like misaligned data and will crash if you de-reference a misaligned pointer. Other platforms (e.g. x86 Linux) will just work more slowly with misaligned data.

void* **PyArray_GetPtr**(PyArrayObject* *aobj*, npy_intp* *ind*)
Return a pointer to the data of the ndarray, *aobj*, at the N-dimensional index given by the c-array, *ind*, (which must be at least *aobj* ->nd in size). You may want to typecast the returned pointer to the data type of the ndarray.

void* **PyArray_GETPTR1**(PyArrayObject* *obj*, npy_intp *i*)

void* **PyArray_GETPTR2**(PyArrayObject* *obj*, npy_intp *i*, npy_intp *j*)

void* **PyArray_GETPTR3**(PyArrayObject* *obj*, npy_intp *i*, npy_intp *j*, npy_intp *k*)

void* **PyArray_GETPTR4**(PyArrayObject* *obj*, npy_intp *i*, npy_intp *j*, npy_intp *k*, npy_intp *l*)
Quick, inline access to the element at the given coordinates in the ndarray, *obj*, which must have respectively 1, 2, 3, or 4 dimensions (this is not checked). The corresponding *i*, *j*, *k*, and *l* coordinates can be any integer but will be interpreted as `npy_intp`. You may want to typecast the returned pointer to the data type of the ndarray.

5.4.2 Creating arrays

From scratch

PyObject* **PyArray_NewFromDescr**(PyTypeObject* *subtype*, PyArray_Descr* *descr*, int *nd*, npy_intp* *dims*, npy_intp* *strides*, void* *data*, int *flags*, PyObject* *obj*)
This function steals a reference to *descr* if it is not NULL.

This is the main array creation function. Most new arrays are created with this flexible function.

The returned object is an object of Python-type *subtype*, which must be a subtype of `PyArray_Type`. The array has *nd* dimensions, described by *dims*. The data-type descriptor of the new array is *descr*.

If *subtype* is of an array subclass instead of the base `&PyArray_Type`, then *obj* is the object to pass to the `__array_finalize__` method of the subclass.

If *data* is `NULL`, then new memory will be allocated and *flags* can be non-zero to indicate a Fortran-style contiguous array. If *data* is not `NULL`, then it is assumed to point to the memory to be used for the array and the *flags* argument is used as the new flags for the array (except the state of `NPY_OWNDATA` and `NPY_ARRAY_UPDATEIFCOPY` flags of the new array will be reset).

In addition, if *data* is non-NULL, then *strides* can also be provided. If *strides* is `NULL`, then the array strides are computed as C-style contiguous (default) or Fortran-style contiguous (*flags* is nonzero for *data* = `NULL` or *flags* & `NPY_ARRAY_F_CONTIGUOUS` is nonzero non-NULL *data*). Any provided *dims* and *strides* are copied into newly allocated dimension and strides arrays for the new array object.

PyObject* **PyArray_NewLikeArray**(PyArrayObject* *prototype*, NPY_ORDER *order*, PyArray_Descr* *descr*, int *subok*)

New in version 1.6. This function steals a reference to *descr* if it is not NULL.

This array creation routine allows for the convenient creation of a new array matching an existing array's shapes and memory layout, possibly changing the layout and/or data type.

When *order* is NPY_ANYORDER, the result order is NPY_FORTRANORDER if *prototype* is a fortran array, NPY_CORDER otherwise. When *order* is NPY_KEEPORDER, the result order matches that of *prototype*, even when the axes of *prototype* aren't in C or Fortran order.

If *descr* is NULL, the data type of *prototype* is used.

If *subok* is 1, the newly created array will use the sub-type of *prototype* to create the new array, otherwise it will create a base-class array.

PyObject* **PyArray_New**(PyTypeObject* *subtype*, int *nd*, npy_intp* *dims*, int *type_num*, npy_intp* *strides*, void* *data*, int *itemsize*, int *flags*, PyObject* *obj*)

This is similar to PyArray_DescrNew (...) except you specify the data-type descriptor with *type_num* and *itemsize*, where *type_num* corresponds to a builtin (or user-defined) type. If the type always has the same number of bytes, then itemsize is ignored. Otherwise, itemsize specifies the particular size of this array.

Warning: If data is passed to PyArray_NewFromDescr or PyArray_New, this memory must not be deallocated until the new array is deleted. If this data came from another Python object, this can be accomplished using Py_INCREF on that object and setting the base member of the new array to point to that object. If strides are passed in they must be consistent with the dimensions, the itemsize, and the data of the array.

PyObject* **PyArray_SimpleNew**(int *nd*, npy_intp* *dims*, int *typenum*)

Create a new unitialized array of type, *typenum*, whose size in each of *nd* dimensions is given by the integer array, *dims*. This function cannot be used to create a flexible-type array (no itemsize given).

PyObject* **PyArray_SimpleNewFromData**(int *nd*, npy_intp* *dims*, int *typenum*, void* *data*)

Create an array wrapper around *data* pointed to by the given pointer. The array flags will have a default that the data area is well-behaved and C-style contiguous. The shape of the array is given by the *dims* c-array of length *nd*. The data-type of the array is indicated by *typenum*.

PyObject* **PyArray_SimpleNewFromDescr**(int *nd*, npy_intp* *dims*, PyArray_Descr* *descr*)

This function steals a reference to *descr* if it is not NULL.

Create a new array with the provided data-type descriptor, *descr* , of the shape deteremined by *nd* and *dims*.

PyArray_FILLWBYTE(PyObject* *obj*, int *val*)

Fill the array pointed to by *obj* —which must be a (subclass of) bigndarray—with the contents of *val* (evaluated as a byte). This macro calls memset, so obj must be contiguous.

PyObject* **PyArray_Zeros**(int *nd*, npy_intp* *dims*, PyArray_Descr* *dtype*, int *fortran*)

Construct a new *nd* -dimensional array with shape given by *dims* and data type given by *dtype*. If *fortran* is non-zero, then a Fortran-order array is created, otherwise a C-order array is created. Fill the memory with zeros (or the 0 object if *dtype* corresponds to NPY_OBJECT).

PyObject* **PyArray_ZEROS**(int *nd*, npy_intp* *dims*, int *type_num*, int *fortran*)

Macro form of PyArray_Zeros which takes a type-number instead of a data-type object.

PyObject* **PyArray_Empty**(int *nd*, npy_intp* *dims*, PyArray_Descr* *dtype*, int *fortran*)

Construct a new *nd* -dimensional array with shape given by *dims* and data type given by *dtype*. If *fortran* is non-zero, then a Fortran-order array is created, otherwise a C-order array is created. The array is uninitialized unless the data type corresponds to NPY_OBJECT in which case the array is filled with Py_None.

PyObject* **PyArray_EMPTY**(int *nd*, npy_intp* *dims*, int *typenum*, int *fortran*)

Macro form of PyArray_Empty which takes a type-number, *typenum*, instead of a data-type object.

PyObject* **PyArray_Arange**(double *start*, double *stop*, double *step*, int *typenum*)
Construct a new 1-dimensional array of data-type, *typenum*, that ranges from *start* to *stop* (exclusive) in increments of *step* . Equivalent to **arange** (*start*, *stop*, *step*, dtype).

PyObject* **PyArray_ArangeObj**(PyObject* *start*, PyObject* *stop*, PyObject* *step*, PyArray_Descr* *descr*)
Construct a new 1-dimensional array of data-type determined by `descr`, that ranges from `start` to `stop` (exclusive) in increments of `step`. Equivalent to arange(`start`, `stop`, `step`, `typenum`).

int **PyArray_SetBaseObject**(PyArrayObject* *arr*, PyObject* *obj*)
New in version 1.7. This function **steals a reference** to `obj` and sets it as the base property of `arr`.

If you construct an array by passing in your own memory buffer as a parameter, you need to set the array's *base* property to ensure the lifetime of the memory buffer is appropriate.

The return value is 0 on success, -1 on failure.

If the object provided is an array, this function traverses the chain of *base* pointers so that each array points to the owner of the memory directly. Once the base is set, it may not be changed to another value.

From other objects

PyObject* **PyArray_FromAny**(PyObject* *op*, PyArray_Descr* *dtype*, int *min_depth*, int *max_depth*, int *requirements*, PyObject* *context*)
This is the main function used to obtain an array from any nested sequence, or object that exposes the array interface, *op*. The parameters allow specification of the required *dtype*, the minimum (*min_depth*) and maximum (*max_depth*) number of dimensions acceptable, and other *requirements* for the array. The *dtype* argument needs to be a `PyArray_Descr` structure indicating the desired data-type (including required byteorder). The *dtype* argument may be NULL, indicating that any data-type (and byteorder) is acceptable. Unless `FORCECAST` is present in `flags`, this call will generate an error if the data type cannot be safely obtained from the object. If you want to use `NULL` for the *dtype* and ensure the array is notswapped then use `PyArray_CheckFromAny`. A value of 0 for either of the depth parameters causes the parameter to be ignored. Any of the following array flags can be added (*e.g.* using |) to get the *requirements* argument. If your code can handle general (*e.g.* strided, byte-swapped, or unaligned arrays) then *requirements* may be 0. Also, if *op* is not already an array (or does not expose the array interface), then a new array will be created (and filled from *op* using the sequence protocol). The new array will have `NPY_DEFAULT` as its flags member. The *context* argument is passed to the `__array__` method of *op* and is only used if the array is constructed that way. Almost always this parameter is `NULL`.

In versions 1.6 and earlier of NumPy, the following flags did not have the _ARRAY_ macro namespace in them. That form of the constant names is deprecated in 1.7.

NPY_ARRAY_C_CONTIGUOUS
Make sure the returned array is C-style contiguous

NPY_ARRAY_F_CONTIGUOUS
Make sure the returned array is Fortran-style contiguous.

NPY_ARRAY_ALIGNED
Make sure the returned array is aligned on proper boundaries for its data type. An aligned array has the data pointer and every strides factor as a multiple of the alignment factor for the data-type- descriptor.

NPY_ARRAY_WRITEABLE
Make sure the returned array can be written to.

NPY_ARRAY_ENSURECOPY
Make sure a copy is made of *op*. If this flag is not present, data is not copied if it can be avoided.

NPY_ARRAY_ENSUREARRAY
Make sure the result is a base-class ndarray or bigndarray. By default, if *op* is an instance of a subclass of

the bigndarray, an instance of that same subclass is returned. If this flag is set, an ndarray object will be returned instead.

NPY_ARRAY_FORCECAST
Force a cast to the output type even if it cannot be done safely. Without this flag, a data cast will occur only if it can be done safely, otherwise an error is reaised.

NPY_ARRAY_UPDATEIFCOPY
If *op* is already an array, but does not satisfy the requirements, then a copy is made (which will satisfy the requirements). If this flag is present and a copy (of an object that is already an array) must be made, then the corresponding NPY_ARRAY_UPDATEIFCOPY flag is set in the returned copy and *op* is made to be read-only. When the returned copy is deleted (presumably after your calculations are complete), its contents will be copied back into *op* and the *op* array will be made writeable again. If *op* is not writeable to begin with, then an error is raised. If *op* is not already an array, then this flag has no effect.

NPY_ARRAY_BEHAVED
NPY_ARRAY_ALIGNED|NPY_ARRAY_WRITEABLE

NPY_ARRAY_CARRAY
NPY_ARRAY_C_CONTIGUOUS|NPY_ARRAY_BEHAVED

NPY_ARRAY_CARRAY_RO
NPY_ARRAY_C_CONTIGUOUS|NPY_ARRAY_ALIGNED

NPY_ARRAY_FARRAY
NPY_ARRAY_F_CONTIGUOUS|NPY_ARRAY_BEHAVED

NPY_ARRAY_FARRAY_RO
NPY_ARRAY_F_CONTIGUOUS|NPY_ARRAY_ALIGNED

NPY_ARRAY_DEFAULT
NPY_ARRAY_CARRAY

NPY_ARRAY_IN_ARRAY
NPY_ARRAY_CONTIGUOUS|NPY_ARRAY_ALIGNED

NPY_ARRAY_IN_FARRAY
NPY_ARRAY_F_CONTIGUOUS|NPY_ARRAY_ALIGNED

NPY_OUT_ARRAY
NPY_ARRAY_C_CONTIGUOUS|NPY_ARRAY_WRITEABLE|NPY_ARRAY_ALIGNED

NPY_ARRAY_OUT_FARRAY
NPY_ARRAY_F_CONTIGUOUS|NPY_ARRAY_WRITEABLE|NPY_ARRAY_ALIGNED

NPY_ARRAY_INOUT_ARRAY
NPY_ARRAY_C_CONTIGUOUS | NPY_ARRAY_WRITEABLE | NPY_ARRAY_ALIGNED | NPY_ARRAY_UPDATEIFCOPY

NPY_ARRAY_INOUT_FARRAY
NPY_ARRAY_F_CONTIGUOUS | NPY_ARRAY_WRITEABLE | NPY_ARRAY_ALIGNED | NPY_ARRAY_UPDATEIFCOPY

int **PyArray_GetArrayParamsFromObject**(PyObject* *op*, PyArray_Descr* *requested_dtype*, npy_bool *writeable*, PyArray_Descr** *out_dtype*, int* *out_ndim*, npy_intp* *out_dims*, PyArrayObject** *out_arr*, PyObject* *context*)
New in version 1.6. Retrieves the array parameters for viewing/converting an arbitrary PyObject* to a NumPy array. This allows the "innate type and shape" of Python list-of-lists to be discovered without actually converting to an array. PyArray_FromAny calls this function to analyze its input.

In some cases, such as structured arrays and the __array__ interface, a data type needs to be used to make sense of the object. When this is needed, provide a Descr for 'requested_dtype', otherwise provide NULL. This reference is not stolen. Also, if the requested dtype doesn't modify the interpretation of the input, out_dtype will still get the "innate" dtype of the object, not the dtype passed in 'requested_dtype'.

If writing to the value in 'op' is desired, set the boolean 'writeable' to 1. This raises an error when 'op' is a scalar, list of lists, or other non-writeable 'op'. This differs from passing NPY_ARRAY_WRITEABLE to PyArray_FromAny, where the writeable array may be a copy of the input.

When success (0 return value) is returned, either out_arr is filled with a non-NULL PyArrayObject and the rest of the parameters are untouched, or out_arr is filled with NULL, and the rest of the parameters are filled.

Typical usage:

```
PyArrayObject *arr = NULL;
PyArray_Descr *dtype = NULL;
int ndim = 0;
npy_intp dims[NPY_MAXDIMS];

if (PyArray_GetArrayParamsFromObject(op, NULL, 1, &dtype,
                                     &ndim, &dims, &arr, NULL) < 0) {
    return NULL;
}
if (arr == NULL) {
    ... validate/change dtype, validate flags, ndim, etc ...
    // Could make custom strides here too
    arr = PyArray_NewFromDescr(&PyArray_Type, dtype, ndim,
                               dims, NULL,
                               fortran ? NPY_ARRAY_F_CONTIGUOUS : 0,
                               NULL);
    if (arr == NULL) {
        return NULL;
    }
    if (PyArray_CopyObject(arr, op) < 0) {
        Py_DECREF(arr);
        return NULL;
    }
}
else {
    ... in this case the other parameters weren't filled, just
        validate and possibly copy arr itself ...
}
... use arr ...
```

PyObject* **PyArray_CheckFromAny**(PyObject* *op*, PyArray_Descr* *dtype*, int *min_depth*, int *max_depth*, int *requirements*, PyObject* *context*)

Nearly identical to PyArray_FromAny (...) except *requirements* can contain NPY_ARRAY_NOTSWAPPED (over-riding the specification in *dtype*) and NPY_ARRAY_ELEMENTSTRIDES which indicates that the array should be aligned in the sense that the strides are multiples of the element size.

In versions 1.6 and earlier of NumPy, the following flags did not have the _ARRAY_ macro namespace in them. That form of the constant names is deprecated in 1.7.

NPY_ARRAY_NOTSWAPPED

Make sure the returned array has a data-type descriptor that is in machine byte-order, over-riding any specification in the *dtype* argument. Normally, the byte-order requirement is determined by the *dtype* argument. If this flag is set and the dtype argument does not indicate a machine byte-order descriptor (or is NULL and the object is already an array with a data-type descriptor that is not in machine byte- order), then a new data-type descriptor is created and used with its byte-order field set to native.

NPY_ARRAY_BEHAVED_NS
NPY_ARRAY_ALIGNED | NPY_ARRAY_WRITEABLE | NPY_ARRAY_NOTSWAPPED

NPY_ARRAY_ELEMENTSTRIDES
Make sure the returned array has strides that are multiples of the element size.

PyObject* **PyArray_FromArray** (PyArrayObject* *op*, PyArray_Descr* *newtype*, int *requirements*)
Special case of PyArray_FromAny for when *op* is already an array but it needs to be of a specific *newtype* (including byte-order) or has certain *requirements*.

PyObject* **PyArray_FromStructInterface** (PyObject* *op*)
Returns an ndarray object from a Python object that exposes the __array_struct__ ` method and follows the array interface protocol. If the object does not contain this method then a borrowed reference to Py_NotImplemented is returned.

PyObject* **PyArray_FromInterface** (PyObject* *op*)
Returns an ndarray object from a Python object that exposes the __array_shape__ and __array_typestr__ methods following the array interface protocol. If the object does not contain one of these method then a borrowed reference to Py_NotImplemented is returned.

PyObject* **PyArray_FromArrayAttr** (PyObject* *op*, PyArray_Descr* *dtype*, PyObject* *context*)
Return an ndarray object from a Python object that exposes the __array__ method. The __array__ method can take 0, 1, or 2 arguments ([dtype, context]) where *context* is used to pass information about where the __array__ method is being called from (currently only used in ufuncs).

PyObject* **PyArray_ContiguousFromAny** (PyObject* *op*, int *typenum*, int *min_depth*, int *max_depth*)
This function returns a (C-style) contiguous and behaved function array from any nested sequence or array interface exporting object, *op*, of (non-flexible) type given by the enumerated *typenum*, of minimum depth *min_depth*, and of maximum depth *max_depth*. Equivalent to a call to PyArray_FromAny with requirements set to NPY_DEFAULT and the type_num member of the type argument set to *typenum*.

PyObject *__PyArray_FromObject__ (PyObject *__op__, int *typenum*, int *min_depth*, int *max_depth*)
Return an aligned and in native-byteorder array from any nested sequence or array-interface exporting object, op, of a type given by the enumerated typenum. The minimum number of dimensions the array can have is given by min_depth while the maximum is max_depth. This is equivalent to a call to PyArray_FromAny with requirements set to BEHAVED.

PyObject* **PyArray_EnsureArray** (PyObject* *op*)
This function **steals a reference** to op and makes sure that op is a base-class ndarray. It special cases array scalars, but otherwise calls PyArray_FromAny (op, NULL, 0, 0, NPY_ARRAY_ENSUREARRAY).

PyObject* **PyArray_FromString** (char* *string*, npy_intp *slen*, PyArray_Descr* *dtype*, npy_intp *num*, char* *sep*)
Construct a one-dimensional ndarray of a single type from a binary or (ASCII) text string of length slen. The data-type of the array to-be-created is given by dtype. If num is -1, then **copy** the entire string and return an appropriately sized array, otherwise, num is the number of items to **copy** from the string. If sep is NULL (or “”), then interpret the string as bytes of binary data, otherwise convert the sub-strings separated by sep to items of data-type dtype. Some data-types may not be readable in text mode and an error will be raised if that occurs. All errors return NULL.

PyObject* **PyArray_FromFile** (FILE* *fp*, PyArray_Descr* *dtype*, npy_intp *num*, char* *sep*)
Construct a one-dimensional ndarray of a single type from a binary or text file. The open file pointer is fp, the data-type of the array to be created is given by dtype. This must match the data in the file. If num is -1, then read until the end of the file and return an appropriately sized array, otherwise, num is the number of items to read. If sep is NULL (or “”), then read from the file in binary mode, otherwise read from the file in text mode with sep providing the item separator. Some array types cannot be read in text mode in which case an error is raised.

PyObject* **PyArray_FromBuffer** (PyObject* *buf*, PyArray_Descr* *dtype*, npy_intp *count*, npy_intp *offset*)
Construct a one-dimensional ndarray of a single type from an object, buf, that exports the (single-segment)

buffer protocol (or has an attribute __buffer__ that returns an object that exports the buffer protocol). A writeable buffer will be tried first followed by a read- only buffer. The NPY_ARRAY_WRITEABLE flag of the returned array will reflect which one was successful. The data is assumed to start at offset bytes from the start of the memory location for the object. The type of the data in the buffer will be interpreted depending on the data- type descriptor, dtype. If count is negative then it will be determined from the size of the buffer and the requested itemsize, otherwise, count represents how many elements should be converted from the buffer.

int **PyArray_CopyInto** (PyArrayObject* *dest*, PyArrayObject* *src*)
Copy from the source array, src, into the destination array, dest, performing a data-type conversion if necessary. If an error occurs return -1 (otherwise 0). The shape of src must be broadcastable to the shape of dest. The data areas of dest and src must not overlap.

int **PyArray_MoveInto** (PyArrayObject* *dest*, PyArrayObject* *src*)
Move data from the source array, src, into the destination array, dest, performing a data-type conversion if necessary. If an error occurs return -1 (otherwise 0). The shape of src must be broadcastable to the shape of dest. The data areas of dest and src may overlap.

PyArrayObject* **PyArray_GETCONTIGUOUS** (PyObject* *op*)
If op is already (C-style) contiguous and well-behaved then just return a reference, otherwise return a (contiguous and well-behaved) copy of the array. The parameter op must be a (sub-class of an) ndarray and no checking for that is done.

PyObject* **PyArray_FROM_O** (PyObject* *obj*)
Convert obj to an ndarray. The argument can be any nested sequence or object that exports the array interface. This is a macro form of PyArray_FromAny using NULL, 0, 0, 0 for the other arguments. Your code must be able to handle any data-type descriptor and any combination of data-flags to use this macro.

PyObject* **PyArray_FROM_OF** (PyObject* *obj*, int *requirements*)
Similar to PyArray_FROM_O except it can take an argument of *requirements* indicating properties the resulting array must have. Available requirements that can be enforced are NPY_ARRAY_C_CONTIGUOUS, NPY_ARRAY_F_CONTIGUOUS, NPY_ARRAY_ALIGNED, NPY_ARRAY_WRITEABLE, NPY_ARRAY_NOTSWAPPED, NPY_ARRAY_ENSURECOPY, NPY_ARRAY_UPDATEIFCOPY, NPY_ARRAY_FORCECAST, and NPY_ARRAY_ENSUREARRAY. Standard combinations of flags can also be used:

PyObject* **PyArray_FROM_OT** (PyObject* *obj*, int *typenum*)
Similar to PyArray_FROM_O except it can take an argument of *typenum* specifying the type-number the returned array.

PyObject* **PyArray_FROM_OTF** (PyObject* *obj*, int *typenum*, int *requirements*)
Combination of PyArray_FROM_OF and PyArray_FROM_OT allowing both a *typenum* and a *flags* argument to be provided..

PyObject* **PyArray_FROMANY** (PyObject* *obj*, int *typenum*, int *min*, int *max*, int *requirements*)
Similar to PyArray_FromAny except the data-type is specified using a typenumber. PyArray_DescrFromType (*typenum*) is passed directly to PyArray_FromAny. This macro also adds NPY_DEFAULT to requirements if NPY_ARRAY_ENSURECOPY is passed in as requirements.

PyObject ***PyArray_CheckAxis** (PyObject* *obj*, int* *axis*, int *requirements*)
Encapsulate the functionality of functions and methods that take the axis= keyword and work properly with None as the axis argument. The input array is obj, while *axis is a converted integer (so that >=MAXDIMS is the None value), and requirements gives the needed properties of obj. The output is a converted version of the input so that requirements are met and if needed a flattening has occurred. On output negative values of *axis are converted and the new value is checked to ensure consistency with the shape of obj.

5.4.3 Dealing with types

General check of Python Type

PyArray_Check(op)
Evaluates true if *op* is a Python object whose type is a sub-type of `PyArray_Type`.

PyArray_CheckExact(op)
Evaluates true if *op* is a Python object with type `PyArray_Type`.

PyArray_HasArrayInterface(op, out)
If `op` implements any part of the array interface, then `out` will contain a new reference to the newly created ndarray using the interface or `out` will contain `NULL` if an error during conversion occurs. Otherwise, out will contain a borrowed reference to `Py_NotImplemented` and no error condition is set.

PyArray_HasArrayInterfaceType(op, type, context, out)
If `op` implements any part of the array interface, then `out` will contain a new reference to the newly created ndarray using the interface or `out` will contain `NULL` if an error during conversion occurs. Otherwise, out will contain a borrowed reference to Py_NotImplemented and no error condition is set. This version allows setting of the type and context in the part of the array interface that looks for the `__array__` attribute.

PyArray_IsZeroDim(op)
Evaluates true if *op* is an instance of (a subclass of) `PyArray_Type` and has 0 dimensions.

PyArray_IsScalar(op, cls)
Evaluates true if *op* is an instance of `Py{cls}ArrType_Type`.

PyArray_CheckScalar(op)
Evaluates true if *op* is either an array scalar (an instance of a sub-type of `PyGenericArr_Type`), or an instance of (a sub-class of) `PyArray_Type` whose dimensionality is 0.

PyArray_IsPythonScalar(op)
Evaluates true if *op* is a builtin Python "scalar" object (int, float, complex, str, unicode, long, bool).

PyArray_IsAnyScalar(op)
Evaluates true if *op* is either a Python scalar or an array scalar (an instance of a sub- type of `PyGenericArr_Type`).

Data-type checking

For the typenum macros, the argument is an integer representing an enumerated array data type. For the array type checking macros the argument must be a `PyObject *` that can be directly interpreted as a `PyArrayObject *`.

PyTypeNum_ISUNSIGNED(num)

PyDataType_ISUNSIGNED(descr)

PyArray_ISUNSIGNED(obj)
Type represents an unsigned integer.

PyTypeNum_ISSIGNED(num)

PyDataType_ISSIGNED(descr)

PyArray_ISSIGNED(obj)
Type represents a signed integer.

PyTypeNum_ISINTEGER(num)

PyDataType_ISINTEGER(descr)

PyArray_ISINTEGER(obj)
Type represents any integer.

PyTypeNum_ISFLOAT(num)

PyDataType_ISFLOAT(descr)

PyArray_ISFLOAT(obj)
Type represents any floating point number.

PyTypeNum_ISCOMPLEX(num)

PyDataType_ISCOMPLEX(descr)

PyArray_ISCOMPLEX(obj)
Type represents any complex floating point number.

PyTypeNum_ISNUMBER(num)

PyDataType_ISNUMBER(descr)

PyArray_ISNUMBER(obj)
Type represents any integer, floating point, or complex floating point number.

PyTypeNum_ISSTRING(num)

PyDataType_ISSTRING(descr)

PyArray_ISSTRING(obj)
Type represents a string data type.

PyTypeNum_ISPYTHON(num)

PyDataType_ISPYTHON(descr)

PyArray_ISPYTHON(obj)
Type represents an enumerated type corresponding to one of the standard Python scalar (bool, int, float, or complex).

PyTypeNum_ISFLEXIBLE(num)

PyDataType_ISFLEXIBLE(descr)

PyArray_ISFLEXIBLE(obj)
Type represents one of the flexible array types (NPY_STRING, NPY_UNICODE, or NPY_VOID).

PyTypeNum_ISUSERDEF(num)

PyDataType_ISUSERDEF(descr)

PyArray_ISUSERDEF(obj)
Type represents a user-defined type.

PyTypeNum_ISEXTENDED(num)

PyDataType_ISEXTENDED(descr)

PyArray_ISEXTENDED(obj)
Type is either flexible or user-defined.

PyTypeNum_ISOBJECT(num)

PyDataType_ISOBJECT(descr)

PyArray_ISOBJECT(obj)
Type represents object data type.

PyTypeNum_ISBOOL(num)

PyDataType_ISBOOL(descr)

PyArray_ISBOOL(obj)
Type represents Boolean data type.

PyDataType_HASFIELDS(descr)

PyArray_HASFIELDS(obj)
Type has fields associated with it.

PyArray_ISNOTSWAPPED(m)
Evaluates true if the data area of the ndarray *m* is in machine byte-order according to the array's data-type descriptor.

PyArray_ISBYTESWAPPED(m)
Evaluates true if the data area of the ndarray *m* is **not** in machine byte-order according to the array's data-type descriptor.

Bool **PyArray_EquivTypes**(PyArray_Descr* *type1*, PyArray_Descr* *type2*)
Return NPY_TRUE if *type1* and *type2* actually represent equivalent types for this platform (the fortran member of each type is ignored). For example, on 32-bit platforms, NPY_LONG and NPY_INT are equivalent. Otherwise return NPY_FALSE.

Bool **PyArray_EquivArrTypes**(PyArrayObject* *a1*, PyArrayObject * *a2*)
Return NPY_TRUE if *a1* and *a2* are arrays with equivalent types for this platform.

Bool **PyArray_EquivTypenums**(int *typenum1*, int *typenum2*)
Special case of PyArray_EquivTypes (...) that does not accept flexible data types but may be easier to call.

int **PyArray_EquivByteorders**({byteorder} *b1*, {byteorder} *b2*)
True if byteorder characters (NPY_LITTLE, NPY_BIG, NPY_NATIVE, NPY_IGNORE) are either equal or

equivalent as to their specification of a native byte order. Thus, on a little-endian machine NPY_LITTLE and NPY_NATIVE are equivalent where they are not equivalent on a big-endian machine.

Converting data types

PyObject* **PyArray_Cast** (PyArrayObject* *arr*, int *typenum*)
Mainly for backwards compatibility to the Numeric C-API and for simple casts to non-flexible types. Return a new array object with the elements of *arr* cast to the data-type *typenum* which must be one of the enumerated types and not a flexible type.

PyObject* **PyArray_CastToType** (PyArrayObject* *arr*, PyArray_Descr* *type*, int *fortran*)
Return a new array of the *type* specified, casting the elements of *arr* as appropriate. The fortran argument specifies the ordering of the output array.

int **PyArray_CastTo** (PyArrayObject* *out*, PyArrayObject* *in*)
As of 1.6, this function simply calls PyArray_CopyInto, which handles the casting.

Cast the elements of the array *in* into the array *out*. The output array should be writeable, have an integer-multiple of the number of elements in the input array (more than one copy can be placed in out), and have a data type that is one of the builtin types. Returns 0 on success and -1 if an error occurs.

PyArray_VectorUnaryFunc* **PyArray_GetCastFunc** (PyArray_Descr* *from*, int *totype*)
Return the low-level casting function to cast from the given descriptor to the builtin type number. If no casting function exists return NULL and set an error. Using this function instead of direct access to *from* ->f->cast will allow support of any user-defined casting functions added to a descriptors casting dictionary.

int **PyArray_CanCastSafely** (int *fromtype*, int *totype*)
Returns non-zero if an array of data type *fromtype* can be cast to an array of data type *totype* without losing information. An exception is that 64-bit integers are allowed to be cast to 64-bit floating point values even though this can lose precision on large integers so as not to proliferate the use of long doubles without explict requests. Flexible array types are not checked according to their lengths with this function.

int **PyArray_CanCastTo** (PyArray_Descr* *fromtype*, PyArray_Descr* *totype*)
PyArray_CanCastTypeTo supercedes this function in NumPy 1.6 and later.

Equivalent to PyArray_CanCastTypeTo(fromtype, totype, NPY_SAFE_CASTING).

int **PyArray_CanCastTypeTo** (PyArray_Descr* *fromtype*, PyArray_Descr* *totype*, NPY_CASTING *casting*)
New in version 1.6. Returns non-zero if an array of data type *fromtype* (which can include flexible types) can be cast safely to an array of data type *totype* (which can include flexible types) according to the casting rule *casting*. For simple types with NPY_SAFE_CASTING, this is basically a wrapper around PyArray_CanCastSafely, but for flexible types such as strings or unicode, it produces results taking into account their sizes.

int **PyArray_CanCastArrayTo** (PyArrayObject* *arr*, PyArray_Descr* *totype*, NPY_CASTING *casting*)
New in version 1.6. Returns non-zero if *arr* can be cast to *totype* according to the casting rule given in *casting*. If *arr* is an array scalar, its value is taken into account, and non-zero is also returned when the value will not overflow or be truncated to an integer when converting to a smaller type.

This is almost the same as the result of PyArray_CanCastTypeTo(PyArray_MinScalarType(arr), totype, casting), but it also handles a special case arising because the set of uint values is not a subset of the int values for types with the same number of bits.

PyArray_Descr* **PyArray_MinScalarType** (PyArrayObject* *arr*)
New in version 1.6. If *arr* is an array, returns its data type descriptor, but if *arr* is an array scalar (has 0 dimensions), it finds the data type of smallest size to which the value may be converted without overflow or truncation to an integer.

This function will not demote complex to float or anything to boolean, but will demote a signed integer to an unsigned integer when the scalar value is positive.

PyArray_Descr* **PyArray_PromoteTypes**(PyArray_Descr* *type1*, PyArray_Descr* *type2*)
New in version 1.6. Finds the data type of smallest size and kind to which *type1* and *type2* may be safely converted. This function is symmetric and associative.

PyArray_Descr* **PyArray_ResultType**(npy_intp *narrs*, PyArrayObject**arrs, npy_intp *ndtypes*, PyArray_Descr**dtypes)
New in version 1.6. This applies type promotion to all the inputs, using the NumPy rules for combining scalars and arrays, to determine the output type of a set of operands. This is the same result type that ufuncs produce. The specific algorithm used is as follows.

Categories are determined by first checking which of boolean, integer (int/uint), or floating point (float/complex) the maximum kind of all the arrays and the scalars are.

If there are only scalars or the maximum category of the scalars is higher than the maximum category of the arrays, the data types are combined with `PyArray_PromoteTypes` to produce the return value.

Otherwise, PyArray_MinScalarType is called on each array, and the resulting data types are all combined with `PyArray_PromoteTypes` to produce the return value.

The set of int values is not a subset of the uint values for types with the same number of bits, something not reflected in `PyArray_MinScalarType`, but handled as a special case in PyArray_ResultType.

int **PyArray_ObjectType**(PyObject* *op*, int *mintype*)
This function is superceded by `PyArray_MinScalarType` and/or `PyArray_ResultType`.

This function is useful for determining a common type that two or more arrays can be converted to. It only works for non-flexible array types as no itemsize information is passed. The *mintype* argument represents the minimum type acceptable, and *op* represents the object that will be converted to an array. The return value is the enumerated typenumber that represents the data-type that *op* should have.

void **PyArray_ArrayType**(PyObject* *op*, PyArray_Descr* *mintype*, PyArray_Descr* *outtype*)
This function is superceded by `PyArray_ResultType`.

This function works similarly to `PyArray_ObjectType` (...) except it handles flexible arrays. The *mintype* argument can have an itemsize member and the *outtype* argument will have an itemsize member at least as big but perhaps bigger depending on the object *op*.

PyArrayObject** **PyArray_ConvertToCommonType**(PyObject* *op*, int* *n*)
The functionality this provides is largely superceded by iterator `NpyIter` introduced in 1.6, with flag `NPY_ITER_COMMON_DTYPE` or with the same dtype parameter for all operands.

Convert a sequence of Python objects contained in *op* to an array of ndarrays each having the same data type. The type is selected based on the typenumber (larger type number is chosen over a smaller one) ignoring objects that are only scalars. The length of the sequence is returned in *n*, and an *n* -length array of `PyArrayObject` pointers is the return value (or `NULL` if an error occurs). The returned array must be freed by the caller of this routine (using `PyDataMem_FREE`) and all the array objects in it `DECREF` 'd or a memory-leak will occur. The example template-code below shows a typically usage:

```
mps = PyArray_ConvertToCommonType(obj, &n);
if (mps==NULL) return NULL;
{code}
<before return>
for (i=0; i<n; i++) Py_DECREF(mps[i]);
PyDataMem_FREE(mps);
{return}
```

char* **PyArray_Zero**(PyArrayObject* *arr*)
A pointer to newly created memory of size *arr* ->itemsize that holds the representation of 0 for that type. The

returned pointer, *ret*, **must be freed** using `PyDataMem_FREE` (ret) when it is not needed anymore.

char* **PyArray_One**(PyArrayObject* *arr*)
A pointer to newly created memory of size *arr* ->itemsize that holds the representation of 1 for that type. The returned pointer, *ret*, **must be freed** using `PyDataMem_FREE` (ret) when it is not needed anymore.

int **PyArray_ValidType**(int *typenum*)
Returns `NPY_TRUE` if *typenum* represents a valid type-number (builtin or user-defined or character code). Otherwise, this function returns `NPY_FALSE`.

New data types

void **PyArray_InitArrFuncs**(PyArray_ArrFuncs* *f*)
Initialize all function pointers and members to `NULL`.

int **PyArray_RegisterDataType**(PyArray_Descr* *dtype*)
Register a data-type as a new user-defined data type for arrays. The type must have most of its entries filled in. This is not always checked and errors can produce segfaults. In particular, the typeobj member of the `dtype` structure must be filled with a Python type that has a fixed-size element-size that corresponds to the elsize member of *dtype*. Also the `f` member must have the required functions: nonzero, copyswap, copyswapn, getitem, setitem, and cast (some of the cast functions may be `NULL` if no support is desired). To avoid confusion, you should choose a unique character typecode but this is not enforced and not relied on internally.

A user-defined type number is returned that uniquely identifies the type. A pointer to the new structure can then be obtained from `PyArray_DescrFromType` using the returned type number. A -1 is returned if an error occurs. If this *dtype* has already been registered (checked only by the address of the pointer), then return the previously-assigned type-number.

int **PyArray_RegisterCastFunc**(PyArray_Descr* *descr*, int *totype*, PyArray_VectorUnaryFunc* *castfunc*)
Register a low-level casting function, *castfunc*, to convert from the data-type, *descr*, to the given data-type number, *totype*. Any old casting function is over-written. A `0` is returned on success or a `-1` on failure.

int **PyArray_RegisterCanCast**(PyArray_Descr* *descr*, int *totype*, NPY_SCALARKIND *scalar*)
Register the data-type number, *totype*, as castable from data-type object, *descr*, of the given *scalar* kind. Use *scalar* = `NPY_NOSCALAR` to register that an array of data-type *descr* can be cast safely to a data-type whose type_number is *totype*.

Special functions for NPY_OBJECT

int **PyArray_INCREF**(PyArrayObject* *op*)
Used for an array, *op*, that contains any Python objects. It increments the reference count of every object in the array according to the data-type of *op*. A -1 is returned if an error occurs, otherwise 0 is returned.

void **PyArray_Item_INCREF**(char* *ptr*, PyArray_Descr* *dtype*)
A function to INCREF all the objects at the location *ptr* according to the data-type *dtype*. If *ptr* is the start of a record with an object at any offset, then this will (recursively) increment the reference count of all object-like items in the record.

int **PyArray_XDECREF**(PyArrayObject* *op*)
Used for an array, *op*, that contains any Python objects. It decrements the reference count of every object in the array according to the data-type of *op*. Normal return value is 0. A -1 is returned if an error occurs.

void **PyArray_Item_XDECREF**(char* *ptr*, PyArray_Descr* *dtype*)
A function to XDECREF all the object-like items at the loacation *ptr* as recorded in the data-type, *dtype*. This works recursively so that if `dtype` itself has fields with data-types that contain object-like items, all the object-like fields will be XDECREF `'d`.

void **PyArray_FillObjectArray**(PyArrayObject* *arr*, PyObject* *obj*)
Fill a newly created array with a single value obj at all locations in the structure with object data-types. No checking is performed but *arr* must be of data-type NPY_OBJECT and be single-segment and uninitialized (no previous objects in position). Use PyArray_DECREF (*arr*) if you need to decrement all the items in the object array prior to calling this function.

5.4.4 Array flags

The flags attribute of the PyArrayObject structure contains important information about the memory used by the array (pointed to by the data member) This flag information must be kept accurate or strange results and even segfaults may result.

There are 6 (binary) flags that describe the memory area used by the data buffer. These constants are defined in arrayobject.h and determine the bit-position of the flag. Python exposes a nice attribute- based interface as well as a dictionary-like interface for getting (and, if appropriate, setting) these flags.

Memory areas of all kinds can be pointed to by an ndarray, necessitating these flags. If you get an arbitrary PyArrayObject in C-code, you need to be aware of the flags that are set. If you need to guarantee a certain kind of array (like NPY_ARRAY_C_CONTIGUOUS and NPY_ARRAY_BEHAVED), then pass these requirements into the PyArray_FromAny function.

Basic Array Flags

An ndarray can have a data segment that is not a simple contiguous chunk of well-behaved memory you can manipulate. It may not be aligned with word boundaries (very important on some platforms). It might have its data in a different byte-order than the machine recognizes. It might not be writeable. It might be in Fortan-contiguous order. The array flags are used to indicate what can be said about data associated with an array.

In versions 1.6 and earlier of NumPy, the following flags did not have the _ARRAY_ macro namespace in them. That form of the constant names is deprecated in 1.7.

NPY_ARRAY_C_CONTIGUOUS
The data area is in C-style contiguous order (last index varies the fastest).

NPY_ARRAY_F_CONTIGUOUS
The data area is in Fortran-style contiguous order (first index varies the fastest).

Note: Arrays can be both C-style and Fortran-style contiguous simultaneously. This is clear for 1-dimensional arrays, but can also be true for higher dimensional arrays.

Even for contiguous arrays a stride for a given dimension arr.strides[dim] may be *arbitrary* if arr.shape[dim] == 1 or the array has no elements. It does *not* generally hold that self.strides[-1] == self.itemsize for C-style contiguous arrays or self.strides[0] == self.itemsize for Fortran-style contiguous arrays is true. The correct way to access the itemsize of an array from the C API is PyArray_ITEMSIZE(arr).

See Also:

Internal memory layout of an ndarray

NPY_ARRAY_OWNDATA
The data area is owned by this array.

NPY_ARRAY_ALIGNED
The data area and all array elements are aligned appropriately.

NPY_ARRAY_WRITEABLE
The data area can be written to.

Notice that the above 3 flags are are defined so that a new, well- behaved array has these flags defined as true.

NPY_ARRAY_UPDATEIFCOPY
The data area represents a (well-behaved) copy whose information should be transferred back to the original when this array is deleted.

This is a special flag that is set if this array represents a copy made because a user required certain flags in PyArray_FromAny and a copy had to be made of some other array (and the user asked for this flag to be set in such a situation). The base attribute then points to the "misbehaved" array (which is set read_only). When the array with this flag set is deallocated, it will copy its contents back to the "misbehaved" array (casting if necessary) and will reset the "misbehaved" array to NPY_ARRAY_WRITEABLE. If the "misbehaved" array was not NPY_ARRAY_WRITEABLE to begin with then PyArray_FromAny would have returned an error because NPY_ARRAY_UPDATEIFCOPY would not have been possible.

PyArray_UpdateFlags (obj, flags) will update the obj->flags for flags which can be any of NPY_ARRAY_C_CONTIGUOUS, NPY_ARRAY_F_CONTIGUOUS, NPY_ARRAY_ALIGNED, or NPY_ARRAY_WRITEABLE.

Combinations of array flags

NPY_ARRAY_BEHAVED
NPY_ARRAY_ALIGNED | NPY_ARRAY_WRITEABLE

NPY_ARRAY_CARRAY
NPY_ARRAY_C_CONTIGUOUS | NPY_ARRAY_BEHAVED

NPY_ARRAY_CARRAY_RO
NPY_ARRAY_C_CONTIGUOUS | NPY_ARRAY_ALIGNED

NPY_ARRAY_FARRAY
NPY_ARRAY_F_CONTIGUOUS | NPY_ARRAY_BEHAVED

NPY_ARRAY_FARRAY_RO
NPY_ARRAY_F_CONTIGUOUS | NPY_ARRAY_ALIGNED

NPY_ARRAY_DEFAULT
NPY_ARRAY_CARRAY

NPY_ARRAY_UPDATE_ALL
NPY_ARRAY_C_CONTIGUOUS | NPY_ARRAY_F_CONTIGUOUS | NPY_ARRAY_ALIGNED

Flag-like constants

These constants are used in PyArray_FromAny (and its macro forms) to specify desired properties of the new array.

NPY_ARRAY_FORCECAST
Cast to the desired type, even if it can't be done without losing information.

NPY_ARRAY_ENSURECOPY
Make sure the resulting array is a copy of the original.

NPY_ARRAY_ENSUREARRAY
Make sure the resulting object is an actual ndarray (or bigndarray), and not a sub-class.

NPY_ARRAY_NOTSWAPPED
Only used in PyArray_CheckFromAny to over-ride the byteorder of the data-type object passed in.

NPY_ARRAY_BEHAVED_NS
NPY_ARRAY_ALIGNED | NPY_ARRAY_WRITEABLE | NPY_ARRAY_NOTSWAPPED

Flag checking

For all of these macros *arr* must be an instance of a (subclass of) PyArray_Type, but no checking is done.

PyArray_CHKFLAGS (arr, flags)
The first parameter, arr, must be an ndarray or subclass. The parameter, *flags*, should be an integer consisting of bitwise combinations of the possible flags an array can have: NPY_ARRAY_C_CONTIGUOUS, NPY_ARRAY_F_CONTIGUOUS, NPY_ARRAY_OWNDATA, NPY_ARRAY_ALIGNED, NPY_ARRAY_WRITEABLE, NPY_ARRAY_UPDATEIFCOPY.

PyArray_IS_C_CONTIGUOUS (arr)
Evaluates true if *arr* is C-style contiguous.

PyArray_IS_F_CONTIGUOUS (arr)
Evaluates true if *arr* is Fortran-style contiguous.

PyArray_ISFORTRAN (arr)
Evaluates true if *arr* is Fortran-style contiguous and *not* C-style contiguous. PyArray_IS_F_CONTIGUOUS is the correct way to test for Fortran-style contiguity.

PyArray_ISWRITEABLE (arr)
Evaluates true if the data area of *arr* can be written to

PyArray_ISALIGNED (arr)
Evaluates true if the data area of *arr* is properly aligned on the machine.

PyArray_ISBEHAVED (arr)
Evalutes true if the data area of *arr* is aligned and writeable and in machine byte-order according to its descriptor.

PyArray_ISBEHAVED_RO (arr)
Evaluates true if the data area of *arr* is aligned and in machine byte-order.

PyArray_ISCARRAY (arr)
Evaluates true if the data area of *arr* is C-style contiguous, and PyArray_ISBEHAVED (*arr*) is true.

PyArray_ISFARRAY (arr)
Evaluates true if the data area of *arr* is Fortran-style contiguous and PyArray_ISBEHAVED (*arr*) is true.

PyArray_ISCARRAY_RO (arr)
Evaluates true if the data area of *arr* is C-style contiguous, aligned, and in machine byte-order.

PyArray_ISFARRAY_RO (arr)
Evaluates true if the data area of *arr* is Fortran-style contiguous, aligned, and in machine byte-order **.**

PyArray_ISONESEGMENT (arr)
Evaluates true if the data area of *arr* consists of a single (C-style or Fortran-style) contiguous segment.

void **PyArray_UpdateFlags** (PyArrayObject* *arr*, int *flagmask*)
The NPY_ARRAY_C_CONTIGUOUS, NPY_ARRAY_ALIGNED, and NPY_ARRAY_F_CONTIGUOUS array flags can be "calculated" from the array object itself. This routine updates one or more of these flags of *arr* as specified in *flagmask* by performing the required calculation.

Warning: It is important to keep the flags updated (using PyArray_UpdateFlags can help) whenever a manipulation with an array is performed that might cause them to change. Later calculations in NumPy that rely on the state of these flags do not repeat the calculation to update them.

5.4.5 Array method alternative API

Conversion

PyObject* **PyArray_GetField** (PyArrayObject* *self*, PyArray_Descr* *dtype*, int *offset*)
Equivalent to `ndarray.getfield` (*self*, *dtype*, *offset*). Return a new array of the given *dtype* using the data in the current array at a specified *offset* in bytes. The *offset* plus the itemsize of the new array type must be less than *self* ->descr->elsize or an error is raised. The same shape and strides as the original array are used. Therefore, this function has the effect of returning a field from a record array. But, it can also be used to select specific bytes or groups of bytes from any array type.

int **PyArray_SetField** (PyArrayObject* *self*, PyArray_Descr* *dtype*, int *offset*, PyObject* *val*)
Equivalent to `ndarray.setfield` (*self*, *val*, *dtype*, *offset*). Set the field starting at *offset* in bytes and of the given *dtype* to *val*. The *offset* plus *dtype* ->elsize must be less than *self* ->descr->elsize or an error is raised. Otherwise, the *val* argument is converted to an array and copied into the field pointed to. If necessary, the elements of *val* are repeated to fill the destination array, But, the number of elements in the destination must be an integer multiple of the number of elements in *val*.

PyObject* **PyArray_Byteswap** (PyArrayObject* *self*, Bool *inplace*)
Equivalent to `ndarray.byteswap` (*self*, *inplace*). Return an array whose data area is byteswapped. If *inplace* is non-zero, then do the byteswap inplace and return a reference to self. Otherwise, create a byteswapped copy and leave self unchanged.

PyObject* **PyArray_NewCopy** (PyArrayObject* *old*, NPY_ORDER *order*)
Equivalent to `ndarray.copy` (*self*, *fortran*). Make a copy of the *old* array. The returned array is always aligned and writeable with data interpreted the same as the old array. If *order* is `NPY_CORDER`, then a C-style contiguous array is returned. If *order* is `NPY_FORTRANORDER`, then a Fortran-style contiguous array is returned. If *order is* `NPY_ANYORDER`, then the array returned is Fortran-style contiguous only if the old one is; otherwise, it is C-style contiguous.

PyObject* **PyArray_ToList** (PyArrayObject* *self*)
Equivalent to `ndarray.tolist` (*self*). Return a nested Python list from *self*.

PyObject* **PyArray_ToString** (PyArrayObject* *self*, NPY_ORDER *order*)
Equivalent to `ndarray.tostring` (*self*, *order*). Return the bytes of this array in a Python string.

PyObject* **PyArray_ToFile** (PyArrayObject* *self*, FILE* *fp*, char* *sep*, char* *format*)
Write the contents of *self* to the file pointer *fp* in C-style contiguous fashion. Write the data as binary bytes if *sep* is the string “”or `NULL`. Otherwise, write the contents of *self* as text using the *sep* string as the item separator. Each item will be printed to the file. If the *format* string is not `NULL` or “”, then it is a Python print statement format string showing how the items are to be written.

int **PyArray_Dump** (PyObject* *self*, PyObject* *file*, int *protocol*)
Pickle the object in *self* to the given *file* (either a string or a Python file object). If *file* is a Python string it is considered to be the name of a file which is then opened in binary mode. The given *protocol* is used (if *protocol* is negative, or the highest available is used). This is a simple wrapper around cPickle.dump(*self*, *file*, *protocol*).

PyObject* **PyArray_Dumps** (PyObject* *self*, int *protocol*)
Pickle the object in *self* to a Python string and return it. Use the Pickle *protocol* provided (or the highest available if *protocol* is negative).

int **PyArray_FillWithScalar** (PyArrayObject* *arr*, PyObject* *obj*)
Fill the array, *arr*, with the given scalar object, *obj*. The object is first converted to the data type of *arr*, and then copied into every location. A -1 is returned if an error occurs, otherwise 0 is returned.

PyObject* **PyArray_View** (PyArrayObject* *self*, PyArray_Descr* *dtype*, PyTypeObject **ptype*)
Equivalent to `ndarray.view` (*self*, *dtype*). Return a new view of the array *self* as possibly a different data-type, *dtype*, and different array subclass *ptype*.

If *dtype* is NULL, then the returned array will have the same data type as *self*. The new data-type must be consistent with the size of *self*. Either the itemsizes must be identical, or *self* must be single-segment and the total number of bytes must be the same. In the latter case the dimensions of the returned array will be altered in the last (or first for Fortran-style contiguous arrays) dimension. The data area of the returned array and self is exactly the same.

Shape Manipulation

PyObject* **PyArray_Newshape** (PyArrayObject* *self*, PyArray_Dims* *newshape*)

Result will be a new array (pointing to the same memory location as *self* if possible), but having a shape given by *newshape* . If the new shape is not compatible with the strides of *self*, then a copy of the array with the new specified shape will be returned.

PyObject* **PyArray_Reshape** (PyArrayObject* *self*, PyObject* *shape*)

Equivalent to ndarray.reshape (*self*, *shape*) where *shape* is a sequence. Converts *shape* to a PyArray_Dims structure and calls PyArray_Newshape internally.

PyObject* **PyArray_Squeeze** (PyArrayObject* *self*)

Equivalent to ndarray.squeeze (*self*). Return a new view of *self* with all of the dimensions of length 1 removed from the shape.

Warning: matrix objects are always 2-dimensional. Therefore, PyArray_Squeeze has no effect on arrays of matrix sub-class.

PyObject* **PyArray_SwapAxes** (PyArrayObject* *self*, int *a1*, int *a2*)

Equivalent to ndarray.swapaxes (*self*, *a1*, *a2*). The returned array is a new view of the data in *self* with the given axes, *a1* and *a2*, swapped.

PyObject* **PyArray_Resize** (PyArrayObject* *self*, PyArray_Dims* *newshape*, int *refcheck*, NPY_ORDER *fortran*)

Equivalent to ndarray.resize (*self*, *newshape*, refcheck = *refcheck*, order= fortran). This function only works on single-segment arrays. It changes the shape of *self* inplace and will reallocate the memory for *self* if *newshape* has a different total number of elements then the old shape. If reallocation is necessary, then *self* must own its data, have *self* - >base==NULL, have *self* - >weakrefs==NULL, and (unless refcheck is 0) not be referenced by any other array. A reference to the new array is returned. The fortran argument can be NPY_ANYORDER, NPY_CORDER, or NPY_FORTRANORDER. It currently has no effect. Eventually it could be used to determine how the resize operation should view the data when constructing a differently-dimensioned array.

PyObject* **PyArray_Transpose** (PyArrayObject* *self*, PyArray_Dims* *permute*)

Equivalent to ndarray.transpose (*self*, *permute*). Permute the axes of the ndarray object *self* according to the data structure *permute* and return the result. If *permute* is NULL, then the resulting array has its axes reversed. For example if *self* has shape $10 \times 20 \times 30$, and *permute* .ptr is (0,2,1) the shape of the result is $10 \times 30 \times 20$. If *permute* is NULL, the shape of the result is $30 \times 20 \times 10$.

PyObject* **PyArray_Flatten** (PyArrayObject* *self*, NPY_ORDER *order*)

Equivalent to ndarray.flatten (*self*, *order*). Return a 1-d copy of the array. If *order* is NPY_FORTRANORDER the elements are scanned out in Fortran order (first-dimension varies the fastest). If *order* is NPY_CORDER, the elements of self are scanned in C-order (last dimension varies the fastest). If *order* NPY_ANYORDER, then the result of PyArray_ISFORTRAN (*self*) is used to determine which order to flatten.

PyObject* **PyArray_Ravel** (PyArrayObject* *self*, NPY_ORDER *order*)

Equivalent to *self*.ravel(*order*). Same basic functionality as PyArray_Flatten (*self*, *order*) except if *order* is 0 and *self* is C-style contiguous, the shape is altered but no copy is performed.

Item selection and manipulation

PyObject* **PyArray_TakeFrom**(PyArrayObject* *self*, PyObject* *indices*, int *axis*, PyArrayObject* *ret*, NPY_CLIPMODE *clipmode*)

Equivalent to `ndarray.take` (*self*, *indices*, *axis*, *ret*, *clipmode*) except *axis* =None in Python is obtained by setting *axis* = `NPY_MAXDIMS` in C. Extract the items from self indicated by the integer-valued *indices* along the given *axis*. The clipmode argument can be `NPY_RAISE`, `NPY_WRAP`, or `NPY_CLIP` to indicate what to do with out-of-bound indices. The *ret* argument can specify an output array rather than having one created internally.

PyObject* **PyArray_PutTo**(PyArrayObject* *self*, PyObject* *values*, PyObject* *indices*, NPY_CLIPMODE *clipmode*)

Equivalent to *self*.put(*values*, *indices*, *clipmode*). Put *values* into *self* at the corresponding (flattened) *indices*. If *values* is too small it will be repeated as necessary.

PyObject* **PyArray_PutMask**(PyArrayObject* *self*, PyObject* *values*, PyObject* *mask*)

Place the *values* in *self* wherever corresponding positions (using a flattened context) in *mask* are true. The *mask* and *self* arrays must have the same total number of elements. If *values* is too small, it will be repeated as necessary.

PyObject* **PyArray_Repeat**(PyArrayObject* *self*, PyObject* *op*, int *axis*)

Equivalent to `ndarray.repeat` (*self*, *op*, *axis*). Copy the elements of *self*, *op* times along the given *axis*. Either *op* is a scalar integer or a sequence of length *self* ->dimensions[*axis*] indicating how many times to repeat each item along the axis.

PyObject* **PyArray_Choose**(PyArrayObject* *self*, PyObject* *op*, PyArrayObject* *ret*, NPY_CLIPMODE *clipmode*)

Equivalent to `ndarray.choose` (*self*, *op*, *ret*, *clipmode*). Create a new array by selecting elements from the sequence of arrays in *op* based on the integer values in *self*. The arrays must all be broadcastable to the same shape and the entries in *self* should be between 0 and len(*op*). The output is placed in *ret* unless it is `NULL` in which case a new output is created. The *clipmode* argument determines behavior for when entries in *self* are not between 0 and len(*op*).

NPY_RAISE
raise a ValueError;

NPY_WRAP
wrap values < 0 by adding len(*op*) and values >=len(*op*) by subtracting len(*op*) until they are in range;

NPY_CLIP
all values are clipped to the region [0, len(*op*)).

PyObject* **PyArray_Sort**(PyArrayObject* *self*, int *axis*)

Equivalent to `ndarray.sort` (*self*, *axis*). Return an array with the items of *self* sorted along *axis*.

PyObject* **PyArray_ArgSort**(PyArrayObject* *self*, int *axis*)

Equivalent to `ndarray.argsort` (*self*, *axis*). Return an array of indices such that selection of these indices along the given `axis` would return a sorted version of *self*. If *self* ->descr is a data-type with fields defined, then self->descr->names is used to determine the sort order. A comparison where the first field is equal will use the second field and so on. To alter the sort order of a record array, create a new data-type with a different order of names and construct a view of the array with that new data-type.

PyObject* **PyArray_LexSort**(PyObject* *sort_keys*, int *axis*)

Given a sequence of arrays (*sort_keys*) of the same shape, return an array of indices (similar to `PyArray_ArgSort` (...)) that would sort the arrays lexicographically. A lexicographic sort specifies that when two keys are found to be equal, the order is based on comparison of subsequent keys. A merge sort (which leaves equal entries unmoved) is required to be defined for the types. The sort is accomplished by sorting the indices first using the first *sort_key* and then using the second *sort_key* and so forth. This is equivalent to the lexsort(*sort_keys*, *axis*) Python command. Because of the way the merge-sort works, be sure

to understand the order the *sort_keys* must be in (reversed from the order you would use when comparing two elements).

If these arrays are all collected in a record array, then `PyArray_Sort` (...) can also be used to sort the array directly.

PyObject* **PyArray_SearchSorted**(PyArrayObject* *self*, PyObject* *values*)
Equivalent to `ndarray.searchsorted` (*self*, *values*). Assuming *self* is a 1-d array in ascending order representing bin boundaries then the output is an array the same shape as *values* of bin numbers, giving the bin into which each item in *values* would be placed. No checking is done on whether or not self is in ascending order.

int **PyArray_Partition**(PyArrayObject **self*, PyArrayObject * *ktharray*, int *axis*, NPY_SELECTKIND *which*)
Equivalent to `ndarray.partition` (*self*, *ktharray*, *axis*, *kind*). Partitions the array so that the values of the element indexed by *ktharray* are in the positions they would be if the array is fully sorted and places all elements smaller than the kth before and all elements equal or greater after the kth element. The ordering of all elements within the partitions is undefined. If *self*->descr is a data-type with fields defined, then self->descr->names is used to determine the sort order. A comparison where the first field is equal will use the second field and so on. To alter the sort order of a record array, create a new data-type with a different order of names and construct a view of the array with that new data-type. Returns zero on success and -1 on failure.

PyObject* **PyArray_ArgPartition**(PyArrayObject **op*, PyArrayObject * *ktharray*, int *axis*, NPY_SELECTKIND *which*)
Equivalent to `ndarray.argpartition` (*self*, *ktharray*, *axis*, *kind*). Return an array of indices such that selection of these indices along the given `axis` would return a partitioned version of *self*.

PyObject* **PyArray_Diagonal**(PyArrayObject* *self*, int *offset*, int *axis1*, int *axis2*)
Equivalent to `ndarray.diagonal` (*self*, *offset*, *axis1*, *axis2*). Return the *offset* diagonals of the 2-d arrays defined by *axis1* and *axis2*.

npy_intp **PyArray_CountNonzero**(PyArrayObject* *self*)
New in version 1.6. Counts the number of non-zero elements in the array object *self*.

PyObject* **PyArray_Nonzero**(PyArrayObject* *self*)
Equivalent to `ndarray.nonzero` (*self*). Returns a tuple of index arrays that select elements of *self* that are nonzero. If (nd= `PyArray_NDIM` (`self`))==1, then a single index array is returned. The index arrays have data type `NPY_INTP`. If a tuple is returned (nd $\neq$ 1), then its length is nd.

PyObject* **PyArray_Compress**(PyArrayObject* *self*, PyObject* *condition*, int *axis*, PyArrayObject* *out*)
Equivalent to `ndarray.compress` (*self*, *condition*, *axis*). Return the elements along *axis* corresponding to elements of *condition* that are true.

Calculation

Tip: Pass in `NPY_MAXDIMS` for axis in order to achieve the same effect that is obtained by passing in *axis* = `None` in Python (treating the array as a 1-d array).

PyObject* **PyArray_ArgMax**(PyArrayObject* *self*, int *axis*)
Equivalent to `ndarray.argmax` (*self*, *axis*). Return the index of the largest element of *self* along *axis*.

PyObject* **PyArray_ArgMin**(PyArrayObject* *self*, int *axis*)
Equivalent to `ndarray.argmin` (*self*, *axis*). Return the index of the smallest element of *self* along *axis*.

PyObject* **PyArray_Max**(PyArrayObject* *self*, int *axis*, PyArrayObject* *out*)
Equivalent to `ndarray.max` (*self*, *axis*). Return the largest element of *self* along the given *axis*.

PyObject* **PyArray_Min**(PyArrayObject* *self*, int *axis*, PyArrayObject* *out*)
Equivalent to `ndarray.min` (*self*, *axis*). Return the smallest element of *self* along the given *axis*.

PyObject* **PyArray_Ptp**(PyArrayObject* *self*, int *axis*, PyArrayObject* *out*)
Equivalent to `ndarray.ptp` (*self*, *axis*). Return the difference between the largest element of *self* along *axis* and the smallest element of *self* along *axis*.

Note: The rtype argument specifies the data-type the reduction should take place over. This is important if the data-type of the array is not "large" enough to handle the output. By default, all integer data-types are made at least as large as `NPY_LONG` for the "add" and "multiply" ufuncs (which form the basis for mean, sum, cumsum, prod, and cumprod functions).

PyObject* **PyArray_Mean**(PyArrayObject* *self*, int *axis*, int *rtype*, PyArrayObject* *out*)
Equivalent to `ndarray.mean` (*self*, *axis*, *rtype*). Returns the mean of the elements along the given *axis*, using the enumerated type *rtype* as the data type to sum in. Default sum behavior is obtained using `NPY_NOTYPE` for *rtype*.

PyObject* **PyArray_Trace**(PyArrayObject* *self*, int *offset*, int *axis1*, int *axis2*, int *rtype*, PyArrayObject* *out*)
Equivalent to `ndarray.trace` (*self*, *offset*, *axis1*, *axis2*, *rtype*). Return the sum (using *rtype* as the data type of summation) over the *offset* diagonal elements of the 2-d arrays defined by *axis1* and *axis2* variables. A positive offset chooses diagonals above the main diagonal. A negative offset selects diagonals below the main diagonal.

PyObject* **PyArray_Clip**(PyArrayObject* *self*, PyObject* *min*, PyObject* *max*)
Equivalent to `ndarray.clip` (*self*, *min*, *max*). Clip an array, *self*, so that values larger than *max* are fixed to *max* and values less than *min* are fixed to *min*.

PyObject* **PyArray_Conjugate**(PyArrayObject* *self*)
Equivalent to `ndarray.conjugate` (*self*). Return the complex conjugate of *self*. If *self* is not of complex data type, then return *self* with an reference.

PyObject* **PyArray_Round**(PyArrayObject* *self*, int *decimals*, PyArrayObject* *out*)
Equivalent to `ndarray.round` (*self*, *decimals*, *out*). Returns the array with elements rounded to the nearest decimal place. The decimal place is defined as the $10^{-\text{decimals}}$ digit so that negative *decimals* cause rounding to the nearest 10's, 100's, etc. If out is `NULL`, then the output array is created, otherwise the output is placed in *out* which must be the correct size and type.

PyObject* **PyArray_Std**(PyArrayObject* *self*, int *axis*, int *rtype*, PyArrayObject* *out*)
Equivalent to `ndarray.std` (*self*, *axis*, *rtype*). Return the standard deviation using data along *axis* converted to data type *rtype*.

PyObject* **PyArray_Sum**(PyArrayObject* *self*, int *axis*, int *rtype*, PyArrayObject* *out*)
Equivalent to `ndarray.sum` (*self*, *axis*, *rtype*). Return 1-d vector sums of elements in *self* along *axis*. Perform the sum after converting data to data type *rtype*.

PyObject* **PyArray_CumSum**(PyArrayObject* *self*, int *axis*, int *rtype*, PyArrayObject* *out*)
Equivalent to `ndarray.cumsum` (*self*, *axis*, *rtype*). Return cumulative 1-d sums of elements in *self* along *axis*. Perform the sum after converting data to data type *rtype*.

PyObject* **PyArray_Prod**(PyArrayObject* *self*, int *axis*, int *rtype*, PyArrayObject* *out*)
Equivalent to `ndarray.prod` (*self*, *axis*, *rtype*). Return 1-d products of elements in *self* along *axis*. Perform the product after converting data to data type *rtype*.

PyObject* **PyArray_CumProd**(PyArrayObject* *self*, int *axis*, int *rtype*, PyArrayObject* *out*)
Equivalent to `ndarray.cumprod` (*self*, *axis*, *rtype*). Return 1-d cumulative products of elements in `self` along `axis`. Perform the product after converting data to data type `rtype`.

PyObject* **PyArray_All**(PyArrayObject* *self*, int *axis*, PyArrayObject* *out*)
Equivalent to `ndarray.all` (*self*, *axis*). Return an array with True elements for every 1-d sub-array of `self` defined by `axis` in which all the elements are True.

PyObject* **PyArray_Any**(PyArrayObject* *self*, int *axis*, PyArrayObject* *out*)
Equivalent to `ndarray.any` (*self*, *axis*). Return an array with True elements for every 1-d sub-array of *self* defined by *axis* in which any of the elements are True.

5.4.6 Functions

Array Functions

int **PyArray_AsCArray**(PyObject** *op*, void* *ptr*, npy_intp* *dims*, int *nd*, int *typenum*, int *itemsize*)
Sometimes it is useful to access a multidimensional array as a C-style multi-dimensional array so that algorithms can be implemented using C's a[i][j][k] syntax. This routine returns a pointer, *ptr*, that simulates this kind of C-style array, for 1-, 2-, and 3-d ndarrays.

Parameters

- **op** – The address to any Python object. This Python object will be replaced with an equivalent well-behaved, C-style contiguous, ndarray of the given data type specifice by the last two arguments. Be sure that stealing a reference in this way to the input object is justified.
- **ptr** – The address to a (ctype* for 1-d, ctype** for 2-d or ctype*** for 3-d) variable where ctype is the equivalent C-type for the data type. On return, *ptr* will be addressable as a 1-d, 2-d, or 3-d array.
- **dims** – An output array that contains the shape of the array object. This array gives boundaries on any looping that will take place.
- **nd** – The dimensionality of the array (1, 2, or 3).
- **typenum** – The expected data type of the array.
- **itemsize** – This argument is only needed when *typenum* represents a flexible array. Otherwise it should be 0.

Note: The simulation of a C-style array is not complete for 2-d and 3-d arrays. For example, the simulated arrays of pointers cannot be passed to subroutines expecting specific, statically-defined 2-d and 3-d arrays. To pass to functions requiring those kind of inputs, you must statically define the required array and copy data.

---

int **PyArray_Free**(PyObject* *op*, void* *ptr*)
Must be called with the same objects and memory locations returned from `PyArray_AsCArray` (...). This function cleans up memory that otherwise would get leaked.

PyObject* **PyArray_Concatenate**(PyObject* *obj*, int *axis*)
Join the sequence of objects in *obj* together along *axis* into a single array. If the dimensions or types are not compatible an error is raised.

PyObject* **PyArray_InnerProduct**(PyObject* *obj1*, PyObject* *obj2*)
Compute a product-sum over the last dimensions of *obj1* and *obj2*. Neither array is conjugated.

PyObject* **PyArray_MatrixProduct**(PyObject* *obj1*, PyObject* *obj*)
Compute a product-sum over the last dimension of *obj1* and the second-to-last dimension of *obj2*. For 2-d arrays this is a matrix-product. Neither array is conjugated.

PyObject* **PyArray_MatrixProduct2** (PyObject* *obj1*, PyObject* *obj*, PyObject* *out*)
New in version 1.6. Same as PyArray_MatrixProduct, but store the result in *out*. The output array must have the correct shape, type, and be C-contiguous, or an exception is raised.

PyObject* **PyArray_EinsteinSum** (char* *subscripts*, npy_intp *nop*, PyArrayObject** *op_in*, PyArray_Descr* *dtype*, NPY_ORDER *order*, NPY_CASTING *casting*, PyArrayObject* *out*)
New in version 1.6. Applies the einstein summation convention to the array operands provided, returning a new array or placing the result in *out*. The string in *subscripts* is a comma separated list of index letters. The number of operands is in *nop*, and *op_in* is an array containing those operands. The data type of the output can be forced with *dtype*, the output order can be forced with *order* (`NPY_KEEPORDER` is recommended), and when *dtype* is specified, *casting* indicates how permissive the data conversion should be.

See the `einsum` function for more details.

PyObject* **PyArray_CopyAndTranspose** (PyObject * *op*)
A specialized copy and transpose function that works only for 2-d arrays. The returned array is a transposed copy of *op*.

PyObject* **PyArray_Correlate** (PyObject* *op1*, PyObject* *op2*, int *mode*)
Compute the 1-d correlation of the 1-d arrays *op1* and *op2* . The correlation is computed at each output point by multiplying *op1* by a shifted version of *op2* and summing the result. As a result of the shift, needed values outside of the defined range of *op1* and *op2* are interpreted as zero. The mode determines how many shifts to return: 0 - return only shifts that did not need to assume zero- values; 1 - return an object that is the same size as *op1*, 2 - return all possible shifts (any overlap at all is accepted).

Notes

This does not compute the usual correlation: if op2 is larger than op1, the arguments are swapped, and the conjugate is never taken for complex arrays. See PyArray_Correlate2 for the usual signal processing correlation.

PyObject* **PyArray_Correlate2** (PyObject* *op1*, PyObject* *op2*, int *mode*)
Updated version of PyArray_Correlate, which uses the usual definition of correlation for 1d arrays. The correlation is computed at each output point by multiplying *op1* by a shifted version of *op2* and summing the result. As a result of the shift, needed values outside of the defined range of *op1* and *op2* are interpreted as zero. The mode determines how many shifts to return: 0 - return only shifts that did not need to assume zero- values; 1 - return an object that is the same size as *op1*, 2 - return all possible shifts (any overlap at all is accepted).

Notes

Compute z as follows:

```
z[k] = sum_n op1[n] * conj(op2[n+k])
```

PyObject* **PyArray_Where** (PyObject* *condition*, PyObject* *x*, PyObject* *y*)
If both `x` and `y` are `NULL`, then return `PyArray_Nonzero` (*condition*). Otherwise, both *x* and *y* must be given and the object returned is shaped like *condition* and has elements of *x* and *y* where *condition* is respectively True or False.

Other functions

Bool **PyArray_CheckStrides** (int *elsize*, int *nd*, npy_intp *numbytes*, npy_intp* *dims*, npy_intp* *newstrides*)
Determine if *newstrides* is a strides array consistent with the memory of an *nd* -dimensional array with shape `dims` and element-size, *elsize*. The *newstrides* array is checked to see if jumping by the provided number of bytes in each direction will ever mean jumping more than *numbytes* which is the assumed size of the available memory segment. If *numbytes* is 0, then an equivalent *numbytes* is computed assuming *nd*, *dims*, and *elsize* refer to a single-segment array. Return `NPY_TRUE` if *newstrides* is acceptable, otherwise return `NPY_FALSE`.

npy_intp **PyArray_MultiplyList**(npy_intp* *seq*, int *n*)

int **PyArray_MultiplyIntList**(int* *seq*, int *n*)
Both of these routines multiply an *n* -length array, *seq*, of integers and return the result. No overflow checking is performed.

int **PyArray_CompareLists**(npy_intp* *l1*, npy_intp* *l2*, int *n*)
Given two *n* -length arrays of integers, *l1*, and *l2*, return 1 if the lists are identical; otherwise, return 0.

5.4.7 Auxiliary Data With Object Semantics

New in version 1.7.0.

NpyAuxData

When working with more complex dtypes which are composed of other dtypes, such as the struct dtype, creating inner loops that manipulate the dtypes requires carrying along additional data. NumPy supports this idea through a struct `NpyAuxData`, mandating a few conventions so that it is possible to do this.

Defining an `NpyAuxData` is similar to defining a class in C++, but the object semantics have to be tracked manually since the API is in C. Here's an example for a function which doubles up an element using an element copier function as a primitive.:

```
typedef struct {
    NpyAuxData base;
    ElementCopier_Func *func;
    NpyAuxData *funcdata;
} eldoubler_aux_data;

void free_element_doubler_aux_data(NpyAuxData *data)
{
    eldoubler_aux_data *d = (eldoubler_aux_data *)data;
    /* Free the memory owned by this auxadata */
    NPY_AUXDATA_FREE(d->funcdata);
    PyArray_free(d);
}

NpyAuxData *clone_element_doubler_aux_data(NpyAuxData *data)
{
    eldoubler_aux_data *ret = PyArray_malloc(sizeof(eldoubler_aux_data));
    if (ret == NULL) {
        return NULL;
    }

    /* Raw copy of all data */
    memcpy(ret, data, sizeof(eldoubler_aux_data));

    /* Fix up the owned auxdata so we have our own copy */
    ret->funcdata = NPY_AUXDATA_CLONE(ret->funcdata);
    if (ret->funcdata == NULL) {
        PyArray_free(ret);
        return NULL;
    }

    return (NpyAuxData *)ret;
}
```

```
NpyAuxData *create_element_doubler_aux_data(
                            ElementCopier_Func *func,
                            NpyAuxData *funcdata)
{
    eldoubler_aux_data *ret = PyArray_malloc(sizeof(eldoubler_aux_data));
    if (ret == NULL) {
        PyErr_NoMemory();
        return NULL;
    }
    memset(&ret, 0, sizeof(eldoubler_aux_data));
    ret->base->free = &free_element_doubler_aux_data;
    ret->base->clone = &clone_element_doubler_aux_data;
    ret->func = func;
    ret->funcdata = funcdata;

    return (NpyAuxData *)ret;
}
```

NpyAuxData_FreeFunc
The function pointer type for NpyAuxData free functions.

NpyAuxData_CloneFunc
The function pointer type for NpyAuxData clone functions. These functions should never set the Python exception on error, because they may be called from a multi-threaded context.

NPY_AUXDATA_FREE(auxdata)
A macro which calls the auxdata's free function appropriately, does nothing if auxdata is NULL.

NPY_AUXDATA_CLONE(auxdata)
A macro which calls the auxdata's clone function appropriately, returning a deep copy of the auxiliary data.

5.4.8 Array Iterators

As of Numpy 1.6, these array iterators are superceded by the new array iterator, `NpyIter`.

An array iterator is a simple way to access the elements of an N-dimensional array quickly and efficiently. Section 2 provides more description and examples of this useful approach to looping over an array.

PyObject* **PyArray_IterNew**(PyObject* *arr*)
Return an array iterator object from the array, *arr*. This is equivalent to *arr*. **flat**. The array iterator object makes it easy to loop over an N-dimensional non-contiguous array in C-style contiguous fashion.

PyObject* **PyArray_IterAllButAxis**(PyObject* *arr*, int **axis*)
Return an array iterator that will iterate over all axes but the one provided in **axis*. The returned iterator cannot be used with `PyArray_ITER_GOTO1D`. This iterator could be used to write something similar to what ufuncs do wherein the loop over the largest axis is done by a separate sub-routine. If **axis* is negative then **axis* will be set to the axis having the smallest stride and that axis will be used.

PyObject *__PyArray_BroadcastToShape__(PyObject* *arr*, npy_intp **dimensions*, int *nd*)
Return an array iterator that is broadcast to iterate as an array of the shape provided by *dimensions* and *nd*.

int **PyArrayIter_Check**(PyObject* *op*)
Evaluates true if *op* is an array iterator (or instance of a subclass of the array iterator type).

void **PyArray_ITER_RESET**(PyObject* *iterator*)
Reset an *iterator* to the beginning of the array.

void **PyArray_ITER_NEXT**(PyObject* *iterator*)
Incremement the index and the dataptr members of the *iterator* to point to the next element of the array. If the array is not (C-style) contiguous, also increment the N-dimensional coordinates array.

void ***PyArray_ITER_DATA**(PyObject* *iterator*)
A pointer to the current element of the array.

void **PyArray_ITER_GOTO**(PyObject* *iterator*, npy_intp* *destination*)
Set the *iterator* index, dataptr, and coordinates members to the location in the array indicated by the N-dimensional c-array, *destination*, which must have size at least *iterator* ->nd_m1+1.

PyArray_ITER_GOTO1D(PyObject* *iterator*, npy_intp *index*)
Set the *iterator* index and dataptr to the location in the array indicated by the integer *index* which points to an element in the C-styled flattened array.

int **PyArray_ITER_NOTDONE**(PyObject* *iterator*)
Evaluates TRUE as long as the iterator has not looped through all of the elements, otherwise it evaluates FALSE.

5.4.9 Broadcasting (multi-iterators)

PyObject* **PyArray_MultiIterNew**(int *num*, ...)
A simplified interface to broadcasting. This function takes the number of arrays to broadcast and then *num* extra (`PyObject *`) arguments. These arguments are converted to arrays and iterators are created. `PyArray_Broadcast` is then called on the resulting multi-iterator object. The resulting, broadcasted mult-iterator object is then returned. A broadcasted operation can then be performed using a single loop and using `PyArray_MultiIter_NEXT` (..)

void **PyArray_MultiIter_RESET**(PyObject* *multi*)
Reset all the iterators to the beginning in a multi-iterator object, *multi*.

void **PyArray_MultiIter_NEXT**(PyObject* *multi*)
Advance each iterator in a multi-iterator object, *multi*, to its next (broadcasted) element.

void ***PyArray_MultiIter_DATA**(PyObject* *multi*, int *i*)
Return the data-pointer of the ith iterator in a multi-iterator object.

void **PyArray_MultiIter_NEXTi**(PyObject* *multi*, int *i*)
Advance the pointer of only the ith iterator.

void **PyArray_MultiIter_GOTO**(PyObject* *multi*, npy_intp* *destination*)
Advance each iterator in a multi-iterator object, *multi*, to the given N -dimensional *destination* where N is the number of dimensions in the broadcasted array.

void **PyArray_MultiIter_GOTO1D**(PyObject* *multi*, npy_intp *index*)
Advance each iterator in a multi-iterator object, *multi*, to the corresponding location of the *index* into the flattened broadcasted array.

int **PyArray_MultiIter_NOTDONE**(PyObject* *multi*)
Evaluates TRUE as long as the multi-iterator has not looped through all of the elements (of the broadcasted result), otherwise it evaluates FALSE.

int **PyArray_Broadcast**(PyArrayMultiIterObject* *mit*)
This function encapsulates the broadcasting rules. The *mit* container should already contain iterators for all the arrays that need to be broadcast. On return, these iterators will be adjusted so that iteration over each simultaneously will accomplish the broadcasting. A negative number is returned if an error occurs.

int **PyArray_RemoveSmallest**(PyArrayMultiIterObject* *mit*)
This function takes a multi-iterator object that has been previously "broadcasted," finds the dimension with the smallest "sum of strides" in the broadcasted result and adapts all the iterators so as not to iterate over that dimension (by effectively making them of length-1 in that dimension). The corresponding dimension is

returned unless *mit* ->nd is 0, then -1 is returned. This function is useful for constructing ufunc-like routines that broadcast their inputs correctly and then call a strided 1-d version of the routine as the inner-loop. This 1-d version is usually optimized for speed and for this reason the loop should be performed over the axis that won't require large stride jumps.

5.4.10 Neighborhood iterator

New in version 1.4.0. Neighborhood iterators are subclasses of the iterator object, and can be used to iter over a neighborhood of a point. For example, you may want to iterate over every voxel of a 3d image, and for every such voxel, iterate over an hypercube. Neighborhood iterator automatically handle boundaries, thus making this kind of code much easier to write than manual boundaries handling, at the cost of a slight overhead.

PyObject* **PyArray_NeighborhoodIterNew**(PyArrayIterObject* *iter*, npy_intp *bounds*, int *mode*, PyArrayObject* *fill_value*)

This function creates a new neighborhood iterator from an existing iterator. The neighborhood will be computed relatively to the position currently pointed by *iter*, the bounds define the shape of the neighborhood iterator, and the mode argument the boundaries handling mode.

The *bounds* argument is expected to be a (2 * iter->ao->nd) arrays, such as the range bound[2*i]->bounds[2*i+1] defines the range where to walk for dimension i (both bounds are included in the walked coordinates). The bounds should be ordered for each dimension (bounds[2*i] <= bounds[2*i+1]).

The mode should be one of:

- NPY_NEIGHBORHOOD_ITER_ZERO_PADDING: zero padding. Outside bounds values will be 0.
- NPY_NEIGHBORHOOD_ITER_ONE_PADDING: one padding, Outside bounds values will be 1.
- NPY_NEIGHBORHOOD_ITER_CONSTANT_PADDING: constant padding. Outside bounds values will be the same as the first item in fill_value.
- NPY_NEIGHBORHOOD_ITER_MIRROR_PADDING: mirror padding. Outside bounds values will be as if the array items were mirrored. For example, for the array [1, 2, 3, 4], x[-2] will be 2, x[-2] will be 1, x[4] will be 4, x[5] will be 1, etc...
- NPY_NEIGHBORHOOD_ITER_CIRCULAR_PADDING: circular padding. Outside bounds values will be as if the array was repeated. For example, for the array [1, 2, 3, 4], x[-2] will be 3, x[-2] will be 4, x[4] will be 1, x[5] will be 2, etc...

If the mode is constant filling (NPY_NEIGHBORHOOD_ITER_CONSTANT_PADDING), fill_value should point to an array object which holds the filling value (the first item will be the filling value if the array contains more than one item). For other cases, fill_value may be NULL.

- The iterator holds a reference to iter
- Return NULL on failure (in which case the reference count of iter is not changed)
- iter itself can be a Neighborhood iterator: this can be useful for .e.g automatic boundaries handling
- the object returned by this function should be safe to use as a normal iterator
- If the position of iter is changed, any subsequent call to PyArrayNeighborhoodIter_Next is undefined behavior, and PyArrayNeighborhoodIter_Reset must be called.

```
PyArrayIterObject \*iter;
PyArrayNeighborhoodIterObject \*neigh_iter;
iter = PyArray_IterNew(x);

//For a 3x3 kernel
bounds = {-1, 1, -1, 1};
neigh_iter = (PyArrayNeighborhoodIterObject*)PyArrayNeighborhoodIter_New(
```

```
        iter, bounds, NPY_NEIGHBORHOOD_ITER_ZERO_PADDING, NULL);

    for(i = 0; i < iter->size; ++i) {
        for (j = 0; j < neigh_iter->size; ++j) {
                // Walk around the item currently pointed by iter->dataptr
                PyArrayNeighborhoodIter_Next(neigh_iter);
        }

        // Move to the next point of iter
        PyArrayIter_Next(iter);
        PyArrayNeighborhoodIter_Reset(neigh_iter);
    }
```

int **PyArrayNeighborhoodIter_Reset**(PyArrayNeighborhoodIterObject* *iter*)
Reset the iterator position to the first point of the neighborhood. This should be called whenever the iter argument given at PyArray_NeighborhoodIterObject is changed (see example)

int **PyArrayNeighborhoodIter_Next**(PyArrayNeighborhoodIterObject* *iter*)
After this call, iter->dataptr points to the next point of the neighborhood. Calling this function after every point of the neighborhood has been visited is undefined.

5.4.11 Array Scalars

PyObject* **PyArray_Return**(PyArrayObject* *arr*)
This function checks to see if *arr* is a 0-dimensional array and, if so, returns the appropriate array scalar. It should be used whenever 0-dimensional arrays could be returned to Python.

PyObject* **PyArray_Scalar**(void* *data*, PyArray_Descr* *dtype*, PyObject* *itemsize*)
Return an array scalar object of the given enumerated *typenum* and *itemsize* by **copying** from memory pointed to by *data* . If *swap* is nonzero then this function will byteswap the data if appropriate to the data-type because array scalars are always in correct machine-byte order.

PyObject* **PyArray_ToScalar**(void* *data*, PyArrayObject* *arr*)
Return an array scalar object of the type and itemsize indicated by the array object *arr* copied from the memory pointed to by *data* and swapping if the data in *arr* is not in machine byte-order.

PyObject* **PyArray_FromScalar**(PyObject* *scalar*, PyArray_Descr* *outcode*)
Return a 0-dimensional array of type determined by *outcode* from *scalar* which should be an array-scalar object. If *outcode* is NULL, then the type is determined from *scalar*.

void **PyArray_ScalarAsCtype**(PyObject* *scalar*, void* *ctypeptr*)
Return in *ctypeptr* a pointer to the actual value in an array scalar. There is no error checking so *scalar* must be an array-scalar object, and ctypeptr must have enough space to hold the correct type. For flexible-sized types, a pointer to the data is copied into the memory of *ctypeptr*, for all other types, the actual data is copied into the address pointed to by *ctypeptr*.

void **PyArray_CastScalarToCtype**(PyObject* *scalar*, void* *ctypeptr*, PyArray_Descr* *outcode*)
Return the data (cast to the data type indicated by *outcode*) from the array-scalar, *scalar*, into the memory pointed to by *ctypeptr* (which must be large enough to handle the incoming memory).

PyObject* **PyArray_TypeObjectFromType**(int *type*)
Returns a scalar type-object from a type-number, *type* . Equivalent to `PyArray_DescrFromType` (*type*)->typeobj except for reference counting and error-checking. Returns a new reference to the typeobject on success or `NULL` on failure.

NPY_SCALARKIND **PyArray_ScalarKind**(int *typenum*, PyArrayObject** *arr*)
See the function `PyArray_MinScalarType` for an alternative mechanism introduced in NumPy 1.6.0.

Return the kind of scalar represented by *typenum* and the array in **arr* (if *arr* is not NULL). The array is assumed to be rank-0 and only used if *typenum* represents a signed integer. If *arr* is not NULL and the first element is negative then NPY_INTNEG_SCALAR is returned, otherwise NPY_INTPOS_SCALAR is returned. The possible return values are NPY_{kind}_SCALAR where {kind} can be **INTPOS**, **INTNEG**, **FLOAT**, **COMPLEX**, **BOOL**, or **OBJECT**. NPY_NOSCALAR is also an enumerated value NPY_SCALARKIND variables can take on.

int **PyArray_CanCoerceScalar** (char *thistype*, char *neededtype*, NPY_SCALARKIND *scalar*)

See the function PyArray_ResultType for details of NumPy type promotion, updated in NumPy 1.6.0.

Implements the rules for scalar coercion. Scalars are only silently coerced from thistype to neededtype if this function returns nonzero. If scalar is NPY_NOSCALAR, then this function is equivalent to PyArray_CanCastSafely. The rule is that scalars of the same KIND can be coerced into arrays of the same KIND. This rule means that high-precision scalars will never cause low-precision arrays of the same KIND to be upcast.

5.4.12 Data-type descriptors

Warning: Data-type objects must be reference counted so be aware of the action on the data-type reference of different C-API calls. The standard rule is that when a data-type object is returned it is a new reference. Functions that take PyArray_Descr * objects and return arrays steal references to the data-type their inputs unless otherwise noted. Therefore, you must own a reference to any data-type object used as input to such a function.

int **PyArrayDescr_Check** (PyObject* *obj*)

Evaluates as true if *obj* is a data-type object (PyArray_Descr *).

PyArray_Descr* **PyArray_DescrNew** (PyArray_Descr* *obj*)

Return a new data-type object copied from *obj* (the fields reference is just updated so that the new object points to the same fields dictionary if any).

PyArray_Descr* **PyArray_DescrNewFromType** (int *typenum*)

Create a new data-type object from the built-in (or user-registered) data-type indicated by *typenum*. All builtin types should not have any of their fields changed. This creates a new copy of the PyArray_Descr structure so that you can fill it in as appropriate. This function is especially needed for flexible data-types which need to have a new elsize member in order to be meaningful in array construction.

PyArray_Descr* **PyArray_DescrNewByteorder** (PyArray_Descr* *obj*, char *newendian*)

Create a new data-type object with the byteorder set according to *newendian*. All referenced data-type objects (in subdescr and fields members of the data-type object) are also changed (recursively). If a byteorder of NPY_IGNORE is encountered it is left alone. If newendian is NPY_SWAP, then all byte-orders are swapped. Other valid newendian values are NPY_NATIVE, NPY_LITTLE, and NPY_BIG which all cause the returned data-typed descriptor (and all it's referenced data-type descriptors) to have the corresponding byte- order.

PyArray_Descr* **PyArray_DescrFromObject** (PyObject* *op*, PyArray_Descr* *mintype*)

Determine an appropriate data-type object from the object *op* (which should be a "nested" sequence object) and the minimum data-type descriptor mintype (which can be NULL). Similar in behavior to array(*op*).dtype. Don't confuse this function with PyArray_DescrConverter. This function essentially looks at all the objects in the (nested) sequence and determines the data-type from the elements it finds.

PyArray_Descr* **PyArray_DescrFromScalar** (PyObject* *scalar*)

Return a data-type object from an array-scalar object. No checking is done to be sure that *scalar* is an array scalar. If no suitable data-type can be determined, then a data-type of NPY_OBJECT is returned by default.

PyArray_Descr* **PyArray_DescrFromType** (int *typenum*)

Returns a data-type object corresponding to *typenum*. The *typenum* can be one of the enumerated types, a

character code for one of the enumerated types, or a user-defined type.

int **PyArray_DescrConverter** (PyObject* *obj*, PyArray_Descr** *dtype*)
Convert any compatible Python object, *obj*, to a data-type object in *dtype*. A large number of Python objects can be converted to data-type objects. See *Data type objects (dtype)* for a complete description. This version of the converter converts None objects to a NPY_DEFAULT_TYPE data-type object. This function can be used with the "O&" character code in PyArg_ParseTuple processing.

int **PyArray_DescrConverter2** (PyObject* *obj*, PyArray_Descr** *dtype*)
Convert any compatible Python object, *obj*, to a data-type object in *dtype*. This version of the converter converts None objects so that the returned data-type is NULL. This function can also be used with the "O&" character in PyArg_ParseTuple processing.

int **Pyarray_DescrAlignConverter** (PyObject* *obj*, PyArray_Descr** *dtype*)
Like PyArray_DescrConverter except it aligns C-struct-like objects on word-boundaries as the compiler would.

int **Pyarray_DescrAlignConverter2** (PyObject* *obj*, PyArray_Descr** *dtype*)
Like PyArray_DescrConverter2 except it aligns C-struct-like objects on word-boundaries as the compiler would.

PyObject ***PyArray_FieldNames** (PyObject* *dict*)
Take the fields dictionary, *dict*, such as the one attached to a data-type object and construct an ordered-list of field names such as is stored in the names field of the PyArray_Descr object.

5.4.13 Conversion Utilities

For use with PyArg_ParseTuple

All of these functions can be used in PyArg_ParseTuple (...) with the "O&" format specifier to automatically convert any Python object to the required C-object. All of these functions return NPY_SUCCEED if successful and NPY_FAIL if not. The first argument to all of these function is a Python object. The second argument is the **address** of the C-type to convert the Python object to.

Warning: Be sure to understand what steps you should take to manage the memory when using these conversion functions. These functions can require freeing memory, and/or altering the reference counts of specific objects based on your use.

int **PyArray_Converter** (PyObject* *obj*, PyObject** *address*)
Convert any Python object to a PyArrayObject. If PyArray_Check (*obj*) is TRUE then its reference count is incremented and a reference placed in *address*. If *obj* is not an array, then convert it to an array using PyArray_FromAny . No matter what is returned, you must DECREF the object returned by this routine in *address* when you are done with it.

int **PyArray_OutputConverter** (PyObject* *obj*, PyArrayObject** *address*)
This is a default converter for output arrays given to functions. If *obj* is Py_None or NULL, then **address* will be NULL but the call will succeed. If PyArray_Check (*obj*) is TRUE then it is returned in **address* without incrementing its reference count.

int **PyArray_IntpConverter** (PyObject* *obj*, PyArray_Dims* *seq*)
Convert any Python sequence, *obj*, smaller than NPY_MAXDIMS to a C-array of npy_intp. The Python object could also be a single number. The *seq* variable is a pointer to a structure with members ptr and len. On successful return, *seq* ->ptr contains a pointer to memory that must be freed to avoid a memory leak. The restriction on memory size allows this converter to be conveniently used for sequences intended to be interpreted as array shapes.

int **PyArray_BufferConverter**(PyObject* *obj*, PyArray_Chunk* *buf*)
Convert any Python object, *obj*, with a (single-segment) buffer interface to a variable with members that detail the object's use of its chunk of memory. The *buf* variable is a pointer to a structure with base, ptr, len, and flags members. The PyArray_Chunk structure is binary compatibile with the Python's buffer object (through its len member on 32-bit platforms and its ptr member on 64-bit platforms or in Python 2.5). On return, the base member is set to *obj* (or its base if *obj* is already a buffer object pointing to another object). If you need to hold on to the memory be sure to INCREF the base member. The chunk of memory is pointed to by *buf* ->ptr member and has length *buf* ->len. The flags member of *buf* is NPY_BEHAVED_RO with the NPY_ARRAY_WRITEABLE flag set if *obj* has a writeable buffer interface.

int **PyArray_AxisConverter**(PyObject * *obj*, int* *axis*)
Convert a Python object, *obj*, representing an axis argument to the proper value for passing to the functions that take an integer axis. Specifically, if *obj* is None, *axis* is set to NPY_MAXDIMS which is interpreted correctly by the C-API functions that take axis arguments.

int **PyArray_BoolConverter**(PyObject* *obj*, Bool* *value*)
Convert any Python object, *obj*, to NPY_TRUE or NPY_FALSE, and place the result in *value*.

int **PyArray_ByteorderConverter**(PyObject* *obj*, char* *endian*)
Convert Python strings into the corresponding byte-order character: '>', '<', 's', '=', or 'l'.

int **PyArray_SortkindConverter**(PyObject* *obj*, NPY_SORTKIND* *sort*)
Convert Python strings into one of NPY_QUICKSORT (starts with 'q' or 'Q') , NPY_HEAPSORT (starts with 'h' or 'H'), or NPY_MERGESORT (starts with 'm' or 'M').

int **PyArray_SearchsideConverter**(PyObject* *obj*, NPY_SEARCHSIDE* *side*)
Convert Python strings into one of NPY_SEARCHLEFT (starts with 'l' or 'L'), or NPY_SEARCHRIGHT (starts with 'r' or 'R').

int **PyArray_OrderConverter**(PyObject* *obj*, NPY_ORDER* *order*)
Convert the Python strings 'C', 'F', 'A', and 'K' into the NPY_ORDER enumeration NPY_CORDER, NPY_FORTRANORDER, NPY_ANYORDER, and NPY_KEEPORDER.

int **PyArray_CastingConverter**(PyObject* *obj*, NPY_CASTING* *casting*)
Convert the Python strings 'no', 'equiv', 'safe', 'same_kind', and 'unsafe' into the NPY_CASTING enumeration NPY_NO_CASTING, NPY_EQUIV_CASTING, NPY_SAFE_CASTING, NPY_SAME_KIND_CASTING, and NPY_UNSAFE_CASTING.

int **PyArray_ClipmodeConverter**(PyObject* *object*, NPY_CLIPMODE* *val*)
Convert the Python strings 'clip', 'wrap', and 'raise' into the NPY_CLIPMODE enumeration NPY_CLIP, NPY_WRAP, and NPY_RAISE.

int **PyArray_ConvertClipmodeSequence**(PyObject* *object*, NPY_CLIPMODE* *modes*, int *n*)
Converts either a sequence of clipmodes or a single clipmode into a C array of NPY_CLIPMODE values. The number of clipmodes *n* must be known before calling this function. This function is provided to help functions allow a different clipmode for each dimension.

Other conversions

int **PyArray_PyIntAsInt**(PyObject* *op*)
Convert all kinds of Python objects (including arrays and array scalars) to a standard integer. On error, -1 is returned and an exception set. You may find useful the macro:

```
#define error_converting(x)  (((x) == -1) && PyErr_Occurred()
```

npy_intp **PyArray_PyIntAsIntp**(PyObject* *op*)
Convert all kinds of Python objects (including arrays and array scalars) to a (platform-pointer-sized) integer. On error, -1 is returned and an exception set.

int **PyArray_IntpFromSequence** (PyObject* *seq*, npy_intp* *vals*, int *maxvals*)
Convert any Python sequence (or single Python number) passed in as *seq* to (up to) *maxvals* pointer-sized integers and place them in the *vals* array. The sequence can be smaller then *maxvals* as the number of converted objects is returned.

int **PyArray_TypestrConvert** (int *itemsize*, int *gentype*)
Convert typestring characters (with *itemsize*) to basic enumerated data types. The typestring character corresponding to signed and unsigned integers, floating point numbers, and complex-floating point numbers are recognized and converted. Other values of gentype are returned. This function can be used to convert, for example, the string 'f4' to NPY_FLOAT32.

5.4.14 Miscellaneous

Importing the API

In order to make use of the C-API from another extension module, the import_array () command must be used. If the extension module is self-contained in a single .c file, then that is all that needs to be done. If, however, the extension module involves multiple files where the C-API is needed then some additional steps must be taken.

void **import_array** (void)
This function must be called in the initialization section of a module that will make use of the C-API. It imports the module where the function-pointer table is stored and points the correct variable to it.

PY_ARRAY_UNIQUE_SYMBOL

NO_IMPORT_ARRAY
Using these #defines you can use the C-API in multiple files for a single extension module. In each file you must define PY_ARRAY_UNIQUE_SYMBOL to some name that will hold the C-API (*e.g.* myextension_ARRAY_API). This must be done **before** including the numpy/arrayobject.h file. In the module intialization routine you call import_array (). In addition, in the files that do not have the module initialization sub_routine define NO_IMPORT_ARRAY prior to including numpy/arrayobject.h.

Suppose I have two files coolmodule.c and coolhelper.c which need to be compiled and linked into a single extension module. Suppose coolmodule.c contains the required initcool module initialization function (with the import_array() function called). Then, coolmodule.c would have at the top:

```
#define PY_ARRAY_UNIQUE_SYMBOL cool_ARRAY_API
#include numpy/arrayobject.h
```

On the other hand, coolhelper.c would contain at the top:

```
#define PY_ARRAY_UNIQUE_SYMBOL cool_ARRAY_API
#define NO_IMPORT_ARRAY
#include numpy/arrayobject.h
```

Checking the API Version

Because python extensions are not used in the same way as usual libraries on most platforms, some errors cannot be automatically detected at build time or even runtime. For example, if you build an extension using a function available only for numpy >= 1.3.0, and you import the extension later with numpy 1.2, you will not get an import error (but almost certainly a segmentation fault when calling the function). That's why several functions are provided to check for numpy versions. The macros NPY_VERSION and NPY_FEATURE_VERSION corresponds to the numpy version used to build the extension, whereas the versions returned by the functions PyArray_GetNDArrayCVersion and PyArray_GetNDArrayCFeatureVersion corresponds to the runtime numpy's version.

The rules for ABI and API compatibilities can be summarized as follows:

- Whenever NPY_VERSION != PyArray_GetNDArrayCVersion, the extension has to be recompiled (ABI incompatibility).
- NPY_VERSION == PyArray_GetNDArrayCVersion and NPY_FEATURE_VERSION <= PyArray_GetNDArrayCFeatureVersion means backward compatible changes.

ABI incompatibility is automatically detected in every numpy's version. API incompatibility detection was added in numpy 1.4.0. If you want to supported many different numpy versions with one extension binary, you have to build your extension with the lowest NPY_FEATURE_VERSION as possible.

unsigned int **PyArray_GetNDArrayCVersion** (void)
: This just returns the value NPY_VERSION. NPY_VERSION changes whenever a backward incompatible change at the ABI level. Because it is in the C-API, however, comparing the output of this function from the value defined in the current header gives a way to test if the C-API has changed thus requiring a re-compilation of extension modules that use the C-API. This is automatically checked in the function import_array.

unsigned int **PyArray_GetNDArrayCFeatureVersion** (void)
: New in version 1.4.0. This just returns the value NPY_FEATURE_VERSION. NPY_FEATURE_VERSION changes whenever the API changes (e.g. a function is added). A changed value does not always require a recompile.

Internal Flexibility

int **PyArray_SetNumericOps** (PyObject* *dict*)
: NumPy stores an internal table of Python callable objects that are used to implement arithmetic operations for arrays as well as certain array calculation methods. This function allows the user to replace any or all of these Python objects with their own versions. The keys of the dictionary, *dict*, are the named functions to replace and the paired value is the Python callable object to use. Care should be taken that the function used to replace an internal array operation does not itself call back to that internal array operation (unless you have designed the function to handle that), or an unchecked infinite recursion can result (possibly causing program crash). The key names that represent operations that can be replaced are:

  add, **subtract**, **multiply**, **divide**, **remainder**, **power**, **square**, **reciprocal**, **ones_like**, **sqrt**, **negative**, **absolute**, **invert**, **left_shift**, **right_shift**, **bitwise_and**, **bitwise_xor**, **bitwise_or**, **less**, **less_equal**, **equal**, **not_equal**, **greater**, **greater_equal**, **floor_divide**, **true_divide**, **logical_or**, **logical_and**, **floor**, **ceil**, **maximum**, **minimum**, **rint**.

  These functions are included here because they are used at least once in the array object's methods. The function returns -1 (without setting a Python Error) if one of the objects being assigned is not callable.

PyObject* **PyArray_GetNumericOps** (void)
: Return a Python dictionary containing the callable Python objects stored in the the internal arithmetic operation table. The keys of this dictionary are given in the explanation for PyArray_SetNumericOps.

void **PyArray_SetStringFunction** (PyObject* *op*, int *repr*)
: This function allows you to alter the tp_str and tp_repr methods of the array object to any Python function. Thus you can alter what happens for all arrays when str(arr) or repr(arr) is called from Python. The function to be called is passed in as *op*. If *repr* is non-zero, then this function will be called in response to repr(arr), otherwise the function will be called in response to str(arr). No check on whether or not *op* is callable is performed. The callable passed in to *op* should expect an array argument and should return a string to be printed.

Memory management

char* **PyDataMem_NEW** (size_t *nbytes*)

PyDataMem_FREE(char* *ptr*)

char* **PyDataMem_RENEW**(void * *ptr*, size_t *newbytes*)
Macros to allocate, free, and reallocate memory. These macros are used internally to create arrays.

npy_intp* **PyDimMem_NEW**(nd)

PyDimMem_FREE(npy_intp* *ptr*)

npy_intp* **PyDimMem_RENEW**(npy_intp* *ptr*, npy_intp *newnd*)
Macros to allocate, free, and reallocate dimension and strides memory.

PyArray_malloc(nbytes)

PyArray_free(ptr)

PyArray_realloc(ptr, nbytes)
These macros use different memory allocators, depending on the constant `NPY_USE_PYMEM`. The system malloc is used when `NPY_USE_PYMEM` is 0, if `NPY_USE_PYMEM` is 1, then the Python memory allocator is used.

Threading support

These macros are only meaningful if `NPY_ALLOW_THREADS` evaluates True during compilation of the extension module. Otherwise, these macros are equivalent to whitespace. Python uses a single Global Interpreter Lock (GIL) for each Python process so that only a single thread may excecute at a time (even on multi-cpu machines). When calling out to a compiled function that may take time to compute (and does not have side-effects for other threads like updated global variables), the GIL should be released so that other Python threads can run while the time-consuming calculations are performed. This can be accomplished using two groups of macros. Typically, if one macro in a group is used in a code block, all of them must be used in the same code block. Currently, `NPY_ALLOW_THREADS` is defined to the python-defined `WITH_THREADS` constant unless the environment variable `NPY_NOSMP` is set in which case `NPY_ALLOW_THREADS` is defined to be 0.

Group 1

This group is used to call code that may take some time but does not use any Python C-API calls. Thus, the GIL should be released during its calculation.

NPY_BEGIN_ALLOW_THREADS
Equivalent to `Py_BEGIN_ALLOW_THREADS` except it uses `NPY_ALLOW_THREADS` to determine if the macro if replaced with white-space or not.

NPY_END_ALLOW_THREADS
Equivalent to `Py_END_ALLOW_THREADS` except it uses `NPY_ALLOW_THREADS` to determine if the macro if replaced with white-space or not.

NPY_BEGIN_THREADS_DEF
Place in the variable declaration area. This macro sets up the variable needed for storing the Python state.

NPY_BEGIN_THREADS
Place right before code that does not need the Python interpreter (no Python C-API calls). This macro saves the Python state and releases the GIL.

NPY_END_THREADS
Place right after code that does not need the Python interpreter. This macro acquires the GIL and restores the Python state from the saved variable.

NPY_BEGIN_THREADS_DESCR (PyArray_Descr **dtype*)
Useful to release the GIL only if *dtype* does not contain arbitrary Python objects which may need the Python interpreter during execution of the loop. Equivalent to

NPY_END_THREADS_DESCR (PyArray_Descr **dtype*)
Useful to regain the GIL in situations where it was released using the BEGIN form of this macro.

Group 2

This group is used to re-acquire the Python GIL after it has been released. For example, suppose the GIL has been released (using the previous calls), and then some path in the code (perhaps in a different subroutine) requires use of the Python C-API, then these macros are useful to acquire the GIL. These macros accomplish essentially a reverse of the previous three (acquire the LOCK saving what state it had) and then re-release it with the saved state.

NPY_ALLOW_C_API_DEF
Place in the variable declaration area to set up the necessary variable.

NPY_ALLOW_C_API
Place before code that needs to call the Python C-API (when it is known that the GIL has already been released).

NPY_DISABLE_C_API
Place after code that needs to call the Python C-API (to re-release the GIL).

Tip: Never use semicolons after the threading support macros.

Priority

NPY_PRIORITY
Default priority for arrays.

NPY_SUBTYPE_PRIORITY
Default subtype priority.

NPY_SCALAR_PRIORITY
Default scalar priority (very small)

double **PyArray_GetPriority** (PyObject* *obj*, double *def*)
Return the `__array_priority__` attribute (converted to a double) of *obj* or *def* if no attribute of that name exists. Fast returns that avoid the attribute lookup are provided for objects of type `PyArray_Type`.

Default buffers

NPY_BUFSIZE
Default size of the user-settable internal buffers.

NPY_MIN_BUFSIZE
Smallest size of user-settable internal buffers.

NPY_MAX_BUFSIZE
Largest size allowed for the user-settable buffers.

Other constants

NPY_NUM_FLOATTYPE
The number of floating-point types

NPY_MAXDIMS
The maximum number of dimensions allowed in arrays.

NPY_VERSION
The current version of the ndarray object (check to see if this variable is defined to guarantee the numpy/arrayobject.h header is being used).

NPY_FALSE
Defined as 0 for use with Bool.

NPY_TRUE
Defined as 1 for use with Bool.

NPY_FAIL
The return value of failed converter functions which are called using the "O&" syntax in `PyArg_ParseTuple`-like functions.

NPY_SUCCEED
The return value of successful converter functions which are called using the "O&" syntax in `PyArg_ParseTuple`-like functions.

Miscellaneous Macros

PyArray_SAMESHAPE(a1, a2)
Evaluates as True if arrays *a1* and *a2* have the same shape.

PyArray_MAX(a, b)
Returns the maximum of *a* and *b*. If (*a*) or (*b*) are expressions they are evaluated twice.

PyArray_MIN(a, b)
Returns the minimum of *a* and *b*. If (*a*) or (*b*) are expressions they are evaluated twice.

PyArray_CLT(a, b)

PyArray_CGT(a, b)

PyArray_CLE(a, b)

PyArray_CGE(a, b)

PyArray_CEQ(a, b)

PyArray_CNE(a, b)
Implements the complex comparisons between two complex numbers (structures with a real and imag member) using NumPy's definition of the ordering which is lexicographic: comparing the real parts first and then the complex parts if the real parts are equal.

PyArray_REFCOUNT(PyObject* *op*)
Returns the reference count of any Python object.

PyArray_XDECREF_ERR (PyObject *obj)
DECREF's an array object which may have the NPY_ARRAY_UPDATEIFCOPY flag set without causing the contents to be copied back into the original array. Resets the NPY_ARRAY_WRITEABLE flag on the base object. This is useful for recovering from an error condition when NPY_ARRAY_UPDATEIFCOPY is used.

Enumerated Types

NPY_SORTKIND
A special variable-type which can take on the values NPY_{KIND} where {KIND} is

QUICKSORT, **HEAPSORT**, **MERGESORT**

NPY_NSORTS
Defined to be the number of sorts.

NPY_SCALARKIND
A special variable type indicating the number of "kinds" of scalars distinguished in determining scalar-coercion rules. This variable can take on the values NPY_{KIND} where {KIND} can be

NOSCALAR, **BOOL_SCALAR**, **INTPOS_SCALAR**, **INTNEG_SCALAR**, **FLOAT_SCALAR**, **COMPLEX_SCALAR**, **OBJECT_SCALAR**

NPY_NSCALARKINDS
Defined to be the number of scalar kinds (not including NPY_NOSCALAR).

NPY_ORDER
An enumeration type indicating the element order that an array should be interpreted in. When a brand new array is created, generally only **NPY_CORDER** and **NPY_FORTRANORDER** are used, whereas when one or more inputs are provided, the order can be based on them.

NPY_ANYORDER
Fortran order if all the inputs are Fortran, C otherwise.

NPY_CORDER
C order.

NPY_FORTRANORDER
Fortran order.

NPY_KEEPORDER
An order as close to the order of the inputs as possible, even if the input is in neither C nor Fortran order.

NPY_CLIPMODE
A variable type indicating the kind of clipping that should be applied in certain functions.

NPY_RAISE
The default for most operations, raises an exception if an index is out of bounds.

NPY_CLIP
Clips an index to the valid range if it is out of bounds.

NPY_WRAP
Wraps an index to the valid range if it is out of bounds.

NPY_CASTING
New in version 1.6. An enumeration type indicating how permissive data conversions should be. This is used by the iterator added in NumPy 1.6, and is intended to be used more broadly in a future version.

NPY_NO_CASTING
Only allow identical types.

NPY_EQUIV_CASTING
Allow identical and casts involving byte swapping.

NPY_SAFE_CASTING
Only allow casts which will not cause values to be rounded, truncated, or otherwise changed.

NPY_SAME_KIND_CASTING
Allow any safe casts, and casts between types of the same kind. For example, float64 -> float32 is permitted with this rule.

NPY_UNSAFE_CASTING
Allow any cast, no matter what kind of data loss may occur.

5.5 Array Iterator API

New in version 1.6.

5.5.1 Array Iterator

The array iterator encapsulates many of the key features in ufuncs, allowing user code to support features like output parameters, preservation of memory layouts, and buffering of data with the wrong alignment or type, without requiring difficult coding.

This page documents the API for the iterator. The C-API naming convention chosen is based on the one in the numpy-refactor branch, so will integrate naturally into the refactored code base. The iterator is named `NpyIter` and functions are named `NpyIter_*`.

There is an *introductory guide to array iteration* which may be of interest for those using this C API. In many instances, testing out ideas by creating the iterator in Python is a good idea before writing the C iteration code.

5.5.2 Converting from Previous NumPy Iterators

The existing iterator API includes functions like PyArrayIter_Check, PyArray_Iter* and PyArray_ITER_*. The multi-iterator array includes PyArray_MultiIter*, PyArray_Broadcast, and PyArray_RemoveSmallest. The new iterator design replaces all of this functionality with a single object and associated API. One goal of the new API is that all uses of the existing iterator should be replaceable with the new iterator without significant effort. In 1.6, the major exception to this is the neighborhood iterator, which does not have corresponding features in this iterator.

Here is a conversion table for which functions to use with the new iterator:

Iterator Functions	
PyArray_IterNew	NpyIter_New
PyArray_IterAllButAxis	NpyIter_New + axes parameter **or** Iterator flag NPY_ITER_EXTERNAL_LOOP
PyArray_BroadcastToShape	**NOT SUPPORTED** (Use the support for multiple operands instead.)
PyArrayIter_Check	Will need to add this in Python exposure
PyArray_ITER_RESET	NpyIter_Reset
PyArray_ITER_NEXT	Function pointer from NpyIter_GetIterNext
PyArray_ITER_DATA	NpyIter_GetDataPtrArray
PyArray_ITER_GOTO	NpyIter_GotoMultiIndex
PyArray_ITER_GOTO1D	NpyIter_GotoIndex or NpyIter_GotoIterIndex
PyArray_ITER_NOTDONE	Return value of iternext function pointer
Multi-iterator Functions	
PyArray_MultiIterNew	NpyIter_MultiNew
PyArray_MultiIter_RESET	NpyIter_Reset
PyArray_MultiIter_NEXT	Function pointer from NpyIter_GetIterNext
PyArray_MultiIter_DATA	NpyIter_GetDataPtrArray
PyArray_MultiIter_NEXTi	**NOT SUPPORTED** (always lock-step iteration)
PyArray_MultiIter_GOTO	NpyIter_GotoMultiIndex
PyArray_MultiIter_GOTO1D	NpyIter_GotoIndex or NpyIter_GotoIterIndex
PyArray_MultiIter_NOTDONE	Return value of iternext function pointer
PyArray_Broadcast	Handled by NpyIter_MultiNew
PyArray_RemoveSmallest	Iterator flag NPY_ITER_EXTERNAL_LOOP
Other Functions	
PyArray_ConvertToCommonType	Iterator flag NPY_ITER_COMMON_DTYPE

5.5.3 Simple Iteration Example

The best way to become familiar with the iterator is to look at its usage within the NumPy codebase itself. For example, here is a slightly tweaked version of the code for PyArray_CountNonzero, which counts the number of non-zero elements in an array.

```
npy_intp PyArray_CountNonzero(PyArrayObject* self)
{
    /* Nonzero boolean function */
    PyArray_NonzeroFunc* nonzero = PyArray_DESCR(self)->f->nonzero;

    NpyIter* iter;
    NpyIter_IterNextFunc *iternext;
    char** dataptr;
    npy_intp* strideptr,* innersizeptr;

    /* Handle zero-sized arrays specially */
    if (PyArray_SIZE(self) == 0) {
        return 0;
    }

    /*
     * Create and use an iterator to count the nonzeros.
     *   flag NPY_ITER_READONLY
     *     - The array is never written to.
     *   flag NPY_ITER_EXTERNAL_LOOP
     *     - Inner loop is done outside the iterator for efficiency.
     *   flag NPY_ITER_NPY_ITER_REFS_OK
```

```
     *     - Reference types are acceptable.
     *   order NPY_KEEPORDER
     *     - Visit elements in memory order, regardless of strides.
     *       This is good for performance when the specific order
     *       elements are visited is unimportant.
     *   casting NPY_NO_CASTING
     *     - No casting is required for this operation.
     */
    iter = NpyIter_New(self, NPY_ITER_READONLY|
                             NPY_ITER_EXTERNAL_LOOP|
                             NPY_ITER_REFS_OK,
                        NPY_KEEPORDER, NPY_NO_CASTING,
                        NULL);
    if (iter == NULL) {
        return -1;
    }

    /*
     * The iternext function gets stored in a local variable
     * so it can be called repeatedly in an efficient manner.
     */
    iternext = NpyIter_GetIterNext(iter, NULL);
    if (iternext == NULL) {
        NpyIter_Deallocate(iter);
        return -1;
    }
    /* The location of the data pointer which the iterator may update */
    dataptr = NpyIter_GetDataPtrArray(iter);
    /* The location of the stride which the iterator may update */
    strideptr = NpyIter_GetInnerStrideArray(iter);
    /* The location of the inner loop size which the iterator may update */
    innersizeptr = NpyIter_GetInnerLoopSizePtr(iter);

    /* The iteration loop */
    do {
        /* Get the inner loop data/stride/count values */
        char* data = *dataptr;
        npy_intp stride = *strideptr;
        npy_intp count = *innersizeptr;

        /* This is a typical inner loop for NPY_ITER_EXTERNAL_LOOP */
        while (count--) {
            if (nonzero(data, self)) {
                ++nonzero_count;
            }
            data += stride;
        }

        /* Increment the iterator to the next inner loop */
    } while(iternext(iter));

    NpyIter_Deallocate(iter);

    return nonzero_count;
}
```

5.5.4 Simple Multi-Iteration Example

Here is a simple copy function using the iterator. The `order` parameter is used to control the memory layout of the allocated result, typically `NPY_KEEPORDER` is desired.

```
PyObject *CopyArray(PyObject *arr, NPY_ORDER order)
{
    NpyIter *iter;
    NpyIter_IterNextFunc *iternext;
    PyObject *op[2], *ret;
    npy_uint32 flags;
    npy_uint32 op_flags[2];
    npy_intp itemsize, *innersizeptr, innerstride;
    char **dataptrarray;

    /*
     * No inner iteration - inner loop is handled by CopyArray code
     */
    flags = NPY_ITER_EXTERNAL_LOOP;
    /*
     * Tell the constructor to automatically allocate the output.
     * The data type of the output will match that of the input.
     */
    op[0] = arr;
    op[1] = NULL;
    op_flags[0] = NPY_ITER_READONLY;
    op_flags[1] = NPY_ITER_WRITEONLY | NPY_ITER_ALLOCATE;

    /* Construct the iterator */
    iter = NpyIter_MultiNew(2, op, flags, order, NPY_NO_CASTING,
                            op_flags, NULL);
    if (iter == NULL) {
        return NULL;
    }

    /*
     * Make a copy of the iternext function pointer and
     * a few other variables the inner loop needs.
     */
    iternext = NpyIter_GetIterNext(iter, NULL);
    innerstride = NpyIter_GetInnerStrideArray(iter)[0];
    itemsize = NpyIter_GetDescrArray(iter)[0]->elsize;
    /*
     * The inner loop size and data pointers may change during the
     * loop, so just cache the addresses.
     */
    innersizeptr = NpyIter_GetInnerLoopSizePtr(iter);
    dataptrarray = NpyIter_GetDataPtrArray(iter);

    /*
     * Note that because the iterator allocated the output,
     * it matches the iteration order and is packed tightly,
     * so we don't need to check it like the input.
     */
    if (innerstride == itemsize) {
        do {
            memcpy(dataptrarray[1], dataptrarray[0],
                                    itemsize * (*innersizeptr));
        } while (iternext(iter));
```

```
    } else {
        /* For efficiency, should specialize this based on item size... */
        npy_intp i;
        do {
            npy_intp size = *innersizeptr;
            char *src = dataaddr[0], *dst = dataaddr[1];
            for(i = 0; i < size; i++, src += innerstride, dst += itemsize) {
                memcpy(dst, src, itemsize);
            }
        } while (iternext(iter));
    }

    /* Get the result from the iterator object array */
    ret = NpyIter_GetOperandArray(iter)[1];
    Py_INCREF(ret);

    if (NpyIter_Deallocate(iter) != NPY_SUCCEED) {
        Py_DECREF(ret);
        return NULL;
    }

    return ret;
}
```

5.5.5 Iterator Data Types

The iterator layout is an internal detail, and user code only sees an incomplete struct.

NpyIter
: This is an opaque pointer type for the iterator. Access to its contents can only be done through the iterator API.

NpyIter_Type
: This is the type which exposes the iterator to Python. Currently, no API is exposed which provides access to the values of a Python-created iterator. If an iterator is created in Python, it must be used in Python and vice versa. Such an API will likely be created in a future version.

NpyIter_IterNextFunc
: This is a function pointer for the iteration loop, returned by `NpyIter_GetIterNext`.

NpyIter_GetMultiIndexFunc
: This is a function pointer for getting the current iterator multi-index, returned by `NpyIter_GetGetMultiIndex`.

5.5.6 Construction and Destruction

NpyIter* **NpyIter_New**(PyArrayObject* *op*, npy_uint32 *flags*, NPY_ORDER *order*, NPY_CASTING *casting*, PyArray_Descr* *dtype*)
: Creates an iterator for the given numpy array object `op`.

  Flags that may be passed in `flags` are any combination of the global and per-operand flags documented in `NpyIter_MultiNew`, except for `NPY_ITER_ALLOCATE`.

  Any of the `NPY_ORDER` enum values may be passed to `order`. For efficient iteration, `NPY_KEEPORDER` is the best option, and the other orders enforce the particular iteration pattern.

  Any of the `NPY_CASTING` enum values may be passed to `casting`. The values include `NPY_NO_CASTING`, `NPY_EQUIV_CASTING`, `NPY_SAFE_CASTING`, `NPY_SAME_KIND_CASTING`, and

NPY_UNSAFE_CASTING. To allow the casts to occur, copying or buffering must also be enabled.

If dtype isn't NULL, then it requires that data type. If copying is allowed, it will make a temporary copy if the data is castable. If NPY_ITER_UPDATEIFCOPY is enabled, it will also copy the data back with another cast upon iterator destruction.

Returns NULL if there is an error, otherwise returns the allocated iterator.

To make an iterator similar to the old iterator, this should work.

```
iter = NpyIter_New(op, NPY_ITER_READWRITE,
                   NPY_CORDER, NPY_NO_CASTING, NULL);
```

If you want to edit an array with aligned double code, but the order doesn't matter, you would use this.

```
dtype = PyArray_DescrFromType(NPY_DOUBLE);
iter = NpyIter_New(op, NPY_ITER_READWRITE|
                   NPY_ITER_BUFFERED|
                   NPY_ITER_NBO|
                   NPY_ITER_ALIGNED,
                   NPY_KEEPORDER,
                   NPY_SAME_KIND_CASTING,
                   dtype);
Py_DECREF(dtype);
```

NpyIter* **NpyIter_MultiNew**(npy_intp *nop*, PyArrayObject** *op*, npy_uint32 *flags*, NPY_ORDER *order*, NPY_CASTING *casting*, npy_uint32* *op_flags*, PyArray_Descr** *op_dtypes*)

Creates an iterator for broadcasting the nop array objects provided in op, using regular NumPy broadcasting rules.

Any of the NPY_ORDER enum values may be passed to order. For efficient iteration, NPY_KEEPORDER is the best option, and the other orders enforce the particular iteration pattern. When using NPY_KEEPORDER, if you also want to ensure that the iteration is not reversed along an axis, you should pass the flag NPY_ITER_DONT_NEGATE_STRIDES.

Any of the NPY_CASTING enum values may be passed to casting. The values include NPY_NO_CASTING, NPY_EQUIV_CASTING, NPY_SAFE_CASTING, NPY_SAME_KIND_CASTING, and NPY_UNSAFE_CASTING. To allow the casts to occur, copying or buffering must also be enabled.

If op_dtypes isn't NULL, it specifies a data type or NULL for each op[i].

Returns NULL if there is an error, otherwise returns the allocated iterator.

Flags that may be passed in flags, applying to the whole iterator, are:

NPY_ITER_C_INDEX
: Causes the iterator to track a raveled flat index matching C order. This option cannot be used with NPY_ITER_F_INDEX.

NPY_ITER_F_INDEX
: Causes the iterator to track a raveled flat index matching Fortran order. This option cannot be used with NPY_ITER_C_INDEX.

NPY_ITER_MULTI_INDEX
: Causes the iterator to track a multi-index. This prevents the iterator from coalescing axes to produce bigger inner loops.

NPY_ITER_EXTERNAL_LOOP
: Causes the iterator to skip iteration of the innermost loop, requiring the user of the iterator to handle it.

This flag is incompatible with NPY_ITER_C_INDEX, NPY_ITER_F_INDEX, and NPY_ITER_MULTI_INDEX.

NPY_ITER_DONT_NEGATE_STRIDES
This only affects the iterator when NPY_KEEPORDER is specified for the order parameter. By default with NPY_KEEPORDER, the iterator reverses axes which have negative strides, so that memory is traversed in a forward direction. This disables this step. Use this flag if you want to use the underlying memory-ordering of the axes, but don't want an axis reversed. This is the behavior of `numpy.ravel(a, order='K')`, for instance.

NPY_ITER_COMMON_DTYPE
Causes the iterator to convert all the operands to a common data type, calculated based on the ufunc type promotion rules. Copying or buffering must be enabled.

If the common data type is known ahead of time, don't use this flag. Instead, set the requested dtype for all the operands.

NPY_ITER_REFS_OK
Indicates that arrays with reference types (object arrays or structured arrays containing an object type) may be accepted and used in the iterator. If this flag is enabled, the caller must be sure to check whether :cfunc:‘NpyIter_IterationNeedsAPI‘(iter) is true, in which case it may not release the GIL during iteration.

NPY_ITER_ZEROSIZE_OK
Indicates that arrays with a size of zero should be permitted. Since the typical iteration loop does not naturally work with zero-sized arrays, you must check that the IterSize is non-zero before entering the iteration loop.

NPY_ITER_REDUCE_OK
Permits writeable operands with a dimension with zero stride and size greater than one. Note that such operands must be read/write.

When buffering is enabled, this also switches to a special buffering mode which reduces the loop length as necessary to not trample on values being reduced.

Note that if you want to do a reduction on an automatically allocated output, you must use NpyIter_GetOperandArray to get its reference, then set every value to the reduction unit before doing the iteration loop. In the case of a buffered reduction, this means you must also specify the flag NPY_ITER_DELAY_BUFALLOC, then reset the iterator after initializing the allocated operand to prepare the buffers.

NPY_ITER_RANGED
Enables support for iteration of sub-ranges of the full `iterindex` range `[0, NpyIter_IterSize(iter))`. Use the function NpyIter_ResetToIterIndexRange to specify a range for iteration.

This flag can only be used with NPY_ITER_EXTERNAL_LOOP when NPY_ITER_BUFFERED is enabled. This is because without buffering, the inner loop is always the size of the innermost iteration dimension, and allowing it to get cut up would require special handling, effectively making it more like the buffered version.

NPY_ITER_BUFFERED
Causes the iterator to store buffering data, and use buffering to satisfy data type, alignment, and byte-order requirements. To buffer an operand, do not specify the NPY_ITER_COPY or NPY_ITER_UPDATEIFCOPY flags, because they will override buffering. Buffering is especially useful for Python code using the iterator, allowing for larger chunks of data at once to amortize the Python interpreter overhead.

If used with NPY_ITER_EXTERNAL_LOOP, the inner loop for the caller may get larger chunks than would be possible without buffering, because of how the strides are laid out.

Note that if an operand is given the flag NPY_ITER_COPY or NPY_ITER_UPDATEIFCOPY, a copy will be made in preference to buffering. Buffering will still occur when the array was broadcast so elements need to be duplicated to get a constant stride.

In normal buffering, the size of each inner loop is equal to the buffer size, or possibly larger if NPY_ITER_GROWINNER is specified. If NPY_ITER_REDUCE_OK is enabled and a reduction occurs, the inner loops may become smaller depending on the structure of the reduction.

NPY_ITER_GROWINNER
When buffering is enabled, this allows the size of the inner loop to grow when buffering isn't necessary. This option is best used if you're doing a straight pass through all the data, rather than anything with small cache-friendly arrays of temporary values for each inner loop.

NPY_ITER_DELAY_BUFALLOC
When buffering is enabled, this delays allocation of the buffers until NpyIter_Reset or another reset function is called. This flag exists to avoid wasteful copying of buffer data when making multiple copies of a buffered iterator for multi-threaded iteration.

Another use of this flag is for setting up reduction operations. After the iterator is created, and a reduction output is allocated automatically by the iterator (be sure to use READWRITE access), its value may be initialized to the reduction unit. Use NpyIter_GetOperandArray to get the object. Then, call NpyIter_Reset to allocate and fill the buffers with their initial values.

Flags that may be passed in `op_flags[i]`, where `0 <= i < nop`:

NPY_ITER_READWRITE

NPY_ITER_READONLY

NPY_ITER_WRITEONLY
Indicate how the user of the iterator will read or write to `op[i]`. Exactly one of these flags must be specified per operand.

NPY_ITER_COPY
Allow a copy of `op[i]` to be made if it does not meet the data type or alignment requirements as specified by the constructor flags and parameters.

NPY_ITER_UPDATEIFCOPY
Triggers NPY_ITER_COPY, and when an array operand is flagged for writing and is copied, causes the data in a copy to be copied back to `op[i]` when the iterator is destroyed.

If the operand is flagged as write-only and a copy is needed, an uninitialized temporary array will be created and then copied to back to `op[i]` on destruction, instead of doing the unecessary copy operation.

NPY_ITER_NBO

NPY_ITER_ALIGNED

NPY_ITER_CONTIG
Causes the iterator to provide data for `op[i]` that is in native byte order, aligned according to the dtype requirements, contiguous, or any combination.

By default, the iterator produces pointers into the arrays provided, which may be aligned or unaligned, and with any byte order. If copying or buffering is not enabled and the operand data doesn't satisfy the constraints, an error will be raised.

The contiguous constraint applies only to the inner loop, successive inner loops may have arbitrary pointer changes.

If the requested data type is in non-native byte order, the NBO flag overrides it and the requested data type is converted to be in native byte order.

NPY_ITER_ALLOCATE
This is for output arrays, and requires that the flag NPY_ITER_WRITEONLY or NPY_ITER_READWRITE be set. If op[i] is NULL, creates a new array with the final broadcast dimensions, and a layout matching the iteration order of the iterator.

When op[i] is NULL, the requested data type op_dtypes[i] may be NULL as well, in which case it is automatically generated from the dtypes of the arrays which are flagged as readable. The rules for generating the dtype are the same is for UFuncs. Of special note is handling of byte order in the selected dtype. If there is exactly one input, the input's dtype is used as is. Otherwise, if more than one input dtypes are combined together, the output will be in native byte order.

After being allocated with this flag, the caller may retrieve the new array by calling NpyIter_GetOperandArray and getting the i-th object in the returned C array. The caller must call Py_INCREF on it to claim a reference to the array.

NPY_ITER_NO_SUBTYPE
For use with NPY_ITER_ALLOCATE, this flag disables allocating an array subtype for the output, forcing it to be a straight ndarray.

TODO: Maybe it would be better to introduce a function NpyIter_GetWrappedOutput and remove this flag?

NPY_ITER_NO_BROADCAST
Ensures that the input or output matches the iteration dimensions exactly.

NPY_ITER_ARRAYMASK
New in version 1.7. Indicates that this operand is the mask to use for selecting elements when writing to operands which have the NPY_ITER_WRITEMASKED flag applied to them. Only one operand may have NPY_ITER_ARRAYMASK flag applied to it.

The data type of an operand with this flag should be either NPY_BOOL, NPY_MASK, or a struct dtype whose fields are all valid mask dtypes. In the latter case, it must match up with a struct operand being WRITEMASKED, as it is specifying a mask for each field of that array.

This flag only affects writing from the buffer back to the array. This means that if the operand is also NPY_ITER_READWRITE or NPY_ITER_WRITEONLY, code doing iteration can write to this operand to control which elements will be untouched and which ones will be modified. This is useful when the mask should be a combination of input masks, for example. Mask values can be created with the NpyMask_Create function.

NPY_ITER_WRITEMASKED
New in version 1.7. Indicates that only elements which the operand with the ARRAYMASK flag indicates are intended to be modified by the iteration. In general, the iterator does not enforce this, it is up to the code doing the iteration to follow that promise. Code can use the NpyMask_IsExposed inline function to test whether the mask at a particular element allows writing.

When this flag is used, and this operand is buffered, this changes how data is copied from the buffer into the array. A masked copying routine is used, which only copies the elements in the buffer for which NpyMask_IsExposed returns true from the corresponding element in the ARRAYMASK operand.

NpyIter* **NpyIter_AdvancedNew**(npy_intp *nop*, PyArrayObject** *op*, npy_uint32 *flags*, NPY_ORDER *order*, NPY_CASTING *casting*, npy_uint32* *op_flags*, PyArray_Descr** *op_dtypes*, int *oa_ndim*, int** *op_axes*, npy_intp* *itershape*, npy_intp *buffersize*)

Extends `NpyIter_MultiNew` with several advanced options providing more control over broadcasting and buffering.

If -1/NULL values are passed to `oa_ndim`, `op_axes`, `itershape`, and `buffersize`, it is equivalent to `NpyIter_MultiNew`.

The parameter `oa_ndim`, when not zero or -1, specifies the number of dimensions that will be iterated with customized broadcasting. If it is provided, `op_axes` must and `itershape` can also be provided. The `op_axes` parameter let you control in detail how the axes of the operand arrays get matched together and iterated. In `op_axes`, you must provide an array of `nop` pointers to `oa_ndim`-sized arrays of type `npy_intp`. If an entry in `op_axes` is NULL, normal broadcasting rules will apply. In `op_axes[j][i]` is stored either a valid axis of `op[j]`, or -1 which means `newaxis`. Within each `op_axes[j]` array, axes may not be repeated. The following example is how normal broadcasting applies to a 3-D array, a 2-D array, a 1-D array and a scalar.

Note: Before NumPy 1.8 `oa_ndim == 0` was used for signalling that that ``op_axes` and `itershape` are unused. This is deprecated and should be replaced with -1. Better backward compatibility may be achieved by using `NpyIter_MultiNew` for this case.

```
int oa_ndim = 3;                /* # iteration axes */
int op0_axes[] = {0, 1, 2};     /* 3-D operand */
int op1_axes[] = {-1, 0, 1};    /* 2-D operand */
int op2_axes[] = {-1, -1, 0};   /* 1-D operand */
int op3_axes[] = {-1, -1, -1}   /* 0-D (scalar) operand */
int* op_axes[] = {op0_axes, op1_axes, op2_axes, op3_axes};
```

The `itershape` parameter allows you to force the iterator to have a specific iteration shape. It is an array of length `oa_ndim`. When an entry is negative, its value is determined from the operands. This parameter allows automatically allocated outputs to get additional dimensions which don't match up with any dimension of an input.

If `buffersize` is zero, a default buffer size is used, otherwise it specifies how big of a buffer to use. Buffers which are powers of 2 such as 4096 or 8192 are recommended.

Returns NULL if there is an error, otherwise returns the allocated iterator.

NpyIter* **NpyIter_Copy**(NpyIter* *iter*)

Makes a copy of the given iterator. This function is provided primarily to enable multi-threaded iteration of the data.

TODO: Move this to a section about multithreaded iteration.

The recommended approach to multithreaded iteration is to first create an iterator with the flags `NPY_ITER_EXTERNAL_LOOP`, `NPY_ITER_RANGED`, `NPY_ITER_BUFFERED`, `NPY_ITER_DELAY_BUFALLOC`, and possibly `NPY_ITER_GROWINNER`. Create a copy of this iterator for each thread (minus one for the first iterator). Then, take the iteration index range `[0, NpyIter_GetIterSize(iter))` and split it up into tasks, for example using a TBB parallel_for loop. When a thread gets a task to execute, it then uses its copy of the iterator by calling `NpyIter_ResetToIterIndexRange` and iterating over the full range.

When using the iterator in multi-threaded code or in code not holding the Python GIL, care must be taken to only call functions which are safe in that context. `NpyIter_Copy` cannot be safely called without the Python GIL, because it increments Python references. The `Reset*` and some other functions may be safely called by passing in the `errmsg` parameter as non-NULL, so that the functions will pass back errors through it instead of setting a Python exception.

int NpyIter_RemoveAxis(NpyIter* iter, int axis)``
Removes an axis from iteration. This requires that NPY_ITER_MULTI_INDEX was set for iterator creation, and does not work if buffering is enabled or an index is being tracked. This function also resets the iterator to its initial state.

This is useful for setting up an accumulation loop, for example. The iterator can first be created with all the dimensions, including the accumulation axis, so that the output gets created correctly. Then, the accumulation axis can be removed, and the calculation done in a nested fashion.

WARNING: This function may change the internal memory layout of the iterator. Any cached functions or pointers from the iterator must be retrieved again!

Returns NPY_SUCCEED or NPY_FAIL.

int **NpyIter_RemoveMultiIndex**(NpyIter* *iter*)
If the iterator is tracking a multi-index, this strips support for them, and does further iterator optimizations that are possible if multi-indices are not needed. This function also resets the iterator to its initial state.

WARNING: This function may change the internal memory layout of the iterator. Any cached functions or pointers from the iterator must be retrieved again!

After calling this function, :cfunc:‘NpyIter_HasMultiIndex‘(iter) will return false.

Returns NPY_SUCCEED or NPY_FAIL.

int **NpyIter_EnableExternalLoop**(NpyIter* *iter*)
If NpyIter_RemoveMultiIndex was called, you may want to enable the flag NPY_ITER_EXTERNAL_LOOP. This flag is not permitted together with NPY_ITER_MULTI_INDEX, so this function is provided to enable the feature after NpyIter_RemoveMultiIndex is called. This function also resets the iterator to its initial state.

WARNING: This function changes the internal logic of the iterator. Any cached functions or pointers from the iterator must be retrieved again!

Returns NPY_SUCCEED or NPY_FAIL.

int **NpyIter_Deallocate**(NpyIter* *iter*)
Deallocates the iterator object. This additionally frees any copies made, triggering UPDATEIFCOPY behavior where necessary.

Returns NPY_SUCCEED or NPY_FAIL.

int **NpyIter_Reset**(NpyIter* *iter*, char** *errmsg*)
Resets the iterator back to its initial state, at the beginning of the iteration range.

Returns NPY_SUCCEED or NPY_FAIL. If errmsg is non-NULL, no Python exception is set when NPY_FAIL is returned. Instead, *errmsg is set to an error message. When errmsg is non-NULL, the function may be safely called without holding the Python GIL.

int **NpyIter_ResetToIterIndexRange**(NpyIter* *iter*, npy_intp *istart*, npy_intp *iend*, char** *errmsg*)
Resets the iterator and restricts it to the iterindex range [istart, iend). See NpyIter_Copy for an explanation of how to use this for multi-threaded iteration. This requires that the flag NPY_ITER_RANGED was passed to the iterator constructor.

If you want to reset both the iterindex range and the base pointers at the same time, you can do the following to avoid extra buffer copying (be sure to add the return code error checks when you copy this code).

```
/* Set to a trivial empty range */
NpyIter_ResetToIterIndexRange(iter, 0, 0);
/* Set the base pointers */
NpyIter_ResetBasePointers(iter, baseptrs);
/* Set to the desired range */
NpyIter_ResetToIterIndexRange(iter, istart, iend);
```

Returns NPY_SUCCEED or NPY_FAIL. If errmsg is non-NULL, no Python exception is set when NPY_FAIL is returned. Instead, *errmsg is set to an error message. When errmsg is non-NULL, the function may be safely called without holding the Python GIL.

int **NpyIter_ResetBasePointers**(NpyIter *iter, char** *baseptrs*, char** *errmsg*)

Resets the iterator back to its initial state, but using the values in baseptrs for the data instead of the pointers from the arrays being iterated. This functions is intended to be used, together with the op_axes parameter, by nested iteration code with two or more iterators.

Returns NPY_SUCCEED or NPY_FAIL. If errmsg is non-NULL, no Python exception is set when NPY_FAIL is returned. Instead, *errmsg is set to an error message. When errmsg is non-NULL, the function may be safely called without holding the Python GIL.

TODO: Move the following into a special section on nested iterators.

Creating iterators for nested iteration requires some care. All the iterator operands must match exactly, or the calls to NpyIter_ResetBasePointers will be invalid. This means that automatic copies and output allocation should not be used haphazardly. It is possible to still use the automatic data conversion and casting features of the iterator by creating one of the iterators with all the conversion parameters enabled, then grabbing the allocated operands with the NpyIter_GetOperandArray function and passing them into the constructors for the rest of the iterators.

WARNING: When creating iterators for nested iteration, the code must not use a dimension more than once in the different iterators. If this is done, nested iteration will produce out-of-bounds pointers during iteration.

WARNING: When creating iterators for nested iteration, buffering can only be applied to the innermost iterator. If a buffered iterator is used as the source for baseptrs, it will point into a small buffer instead of the array and the inner iteration will be invalid.

The pattern for using nested iterators is as follows.

```
NpyIter *iter1, *iter1;
NpyIter_IterNextFunc *iternext1, *iternext2;
char **dataptrs1;

/*
 * With the exact same operands, no copies allowed, and
 * no axis in op_axes used both in iter1 and iter2.
 * Buffering may be enabled for iter2, but not for iter1.
 */
iter1 = ...; iter2 = ...;

iternext1 = NpyIter_GetIterNext(iter1);
iternext2 = NpyIter_GetIterNext(iter2);
dataptrs1 = NpyIter_GetDataPtrArray(iter1);

do {
    NpyIter_ResetBasePointers(iter2, dataptrs1);
    do {
        /* Use the iter2 values */
    } while (iternext2(iter2));
} while (iternext1(iter1));
```

int **NpyIter_GotoMultiIndex**(NpyIter* *iter*, npy_intp* *multi_index*)

Adjusts the iterator to point to the ndim indices pointed to by multi_index. Returns an error if a multi-index is not being tracked, the indices are out of bounds, or inner loop iteration is disabled.

Returns NPY_SUCCEED or NPY_FAIL.

int **NpyIter_GotoIndex**(NpyIter* *iter*, npy_intp *index*)
Adjusts the iterator to point to the `index` specified. If the iterator was constructed with the flag `NPY_ITER_C_INDEX`, `index` is the C-order index, and if the iterator was constructed with the flag `NPY_ITER_F_INDEX`, `index` is the Fortran-order index. Returns an error if there is no index being tracked, the index is out of bounds, or inner loop iteration is disabled.

Returns `NPY_SUCCEED` or `NPY_FAIL`.

npy_intp **NpyIter_GetIterSize**(NpyIter* *iter*)
Returns the number of elements being iterated. This is the product of all the dimensions in the shape.

npy_intp **NpyIter_GetIterIndex**(NpyIter* *iter*)
Gets the `iterindex` of the iterator, which is an index matching the iteration order of the iterator.

void **NpyIter_GetIterIndexRange**(NpyIter* *iter*, npy_intp* *istart*, npy_intp* *iend*)
Gets the `iterindex` sub-range that is being iterated. If `NPY_ITER_RANGED` was not specified, this always returns the range `[0, NpyIter_IterSize(iter))`.

int **NpyIter_GotoIterIndex**(NpyIter* *iter*, npy_intp *iterindex*)
Adjusts the iterator to point to the `iterindex` specified. The IterIndex is an index matching the iteration order of the iterator. Returns an error if the `iterindex` is out of bounds, buffering is enabled, or inner loop iteration is disabled.

Returns `NPY_SUCCEED` or `NPY_FAIL`.

npy_bool **NpyIter_HasDelayedBufAlloc**(NpyIter* *iter*)
Returns 1 if the flag `NPY_ITER_DELAY_BUFALLOC` was passed to the iterator constructor, and no call to one of the Reset functions has been done yet, 0 otherwise.

npy_bool **NpyIter_HasExternalLoop**(NpyIter* *iter*)
Returns 1 if the caller needs to handle the inner-most 1-dimensional loop, or 0 if the iterator handles all looping. This is controlled by the constructor flag `NPY_ITER_EXTERNAL_LOOP` or `NpyIter_EnableExternalLoop`.

npy_bool **NpyIter_HasMultiIndex**(NpyIter* *iter*)
Returns 1 if the iterator was created with the `NPY_ITER_MULTI_INDEX` flag, 0 otherwise.

npy_bool **NpyIter_HasIndex**(NpyIter* *iter*)
Returns 1 if the iterator was created with the `NPY_ITER_C_INDEX` or `NPY_ITER_F_INDEX` flag, 0 otherwise.

npy_bool **NpyIter_RequiresBuffering**(NpyIter* *iter*)
Returns 1 if the iterator requires buffering, which occurs when an operand needs conversion or alignment and so cannot be used directly.

npy_bool **NpyIter_IsBuffered**(NpyIter* *iter*)
Returns 1 if the iterator was created with the `NPY_ITER_BUFFERED` flag, 0 otherwise.

npy_bool **NpyIter_IsGrowInner**(NpyIter* *iter*)
Returns 1 if the iterator was created with the `NPY_ITER_GROWINNER` flag, 0 otherwise.

npy_intp **NpyIter_GetBufferSize**(NpyIter* *iter*)
If the iterator is buffered, returns the size of the buffer being used, otherwise returns 0.

int **NpyIter_GetNDim**(NpyIter* *iter*)
Returns the number of dimensions being iterated. If a multi-index was not requested in the iterator constructor, this value may be smaller than the number of dimensions in the original objects.

int **NpyIter_GetNOp**(NpyIter* *iter*)
Returns the number of operands in the iterator.

When NPY_ITER_USE_MASKNA is used on an operand, a new operand is added to the end of the operand list in the iterator to track that operand's NA mask. Thus, this equals the number of construction operands plus the number of operands for which the flag NPY_ITER_USE_MASKNA was specified.

int **NpyIter_GetFirstMaskNAOp**(NpyIter* *iter*)
New in version 1.7. Returns the index of the first NA mask operand in the array. This value is equal to the number of operands passed into the constructor.

npy_intp* **NpyIter_GetAxisStrideArray**(NpyIter* *iter*, int *axis*)
Gets the array of strides for the specified axis. Requires that the iterator be tracking a multi-index, and that buffering not be enabled.

This may be used when you want to match up operand axes in some fashion, then remove them with NpyIter_RemoveAxis to handle their processing manually. By calling this function before removing the axes, you can get the strides for the manual processing.

Returns NULL on error.

int **NpyIter_GetShape**(NpyIter* *iter*, npy_intp* *outshape*)
Returns the broadcast shape of the iterator in outshape. This can only be called on an iterator which is tracking a multi-index.

Returns NPY_SUCCEED or NPY_FAIL.

PyArray_Descr** **NpyIter_GetDescrArray**(NpyIter* *iter*)
This gives back a pointer to the nop data type Descrs for the objects being iterated. The result points into iter, so the caller does not gain any references to the Descrs.

This pointer may be cached before the iteration loop, calling iternext will not change it.

PyObject** **NpyIter_GetOperandArray**(NpyIter* *iter*)
This gives back a pointer to the nop operand PyObjects that are being iterated. The result points into iter, so the caller does not gain any references to the PyObjects.

npy_int8* **NpyIter_GetMaskNAIndexArray**(NpyIter* *iter*)
New in version 1.7. This gives back a pointer to the nop indices which map construction operands with NPY_ITER_USE_MASKNA flagged to their corresponding NA mask operands and vice versa. For operands which were not flagged with NPY_ITER_USE_MASKNA, this array contains negative values.

PyObject* **NpyIter_GetIterView**(NpyIter* *iter*, npy_intp *i*)
This gives back a reference to a new ndarray view, which is a view into the i-th object in the array :cfunc:'NpyIter_GetOperandArray'(), whose dimensions and strides match the internal optimized iteration pattern. A C-order iteration of this view is equivalent to the iterator's iteration order.

For example, if an iterator was created with a single array as its input, and it was possible to rearrange all its axes and then collapse it into a single strided iteration, this would return a view that is a one-dimensional array.

void **NpyIter_GetReadFlags**(NpyIter* *iter*, char* *outreadflags*)
Fills nop flags. Sets outreadflags[i] to 1 if op[i] can be read from, and to 0 if not.

void **NpyIter_GetWriteFlags**(NpyIter* *iter*, char* *outwriteflags*)
Fills nop flags. Sets outwriteflags[i] to 1 if op[i] can be written to, and to 0 if not.

int **NpyIter_CreateCompatibleStrides**(NpyIter* *iter*, npy_intp *itemsize*, npy_intp* *outstrides*)
Builds a set of strides which are the same as the strides of an output array created using the NPY_ITER_ALLOCATE flag, where NULL was passed for op_axes. This is for data packed contiguously, but not necessarily in C or Fortran order. This should be used together with NpyIter_GetShape and NpyIter_GetNDim with the flag NPY_ITER_MULTI_INDEX passed into the constructor.

A use case for this function is to match the shape and layout of the iterator and tack on one or more dimensions. For example, in order to generate a vector per input value for a numerical gradient, you pass in ndim*itemsize for itemsize, then add another dimension to the end with size ndim and stride itemsize. To do the Hessian matrix,

you do the same thing but add two dimensions, or take advantage of the symmetry and pack it into 1 dimension with a particular encoding.

This function may only be called if the iterator is tracking a multi-index and if NPY_ITER_DONT_NEGATE_STRIDES was used to prevent an axis from being iterated in reverse order.

If an array is created with this method, simply adding 'itemsize' for each iteration will traverse the new array matching the iterator.

Returns NPY_SUCCEED or NPY_FAIL.

npy_bool **NpyIter_IsFirstVisit** (NpyIter* *iter*, int *iop*)

New in version 1.7. Checks to see whether this is the first time the elements of the specified reduction operand which the iterator points at are being seen for the first time. The function returns a reasonable answer for reduction operands and when buffering is disabled. The answer may be incorrect for buffered non-reduction operands.

This function is intended to be used in EXTERNAL_LOOP mode only, and will produce some wrong answers when that mode is not enabled.

If this function returns true, the caller should also check the inner loop stride of the operand, because if that stride is 0, then only the first element of the innermost external loop is being visited for the first time.

WARNING: For performance reasons, 'iop' is not bounds-checked, it is not confirmed that 'iop' is actually a reduction operand, and it is not confirmed that EXTERNAL_LOOP mode is enabled. These checks are the responsibility of the caller, and should be done outside of any inner loops.

5.5.7 Functions For Iteration

NpyIter_IterNextFunc* **NpyIter_GetIterNext** (NpyIter* *iter*, char** *errmsg*)

Returns a function pointer for iteration. A specialized version of the function pointer may be calculated by this function instead of being stored in the iterator structure. Thus, to get good performance, it is required that the function pointer be saved in a variable rather than retrieved for each loop iteration.

Returns NULL if there is an error. If errmsg is non-NULL, no Python exception is set when NPY_FAIL is returned. Instead, *errmsg is set to an error message. When errmsg is non-NULL, the function may be safely called without holding the Python GIL.

The typical looping construct is as follows.

```
NpyIter_IterNextFunc *iternext = NpyIter_GetIterNext(iter, NULL);
char** dataptr = NpyIter_GetDataPtrArray(iter);

do {
    /* use the addresses dataptr[0], ... dataptr[nop-1] */
} while(iternext(iter));
```

When NPY_ITER_EXTERNAL_LOOP is specified, the typical inner loop construct is as follows.

```
NpyIter_IterNextFunc *iternext = NpyIter_GetIterNext(iter, NULL);
char** dataptr = NpyIter_GetDataPtrArray(iter);
npy_intp* stride = NpyIter_GetInnerStrideArray(iter);
npy_intp* size_ptr = NpyIter_GetInnerLoopSizePtr(iter), size;
npy_intp iop, nop = NpyIter_GetNOp(iter);

do {
    size = *size_ptr;
    while (size--) {
        /* use the addresses dataptr[0], ... dataptr[nop-1] */
```

```
        for (iop = 0; iop < nop; ++iop) {
            dataptr[iop] += stride[iop];
        }
    }
} while (iternext());
```

Observe that we are using the dataptr array inside the iterator, not copying the values to a local temporary. This is possible because when `iternext()` is called, these pointers will be overwritten with fresh values, not incrementally updated.

If a compile-time fixed buffer is being used (both flags `NPY_ITER_BUFFERED` and `NPY_ITER_EXTERNAL_LOOP`), the inner size may be used as a signal as well. The size is guaranteed to become zero when `iternext()` returns false, enabling the following loop construct. Note that if you use this construct, you should not pass `NPY_ITER_GROWINNER` as a flag, because it will cause larger sizes under some circumstances.

```
/* The constructor should have buffersize passed as this value */
#define FIXED_BUFFER_SIZE 1024

NpyIter_IterNextFunc *iternext = NpyIter_GetIterNext(iter, NULL);
char **dataptr = NpyIter_GetDataPtrArray(iter);
npy_intp *stride = NpyIter_GetInnerStrideArray(iter);
npy_intp *size_ptr = NpyIter_GetInnerLoopSizePtr(iter), size;
npy_intp i, iop, nop = NpyIter_GetNOp(iter);

/* One loop with a fixed inner size */
size = *size_ptr;
while (size == FIXED_BUFFER_SIZE) {
    /*
     * This loop could be manually unrolled by a factor
     * which divides into FIXED_BUFFER_SIZE
     */
    for (i = 0; i < FIXED_BUFFER_SIZE; ++i) {
        /* use the addresses dataptr[0], ... dataptr[nop-1] */
        for (iop = 0; iop < nop; ++iop) {
            dataptr[iop] += stride[iop];
        }
    }
    iternext();
    size = *size_ptr;
}

/* Finish-up loop with variable inner size */
if (size > 0) do {
    size = *size_ptr;
    while (size--) {
        /* use the addresses dataptr[0], ... dataptr[nop-1] */
        for (iop = 0; iop < nop; ++iop) {
            dataptr[iop] += stride[iop];
        }
    }
} while (iternext());
```

NpyIter_GetMultiIndexFunc ***NpyIter_GetGetMultiIndex***(NpyIter* *iter*, char** *errmsg*)

Returns a function pointer for getting the current multi-index of the iterator. Returns NULL if the iterator is not tracking a multi-index. It is recommended that this function pointer be cached in a local variable before the iteration loop.

Returns NULL if there is an error. If errmsg is non-NULL, no Python exception is set when `NPY_FAIL` is

returned. Instead, *errmsg is set to an error message. When errmsg is non-NULL, the function may be safely called without holding the Python GIL.

char** **NpyIter_GetDataPtrArray**(NpyIter* *iter*)
This gives back a pointer to the `nop` data pointers. If `NPY_ITER_EXTERNAL_LOOP` was not specified, each data pointer points to the current data item of the iterator. If no inner iteration was specified, it points to the first data item of the inner loop.

This pointer may be cached before the iteration loop, calling `iternext` will not change it. This function may be safely called without holding the Python GIL.

char** **NpyIter_GetInitialDataPtrArray**(NpyIter* *iter*)
Gets the array of data pointers directly into the arrays (never into the buffers), corresponding to iteration index 0.

These pointers are different from the pointers accepted by `NpyIter_ResetBasePointers`, because the direction along some axes may have been reversed.

This function may be safely called without holding the Python GIL.

npy_intp* **NpyIter_GetIndexPtr**(NpyIter* *iter*)
This gives back a pointer to the index being tracked, or NULL if no index is being tracked. It is only useable if one of the flags `NPY_ITER_C_INDEX` or `NPY_ITER_F_INDEX` were specified during construction.

When the flag `NPY_ITER_EXTERNAL_LOOP` is used, the code needs to know the parameters for doing the inner loop. These functions provide that information.

npy_intp* **NpyIter_GetInnerStrideArray**(NpyIter* *iter*)
Returns a pointer to an array of the `nop` strides, one for each iterated object, to be used by the inner loop.

This pointer may be cached before the iteration loop, calling `iternext` will not change it. This function may be safely called without holding the Python GIL.

npy_intp* **NpyIter_GetInnerLoopSizePtr**(NpyIter* *iter*)
Returns a pointer to the number of iterations the inner loop should execute.

This address may be cached before the iteration loop, calling `iternext` will not change it. The value itself may change during iteration, in particular if buffering is enabled. This function may be safely called without holding the Python GIL.

void **NpyIter_GetInnerFixedStrideArray**(NpyIter* *iter*, npy_intp* *out_strides*)
Gets an array of strides which are fixed, or will not change during the entire iteration. For strides that may change, the value NPY_MAX_INTP is placed in the stride.

Once the iterator is prepared for iteration (after a reset if `NPY_DELAY_BUFALLOC` was used), call this to get the strides which may be used to select a fast inner loop function. For example, if the stride is 0, that means the inner loop can always load its value into a variable once, then use the variable throughout the loop, or if the stride equals the itemsize, a contiguous version for that operand may be used.

This function may be safely called without holding the Python GIL.

5.6 UFunc API

5.6.1 Constants

UFUNC_ERR_{HANDLER}
`{HANDLER}` can be **IGNORE**, **WARN**, **RAISE**, or **CALL**

UFUNC_{THING}_{ERR}
{THING} can be **MASK**, **SHIFT**, or **FPE**, and {ERR} can be **DIVIDEBYZERO**, **OVERFLOW**, **UNDERFLOW**, and **INVALID**.

PyUFunc_{VALUE}
{VALUE} can be **One** (1), **Zero** (0), or **None** (-1)

5.6.2 Macros

NPY_LOOP_BEGIN_THREADS
Used in universal function code to only release the Python GIL if loop->obj is not true (*i.e.* this is not an OBJECT array loop). Requires use of NPY_BEGIN_THREADS_DEF in variable declaration area.

NPY_LOOP_END_THREADS
Used in universal function code to re-acquire the Python GIL if it was released (because loop->obj was not true).

UFUNC_CHECK_ERROR(loop)
A macro used internally to check for errors and goto fail if found. This macro requires a fail label in the current code block. The *loop* variable must have at least members (obj, errormask, and errorobj). If *loop* ->obj is nonzero, then PyErr_Occurred () is called (meaning the GIL must be held). If *loop* ->obj is zero, then if *loop* ->errormask is nonzero, PyUFunc_checkfperr is called with arguments *loop* ->errormask and *loop* ->errobj. If the result of this check of the IEEE floating point registers is true then the code redirects to the fail label which must be defined.

UFUNC_CHECK_STATUS(ret)
A macro that expands to platform-dependent code. The *ret* variable can can be any integer. The UFUNC_FPE_{ERR} bits are set in *ret* according to the status of the corresponding error flags of the floating point processor.

5.6.3 Functions

PyObject* PyUFunc_FromFuncAndData(PyUFuncGenericFunction* func,

void data, char* types, int ntypes, int nin, int nout, int identity,**

char* name, char* doc, int check_return)
Create a new broadcasting universal function from required variables. Each ufunc builds around the notion of an element-by-element operation. Each ufunc object contains pointers to 1-d loops implementing the basic functionality for each supported type.

Note: The *func*, *data*, *types*, *name*, and *doc* arguments are not copied by PyUFunc_FromFuncAndData. The caller must ensure that the memory used by these arrays is not freed as long as the ufunc object is alive.

Parameters

- **func** – Must to an array of length *ntypes* containing PyUFuncGenericFunction items. These items are pointers to functions that actually implement the underlying (element-by-element) function N times.
- **data** – Should be NULL or a pointer to an array of size *ntypes* . This array may contain arbitrary extra-data to be passed to the corresponding 1-d loop function in the func array.

- **types** – Must be of length (*nin* + *nout*) * *ntypes*, and it contains the data-types (built-in only) that the corresponding function in the *func* array can deal with.
- **ntypes** – How many different data-type "signatures" the ufunc has implemented.
- **nin** – The number of inputs to this operation.
- **nout** – The number of outputs
- **name** – The name for the ufunc. Specifying a name of 'add' or 'multiply' enables a special behavior for integer-typed reductions when no dtype is given. If the input type is an integer (or boolean) data type smaller than the size of the **int_** data type, it will be internally upcast to the **int_** (or uint) data type.
- **doc** – Allows passing in a documentation string to be stored with the ufunc. The documentation string should not contain the name of the function or the calling signature as that will be dynamically determined from the object and available when accessing the **__doc__** attribute of the ufunc.
- **check_return** – Unused and present for backwards compatibility of the C-API. A corresponding *check_return* integer does exist in the ufunc structure and it does get set with this value when the ufunc object is created.

int PyUFunc_RegisterLoopForType(PyUFuncObject* ufunc,

int usertype, PyUFuncGenericFunction function, int* arg_types, void* data)
This function allows the user to register a 1-d loop with an already- created ufunc to be used whenever the ufunc is called with any of its input arguments as the user-defined data-type. This is needed in order to make ufuncs work with built-in data-types. The data-type must have been previously registered with the numpy system. The loop is passed in as *function*. This loop can take arbitrary data which should be passed in as *data*. The data-types the loop requires are passed in as *arg_types* which must be a pointer to memory at least as large as ufunc->nargs.

int PyUFunc_RegisterLoopForDescr(PyUFuncObject* ufunc,

PyArray_Descr* userdtype, PyUFuncGenericFunction function,

PyArray_Descr arg_dtypes, void* data)**
This function behaves like PyUFunc_RegisterLoopForType above, except that it allows the user to register a 1-d loop using PyArray_Descr objects instead of dtype type num values. This allows a 1-d loop to be registered for structured array data-dtypes and custom data-types instead of scalar data-types.

int PyUFunc_ReplaceLoopBySignature(PyUFuncObject* ufunc,

PyUFuncGenericFunction newfunc, int* signature,

PyUFuncGenericFunction* oldfunc)
Replace a 1-d loop matching the given *signature* in the already-created *ufunc* with the new 1-d loop newfunc. Return the old 1-d loop function in *oldfunc*. Return 0 on success and -1 on failure. This function works only with built-in types (use `PyUFunc_RegisterLoopForType` for user-defined types). A signature is an array of data-type numbers indicating the inputs followed by the outputs assumed by the 1-d loop.

int PyUFunc_GenericFunction(PyUFuncObject* self,

PyObject* args, PyObject* kwds, PyArrayObject mps)**
A generic ufunc call. The ufunc is passed in as *self*, the arguments to the ufunc as *args* and *kwds*. The *mps* argument is an array of `PyArrayObject` pointers whose values are discarded and which receive the converted input arguments as well as the ufunc outputs when success is returned. The user is responsible for managing

this array and receives a new reference for each array in *mps*. The total number of arrays in *mps* is given by *self* ->nin + *self* ->nout.

Returns 0 on success, -1 on error.

int **PyUFunc_checkfperr**(int *errmask*, PyObject* *errobj*)

A simple interface to the IEEE error-flag checking support. The *errmask* argument is a mask of `UFUNC_MASK_{ERR}` bitmasks indicating which errors to check for (and how to check for them). The *errobj* must be a Python tuple with two elements: a string containing the name which will be used in any communication of error and either a callable Python object (call-back function) or `Py_None`. The callable object will only be used if `UFUNC_ERR_CALL` is set as the desired error checking method. This routine manages the GIL and is safe to call even after releasing the GIL. If an error in the IEEE-compatibile hardware is determined a -1 is returned, otherwise a 0 is returned.

void **PyUFunc_clearfperr**()

Clear the IEEE error flags.

void PyUFunc_GetPyValues(char* name, int* bufsize,

int* errmask, PyObject errobj)**

Get the Python values used for ufunc processing from the thread-local storage area unless the defaults have been set in which case the name lookup is bypassed. The name is placed as a string in the first element of **errobj*. The second element is the looked-up function to call on error callback. The value of the looked-up buffer-size to use is passed into *bufsize*, and the value of the error mask is placed into *errmask*.

5.6.4 Generic functions

At the core of every ufunc is a collection of type-specific functions that defines the basic functionality for each of the supported types. These functions must evaluate the underlying function $N \geq 1$ times. Extra-data may be passed in that may be used during the calculation. This feature allows some general functions to be used as these basic looping functions. The general function has all the code needed to point variables to the right place and set up a function call. The general function assumes that the actual function to call is passed in as the extra data and calls it with the correct values. All of these functions are suitable for placing directly in the array of functions stored in the functions member of the PyUFuncObject structure.

void PyUFunc_f_f_As_d_d(char args, npy_intp* dimensions,**

npy_intp* steps, void* func)

void PyUFunc_d_d(char args, npy_intp* dimensions,**

npy_intp* steps, void* func)

void PyUFunc_f_f(char args, npy_intp* dimensions,**

npy_intp* steps, void* func)

void PyUFunc_g_g(char args, npy_intp* dimensions,**

npy_intp* steps, void* func)

void PyUFunc_F_F_As_D_D(char args, npy_intp* dimensions,**

npy_intp* steps, void* func)

void PyUFunc_F_F(char args, npy_intp* dimensions,**

npy_intp* steps, void* func)

void PyUFunc_D_D(char args, npy_intp* dimensions,**

npy_intp* steps, void* func)

void PyUFunc_G_G(char args, npy_intp* dimensions,**

npy_intp* steps, void* func)

void PyUFunc_e_e(char args, npy_intp* dimensions,**

npy_intp* steps, void* func)

void PyUFunc_e_e_As_f_f(char args, npy_intp* dimensions,**

npy_intp* steps, void* func)

void PyUFunc_e_e_As_d_d(char args, npy_intp* dimensions,**

npy_intp* steps, void* func)

Type specific, core 1-d functions for ufuncs where each calculation is obtained by calling a function taking one input argument and returning one output. This function is passed in `func`. The letters correspond to dtypechar's of the supported data types (`e` - half, `f` - float, `d` - double, `g` - long double, `F` - cfloat, `D` - cdouble, `G` - clongdouble). The argument *func* must support the same signature. The _As_X_X variants assume ndarray's of one data type but cast the values to use an underlying function that takes a different data type. Thus, `PyUFunc_f_f_As_d_d` uses ndarrays of data type `NPY_FLOAT` but calls out to a C-function that takes double and returns double.

void PyUFunc_ff_f_As_dd_d(char args, npy_intp* dimensions,**

npy_intp* steps, void* func)

void PyUFunc_ff_f(char args, npy_intp* dimensions,**

npy_intp* steps, void* func)

void PyUFunc_dd_d(char args, npy_intp* dimensions,**

npy_intp* steps, void* func)

void PyUFunc_gg_g(char args, npy_intp* dimensions,**

npy_intp* steps, void* func)

void PyUFunc_FF_F_As_DD_D(char args, npy_intp* dimensions,**

npy_intp* steps, void* func)

void PyUFunc_DD_D(char args, npy_intp* dimensions,**

npy_intp* steps, void* func)

void PyUFunc_FF_F(char args, npy_intp* dimensions,**

npy_intp* steps, void* func)

void PyUFunc_GG_G(char args, npy_intp* dimensions,**

npy_intp* steps, void* func)

void PyUFunc_ee_e(char args, npy_intp* dimensions,**

npy_intp* steps, void* func)

void PyUFunc_ee_e_As_ff_f(char args, npy_intp* dimensions,**

npy_intp* steps, void* func)

void PyUFunc_ee_e_As_dd_d(char args, npy_intp* dimensions,**

npy_intp* steps, void* func)

Type specific, core 1-d functions for ufuncs where each calculation is obtained by calling a function taking two input arguments and returning one output. The underlying function to call is passed in as *func*. The letters correspond to dtypechar's of the specific data type supported by the general-purpose function. The argument `func` must support the corresponding signature. The `_As_XX_X` variants assume ndarrays of one data type but cast the values at each iteration of the loop to use the underlying function that takes a different data type.

void PyUFunc_O_O(char args, npy_intp* dimensions,**

npy_intp* steps, void* func)

void PyUFunc_OO_O(char args, npy_intp* dimensions,**

npy_intp* steps, void* func)

One-input, one-output, and two-input, one-output core 1-d functions for the `NPY_OBJECT` data type. These functions handle reference count issues and return early on error. The actual function to call is *func* and it must accept calls with the signature `(PyObject*) (PyObject*)` for `PyUFunc_O_O` or `(PyObject*)(PyObject *, PyObject *)` for `PyUFunc_OO_O`.

void PyUFunc_O_O_method(char args, npy_intp* dimensions,**

npy_intp* steps, void* func)

This general purpose 1-d core function assumes that *func* is a string representing a method of the input object. For each iteration of the loop, the Python obejct is extracted from the array and its *func* method is called returning the result to the output array.

void PyUFunc_OO_O_method(char args, npy_intp* dimensions,**

npy_intp* steps, void* func)
This general purpose 1-d core function assumes that *func* is a string representing a method of the input object that takes one argument. The first argument in *args* is the method whose function is called, the second argument in *args* is the argument passed to the function. The output of the function is stored in the third entry of *args*.

void PyUFunc_On_Om(char args, npy_intp* dimensions,**

npy_intp* steps, void* func)
This is the 1-d core function used by the dynamic ufuncs created by umath.frompyfunc(function, nin, nout). In this case *func* is a pointer to a `PyUFunc_PyFuncData` structure which has definition

PyUFunc_PyFuncData

```
typedef struct {
    int nin;
    int nout;
    PyObject *callable;
} PyUFunc_PyFuncData;
```

At each iteration of the loop, the *nin* input objects are exctracted from their object arrays and placed into an argument tuple, the Python *callable* is called with the input arguments, and the nout outputs are placed into their object arrays.

5.6.5 Importing the API

PY_UFUNC_UNIQUE_SYMBOL

NO_IMPORT_UFUNC

void **import_ufunc**(void)
These are the constants and functions for accessing the ufunc C-API from extension modules in precisely the same way as the array C-API can be accessed. The `import_ufunc` () function must always be called (in the initialization subroutine of the extension module). If your extension module is in one file then that is all that is required. The other two constants are useful if your extension module makes use of multiple files. In that case, define `PY_UFUNC_UNIQUE_SYMBOL` to something unique to your code and then in source files that do not contain the module initialization function but still need access to the UFUNC API, define `PY_UFUNC_UNIQUE_SYMBOL` to the same name used previously and also define `NO_IMPORT_UFUNC`.

The C-API is actually an array of function pointers. This array is created (and pointed to by a global variable) by import_ufunc. The global variable is either statically defined or allowed to be seen by other files depending on the state of `Py_UFUNC_UNIQUE_SYMBOL` and `NO_IMPORT_UFUNC`.

5.7 Generalized Universal Function API

There is a general need for looping over not only functions on scalars but also over functions on vectors (or arrays), as explained on http://scipy.org/scipy/numpy/wiki/GeneralLoopingFunctions. We propose to realize this concept by generalizing the universal functions (ufuncs), and provide a C implementation that adds ~500 lines to the numpy code base. In current (specialized) ufuncs, the elementary function is limited to element-by-element operations, whereas the generalized version supports "sub-array" by "sub-array" operations. The Perl vector library PDL provides a similar functionality and its terms are re-used in the following.

Each generalized ufunc has information associated with it that states what the "core" dimensionality of the inputs is, as well as the corresponding dimensionality of the outputs (the element-wise ufuncs have zero core dimensions). The list of the core dimensions for all arguments is called the "signature" of a ufunc. For example, the ufunc numpy.add has signature `(),()->()` defining two scalar inputs and one scalar output.

Another example is (see the GeneralLoopingFunctions page) the function `inner1d(a,b)` with a signature of `(i),(i)->()`. This applies the inner product along the last axis of each input, but keeps the remaining indices intact. For example, where `a` is of shape `(3,5,N)` and `b` is of shape `(5,N)`, this will return an output of shape `(3,5)`. The underlying elementary function is called 3*5 times. In the signature, we specify one core dimension `(i)` for each input and zero core dimensions `()` for the output, since it takes two 1-d arrays and returns a scalar. By using the same name `i`, we specify that the two corresponding dimensions should be of the same size (or one of them is of size 1 and will be broadcasted).

The dimensions beyond the core dimensions are called "loop" dimensions. In the above example, this corresponds to `(3,5)`.

The usual numpy "broadcasting" rules apply, where the signature determines how the dimensions of each input/output object are split into core and loop dimensions:

1. While an input array has a smaller dimensionality than the corresponding number of core dimensions, 1's are pre-pended to its shape.
2. The core dimensions are removed from all inputs and the remaining dimensions are broadcasted; defining the loop dimensions.
3. The output is given by the loop dimensions plus the output core dimensions.

5.7.1 Definitions

Elementary Function
: Each ufunc consists of an elementary function that performs the most basic operation on the smallest portion of array arguments (e.g. adding two numbers is the most basic operation in adding two arrays). The ufunc applies the elementary function multiple times on different parts of the arrays. The input/output of elementary functions can be vectors; e.g., the elementary function of inner1d takes two vectors as input.

Signature
: A signature is a string describing the input/output dimensions of the elementary function of a ufunc. See section below for more details.

Core Dimension
: The dimensionality of each input/output of an elementary function is defined by its core dimensions (zero core dimensions correspond to a scalar input/output). The core dimensions are mapped to the last dimensions of the input/output arrays.

Dimension Name
: A dimension name represents a core dimension in the signature. Different dimensions may share a name, indicating that they are of the same size (or are broadcastable).

Dimension Index
: A dimension index is an integer representing a dimension name. It enumerates the dimension names according to the order of the first occurrence of each name in the signature.

5.7.2 Details of Signature

The signature defines "core" dimensionality of input and output variables, and thereby also defines the contraction of the dimensions. The signature is represented by a string of the following format:

- Core dimensions of each input or output array are represented by a list of dimension names in parentheses, `(i_1,...,i_N)`; a scalar input/output is denoted by `()`. Instead of `i_1`, `i_2`, etc, one can use any valid Python variable name.
- Dimension lists for different arguments are separated by `","`. Input/output arguments are separated by `"->"`.
- If one uses the same dimension name in multiple locations, this enforces the same size (or broadcastable size) of the corresponding dimensions.

The formal syntax of signatures is as follows:

```
<Signature>            ::= <Input arguments> "->" <Output arguments>
<Input arguments>      ::= <Argument list>
<Output arguments>     ::= <Argument list>
<Argument list>        ::= nil | <Argument> | <Argument> "," <Argument list>
<Argument>             ::= "(" <Core dimension list> ")"
<Core dimension list>  ::= nil | <Dimension name> |
                           <Dimension name> "," <Core dimension list>
<Dimension name>       ::= valid Python variable name
```

Notes:

1. All quotes are for clarity.
2. Core dimensions that share the same name must be broadcastable, as the two `i` in our example above. Each dimension name typically corresponding to one level of looping in the elementary function's implementation.
3. White spaces are ignored.

Here are some examples of signatures:

add	`(),()->()`	
inner1d	`(i),(i)->()`	
sum1d	`(i)->()`	
dot2d	`(m,n),(n,p)->(m,p)`	matrix multiplication
outer_inner	`(i,t),(j,t)->(i,j)`	inner over the last dimension, outer over the second to last, and loop/broadcast over the rest.

5.7.3 C-API for implementing Elementary Functions

The current interface remains unchanged, and `PyUFunc_FromFuncAndData` can still be used to implement (specialized) ufuncs, consisting of scalar elementary functions.

One can use `PyUFunc_FromFuncAndDataAndSignature` to declare a more general ufunc. The argument list is the same as `PyUFunc_FromFuncAndData`, with an additional argument specifying the signature as C string.

Furthermore, the callback function is of the same type as before, `void (*foo)(char **args, intp *dimensions, intp *steps, void *func)`. When invoked, `args` is a list of length `nargs` containing the data of all input/output arguments. For a scalar elementary function, `steps` is also of length `nargs`, denoting the strides used for the arguments. `dimensions` is a pointer to a single integer defining the size of the axis to be looped over.

For a non-trivial signature, `dimensions` will also contain the sizes of the core dimensions as well, starting at the second entry. Only one size is provided for each unique dimension name and the sizes are given according to the first occurrence of a dimension name in the signature.

The first `nargs` elements of `steps` remain the same as for scalar ufuncs. The following elements contain the strides of all core dimensions for all arguments in order.

For example, consider a ufunc with signature `(i,j),(i)->()`. In this case, `args` will contain three pointers to the data of the input/output arrays `a`, `b`, `c`. Furthermore, `dimensions` will be `[N, I, J]` to define the size of `N` of

the loop and the sizes `I` and `J` for the core dimensions `i` and `j`. Finally, `steps` will be `[a_N, b_N, c_N, a_i, a_j, b_i]`, containing all necessary strides.

5.8 Numpy core libraries

New in version 1.3.0. Starting from numpy 1.3.0, we are working on separating the pure C, "computational" code from the python dependent code. The goal is twofolds: making the code cleaner, and enabling code reuse by other extensions outside numpy (scipy, etc...).

5.8.1 Numpy core math library

The numpy core math library ('npymath') is a first step in this direction. This library contains most math-related C99 functionality, which can be used on platforms where C99 is not well supported. The core math functions have the same API as the C99 ones, except for the npy_* prefix.

The available functions are defined in <numpy/npy_math.h> - please refer to this header when in doubt.

Floating point classification

NPY_NAN
: This macro is defined to a NaN (Not a Number), and is guaranteed to have the signbit unset ('positive' NaN). The corresponding single and extension precision macro are available with the suffix F and L.

NPY_INFINITY
: This macro is defined to a positive inf. The corresponding single and extension precision macro are available with the suffix F and L.

NPY_PZERO
: This macro is defined to positive zero. The corresponding single and extension precision macro are available with the suffix F and L.

NPY_NZERO
: This macro is defined to negative zero (that is with the sign bit set). The corresponding single and extension precision macro are available with the suffix F and L.

int **npy_isnan**(x)
: This is a macro, and is equivalent to C99 isnan: works for single, double and extended precision, and return a non 0 value is x is a NaN.

int **npy_isfinite**(x)
: This is a macro, and is equivalent to C99 isfinite: works for single, double and extended precision, and return a non 0 value is x is neither a NaN nor an infinity.

int **npy_isinf**(x)
: This is a macro, and is equivalent to C99 isinf: works for single, double and extended precision, and return a non 0 value is x is infinite (positive and negative).

int **npy_signbit**(x)
: This is a macro, and is equivalent to C99 signbit: works for single, double and extended precision, and return a non 0 value is x has the signbit set (that is the number is negative).

double **npy_copysign**(double *x*, double *y*)
: This is a function equivalent to C99 copysign: return x with the same sign as y. Works for any value, including inf and nan. Single and extended precisions are available with suffix f and l. New in version 1.4.0.

Useful math constants

The following math constants are available in npy_math.h. Single and extended precision are also available by adding the F and L suffixes respectively.

NPY_E
Base of natural logarithm (e)

NPY_LOG2E
Logarithm to base 2 of the Euler constant ($\frac{\ln(e)}{\ln(2)}$)

NPY_LOG10E
Logarithm to base 10 of the Euler constant ($\frac{\ln(e)}{\ln(10)}$)

NPY_LOGE2
Natural logarithm of 2 ($\ln(2)$)

NPY_LOGE10
Natural logarithm of 10 ($\ln(10)$)

NPY_PI
Pi (π)

NPY_PI_2
Pi divided by 2 ($\frac{\pi}{2}$)

NPY_PI_4
Pi divided by 4 ($\frac{\pi}{4}$)

NPY_1_PI
Reciprocal of pi ($\frac{1}{\pi}$)

NPY_2_PI
Two times the reciprocal of pi ($\frac{2}{\pi}$)

NPY_EULER

The Euler constant
$\lim_{n\to\infty}(\sum_{k=1}^{n}\frac{1}{k} - \ln n)$

Low-level floating point manipulation

Those can be useful for precise floating point comparison.

double **npy_nextafter**(double *x*, double *y*)
This is a function equivalent to C99 nextafter: return next representable floating point value from x in the direction of y. Single and extended precisions are available with suffix f and l. New in version 1.4.0.

double **npy_spacing**(double *x*)
This is a function equivalent to Fortran intrinsic. Return distance between x and next representable floating point value from x, e.g. spacing(1) == eps. spacing of nan and +/- inf return nan. Single and extended precisions are available with suffix f and l. New in version 1.4.0.

Complex functions

New in version 1.4.0. C99-like complex functions have been added. Those can be used if you wish to implement portable C extensions. Since we still support platforms without C99 complex type, you need to restrict to C90-compatible syntax, e.g.:

```
/* a = 1 + 2i \*/
npy_complex a = npy_cpack(1, 2);
npy_complex b;

b = npy_log(a);
```

Linking against the core math library in an extension

New in version 1.4.0. To use the core math library in your own extension, you need to add the npymath compile and link options to your extension in your setup.py:

```
>>> from numpy.distutils.misc_util import get_info
>>> info = get_info('npymath')
>>> config.add_extension('foo', sources=['foo.c'], extra_info=info)
```

In other words, the usage of info is exactly the same as when using blas_info and co.

Half-precision functions

New in version 2.0.0. The header file <numpy/halffloat.h> provides functions to work with IEEE 754-2008 16-bit floating point values. While this format is not typically used for numerical computations, it is useful for storing values which require floating point but do not need much precision. It can also be used as an educational tool to understand the nature of floating point round-off error.

Like for other types, NumPy includes a typedef npy_half for the 16 bit float. Unlike for most of the other types, you cannot use this as a normal type in C, since is is a typedef for npy_uint16. For example, 1.0 looks like 0x3c00 to C, and if you do an equality comparison between the different signed zeros, you will get -0.0 != 0.0 (0x8000 != 0x0000), which is incorrect.

For these reasons, NumPy provides an API to work with npy_half values accessible by including <numpy/halffloat.h> and linking to 'npymath'. For functions that are not provided directly, such as the arithmetic operations, the preferred method is to convert to float or double and back again, as in the following example.

```
npy_half sum(int n, npy_half *array) {
    float ret = 0;
    while(n--) {
        ret += npy_half_to_float(*array++);
    }
    return npy_float_to_half(ret);
}
```

External Links:

- 754-2008 IEEE Standard for Floating-Point Arithmetic
- Half-precision Float Wikipedia Article.
- OpenGL Half Float Pixel Support
- The OpenEXR image format.

NPY_HALF_ZERO
: This macro is defined to positive zero.

NPY_HALF_PZERO
: This macro is defined to positive zero.

NPY_HALF_NZERO
: This macro is defined to negative zero.

NPY_HALF_ONE
This macro is defined to 1.0.

NPY_HALF_NEGONE
This macro is defined to -1.0.

NPY_HALF_PINF
This macro is defined to +inf.

NPY_HALF_NINF
This macro is defined to -inf.

NPY_HALF_NAN
This macro is defined to a NaN value, guaranteed to have its sign bit unset.

float **npy_half_to_float**(npy_half *h*)
Converts a half-precision float to a single-precision float.

double **npy_half_to_double**(npy_half *h*)
Converts a half-precision float to a double-precision float.

npy_half **npy_float_to_half**(float *f*)
Converts a single-precision float to a half-precision float. The value is rounded to the nearest representable half, with ties going to the nearest even. If the value is too small or too big, the system's floating point underflow or overflow bit will be set.

npy_half **npy_double_to_half**(double *d*)
Converts a double-precision float to a half-precision float. The value is rounded to the nearest representable half, with ties going to the nearest even. If the value is too small or too big, the system's floating point underflow or overflow bit will be set.

int **npy_half_eq**(npy_half *h1*, npy_half *h2*)
Compares two half-precision floats (h1 == h2).

int **npy_half_ne**(npy_half *h1*, npy_half *h2*)
Compares two half-precision floats (h1 != h2).

int **npy_half_le**(npy_half *h1*, npy_half *h2*)
Compares two half-precision floats (h1 <= h2).

int **npy_half_lt**(npy_half *h1*, npy_half *h2*)
Compares two half-precision floats (h1 < h2).

int **npy_half_ge**(npy_half *h1*, npy_half *h2*)
Compares two half-precision floats (h1 >= h2).

int **npy_half_gt**(npy_half *h1*, npy_half *h2*)
Compares two half-precision floats (h1 > h2).

int **npy_half_eq_nonan**(npy_half *h1*, npy_half *h2*)
Compares two half-precision floats that are known to not be NaN (h1 == h2). If a value is NaN, the result is undefined.

int **npy_half_lt_nonan**(npy_half *h1*, npy_half *h2*)
Compares two half-precision floats that are known to not be NaN (h1 < h2). If a value is NaN, the result is undefined.

int **npy_half_le_nonan**(npy_half *h1*, npy_half *h2*)
Compares two half-precision floats that are known to not be NaN (h1 <= h2). If a value is NaN, the result is undefined.

int **npy_half_iszero** (npy_half *h*)
Tests whether the half-precision float has a value equal to zero. This may be slightly faster than calling npy_half_eq(h, NPY_ZERO).

int **npy_half_isnan** (npy_half *h*)
Tests whether the half-precision float is a NaN.

int **npy_half_isinf** (npy_half *h*)
Tests whether the half-precision float is plus or minus Inf.

int **npy_half_isfinite** (npy_half *h*)
Tests whether the half-precision float is finite (not NaN or Inf).

int **npy_half_signbit** (npy_half *h*)
Returns 1 is h is negative, 0 otherwise.

npy_half **npy_half_copysign** (npy_half *x*, npy_half *y*)
Returns the value of x with the sign bit copied from y. Works for any value, including Inf and NaN.

npy_half **npy_half_spacing** (npy_half *h*)
This is the same for half-precision float as npy_spacing and npy_spacingf described in the low-level floating point section.

npy_half **npy_half_nextafter** (npy_half *x*, npy_half *y*)
This is the same for half-precision float as npy_nextafter and npy_nextafterf described in the low-level floating point section.

npy_uint16 **npy_floatbits_to_halfbits** (npy_uint32 *f*)
Low-level function which converts a 32-bit single-precision float, stored as a uint32, into a 16-bit half-precision float.

npy_uint16 **npy_doublebits_to_halfbits** (npy_uint64 *d*)
Low-level function which converts a 64-bit double-precision float, stored as a uint64, into a 16-bit half-precision float.

npy_uint32 **npy_halfbits_to_floatbits** (npy_uint16 *h*)
Low-level function which converts a 16-bit half-precision float into a 32-bit single-precision float, stored as a uint32.

npy_uint64 **npy_halfbits_to_doublebits** (npy_uint16 *h*)
Low-level function which converts a 16-bit half-precision float into a 64-bit double-precision float, stored as a uint64.

5.9 C API Deprecations

5.9.1 Background

The API exposed by NumPy for third-party extensions has grown over years of releases, and has allowed programmers to directly access NumPy functionality from C. This API can be best described as "organic". It has emerged from multiple competing desires and from multiple points of view over the years, strongly influenced by the desire to make it easy for users to move to NumPy from Numeric and Numarray. The core API originated with Numeric in 1995 and there are patterns such as the heavy use of macros written to mimic Python's C-API as well as account for compiler technology of the late 90's. There is also only a small group of volunteers who have had very little time to spend on improving this API.

There is an ongoing effort to improve the API. It is important in this effort to ensure that code that compiles for NumPy 1.X continues to compile for NumPy 1.X. At the same time, certain API's will be marked as deprecated so that future-looking code can avoid these API's and follow better practices.

Another important role played by deprecation markings in the C API is to move towards hiding internal details of the NumPy implementation. For those needing direct, easy, access to the data of ndarrays, this will not remove this ability. Rather, there are many potential performance optimizations which require changing the implementation details, and NumPy developers have been unable to try them because of the high value of preserving ABI compatibility. By deprecating this direct access, we will in the future be able to improve NumPy's performance in ways we cannot presently.

5.9.2 Deprecation Mechanism NPY_NO_DEPRECATED_API

In C, there is no equivalent to the deprecation warnings that Python supports. One way to do deprecations is to flag them in the documentation and release notes, then remove or change the deprecated features in a future major version (NumPy 2.0 and beyond). Minor versions of NumPy should not have major C-API changes, however, that prevent code that worked on a previous minor release. For example, we will do our best to ensure that code that compiled and worked on NumPy 1.4 should continue to work on NumPy 1.7 (but perhaps with compiler warnings).

To use the NPY_NO_DEPRECATED_API mechanism, you need to #define it to the target API version of NumPy before #including any NumPy headers. If you want to confirm that your code is clean against 1.7, use:

```
#define NPY_NO_DEPRECATED_API NPY_1_7_API_VERSION
```

On compilers which support a #warning mechanism, NumPy issues a compiler warning if you do not define the symbol NPY_NO_DEPRECATED_API. This way, the fact that there are deprecations will be flagged for third-party developers who may not have read the release notes closely.

CHAPTER

SIX

NUMPY INTERNALS

6.1 Numpy C Code Explanations

> Fanaticism consists of redoubling your efforts when you have forgotten your aim. — *George Santayana*
>
> An authority is a person who can tell you more about something than you really care to know. — *Unknown*

This Chapter attempts to explain the logic behind some of the new pieces of code. The purpose behind these explanations is to enable somebody to be able to understand the ideas behind the implementation somewhat more easily than just staring at the code. Perhaps in this way, the algorithms can be improved on, borrowed from, and/or optimized.

6.1.1 Memory model

One fundamental aspect of the ndarray is that an array is seen as a "chunk" of memory starting at some location. The interpretation of this memory depends on the stride information. For each dimension in an N -dimensional array, an integer (stride) dictates how many bytes must be skipped to get to the next element in that dimension. Unless you have a single-segment array, this stride information must be consulted when traversing through an array. It is not difficult to write code that accepts strides, you just have to use (char *) pointers because strides are in units of bytes. Keep in mind also that strides do not have to be unit-multiples of the element size. Also, remember that if the number of dimensions of the array is 0 (sometimes called a rank-0 array), then the strides and dimensions variables are NULL.

Besides the structural information contained in the strides and dimensions members of the `PyArrayObject`, the flags contain important information about how the data may be accessed. In particular, the `NPY_ARRAY_ALIGNED` flag is set when the memory is on a suitable boundary according to the data-type array. Even if you have a contiguous chunk of memory, you cannot just assume it is safe to dereference a data- type-specific pointer to an element. Only if the `NPY_ARRAY_ALIGNED` flag is set is this a safe operation (on some platforms it will work but on others, like Solaris, it will cause a bus error). The `NPY_ARRAY_WRITEABLE` should also be ensured if you plan on writing to the memory area of the array. It is also possible to obtain a pointer to an unwriteable memory area. Sometimes, writing to the memory area when the `NPY_ARRAY_WRITEABLE` flag is not set will just be rude. Other times it can cause program crashes (*e.g.* a data-area that is a read-only memory-mapped file).

6.1.2 Data-type encapsulation

The data-type is an important abstraction of the ndarray. Operations will look to the data-type to provide the key functionality that is needed to operate on the array. This functionality is provided in the list of function pointers pointed to by the 'f' member of the `PyArray_Descr` structure. In this way, the number of data-types can be extended simply by providing a `PyArray_Descr` structure with suitable function pointers in the 'f' member. For built-in types there are some optimizations that by-pass this mechanism, but the point of the data- type abstraction is to allow new data-types to be added.

One of the built-in data-types, the void data-type allows for arbitrary records containing 1 or more fields as elements of the array. A field is simply another data-type object along with an offset into the current record. In order to support arbitrarily nested fields, several recursive implementations of data-type access are implemented for the void type. A common idiom is to cycle through the elements of the dictionary and perform a specific operation based on the data-type object stored at the given offset. These offsets can be arbitrary numbers. Therefore, the possibility of encountering mis- aligned data must be recognized and taken into account if necessary.

6.1.3 N-D Iterators

A very common operation in much of NumPy code is the need to iterate over all the elements of a general, strided, N-dimensional array. This operation of a general-purpose N-dimensional loop is abstracted in the notion of an iterator object. To write an N-dimensional loop, you only have to create an iterator object from an ndarray, work with the dataptr member of the iterator object structure and call the macro `PyArray_ITER_NEXT` (it) on the iterator object to move to the next element. The "next" element is always in C-contiguous order. The macro works by first special casing the C-contiguous, 1-D, and 2-D cases which work very simply.

For the general case, the iteration works by keeping track of a list of coordinate counters in the iterator object. At each iteration, the last coordinate counter is increased (starting from 0). If this counter is smaller then one less than the size of the array in that dimension (a pre-computed and stored value), then the counter is increased and the dataptr member is increased by the strides in that dimension and the macro ends. If the end of a dimension is reached, the counter for the last dimension is reset to zero and the dataptr is moved back to the beginning of that dimension by subtracting the strides value times one less than the number of elements in that dimension (this is also pre-computed and stored in the backstrides member of the iterator object). In this case, the macro does not end, but a local dimension counter is decremented so that the next-to-last dimension replaces the role that the last dimension played and the previously-described tests are executed again on the next-to-last dimension. In this way, the dataptr is adjusted appropriately for arbitrary striding.

The coordinates member of the `PyArrayIterObject` structure maintains the current N-d counter unless the underlying array is C-contiguous in which case the coordinate counting is by-passed. The index member of the `PyArrayIterObject` keeps track of the current flat index of the iterator. It is updated by the `PyArray_ITER_NEXT` macro.

6.1.4 Broadcasting

In Numeric, broadcasting was implemented in several lines of code buried deep in ufuncobject.c. In NumPy, the notion of broadcasting has been abstracted so that it can be performed in multiple places. Broadcasting is handled by the function `PyArray_Broadcast`. This function requires a `PyArrayMultiIterObject` (or something that is a binary equivalent) to be passed in. The `PyArrayMultiIterObject` keeps track of the broadcasted number of dimensions and size in each dimension along with the total size of the broadcasted result. It also keeps track of the number of arrays being broadcast and a pointer to an iterator for each of the arrays being broadcasted.

The `PyArray_Broadcast` function takes the iterators that have already been defined and uses them to determine the broadcast shape in each dimension (to create the iterators at the same time that broadcasting occurs then use the `PyMultiIter_New` function). Then, the iterators are adjusted so that each iterator thinks it is iterating over an array with the broadcasted size. This is done by adjusting the iterators number of dimensions, and the shape in each dimension. This works because the iterator strides are also adjusted. Broadcasting only adjusts (or adds) length-1 dimensions. For these dimensions, the strides variable is simply set to 0 so that the data-pointer for the iterator over that array doesn't move as the broadcasting operation operates over the extended dimension.

Broadcasting was always implemented in Numeric using 0-valued strides for the extended dimensions. It is done in exactly the same way in NumPy. The big difference is that now the array of strides is kept track of in a `PyArrayIterObject`, the iterators involved in a broadcasted result are kept track of in a `PyArrayMultiIterObject`, and the `PyArray_BroadCast` call implements the broad-casting rules.

6.1.5 Array Scalars

The array scalars offer a hierarchy of Python types that allow a one- to-one correspondence between the data-type stored in an array and the Python-type that is returned when an element is extracted from the array. An exception to this rule was made with object arrays. Object arrays are heterogeneous collections of arbitrary Python objects. When you select an item from an object array, you get back the original Python object (and not an object array scalar which does exist but is rarely used for practical purposes).

The array scalars also offer the same methods and attributes as arrays with the intent that the same code can be used to support arbitrary dimensions (including 0-dimensions). The array scalars are read-only (immutable) with the exception of the void scalar which can also be written to so that record-array field setting works more naturally (a[0]['f1'] = `value`).

6.1.6 Advanced ("Fancy") Indexing

The implementation of advanced indexing represents some of the most difficult code to write and explain. In fact, there are two implementations of advanced indexing. The first works only with 1-D arrays and is implemented to handle expressions involving a.flat[obj]. The second is general-purpose that works for arrays of "arbitrary dimension" (up to a fixed maximum). The one-dimensional indexing approaches were implemented in a rather straightforward fashion, and so it is the general-purpose indexing code that will be the focus of this section.

There is a multi-layer approach to indexing because the indexing code can at times return an array scalar and at other times return an array. The functions with "_nice" appended to their name do this special handling while the function without the _nice appendage always return an array (perhaps a 0-dimensional array). Some special-case optimizations (the index being an integer scalar, and the index being a tuple with as many dimensions as the array) are handled in array_subscript_nice function which is what Python calls when presented with the code "a[obj]." These optimizations allow fast single-integer indexing, and also ensure that a 0-dimensional array is not created only to be discarded as the array scalar is returned instead. This provides significant speed-up for code that is selecting many scalars out of an array (such as in a loop). However, it is still not faster than simply using a list to store standard Python scalars, because that is optimized by the Python interpreter itself.

After these optimizations, the array_subscript function itself is called. This function first checks for field selection which occurs when a string is passed as the indexing object. Then, 0-D arrays are given special-case consideration. Finally, the code determines whether or not advanced, or fancy, indexing needs to be performed. If fancy indexing is not needed, then standard view-based indexing is performed using code borrowed from Numeric which parses the indexing object and returns the offset into the data-buffer and the dimensions necessary to create a new view of the array. The strides are also changed by multiplying each stride by the step-size requested along the corresponding dimension.

Fancy-indexing check

The fancy_indexing_check routine determines whether or not to use standard view-based indexing or new copy-based indexing. If the indexing object is a tuple, then view-based indexing is assumed by default. Only if the tuple contains an array object or a sequence object is fancy-indexing assumed. If the indexing object is an array, then fancy indexing is automatically assumed. If the indexing object is any other kind of sequence, then fancy-indexing is assumed by default. This is over-ridden to simple indexing if the sequence contains any slice, newaxis, or Ellipsis objects, and no arrays or additional sequences are also contained in the sequence. The purpose of this is to allow the construction of "slicing" sequences which is a common technique for building up code that works in arbitrary numbers of dimensions.

Fancy-indexing implementation

The concept of indexing was also abstracted using the idea of an iterator. If fancy indexing is performed, then a `PyArrayMapIterObject` is created. This internal object is not exposed to Python. It is created in order to handle

the fancy-indexing at a high-level. Both get and set fancy-indexing operations are implemented using this object. Fancy indexing is abstracted into three separate operations: (1) creating the `PyArrayMapIterObject` from the indexing object, (2) binding the `PyArrayMapIterObject` to the array being indexed, and (3) getting (or setting) the items determined by the indexing object. There is an optimization implemented so that the `PyArrayIterObject` (which has it's own less complicated fancy-indexing) is used for indexing when possible.

Creating the mapping object

The first step is to convert the indexing objects into a standard form where iterators are created for all of the index array inputs and all Boolean arrays are converted to equivalent integer index arrays (as if nonzero(arr) had been called). Finally, all integer arrays are replaced with the integer 0 in the indexing object and all of the index-array iterators are "broadcast" to the same shape.

Binding the mapping object

When the mapping object is created it does not know which array it will be used with so once the index iterators are constructed during mapping-object creation, the next step is to associate these iterators with a particular ndarray. This process interprets any ellipsis and slice objects so that the index arrays are associated with the appropriate axis (the axis indicated by the iteraxis entry corresponding to the iterator for the integer index array). This information is then used to check the indices to be sure they are within range of the shape of the array being indexed. The presence of ellipsis and/or slice objects implies a sub-space iteration that is accomplished by extracting a sub-space view of the array (using the index object resulting from replacing all the integer index arrays with 0) and storing the information about where this sub-space starts in the mapping object. This is used later during mapping-object iteration to select the correct elements from the underlying array.

Getting (or Setting)

After the mapping object is successfully bound to a particular array, the mapping object contains the shape of the resulting item as well as iterator objects that will walk through the currently-bound array and either get or set its elements as needed. The walk is implemented using the `PyArray_MapIterNext` function. This function sets the coordinates of an iterator object into the current array to be the next coordinate location indicated by all of the indexing-object iterators while adjusting, if necessary, for the presence of a sub- space. The result of this function is that the dataptr member of the mapping object structure is pointed to the next position in the array that needs to be copied out or set to some value.

When advanced indexing is used to extract an array, an iterator for the new array is constructed and advanced in phase with the mapping object iterator. When advanced indexing is used to place values in an array, a special "broadcasted" iterator is constructed from the object being placed into the array so that it will only work if the values used for setting have a shape that is "broadcastable" to the shape implied by the indexing object.

6.1.7 Universal Functions

Universal functions are callable objects that take N inputs and produce M outputs by wrapping basic 1-D loops that work element-by-element into full easy-to use functions that seamlessly implement broadcasting, type-checking and buffered coercion, and output-argument handling. New universal functions are normally created in C, although there is a mechanism for creating ufuncs from Python functions (`frompyfunc`). The user must supply a 1-D loop that implements the basic function taking the input scalar values and placing the resulting scalars into the appropriate output slots as explaine n implementation.

Setup

Every ufunc calculation involves some overhead related to setting up the calculation. The practical significance of this overhead is that even though the actual calculation of the ufunc is very fast, you will be able to write array and type-specific code that will work faster for small arrays than the ufunc. In particular, using ufuncs to perform many calculations on 0-D arrays will be slower than other Python-based solutions (the silently-imported scalarmath

module exists precisely to give array scalars the look-and-feel of ufunc-based calculations with significantly reduced overhead).

When a ufunc is called, many things must be done. The information collected from these setup operations is stored in a loop-object. This loop object is a C-structure (that could become a Python object but is not initialized as such because it is only used internally). This loop object has the layout needed to be used with PyArray_Broadcast so that the broadcasting can be handled in the same way as it is handled in other sections of code.

The first thing done is to look-up in the thread-specific global dictionary the current values for the buffer-size, the error mask, and the associated error object. The state of the error mask controls what happens when an error-condiction is found. It should be noted that checking of the hardware error flags is only performed after each 1-D loop is executed. This means that if the input and output arrays are contiguous and of the correct type so that a single 1-D loop is performed, then the flags may not be checked until all elements of the array have been calcluated. Looking up these values in a thread- specific dictionary takes time which is easily ignored for all but very small arrays.

After checking, the thread-specific global variables, the inputs are evaluated to determine how the ufunc should proceed and the input and output arrays are constructed if necessary. Any inputs which are not arrays are converted to arrays (using context if necessary). Which of the inputs are scalars (and therefore converted to 0-D arrays) is noted.

Next, an appropriate 1-D loop is selected from the 1-D loops available to the ufunc based on the input array types. This 1-D loop is selected by trying to match the signature of the data-types of the inputs against the available signatures. The signatures corresponding to built-in types are stored in the types member of the ufunc structure. The signatures corresponding to user-defined types are stored in a linked-list of function-information with the head element stored as a `CObject` in the userloops dictionary keyed by the data-type number (the first user-defined type in the argument list is used as the key). The signatures are searched until a signature is found to which the input arrays can all be cast safely (ignoring any scalar arguments which are not allowed to determine the type of the result). The implication of this search procedure is that "lesser types" should be placed below "larger types" when the signatures are stored. If no 1-D loop is found, then an error is reported. Otherwise, the argument_list is updated with the stored signature — in case casting is necessary and to fix the output types assumed by the 1-D loop.

If the ufunc has 2 inputs and 1 output and the second input is an Object array then a special-case check is performed so that NotImplemented is returned if the second input is not an ndarray, has the __array_priority__ attribute, and has an __r{op}__ special method. In this way, Python is signaled to give the other object a chance to complete the operation instead of using generic object-array calculations. This allows (for example) sparse matrices to override the multiplication operator 1-D loop.

For input arrays that are smaller than the specified buffer size, copies are made of all non-contiguous, mis-aligned, or out-of- byteorder arrays to ensure that for small arrays, a single-loop is used. Then, array iterators are created for all the input arrays and the resulting collection of iterators is broadcast to a single shape.

The output arguments (if any) are then processed and any missing return arrays are constructed. If any provided output array doesn't have the correct type (or is mis-aligned) and is smaller than the buffer size, then a new output array is constructed with the special UPDATEIFCOPY flag set so that when it is DECREF'd on completion of the function, it's contents will be copied back into the output array. Iterators for the output arguments are then processed.

Finally, the decision is made about how to execute the looping mechanism to ensure that all elements of the input arrays are combined to produce the output arrays of the correct type. The options for loop execution are one-loop (for contiguous, aligned, and correct data- type), strided-loop (for non-contiguous but still aligned and correct data-type), and a buffered loop (for mis-aligned or incorrect data- type situations). Depending on which execution method is called for, the loop is then setup and computed.

Function call

This section describes how the basic universal function computation loop is setup and executed for each of the three different kinds of execution possibilities. If `NPY_ALLOW_THREADS` is defined during compilation, then the Python Global Interpreter Lock (GIL) is released prior to calling all of these loops (as long as they don't involve object arrays).

It is re-acquired if necessary to handle error conditions. The hardware error flags are checked only after the 1-D loop is calcluated.

One Loop

This is the simplest case of all. The ufunc is executed by calling the underlying 1-D loop exactly once. This is possible only when we have aligned data of the correct type (including byte-order) for both input and output and all arrays have uniform strides (either contiguous, 0-D, or 1-D). In this case, the 1-D computational loop is called once to compute the calculation for the entire array. Note that the hardware error flags are only checked after the entire calculation is complete.

Strided Loop

When the input and output arrays are aligned and of the correct type, but the striding is not uniform (non-contiguous and 2-D or larger), then a second looping structure is employed for the calculation. This approach converts all of the iterators for the input and output arguments to iterate over all but the largest dimension. The inner loop is then handled by the underlying 1-D computational loop. The outer loop is a standard iterator loop on the converted iterators. The hardware error flags are checked after each 1-D loop is completed.

Buffered Loop

This is the code that handles the situation whenever the input and/or output arrays are either misaligned or of the wrong data-type (including being byte-swapped) from what the underlying 1-D loop expects. The arrays are also assumed to be non-contiguous. The code works very much like the strided loop except for the inner 1-D loop is modified so that pre-processing is performed on the inputs and post- processing is performed on the outputs in bufsize chunks (where bufsize is a user-settable parameter). The underlying 1-D computational loop is called on data that is copied over (if it needs to be). The setup code and the loop code is considerably more complicated in this case because it has to handle:

- memory allocation of the temporary buffers
- deciding whether or not to use buffers on the input and output data (mis-aligned and/or wrong data-type)
- copying and possibly casting data for any inputs or outputs for which buffers are necessary.
- special-casing Object arrays so that reference counts are properly handled when copies and/or casts are necessary.
- breaking up the inner 1-D loop into bufsize chunks (with a possible remainder).

Again, the hardware error flags are checked at the end of each 1-D loop.

Final output manipulation

Ufuncs allow other array-like classes to be passed seamlessly through the interface in that inputs of a particular class will induce the outputs to be of that same class. The mechanism by which this works is the following. If any of the inputs are not ndarrays and define the `__array_wrap__` method, then the class with the largest `__array_priority__` attribute determines the type of all the outputs (with the exception of any output arrays passed in). The `__array_wrap__` method of the input array will be called with the ndarray being returned from the ufunc as it's input. There are two calling styles of the `__array_wrap__` function supported. The first takes the ndarray as the first argument and a tuple of "context" as the second argument. The context is (ufunc, arguments, output argument number). This is the first call tried. If a TypeError occurs, then the function is called with just the ndarray as the first argument.

Methods

Their are three methods of ufuncs that require calculation similar to the general-purpose ufuncs. These are reduce, accumulate, and reduceat. Each of these methods requires a setup command followed by a loop. There are four loop

styles possible for the methods corresponding to no-elements, one-element, strided-loop, and buffered- loop. These are the same basic loop styles as implemented for the general purpose function call except for the no-element and one-element cases which are special-cases occurring when the input array objects have 0 and 1 elements respectively.

Setup

The setup function for all three methods is `construct_reduce`. This function creates a reducing loop object and fills it with parameters needed to complete the loop. All of the methods only work on ufuncs that take 2-inputs and return 1 output. Therefore, the underlying 1-D loop is selected assuming a signature of [`otype`, `otype`, `otype`] where `otype` is the requested reduction data-type. The buffer size and error handling is then retrieved from (per-thread) global storage. For small arrays that are mis-aligned or have incorrect data-type, a copy is made so that the un-buffered section of code is used. Then, the looping strategy is selected. If there is 1 element or 0 elements in the array, then a simple looping method is selected. If the array is not mis-aligned and has the correct data-type, then strided looping is selected. Otherwise, buffered looping must be performed. Looping parameters are then established, and the return array is constructed. The output array is of a different shape depending on whether the method is reduce, accumulate, or reduceat. If an output array is already provided, then it's shape is checked. If the output array is not C-contiguous, aligned, and of the correct data type, then a temporary copy is made with the UPDATEIFCOPY flag set. In this way, the methods will be able to work with a well-behaved output array but the result will be copied back into the true output array when the method computation is complete. Finally, iterators are set up to loop over the correct axis (depending on the value of axis provided to the method) and the setup routine returns to the actual computation routine.

Reduce

All of the ufunc methods use the same underlying 1-D computational loops with input and output arguments adjusted so that the appropriate reduction takes place. For example, the key to the functioning of reduce is that the 1-D loop is called with the output and the second input pointing to the same position in memory and both having a step- size of 0. The first input is pointing to the input array with a step- size given by the appropriate stride for the selected axis. In this way, the operation performed is

$$
\begin{aligned}
o &= i[0] \\
o &= i[k]\text{<op>}o \quad k = 1 \ldots N
\end{aligned}
$$

where $N+1$ is the number of elements in the input, i, o is the output, and $i[k]$ is the kth element of i along the selected axis. This basic operations is repeated for arrays with greater than 1 dimension so that the reduction takes place for every 1-D sub-array along the selected axis. An iterator with the selected dimension removed handles this looping.

For buffered loops, care must be taken to copy and cast data before the loop function is called because the underlying loop expects aligned data of the correct data-type (including byte-order). The buffered loop must handle this copying and casting prior to calling the loop function on chunks no greater than the user-specified bufsize.

Accumulate

The accumulate function is very similar to the reduce function in that the output and the second input both point to the output. The difference is that the second input points to memory one stride behind the current output pointer. Thus, the operation performed is

$$
\begin{aligned}
o[0] &= i[0] \\
o[k] &= i[k]\text{<op>}o[k-1] \quad k = 1 \ldots N.
\end{aligned}
$$

The output has the same shape as the input and each 1-D loop operates over N elements when the shape in the selected axis is $N+1$. Again, buffered loops take care to copy and cast the data before calling the underlying 1-D computational loop.

Reduceat

The reduceat function is a generalization of both the reduce and accumulate functions. It implements a reduce over ranges of the input array specified by indices. The extra indices argument is checked to be sure that every input

is not too large for the input array along the selected dimension before the loop calculations take place. The loop implementation is handled using code that is very similar to the reduce code repeated as many times as there are elements in the indices input. In particular: the first input pointer passed to the underlying 1-D computational loop points to the input array at the correct location indicated by the index array. In addition, the output pointer and the second input pointer passed to the underlying 1-D loop point to the same position in memory. The size of the 1-D computational loop is fixed to be the difference between the current index and the next index (when the current index is the last index, then the next index is assumed to be the length of the array along the selected dimension). In this way, the 1-D loop will implement a reduce over the specified indices.

Mis-aligned or a loop data-type that does not match the input and/or output data-type is handled using buffered code where-in data is copied to a temporary buffer and cast to the correct data-type if necessary prior to calling the underlying 1-D function. The temporary buffers are created in (element) sizes no bigger than the user settable buffer-size value. Thus, the loop must be flexible enough to call the underlying 1-D computational loop enough times to complete the total calculation in chunks no bigger than the buffer-size.

6.2 Internal organization of numpy arrays

It helps to understand a bit about how numpy arrays are handled under the covers to help understand numpy better. This section will not go into great detail. Those wishing to understand the full details are referred to Travis Oliphant's book "Guide to Numpy".

Numpy arrays consist of two major components, the raw array data (from now on, referred to as the data buffer), and the information about the raw array data. The data buffer is typically what people think of as arrays in C or Fortran, a contiguous (and fixed) block of memory containing fixed sized data items. Numpy also contains a significant set of data that describes how to interpret the data in the data buffer. This extra information contains (among other things):

1. The basic data element's size in bytes
2. The start of the data within the data buffer (an offset relative to the beginning of the data buffer).
3. The number of dimensions and the size of each dimension
4. The separation between elements for each dimension (the 'stride'). This does not have to be a multiple of the element size
5. The byte order of the data (which may not be the native byte order)
6. Whether the buffer is read-only
7. Information (via the dtype object) about the interpretation of the basic data element. The basic data element may be as simple as a int or a float, or it may be a compound object (e.g., struct-like), a fixed character field, or Python object pointers.
8. Whether the array is to interpreted as C-order or Fortran-order.

This arrangement allow for very flexible use of arrays. One thing that it allows is simple changes of the metadata to change the interpretation of the array buffer. Changing the byteorder of the array is a simple change involving no rearrangement of the data. The shape of the array can be changed very easily without changing anything in the data buffer or any data copying at all

Among other things that are made possible is one can create a new array metadata object that uses the same data buffer to create a new view of that data buffer that has a different interpretation of the buffer (e.g., different shape, offset, byte order, strides, etc) but shares the same data bytes. Many operations in numpy do just this such as slices. Other operations, such as transpose, don't move data elements around in the array, but rather change the information about the shape and strides so that the indexing of the array changes, but the data in the doesn't move.

Typically these new versions of the array metadata but the same data buffer are new 'views' into the data buffer. There is a different ndarray object, but it uses the same data buffer. This is why it is necessary to force copies through use of the .copy() method if one really wants to make a new and independent copy of the data buffer.

New views into arrays mean the the object reference counts for the data buffer increase. Simply doing away with the original array object will not remove the data buffer if other views of it still exist.

6.3 Multidimensional Array Indexing Order Issues

What is the right way to index multi-dimensional arrays? Before you jump to conclusions about the one and true way to index multi-dimensional arrays, it pays to understand why this is a confusing issue. This section will try to explain in detail how numpy indexing works and why we adopt the convention we do for images, and when it may be appropriate to adopt other conventions.

The first thing to understand is that there are two conflicting conventions for indexing 2-dimensional arrays. Matrix notation uses the first index to indicate which row is being selected and the second index to indicate which column is selected. This is opposite the geometrically oriented-convention for images where people generally think the first index represents x position (i.e., column) and the second represents y position (i.e., row). This alone is the source of much confusion; matrix-oriented users and image-oriented users expect two different things with regard to indexing.

The second issue to understand is how indices correspond to the order the array is stored in memory. In Fortran the first index is the most rapidly varying index when moving through the elements of a two dimensional array as it is stored in memory. If you adopt the matrix convention for indexing, then this means the matrix is stored one column at a time (since the first index moves to the next row as it changes). Thus Fortran is considered a Column-major language. C has just the opposite convention. In C, the last index changes most rapidly as one moves through the array as stored in memory. Thus C is a Row-major language. The matrix is stored by rows. Note that in both cases it presumes that the matrix convention for indexing is being used, i.e., for both Fortran and C, the first index is the row. Note this convention implies that the indexing convention is invariant and that the data order changes to keep that so.

But that's not the only way to look at it. Suppose one has large two-dimensional arrays (images or matrices) stored in data files. Suppose the data are stored by rows rather than by columns. If we are to preserve our index convention (whether matrix or image) that means that depending on the language we use, we may be forced to reorder the data if it is read into memory to preserve our indexing convention. For example if we read row-ordered data into memory without reordering, it will match the matrix indexing convention for C, but not for Fortran. Conversely, it will match the image indexing convention for Fortran, but not for C. For C, if one is using data stored in row order, and one wants to preserve the image index convention, the data must be reordered when reading into memory.

In the end, which you do for Fortran or C depends on which is more important, not reordering data or preserving the indexing convention. For large images, reordering data is potentially expensive, and often the indexing convention is inverted to avoid that.

The situation with numpy makes this issue yet more complicated. The internal machinery of numpy arrays is flexible enough to accept any ordering of indices. One can simply reorder indices by manipulating the internal stride information for arrays without reordering the data at all. Numpy will know how to map the new index order to the data without moving the data.

So if this is true, why not choose the index order that matches what you most expect? In particular, why not define row-ordered images to use the image convention? (This is sometimes referred to as the Fortran convention vs the C convention, thus the 'C' and 'FORTRAN' order options for array ordering in numpy.) The drawback of doing this is potential performance penalties. It's common to access the data sequentially, either implicitly in array operations or explicitly by looping over rows of an image. When that is done, then the data will be accessed in non-optimal order. As the first index is incremented, what is actually happening is that elements spaced far apart in memory are being sequentially accessed, with usually poor memory access speeds. For example, for a two dimensional image 'im' defined so that im[0, 10] represents the value at x=0, y=10. To be consistent with usual Python behavior then im[0] would represent a column at x=0. Yet that data would be spread over the whole array since the data are stored in row order. Despite the flexibility of numpy's indexing, it can't really paper over the fact basic operations are rendered inefficient because of data order or that getting contiguous subarrays is still awkward (e.g., im[:,0] for the first row, vs im[0]), thus one can't use an idiom such as for row in im; for col in im does work, but doesn't yield contiguous column data.

As it turns out, numpy is smart enough when dealing with ufuncs to determine which index is the most rapidly varying one in memory and uses that for the innermost loop. Thus for ufuncs there is no large intrinsic advantage to either approach in most cases. On the other hand, use of .flat with an FORTRAN ordered array will lead to non-optimal memory access as adjacent elements in the flattened array (iterator, actually) are not contiguous in memory.

Indeed, the fact is that Python indexing on lists and other sequences naturally leads to an outside-to inside ordering (the first index gets the largest grouping, the next the next largest, and the last gets the smallest element). Since image data are normally stored by rows, this corresponds to position within rows being the last item indexed.

If you do want to use Fortran ordering realize that there are two approaches to consider: 1) accept that the first index is just not the most rapidly changing in memory and have all your I/O routines reorder your data when going from memory to disk or visa versa, or use numpy's mechanism for mapping the first index to the most rapidly varying data. We recommend the former if possible. The disadvantage of the latter is that many of numpy's functions will yield arrays without Fortran ordering unless you are careful to use the 'order' keyword. Doing this would be highly inconvenient.

Otherwise we recommend simply learning to reverse the usual order of indices when accessing elements of an array. Granted, it goes against the grain, but it is more in line with Python semantics and the natural order of the data.

CHAPTER

SEVEN

NUMPY AND SWIG

7.1 Numpy.i: a SWIG Interface File for NumPy

7.1.1 Introduction

The Simple Wrapper and Interface Generator (or SWIG) is a powerful tool for generating wrapper code for interfacing to a wide variety of scripting languages. SWIG can parse header files, and using only the code prototypes, create an interface to the target language. But SWIG is not omnipotent. For example, it cannot know from the prototype:

```
double rms(double* seq, int n);
```

what exactly `seq` is. Is it a single value to be altered in-place? Is it an array, and if so what is its length? Is it input-only? Output-only? Input-output? SWIG cannot determine these details, and does not attempt to do so.

If we designed `rms`, we probably made it a routine that takes an input-only array of length `n` of `double` values called `seq` and returns the root mean square. The default behavior of SWIG, however, will be to create a wrapper function that compiles, but is nearly impossible to use from the scripting language in the way the C routine was intended.

For Python, the preferred way of handling contiguous (or technically, *strided*) blocks of homogeneous data is with NumPy, which provides full object-oriented access to multidimensial arrays of data. Therefore, the most logical Python interface for the `rms` function would be (including doc string):

```
def rms(seq):
    """
    rms: return the root mean square of a sequence
    rms(numpy.ndarray) -> double
    rms(list) -> double
    rms(tuple) -> double
    """
```

where `seq` would be a NumPy array of `double` values, and its length `n` would be extracted from `seq` internally before being passed to the C routine. Even better, since NumPy supports construction of arrays from arbitrary Python sequences, `seq` itself could be a nearly arbitrary sequence (so long as each element can be converted to a `double`) and the wrapper code would internally convert it to a NumPy array before extracting its data and length.

SWIG allows these types of conversions to be defined via a mechanism called *typemaps*. This document provides information on how to use `numpy.i`, a SWIG interface file that defines a series of typemaps intended to make the type of array-related conversions described above relatively simple to implement. For example, suppose that the `rms` function prototype defined above was in a header file named `rms.h`. To obtain the Python interface discussed above, your SWIG interface file would need the following:

```
%{
#define SWIG_FILE_WITH_INIT
```

```
#include "rms.h"
%}

%include "numpy.i"

%init %{
import_array();
%}

%apply (double* IN_ARRAY1, int DIM1) {(double* seq, int n)};
%include "rms.h"
```

Typemaps are keyed off a list of one or more function arguments, either by type or by type and name. We will refer to such lists as *signatures*. One of the many typemaps defined by `numpy.i` is used above and has the signature `(double* IN_ARRAY1, int DIM1)`. The argument names are intended to suggest that the `double*` argument is an input array of one dimension and that the `int` represents the size of that dimension. This is precisely the pattern in the `rms` prototype.

Most likely, no actual prototypes to be wrapped will have the argument names `IN_ARRAY1` and `DIM1`. We use the SWIG `%apply` directive to apply the typemap for one-dimensional input arrays of type `double` to the actual prototype used by `rms`. Using `numpy.i` effectively, therefore, requires knowing what typemaps are available and what they do.

A SWIG interface file that includes the SWIG directives given above will produce wrapper code that looks something like:

```
 1 PyObject *_wrap_rms(PyObject *args) {
 2   PyObject *resultobj = 0;
 3   double *arg1 = (double *) 0 ;
 4   int arg2 ;
 5   double result;
 6   PyArrayObject *array1 = NULL ;
 7   int is_new_object1 = 0 ;
 8   PyObject * obj0 = 0 ;
 9
10   if (!PyArg_ParseTuple(args,(char *)"O:rms",&obj0)) SWIG_fail;
11   {
12     array1 = obj_to_array_contiguous_allow_conversion(
13                  obj0, NPY_DOUBLE, &is_new_object1);
14     npy_intp size[1] = {
15       -1
16     };
17     if (!array1 || !require_dimensions(array1, 1) ||
18         !require_size(array1, size, 1)) SWIG_fail;
19     arg1 = (double*) array1->data;
20     arg2 = (int) array1->dimensions[0];
21   }
22   result = (double)rms(arg1,arg2);
23   resultobj = SWIG_From_double((double)(result));
24   {
25     if (is_new_object1 && array1) Py_DECREF(array1);
26   }
27   return resultobj;
28 fail:
29   {
30     if (is_new_object1 && array1) Py_DECREF(array1);
31   }
32   return NULL;
33 }
```

The typemaps from `numpy.i` are responsible for the following lines of code: 12–20, 25 and 30. Line 10 parses the input to the `rms` function. From the format string `"O:rms"`, we can see that the argument list is expected to be a single Python object (specified by the `O` before the colon) and whose pointer is stored in `obj0`. A number of functions, supplied by `numpy.i`, are called to make and check the (possible) conversion from a generic Python object to a NumPy array. These functions are explained in the section Helper Functions, but hopefully their names are self-explanatory. At line 12 we use `obj0` to construct a NumPy array. At line 17, we check the validity of the result: that it is non-null and that it has a single dimension of arbitrary length. Once these states are verified, we extract the data buffer and length in lines 19 and 20 so that we can call the underlying C function at line 22. Line 25 performs memory management for the case where we have created a new array that is no longer needed.

This code has a significant amount of error handling. Note the `SWIG_fail` is a macro for `goto fail`, refering to the label at line 28. If the user provides the wrong number of arguments, this will be caught at line 10. If construction of the NumPy array fails or produces an array with the wrong number of dimensions, these errors are caught at line 17. And finally, if an error is detected, memory is still managed correctly at line 30.

Note that if the C function signature was in a different order:

```
double rms(int n, double* seq);
```

that SWIG would not match the typemap signature given above with the argument list for `rms`. Fortunately, `numpy.i` has a set of typemaps with the data pointer given last:

```
%apply (int DIM1, double* IN_ARRAY1) {(int n, double* seq)};
```

This simply has the effect of switching the definitions of `arg1` and `arg2` in lines 3 and 4 of the generated code above, and their assignments in lines 19 and 20.

7.1.2 Using numpy.i

The `numpy.i` file is currently located in the `numpy/docs/swig` sub-directory under the `numpy` installation directory. Typically, you will want to copy it to the directory where you are developing your wrappers.

A simple module that only uses a single SWIG interface file should include the following:

```
%{
#define SWIG_FILE_WITH_INIT
%}
%include "numpy.i"
%init %{
import_array();
%}
```

Within a compiled Python module, `import_array()` should only get called once. This could be in a C/C++ file that you have written and is linked to the module. If this is the case, then none of your interface files should `#define SWIG_FILE_WITH_INIT` or call `import_array()`. Or, this initialization call could be in a wrapper file generated by SWIG from an interface file that has the `%init` block as above. If this is the case, and you have more than one SWIG interface file, then only one interface file should `#define SWIG_FILE_WITH_INIT` and call `import_array()`.

7.1.3 Available Typemaps

The typemap directives provided by `numpy.i` for arrays of different data types, say `double` and `int`, and dimensions of different types, say `int` or `long`, are identical to one another except for the C and NumPy type specifications. The typemaps are therefore implemented (typically behind the scenes) via a macro:

```
%numpy_typemaps(DATA_TYPE, DATA_TYPECODE, DIM_TYPE)
```

that can be invoked for appropriate `(DATA_TYPE, DATA_TYPECODE, DIM_TYPE)` triplets. For example:

```
%numpy_typemaps(double, NPY_DOUBLE, int)
%numpy_typemaps(int,    NPY_INT   , int)
```

The `numpy.i` interface file uses the `%numpy_typemaps` macro to implement typemaps for the following C data types and `int` dimension types:

- `signed char`
- `unsigned char`
- `short`
- `unsigned short`
- `int`
- `unsigned int`
- `long`
- `unsigned long`
- `long long`
- `unsigned long long`
- `float`
- `double`

In the following descriptions, we reference a generic `DATA_TYPE`, which could be any of the C data types listed above, and `DIM_TYPE` which should be one of the many types of integers.

The typemap signatures are largely differentiated on the name given to the buffer pointer. Names with `FARRAY` are for Fortran-ordered arrays, and names with `ARRAY` are for C-ordered (or 1D arrays).

Input Arrays

Input arrays are defined as arrays of data that are passed into a routine but are not altered in-place or returned to the user. The Python input array is therefore allowed to be almost any Python sequence (such as a list) that can be converted to the requested type of array. The input array signatures are

1D:

- `( DATA_TYPE IN_ARRAY1[ANY] )`
- `( DATA_TYPE* IN_ARRAY1, int DIM1 )`
- `( int DIM1, DATA_TYPE* IN_ARRAY1 )`

2D:

- `( DATA_TYPE IN_ARRAY2[ANY][ANY] )`
- `( DATA_TYPE* IN_ARRAY2, int DIM1, int DIM2 )`
- `( int DIM1, int DIM2, DATA_TYPE* IN_ARRAY2 )`
- `( DATA_TYPE* IN_FARRAY2, int DIM1, int DIM2 )`
- `( int DIM1, int DIM2, DATA_TYPE* IN_FARRAY2 )`

3D:

- `( DATA_TYPE IN_ARRAY3[ANY][ANY][ANY] )`
- `( DATA_TYPE* IN_ARRAY3, int DIM1, int DIM2, int DIM3 )`
- `( int DIM1, int DIM2, int DIM3, DATA_TYPE* IN_ARRAY3 )`
- `( DATA_TYPE* IN_FARRAY3, int DIM1, int DIM2, int DIM3 )`
- `( int DIM1, int DIM2, int DIM3, DATA_TYPE* IN_FARRAY3 )`

4D:

- `(DATA_TYPE IN_ARRAY4[ANY][ANY][ANY][ANY])`
- `(DATA_TYPE* IN_ARRAY4, DIM_TYPE DIM1, DIM_TYPE DIM2, DIM_TYPE DIM3, DIM_TYPE DIM4)`
- `(DIM_TYPE DIM1, DIM_TYPE DIM2, DIM_TYPE DIM3, , DIM_TYPE DIM4, DATA_TYPE* IN_ARRAY4)`
- `(DATA_TYPE* IN_FARRAY4, DIM_TYPE DIM1, DIM_TYPE DIM2, DIM_TYPE DIM3, DIM_TYPE DIM4)`
- `(DIM_TYPE DIM1, DIM_TYPE DIM2, DIM_TYPE DIM3, DIM_TYPE DIM4, DATA_TYPE* IN_FARRAY4)`

The first signature listed, `( DATA_TYPE IN_ARRAY[ANY] )` is for one-dimensional arrays with hard-coded dimensions. Likewise, `( DATA_TYPE IN_ARRAY2[ANY][ANY] )` is for two-dimensional arrays with hard-coded dimensions, and similarly for three-dimensional.

In-Place Arrays

In-place arrays are defined as arrays that are modified in-place. The input values may or may not be used, but the values at the time the function returns are significant. The provided Python argument must therefore be a NumPy array of the required type. The in-place signatures are

1D:

- `( DATA_TYPE INPLACE_ARRAY1[ANY] )`
- `( DATA_TYPE* INPLACE_ARRAY1, int DIM1 )`
- `( int DIM1, DATA_TYPE* INPLACE_ARRAY1 )`

2D:

- `( DATA_TYPE INPLACE_ARRAY2[ANY][ANY] )`
- `( DATA_TYPE* INPLACE_ARRAY2, int DIM1, int DIM2 )`
- `( int DIM1, int DIM2, DATA_TYPE* INPLACE_ARRAY2 )`
- `( DATA_TYPE* INPLACE_FARRAY2, int DIM1, int DIM2 )`
- `( int DIM1, int DIM2, DATA_TYPE* INPLACE_FARRAY2 )`

3D:

- `( DATA_TYPE INPLACE_ARRAY3[ANY][ANY][ANY] )`
- `( DATA_TYPE* INPLACE_ARRAY3, int DIM1, int DIM2, int DIM3 )`
- `( int DIM1, int DIM2, int DIM3, DATA_TYPE* INPLACE_ARRAY3 )`
- `( DATA_TYPE* INPLACE_FARRAY3, int DIM1, int DIM2, int DIM3 )`

- `( int DIM1, int DIM2, int DIM3, DATA_TYPE* INPLACE_FARRAY3 )`

4D:

- `(DATA_TYPE INPLACE_ARRAY4[ANY][ANY][ANY][ANY])`
- `(DATA_TYPE* INPLACE_ARRAY4, DIM_TYPE DIM1, DIM_TYPE DIM2, DIM_TYPE DIM3, DIM_TYPE DIM4)`
- `(DIM_TYPE DIM1, DIM_TYPE DIM2, DIM_TYPE DIM3, , DIM_TYPE DIM4, DATA_TYPE* INPLACE_ARRAY4)`
- `(DATA_TYPE* INPLACE_FARRAY4, DIM_TYPE DIM1, DIM_TYPE DIM2, DIM_TYPE DIM3, DIM_TYPE DIM4)`
- `(DIM_TYPE DIM1, DIM_TYPE DIM2, DIM_TYPE DIM3, DIM_TYPE DIM4, DATA_TYPE* INPLACE_FARRAY4)`

These typemaps now check to make sure that the `INPLACE_ARRAY` arguments use native byte ordering. If not, an exception is raised.

Argout Arrays

Argout arrays are arrays that appear in the input arguments in C, but are in fact output arrays. This pattern occurs often when there is more than one output variable and the single return argument is therefore not sufficient. In Python, the convential way to return multiple arguments is to pack them into a sequence (tuple, list, etc.) and return the sequence. This is what the argout typemaps do. If a wrapped function that uses these argout typemaps has more than one return argument, they are packed into a tuple or list, depending on the version of Python. The Python user does not pass these arrays in, they simply get returned. For the case where a dimension is specified, the python user must provide that dimension as an argument. The argout signatures are

1D:

- `( DATA_TYPE ARGOUT_ARRAY1[ANY] )`
- `( DATA_TYPE* ARGOUT_ARRAY1, int DIM1 )`
- `( int DIM1, DATA_TYPE* ARGOUT_ARRAY1 )`

2D:

- `( DATA_TYPE ARGOUT_ARRAY2[ANY][ANY] )`

3D:

- `( DATA_TYPE ARGOUT_ARRAY3[ANY][ANY][ANY] )`

4D:

- `( DATA_TYPE ARGOUT_ARRAY4[ANY][ANY][ANY][ANY] )`

These are typically used in situations where in C/C++, you would allocate a(n) array(s) on the heap, and call the function to fill the array(s) values. In Python, the arrays are allocated for you and returned as new array objects.

Note that we support `DATA_TYPE*` argout typemaps in 1D, but not 2D or 3D. This is because of a quirk with the SWIG typemap syntax and cannot be avoided. Note that for these types of 1D typemaps, the Python function will take a single argument representing `DIM1`.

Argout View Arrays

Argoutview arrays are for when your C code provides you with a view of its internal data and does not require any memory to be allocated by the user. This can be dangerous. There is almost no way to guarantee that the internal data

from the C code will remain in existence for the entire lifetime of the NumPy array that encapsulates it. If the user destroys the object that provides the view of the data before destroying the NumPy array, then using that array may result in bad memory references or segmentation faults. Nevertheless, there are situations, working with large data sets, where you simply have no other choice.

The C code to be wrapped for argoutview arrays are characterized by pointers: pointers to the dimensions and double pointers to the data, so that these values can be passed back to the user. The argoutview typemap signatures are therefore

1D:

- `( DATA_TYPE** ARGOUTVIEW_ARRAY1, DIM_TYPE* DIM1 )`
- `( DIM_TYPE* DIM1, DATA_TYPE** ARGOUTVIEW_ARRAY1 )`

2D:

- `( DATA_TYPE** ARGOUTVIEW_ARRAY2, DIM_TYPE* DIM1, DIM_TYPE* DIM2 )`
- `( DIM_TYPE* DIM1, DIM_TYPE* DIM2, DATA_TYPE** ARGOUTVIEW_ARRAY2 )`
- `( DATA_TYPE** ARGOUTVIEW_FARRAY2, DIM_TYPE* DIM1, DIM_TYPE* DIM2 )`
- `( DIM_TYPE* DIM1, DIM_TYPE* DIM2, DATA_TYPE** ARGOUTVIEW_FARRAY2 )`

3D:

- `( DATA_TYPE** ARGOUTVIEW_ARRAY3, DIM_TYPE* DIM1, DIM_TYPE* DIM2, DIM_TYPE* DIM3)`
- `( DIM_TYPE* DIM1, DIM_TYPE* DIM2, DIM_TYPE* DIM3, DATA_TYPE** ARGOUTVIEW_ARRAY3)`
- `( DATA_TYPE** ARGOUTVIEW_FARRAY3, DIM_TYPE* DIM1, DIM_TYPE* DIM2, DIM_TYPE* DIM3)`
- `( DIM_TYPE* DIM1, DIM_TYPE* DIM2, DIM_TYPE* DIM3, DATA_TYPE** ARGOUTVIEW_FARRAY3)`

4D:

- `(DATA_TYPE** ARGOUTVIEW_ARRAY4, DIM_TYPE* DIM1, DIM_TYPE* DIM2, DIM_TYPE* DIM3, DIM_TYPE* DIM4)`
- `(DIM_TYPE* DIM1, DIM_TYPE* DIM2, DIM_TYPE* DIM3, DIM_TYPE* DIM4, DATA_TYPE** ARGOUTVIEW_ARRAY4)`
- `(DATA_TYPE** ARGOUTVIEW_FARRAY4, DIM_TYPE* DIM1, DIM_TYPE* DIM2, DIM_TYPE* DIM3, DIM_TYPE* DIM4)`
- `(DIM_TYPE* DIM1, DIM_TYPE* DIM2, DIM_TYPE* DIM3, DIM_TYPE* DIM4, DATA_TYPE** ARGOUTVIEW_FARRAY4)`

Note that arrays with hard-coded dimensions are not supported. These cannot follow the double pointer signatures of these typemaps.

Memory Managed Argout View Arrays

A recent addition to `numpy.i` are typemaps that permit argout arrays with views into memory that is managed. See the discussion here.

1D:

- `(DATA_TYPE** ARGOUTVIEWM_ARRAY1, DIM_TYPE* DIM1)`

- (DIM_TYPE* DIM1, DATA_TYPE** ARGOUTVIEWM_ARRAY1)

2D:

- (DATA_TYPE** ARGOUTVIEWM_ARRAY2, DIM_TYPE* DIM1, DIM_TYPE* DIM2)
- (DIM_TYPE* DIM1, DIM_TYPE* DIM2, DATA_TYPE** ARGOUTVIEWM_ARRAY2)
- (DATA_TYPE** ARGOUTVIEWM_FARRAY2, DIM_TYPE* DIM1, DIM_TYPE* DIM2)
- (DIM_TYPE* DIM1, DIM_TYPE* DIM2, DATA_TYPE** ARGOUTVIEWM_FARRAY2)

3D:

- (DATA_TYPE** ARGOUTVIEWM_ARRAY3, DIM_TYPE* DIM1, DIM_TYPE* DIM2, DIM_TYPE* DIM3)
- (DIM_TYPE* DIM1, DIM_TYPE* DIM2, DIM_TYPE* DIM3, DATA_TYPE** ARGOUTVIEWM_ARRAY3)
- (DATA_TYPE** ARGOUTVIEWM_FARRAY3, DIM_TYPE* DIM1, DIM_TYPE* DIM2, DIM_TYPE* DIM3)
- (DIM_TYPE* DIM1, DIM_TYPE* DIM2, DIM_TYPE* DIM3, DATA_TYPE** ARGOUTVIEWM_FARRAY3)

4D:

- (DATA_TYPE** ARGOUTVIEWM_ARRAY4, DIM_TYPE* DIM1, DIM_TYPE* DIM2, DIM_TYPE* DIM3, DIM_TYPE* DIM4)
- (DIM_TYPE* DIM1, DIM_TYPE* DIM2, DIM_TYPE* DIM3, DIM_TYPE* DIM4, DATA_TYPE** ARGOUTVIEWM_ARRAY4)
- (DATA_TYPE** ARGOUTVIEWM_FARRAY4, DIM_TYPE* DIM1, DIM_TYPE* DIM2, DIM_TYPE* DIM3, DIM_TYPE* DIM4)
- (DIM_TYPE* DIM1, DIM_TYPE* DIM2, DIM_TYPE* DIM3, DIM_TYPE* DIM4, DATA_TYPE** ARGOUTVIEWM_FARRAY4)

Output Arrays

The `numpy.i` interface file does not support typemaps for output arrays, for several reasons. First, C/C++ return arguments are limited to a single value. This prevents obtaining dimension information in a general way. Second, arrays with hard-coded lengths are not permitted as return arguments. In other words:

```
double[3] newVector(double x, double y, double z);
```

is not legal C/C++ syntax. Therefore, we cannot provide typemaps of the form:

```
%typemap(out) (TYPE[ANY]);
```

If you run into a situation where a function or method is returning a pointer to an array, your best bet is to write your own version of the function to be wrapped, either with `%extend` for the case of class methods or `%ignore` and `%rename` for the case of functions.

Other Common Types: bool

Note that C++ type `bool` is not supported in the list in the Available Typemaps section. NumPy bools are a single byte, while the C++ `bool` is four bytes (at least on my system). Therefore:

```
%numpy_typemaps(bool, NPY_BOOL, int)
```

will result in typemaps that will produce code that reference improper data lengths. You can implement the following macro expansion:

```
%numpy_typemaps(bool, NPY_UINT, int)
```

to fix the data length problem, and Input Arrays will work fine, but In-Place Arrays might fail type-checking.

Other Common Types: complex

Typemap conversions for complex floating-point types is also not supported automatically. This is because Python and NumPy are written in C, which does not have native complex types. Both Python and NumPy implement their own (essentially equivalent) `struct` definitions for complex variables:

```
/* Python */
typedef struct {double real; double imag;} Py_complex;

/* NumPy */
typedef struct {float  real, imag;} npy_cfloat;
typedef struct {double real, imag;} npy_cdouble;
```

We could have implemented:

```
%numpy_typemaps(Py_complex , NPY_CDOUBLE, int)
%numpy_typemaps(npy_cfloat , NPY_CFLOAT , int)
%numpy_typemaps(npy_cdouble, NPY_CDOUBLE, int)
```

which would have provided automatic type conversions for arrays of type `Py_complex`, `npy_cfloat` and `npy_cdouble`. However, it seemed unlikely that there would be any independent (non-Python, non-NumPy) application code that people would be using SWIG to generate a Python interface to, that also used these definitions for complex types. More likely, these application codes will define their own complex types, or in the case of C++, use `std::complex`. Assuming these data structures are compatible with Python and NumPy complex types, `%numpy_typemap` expansions as above (with the user's complex type substituted for the first argument) should work.

7.1.4 NumPy Array Scalars and SWIG

SWIG has sophisticated type checking for numerical types. For example, if your C/C++ routine expects an integer as input, the code generated by SWIG will check for both Python integers and Python long integers, and raise an overflow error if the provided Python integer is too big to cast down to a C integer. With the introduction of NumPy scalar arrays into your Python code, you might conceivably extract an integer from a NumPy array and attempt to pass this to a SWIG-wrapped C/C++ function that expects an `int`, but the SWIG type checking will not recognize the NumPy array scalar as an integer. (Often, this does in fact work – it depends on whether NumPy recognizes the integer type you are using as inheriting from the Python integer type on the platform you are using. Sometimes, this means that code that works on a 32-bit machine will fail on a 64-bit machine.)

If you get a Python error that looks like the following:

```
TypeError: in method 'MyClass_MyMethod', argument 2 of type 'int'
```

and the argument you are passing is an integer extracted from a NumPy array, then you have stumbled upon this problem. The solution is to modify the SWIG type conversion system to accept Numpy array scalars in addition to the standard integer types. Fortunately, this capabilitiy has been provided for you. Simply copy the file:

`pyfragments.swg`

to the working build directory for you project, and this problem will be fixed. It is suggested that you do this anyway, as it only increases the capabilities of your Python interface.

Why is There a Second File?

The SWIG type checking and conversion system is a complicated combination of C macros, SWIG macros, SWIG typemaps and SWIG fragments. Fragments are a way to conditionally insert code into your wrapper file if it is needed, and not insert it if not needed. If multiple typemaps require the same fragment, the fragment only gets inserted into your wrapper code once.

There is a fragment for converting a Python integer to a C `long`. There is a different fragment that converts a Python integer to a C `int`, that calls the rountine defined in the `long` fragment. We can make the changes we want here by changing the definition for the `long` fragment. SWIG determines the active definition for a fragment using a "first come, first served" system. That is, we need to define the fragment for `long` conversions prior to SWIG doing it internally. SWIG allows us to do this by putting our fragment definitions in the file `pyfragments.swg`. If we were to put the new fragment definitions in `numpy.i`, they would be ignored.

7.1.5 Helper Functions

The `numpy.i` file containes several macros and routines that it uses internally to build its typemaps. However, these functions may be useful elsewhere in your interface file. These macros and routines are implemented as fragments, which are described briefly in the previous section. If you try to use one or more of the following macros or functions, but your compiler complains that it does not recognize the symbol, then you need to force these fragments to appear in your code using:

```
%fragment("NumPy_Fragments");
```

in your SWIG interface file.

Macros

is_array(a)
: Evaluates as true if `a` is non-`NULL` and can be cast to a `PyArrayObject*`.

array_type(a)
: Evaluates to the integer data type code of `a`, assuming `a` can be cast to a `PyArrayObject*`.

array_numdims(a)
: Evaluates to the integer number of dimensions of `a`, assuming `a` can be cast to a `PyArrayObject*`.

array_dimensions(a)
: Evaluates to an array of type `npy_intp` and length `array_numdims(a)`, giving the lengths of all of the dimensions of `a`, assuming `a` can be cast to a `PyArrayObject*`.

array_size(a,i)
: Evaluates to the `i`-th dimension size of `a`, assuming `a` can be cast to a `PyArrayObject*`.

array_strides(a)
: Evaluates to an array of type `npy_intp` and length `array_numdims(a)`, giving the stridess of all of the dimensions of `a`, assuming `a` can be cast to a `PyArrayObject*`. A stride is the distance in bytes between an element and its immediate neighbor along the same axis.

array_stride(a,i)
Evaluates to the `i`-th stride of `a`, assuming `a` can be cast to a `PyArrayObject*`.

array_data(a)
Evaluates to a pointer of type `void*` that points to the data buffer of `a`, assuming `a` can be cast to a `PyArrayObject*`.

array_descr(a)
Returns a borrowed reference to the dtype property (`PyArray_Descr*`) of `a`, assuming `a` can be cast to a `PyArrayObject*`.

array_flags(a)
Returns an integer representing the flags of `a`, assuming `a` can be cast to a `PyArrayObject*`.

array_enableflags(a,f)
Sets the flag represented by `f` of `a`, assuming `a` can be cast to a `PyArrayObject*`.

array_is_contiguous(a)
Evaluates as true if `a` is a contiguous array. Equivalent to `(PyArray_ISCONTIGUOUS(a))`.

array_is_native(a)
Evaluates as true if the data buffer of `a` uses native byte order. Equivalent to `(PyArray_ISNOTSWAPPED(a))`.

array_is_fortran(a)
Evaluates as true if `a` is FORTRAN ordered.

Routines

pytype_string()

Return type: `const char*`

Arguments:

- `PyObject* py_obj`, a general Python object.

Return a string describing the type of `py_obj`.

typecode_string()

Return type: `const char*`

Arguments:

- `int typecode`, a NumPy integer typecode.

Return a string describing the type corresponding to the NumPy `typecode`.

type_match()

Return type: `int`

Arguments:

- `int actual_type`, the NumPy typecode of a NumPy array.
- `int desired_type`, the desired NumPy typecode.

Make sure that `actual_type` is compatible with `desired_type`. For example, this allows character and byte types, or int and long types, to match. This is now equivalent to `PyArray_EquivTypenums()`.

obj_to_array_no_conversion()

Return type: `PyArrayObject*`

Arguments:

- `PyObject* input`, a general Python object.
- `int typecode`, the desired NumPy typecode.

Cast `input` to a `PyArrayObject*` if legal, and ensure that it is of type `typecode`. If `input` cannot be cast, or the `typecode` is wrong, set a Python error and return `NULL`.

obj_to_array_allow_conversion()

Return type: `PyArrayObject*`

Arguments:

- `PyObject* input`, a general Python object.
- `int typecode`, the desired NumPy typecode of the resulting array.
- `int* is_new_object`, returns a value of 0 if no conversion performed, else 1.

Convert `input` to a NumPy array with the given `typecode`. On success, return a valid `PyArrayObject*` with the correct type. On failure, the Python error string will be set and the routine returns `NULL`.

make_contiguous()

Return type: `PyArrayObject*`

Arguments:

- `PyArrayObject* ary`, a NumPy array.
- `int* is_new_object`, returns a value of 0 if no conversion performed, else 1.
- `int min_dims`, minimum allowable dimensions.
- `int max_dims`, maximum allowable dimensions.

Check to see if `ary` is contiguous. If so, return the input pointer and flag it as not a new object. If it is not contiguous, create a new `PyArrayObject*` using the original data, flag it as a new object and return the pointer.

make_fortran()

Return type: `PyArrayObject*`

Arguments

- `PyArrayObject* ary`, a NumPy array.
- `int* is_new_object`, returns a value of 0 if no conversion performed, else 1.

Check to see if `ary` is Fortran contiguous. If so, return the input pointer and flag it as not a new object. If it is not Fortran contiguous, create a new `PyArrayObject*` using the original data, flag it as a new object and return the pointer.

obj_to_array_contiguous_allow_conversion()

Return type: `PyArrayObject*`

Arguments:

- `PyObject* input`, a general Python object.
- `int typecode`, the desired NumPy typecode of the resulting array.

- `int* is_new_object`, returns a value of 0 if no conversion performed, else 1.

Convert `input` to a contiguous `PyArrayObject*` of the specified type. If the input object is not a contiguous `PyArrayObject*`, a new one will be created and the new object flag will be set.

obj_to_array_fortran_allow_conversion()

Return type: `PyArrayObject*`

Arguments:

- `PyObject* input`, a general Python object.
- `int typecode`, the desired NumPy typecode of the resulting array.
- `int* is_new_object`, returns a value of 0 if no conversion performed, else 1.

Convert `input` to a Fortran contiguous `PyArrayObject*` of the specified type. If the input object is not a Fortran contiguous `PyArrayObject*`, a new one will be created and the new object flag will be set.

require_contiguous()

Return type: `int`

Arguments:

- `PyArrayObject* ary`, a NumPy array.

Test whether `ary` is contiguous. If so, return 1. Otherwise, set a Python error and return 0.

require_native()

Return type: `int`

Arguments:

- `PyArray_Object* ary`, a NumPy array.

Require that `ary` is not byte-swapped. If the array is not byte-swapped, return 1. Otherwise, set a Python error and return 0.

require_dimensions()

Return type: `int`

Arguments:

- `PyArrayObject* ary`, a NumPy array.
- `int exact_dimensions`, the desired number of dimensions.

Require `ary` to have a specified number of dimensions. If the array has the specified number of dimensions, return 1. Otherwise, set a Python error and return 0.

require_dimensions_n()

Return type: `int`

Arguments:

- `PyArrayObject* ary`, a NumPy array.
- `int* exact_dimensions`, an array of integers representing acceptable numbers of dimensions.
- `int n`, the length of `exact_dimensions`.

Require `ary` to have one of a list of specified number of dimensions. If the array has one of the specified number of dimensions, return 1. Otherwise, set the Python error string and return 0.

require_size()

Return type: `int`

Arguments:

- `PyArrayObject* ary`, a NumPy array.
- `npy_int* size`, an array representing the desired lengths of each dimension.
- `int n`, the length of `size`.

Require `ary` to have a specified shape. If the array has the specified shape, return 1. Otherwise, set the Python error string and return 0.

require_fortran()

Return type: `int`

Arguments:

- `PyArrayObject* ary`, a NumPy array.

Require the given `PyArrayObject` to to be Fortran ordered. If the the `PyArrayObject` is already Fortran ordered, do nothing. Else, set the Fortran ordering flag and recompute the strides.

7.1.6 Beyond the Provided Typemaps

There are many C or C++ array/NumPy array situations not covered by a simple `%include "numpy.i"` and subsequent `%apply` directives.

A Common Example

Consider a reasonable prototype for a dot product function:

```
double dot(int len, double* vec1, double* vec2);
```

The Python interface that we want is:

```
def dot(vec1, vec2):
    """
    dot(PyObject,PyObject) -> double
    """
```

The problem here is that there is one dimension argument and two array arguments, and our typemaps are set up for dimensions that apply to a single array (in fact, SWIG does not provide a mechanism for associating `len` with `vec2` that takes two Python input arguments). The recommended solution is the following:

```
%apply (int DIM1, double* IN_ARRAY1) {(int len1, double* vec1),
                                      (int len2, double* vec2)}
%rename (dot) my_dot;
%exception my_dot {
    $action
    if (PyErr_Occurred()) SWIG_fail;
}
%inline %{
```

```
double my_dot(int len1, double* vec1, int len2, double* vec2) {
    if (len1 != len2) {
        PyErr_Format(PyExc_ValueError,
                     "Arrays of lengths (%d,%d) given",
                     len1, len2);
        return 0.0;
    }
    return dot(len1, vec1, vec2);
}
%}
```

If the header file that contains the prototype for `double dot()` also contains other prototypes that you want to wrap, so that you need to `%include` this header file, then you will also need a `%ignore dot;` directive, placed after the `%rename` and before the `%include` directives. Or, if the function in question is a class method, you will want to use `%extend` rather than `%inline` in addition to `%ignore`.

A note on error handling: Note that `my_dot` returns a `double` but that it can also raise a Python error. The resulting wrapper function will return a Python float representation of 0.0 when the vector lengths do not match. Since this is not `NULL`, the Python interpreter will not know to check for an error. For this reason, we add the `%exception` directive above for `my_dot` to get the behavior we want (note that `$action` is a macro that gets expanded to a valid call to `my_dot`). In general, you will probably want to write a SWIG macro to perform this task.

Other Situations

There are other wrapping situations in which `numpy.i` may be helpful when you encounter them.

- In some situations, it is possible that you could use the `%numpy_typemaps` macro to implement typemaps for your own types. See the Other Common Types: bool or Other Common Types: complex sections for examples. Another situation is if your dimensions are of a type other than `int` (say `long` for example):

  ```
  %numpy_typemaps(double, NPY_DOUBLE, long)
  ```

- You can use the code in `numpy.i` to write your own typemaps. For example, if you had a five-dimensional array as a function argument, you could cut-and-paste the appropriate four-dimensional typemaps into your interface file. The modifications for the fourth dimension would be trivial.
- Sometimes, the best approach is to use the `%extend` directive to define new methods for your classes (or overload existing ones) that take a `PyObject*` (that either is or can be converted to a `PyArrayObject*`) instead of a pointer to a buffer. In this case, the helper routines in `numpy.i` can be very useful.
- Writing typemaps can be a bit nonintuitive. If you have specific questions about writing SWIG typemaps for NumPy, the developers of `numpy.i` do monitor the Numpy-discussion and Swig-user mail lists.

A Final Note

When you use the `%apply` directive, as is usually necessary to use `numpy.i`, it will remain in effect until you tell SWIG that it shouldn't be. If the arguments to the functions or methods that you are wrapping have common names, such as `length` or `vector`, these typemaps may get applied in situations you do not expect or want. Therefore, it is always a good idea to add a `%clear` directive after you are done with a specific typemap:

```
%apply (double* IN_ARRAY1, int DIM1) {(double* vector, int length)}
%include "my_header.h"
%clear (double* vector, int length);
```

In general, you should target these typemap signatures specifically where you want them, and then clear them after you are done.

7.1.7 Summary

Out of the box, `numpy.i` provides typemaps that support conversion between NumPy arrays and C arrays:

- That can be one of 12 different scalar types: `signed char`, `unsigned char`, `short`, `unsigned short`, `int`, `unsigned int`, `long`, `unsigned long`, `long long`, `unsigned long long`, `float` and `double`.
- That support 74 different argument signatures for each data type, including:
  - One-dimensional, two-dimensional, three-dimensional and four-dimensional arrays.
  - Input-only, in-place, argout, argoutview, and memory managed argoutview behavior.
  - Hard-coded dimensions, data-buffer-then-dimensions specification, and dimensions-then-data-buffer specification.
  - Both C-ordering ("last dimension fastest") or Fortran-ordering ("first dimension fastest") support for 2D, 3D and 4D arrays.

The `numpy.i` interface file also provides additional tools for wrapper developers, including:

- A SWIG macro (`%numpy_typemaps`) with three arguments for implementing the 74 argument signatures for the user's choice of (1) C data type, (2) NumPy data type (assuming they match), and (3) dimension type.
- Fourteen C macros and fifteen C functions that can be used to write specialized typemaps, extensions, or inlined functions that handle cases not covered by the provided typemaps. Note that the macros and functions are coded specifically to work with the NumPy C/API regardless of NumPy version number, both before and after the deprecation of some aspects of the API after version 1.6.

7.2 Testing the numpy.i Typemaps

7.2.1 Introduction

Writing tests for the `numpy.i` SWIG interface file is a combinatorial headache. At present, 12 different data types are supported, each with 74 different argument signatures, for a total of 888 typemaps supported "out of the box". Each of these typemaps, in turn, might require several unit tests in order to verify expected behavior for both proper and improper inputs. Currently, this results in 1,427 individual unit tests that are performed when `make test` is run in the `numpy/docs/swig` subdirectory.

To facilitate this many similar unit tests, some high-level programming techniques are employed, including C and SWIG macros, as well as Python inheritance. The purpose of this document is to describe the testing infrastructure employed to verify that the `numpy.i` typemaps are working as expected.

7.2.2 Testing Organization

There are three indepedent testing frameworks supported, for one-, two-, and three-dimensional arrays respectively. For one-dimensional arrays, there are two C++ files, a header and a source, named:

```
Vector.h
Vector.cxx
```

that contain prototypes and code for a variety of functions that have one-dimensional arrays as function arguments. The file:

```
Vector.i
```

is a SWIG interface file that defines a python module `Vector` that wraps the functions in `Vector.h` while utilizing the typemaps in `numpy.i` to correctly handle the C arrays.

The `Makefile` calls `swig` to generate `Vector.py` and `Vector_wrap.cxx`, and also executes the `setup.py` script that compiles `Vector_wrap.cxx` and links together the extension module `_Vector.so` or `_Vector.dylib`, depending on the platform. This extension module and the proxy file `Vector.py` are both placed in a subdirectory under the `build` directory.

The actual testing takes place with a Python script named:

```
testVector.py
```

that uses the standard Python library module `unittest`, which performs several tests of each function defined in `Vector.h` for each data type supported.

Two-dimensional arrays are tested in exactly the same manner. The above description applies, but with `Matrix` substituted for `Vector`. For three-dimensional tests, substitute `Tensor` for `Vector`. For four-dimensional tests, substitute `SuperTensor` for `Vector`. For the descriptions that follow, we will reference the `Vector` tests, but the same information applies to `Matrix`, `Tensor` and `SuperTensor` tests.

The command `make test` will ensure that all of the test software is built and then run all three test scripts.

7.2.3 Testing Header Files

`Vector.h` is a C++ header file that defines a C macro called `TEST_FUNC_PROTOS` that takes two arguments: `TYPE`, which is a data type name such as `unsigned int`; and `SNAME`, which is a short name for the same data type with no spaces, e.g. `uint`. This macro defines several function prototypes that have the prefix `SNAME` and have at least one argument that is an array of type `TYPE`. Those functions that have return arguments return a `TYPE` value.

`TEST_FUNC_PROTOS` is then implemented for all of the data types supported by `numpy.i`:

- `signed char`
- `unsigned char`
- `short`
- `unsigned short`
- `int`
- `unsigned int`
- `long`
- `unsigned long`
- `long long`
- `unsigned long long`
- `float`
- `double`

7.2.4 Testing Source Files

`Vector.cxx` is a C++ source file that implements compilable code for each of the function prototypes specified in `Vector.h`. It defines a C macro `TEST_FUNCS` that has the same arguments and works in the same way as `TEST_FUNC_PROTOS` does in `Vector.h`. `TEST_FUNCS` is implemented for each of the 12 data types as above.

7.2.5 Testing SWIG Interface Files

`Vector.i` is a SWIG interface file that defines python module `Vector`. It follows the conventions for using `numpy.i` as described in this chapter. It defines a SWIG macro `%apply_numpy_typemaps` that has a single argument `TYPE`. It uses the SWIG directive `%apply` to apply the provided typemaps to the argument signatures found in `Vector.h`. This macro is then implemented for all of the data types supported by `numpy.i`. It then does a `%include "Vector.h"` to wrap all of the function prototypes in `Vector.h` using the typemaps in `numpy.i`.

7.2.6 Testing Python Scripts

After `make` is used to build the testing extension modules, `testVector.py` can be run to execute the tests. As with other scripts that use `unittest` to facilitate unit testing, `testVector.py` defines a class that inherits from `unittest.TestCase`:

```
class VectorTestCase(unittest.TestCase):
```

However, this class is not run directly. Rather, it serves as a base class to several other python classes, each one specific to a particular data type. The `VectorTestCase` class stores two strings for typing information:

self.typeStr
: A string that matches one of the `SNAME` prefixes used in `Vector.h` and `Vector.cxx`. For example, `"double"`.

self.typeCode
: A short (typically single-character) string that represents a data type in numpy and corresponds to `self.typeStr`. For example, if `self.typeStr` is `"double"`, then `self.typeCode` should be `"d"`.

Each test defined by the `VectorTestCase` class extracts the python function it is trying to test by accessing the `Vector` module's dictionary:

```
length = Vector.__dict__[self.typeStr + "Length"]
```

In the case of double precision tests, this will return the python function `Vector.doubleLength`.

We then define a new test case class for each supported data type with a short definition such as:

```
class doubleTestCase(VectorTestCase):
    def __init__(self, methodName="runTest"):
        VectorTestCase.__init__(self, methodName)
        self.typeStr  = "double"
        self.typeCode = "d"
```

Each of these 12 classes is collected into a `unittest.TestSuite`, which is then executed. Errors and failures are summed together and returned as the exit argument. Any non-zero result indicates that at least one test did not pass.

CHAPTER

EIGHT

ACKNOWLEDGEMENTS

Large parts of this manual originate from Travis E. Oliphant's book Guide to Numpy (which generously entered Public Domain in August 2008). The reference documentation for many of the functions are written by numerous contributors and developers of Numpy, both prior to and during the Numpy Documentation Marathon.

Please help to improve NumPy's documentation! Instructions on how to join the ongoing documentation marathon can be found on the scipy.org website

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INDEX

Symbols

__abs__ (numpy.ma.MaskedArray attribute), 290
__abs__ (numpy.ndarray attribute), 66
__add__ (numpy.ndarray attribute), 67
__add__() (numpy.ma.MaskedArray method), 290
__and__ (numpy.ma.MaskedArray attribute), 291
__and__ (numpy.ndarray attribute), 67
__array__() (in module numpy), 119
__array__() (numpy.generic method), 86
__array__() (numpy.ma.MaskedArray method), 294
__array__() (numpy.ndarray method), 69
__array_finalize__() (in module numpy), 119
__array_interface__ (built-in variable), 419
__array_interface__ (numpy.generic attribute), 75
__array_prepare__() (in module numpy), 119
__array_priority__ (in module numpy), 119
__array_priority__ (numpy.generic attribute), 75
__array_priority__ (numpy.ma.MaskedArray attribute), 258
__array_struct__ (C variable), 421
__array_struct__ (numpy.generic attribute), 75
__array_wrap__() (in module numpy), 119
__array_wrap__() (numpy.generic method), 76, 86
__array_wrap__() (numpy.ma.MaskedArray method), 294
__array_wrap__() (numpy.ndarray method), 70
__call__() (numpy.poly1d method), 1117
__call__() (numpy.polynomial.chebyshev.Chebyshev method), 979
__call__() (numpy.polynomial.hermite.Hermite method), 1061
__call__() (numpy.polynomial.hermite_e.HermiteE method), 1089
__call__() (numpy.polynomial.laguerre.Laguerre method), 1034
__call__() (numpy.polynomial.legendre.Legendre method), 1007
__call__() (numpy.polynomial.polynomial.Polynomial method), 954
__call__() (numpy.vectorize method), 643
__contains__ (numpy.ma.MaskedArray attribute), 295
__contains__ (numpy.ndarray attribute), 70
__copy__() (numpy.ma.MaskedArray method), 293
__copy__() (numpy.ndarray method), 69
__deepcopy__() (numpy.ma.MaskedArray method), 293
__deepcopy__() (numpy.ndarray method), 69
__delitem__ (numpy.ma.MaskedArray attribute), 294
__div__ (numpy.ndarray attribute), 67
__div__() (numpy.ma.MaskedArray method), 290
__divmod__ (numpy.ma.MaskedArray attribute), 290
__divmod__ (numpy.ndarray attribute), 67
__eq__ (numpy.ndarray attribute), 66
__eq__() (numpy.ma.MaskedArray method), 289
__float__ (numpy.ndarray attribute), 70
__float__() (numpy.ma.MaskedArray method), 259
__floordiv__ (numpy.ndarray attribute), 67
__floordiv__() (numpy.ma.MaskedArray method), 290
__ge__ (numpy.ma.MaskedArray attribute), 289
__ge__ (numpy.ndarray attribute), 66
__getitem__ (numpy.ndarray attribute), 70
__getitem__() (numpy.ma.MaskedArray method), 294
__getslice__ (numpy.ndarray attribute), 70
__getslice__() (numpy.ma.MaskedArray method), 295
__getstate__() (numpy.ma.MaskedArray method), 293
__gt__ (numpy.ma.MaskedArray attribute), 289
__gt__ (numpy.ndarray attribute), 66
__hex__ (numpy.ma.MaskedArray attribute), 259
__hex__ (numpy.ndarray attribute), 70
__iadd__ (numpy.ndarray attribute), 68
__iadd__() (numpy.ma.MaskedArray method), 291
__iand__ (numpy.ma.MaskedArray attribute), 292
__iand__ (numpy.ndarray attribute), 68
__idiv__ (numpy.ndarray attribute), 68
__idiv__() (numpy.ma.MaskedArray method), 292
__ifloordiv__ (numpy.ndarray attribute), 68
__ifloordiv__() (numpy.ma.MaskedArray method), 292
__ilshift__ (numpy.ma.MaskedArray attribute), 292
__ilshift__ (numpy.ndarray attribute), 68
__imod__ (numpy.ma.MaskedArray attribute), 292
__imod__ (numpy.ndarray attribute), 68
__imul__ (numpy.ndarray attribute), 68
__imul__() (numpy.ma.MaskedArray method), 292
__int__ (numpy.ndarray attribute), 70

__int__() (numpy.ma.MaskedArray method), 259
__invert__ (numpy.ndarray attribute), 66
__ior__ (numpy.ma.MaskedArray attribute), 292
__ior__ (numpy.ndarray attribute), 68
__ipow__ (numpy.ndarray attribute), 68
__ipow__() (numpy.ma.MaskedArray method), 292
__irshift__ (numpy.ma.MaskedArray attribute), 292
__irshift__ (numpy.ndarray attribute), 68
__isub__ (numpy.ndarray attribute), 68
__isub__() (numpy.ma.MaskedArray method), 291
__itruediv__ (numpy.ndarray attribute), 68
__itruediv__() (numpy.ma.MaskedArray method), 292
__ixor__ (numpy.ma.MaskedArray attribute), 292
__ixor__ (numpy.ndarray attribute), 68
__le__ (numpy.ma.MaskedArray attribute), 289
__le__ (numpy.ndarray attribute), 65
__len__ (numpy.ma.MaskedArray attribute), 294
__len__ (numpy.ndarray attribute), 70
__long__ (numpy.ma.MaskedArray attribute), 259
__long__ (numpy.ndarray attribute), 70
__lshift__ (numpy.ma.MaskedArray attribute), 291
__lshift__ (numpy.ndarray attribute), 67
__lt__ (numpy.ma.MaskedArray attribute), 289
__lt__ (numpy.ndarray attribute), 65
__mod__ (numpy.ma.MaskedArray attribute), 290
__mod__ (numpy.ndarray attribute), 67
__mul__ (numpy.ndarray attribute), 67
__mul__() (numpy.ma.MaskedArray method), 290
__ne__ (numpy.ndarray attribute), 66
__ne__() (numpy.ma.MaskedArray method), 289
__neg__ (numpy.ndarray attribute), 66
__new__() (numpy.ma.MaskedArray static method), 294
__new__() (numpy.ndarray static method), 69
__nonzero__ (numpy.ma.MaskedArray attribute), 289
__nonzero__ (numpy.ndarray attribute), 66
__oct__ (numpy.ma.MaskedArray attribute), 259
__oct__ (numpy.ndarray attribute), 70
__or__ (numpy.ma.MaskedArray attribute), 291
__or__ (numpy.ndarray attribute), 67
__pos__ (numpy.ndarray attribute), 66
__pow__ (numpy.ndarray attribute), 67
__pow__() (numpy.ma.MaskedArray method), 291
__radd__() (numpy.ma.MaskedArray method), 290
__rand__ (numpy.ma.MaskedArray attribute), 291
__rdiv__ (numpy.ma.MaskedArray attribute), 290
__rdivmod__ (numpy.ma.MaskedArray attribute), 290
__reduce__() (numpy.dtype method), 102
__reduce__() (numpy.generic method), 87
__reduce__() (numpy.ma.MaskedArray method), 293
__reduce__() (numpy.ndarray method), 69
__repr__ (numpy.ndarray attribute), 71
__repr__() (numpy.ma.MaskedArray method), 292
__rfloordiv__() (numpy.ma.MaskedArray method), 290
__rlshift__ (numpy.ma.MaskedArray attribute), 291
__rmod__ (numpy.ma.MaskedArray attribute), 290
__rmul__() (numpy.ma.MaskedArray method), 290
__ror__ (numpy.ma.MaskedArray attribute), 291
__rpow__() (numpy.ma.MaskedArray method), 291
__rrshift__ (numpy.ma.MaskedArray attribute), 291
__rshift__ (numpy.ma.MaskedArray attribute), 291
__rshift__ (numpy.ndarray attribute), 67
__rsub__() (numpy.ma.MaskedArray method), 290
__rtruediv__() (numpy.ma.MaskedArray method), 290
__rxor__ (numpy.ma.MaskedArray attribute), 291
__setitem__ (numpy.ndarray attribute), 70
__setitem__() (numpy.ma.MaskedArray method), 294
__setmask__() (numpy.ma.MaskedArray method), 295
__setslice__ (numpy.ndarray attribute), 70
__setslice__() (numpy.ma.MaskedArray method), 295
__setstate__() (numpy.dtype method), 102
__setstate__() (numpy.generic method), 87
__setstate__() (numpy.ma.MaskedArray method), 293
__setstate__() (numpy.ndarray method), 69
__str__ (numpy.ndarray attribute), 71
__str__() (numpy.ma.MaskedArray method), 292
__sub__ (numpy.ndarray attribute), 67
__sub__() (numpy.ma.MaskedArray method), 290
__truediv__ (numpy.ndarray attribute), 67
__truediv__() (numpy.ma.MaskedArray method), 290
__xor__ (numpy.ma.MaskedArray attribute), 291
__xor__ (numpy.ndarray attribute), 67

A

A (numpy.matrix attribute), 120, 121
A1 (numpy.matrix attribute), 121
absolute (in module numpy), 928
abspath() (numpy.DataSource method), 702
accumulate
    ufunc methods, 1413
accumulate() (numpy.ufunc method), 442
add (in module numpy), 915
add() (in module numpy.core.defchararray), 532
add_data_dir() (numpy.distutils.misc_util.Configuration method), 1305
add_data_files() (numpy.distutils.misc_util.Configuration method), 1303
add_extension() (numpy.distutils.misc_util.Configuration method), 1306
add_headers() (numpy.distutils.misc_util.Configuration method), 1306
add_include_dirs() (numpy.distutils.misc_util.Configuration method), 1306
add_installed_library() (numpy.distutils.misc_util.Configuration method), 1307
add_library() (numpy.distutils.misc_util.Configuration method), 1307
add_npy_pkg_config() (numpy.distutils.misc_util.Configuration method), 1308

add_scripts() (numpy.distutils.misc_util.Configuration method), 1307
add_subpackage() (numpy.distutils.misc_util.Configuration method), 1303
aligned, 35
alignment (numpy.dtype attribute), 101
all (in module numpy.ma), 307, 763
all() (in module numpy), 736
all() (numpy.generic method), 78
all() (numpy.ma.MaskedArray method), 278, 315, 771
all() (numpy.matrix method), 129
all() (numpy.ndarray method), 14, 65
all() (numpy.recarray method), 198
all() (numpy.record method), 219
all_strings() (in module numpy.distutils.misc_util), 1302
allclose() (in module numpy), 748
allclose() (in module numpy.ma), 413, 869
allequal() (in module numpy.ma), 412, 869
allpath() (in module numpy.distutils.misc_util), 1302
alterdot() (in module numpy), 943
amax() (in module numpy), 1253
amin() (in module numpy), 1252
angle() (in module numpy), 922
anom (in module numpy.ma), 372, 828
anom() (numpy.ma.MaskedArray method), 278, 383, 840
anomalies (in module numpy.ma), 372, 829
any (in module numpy.ma), 307, 763
any() (in module numpy), 737
any() (numpy.generic method), 79
any() (numpy.ma.MaskedArray method), 279, 315, 771
any() (numpy.matrix method), 130
any() (numpy.ndarray method), 14, 65
any() (numpy.recarray method), 198
any() (numpy.record method), 219
append() (in module numpy), 516
appendpath() (in module numpy.distutils.misc_util), 1302
apply_along_axis() (in module numpy), 640
apply_along_axis() (in module numpy.ma), 414, 870
apply_over_axes() (in module numpy), 640
arange (in module numpy.ma), 415, 871
arange() (in module numpy), 472
arccos (in module numpy), 878
arccosh (in module numpy), 889
arcsin (in module numpy), 878
arcsinh (in module numpy), 888
arctan (in module numpy), 880
arctan2 (in module numpy), 882
arctanh (in module numpy), 890
argmax() (in module numpy), 1244
argmax() (in module numpy.ma), 391, 847
argmax() (numpy.generic method), 79
argmax() (numpy.ma.MaskedArray method), 268, 393, 849
argmax() (numpy.matrix method), 130
argmax() (numpy.ndarray method), 15, 62
argmax() (numpy.recarray method), 198
argmax() (numpy.record method), 219
argmin() (in module numpy), 1246
argmin() (in module numpy.ma), 391, 847
argmin() (numpy.generic method), 79
argmin() (numpy.ma.MaskedArray method), 269, 393, 849
argmin() (numpy.matrix method), 130
argmin() (numpy.ndarray method), 15, 63
argmin() (numpy.recarray method), 198
argmin() (numpy.record method), 219
argpartition() (in module numpy), 1243
argpartition() (numpy.matrix method), 131
argpartition() (numpy.ndarray method), 15, 60
argpartition() (numpy.recarray method), 199
argsort() (in module numpy), 1239
argsort() (in module numpy.ma), 395, 851
argsort() (numpy.generic method), 79
argsort() (numpy.ma.MaskedArray method), 269, 397, 853
argsort() (numpy.matrix method), 131
argsort() (numpy.ndarray method), 15, 59
argsort() (numpy.recarray method), 199
argsort() (numpy.record method), 219
argwhere() (in module numpy), 1246
arithmetic, 65, 288
around (in module numpy.ma), 410, 867
around() (in module numpy), 890
array
    C-API, 1336
    interface, 418
    protocol, 418
array iterator, 228, 1408
array scalars, 1409
array() (in module numpy), 458
array() (in module numpy.core.defchararray), 187, 470
array() (in module numpy.core.records), 469
array() (in module numpy.ma), 234, 298, 754
array_equal() (in module numpy), 750
array_equiv() (in module numpy), 750
array_repr() (in module numpy), 692
array_split() (in module numpy), 508
array_str() (in module numpy), 693
as_array() (in module numpy.ctypeslib), 576
as_ctypes() (in module numpy.ctypeslib), 576
asanyarray() (in module numpy), 461, 499
asanyarray() (in module numpy.ma), 236, 352, 808
asarray() (in module numpy), 459, 498
asarray() (in module numpy.core.defchararray), 471
asarray() (in module numpy.ma), 235, 351, 807
ascontiguousarray() (in module numpy), 462
asfarray() (in module numpy), 501
asfortranarray() (in module numpy), 501

asmatrix() (in module numpy), 155, 462, 500
asscalar() (in module numpy), 502
assert_allclose() (in module numpy.testing), 1284
assert_almost_equal() (in module numpy.testing), 1281
assert_approx_equal() (in module numpy.testing), 1282
assert_array_almost_equal() (in module numpy.testing), 1283
assert_array_almost_equal_nulp() (in module numpy.testing), 1285
assert_array_equal() (in module numpy.testing), 1286
assert_array_less() (in module numpy.testing), 1287
assert_array_max_ulp() (in module numpy.testing), 1285
assert_equal() (in module numpy.testing), 1288
assert_raises() (in module numpy.testing), 1289
assert_string_equal() (in module numpy.testing), 1289
assert_warns() (in module numpy.testing), 1289
astype() (numpy.chararray method), 170
astype() (numpy.core.defchararray.chararray method), 559
astype() (numpy.generic method), 79
astype() (numpy.lib.user_array.container method), 227
astype() (numpy.ma.MaskedArray method), 261
astype() (numpy.matrix method), 131
astype() (numpy.ndarray method), 15, 48
astype() (numpy.recarray method), 199
astype() (numpy.record method), 220
at() (numpy.ufunc method), 445
atleast_1d (in module numpy.ma), 325, 781
atleast_1d() (in module numpy), 492
atleast_2d (in module numpy.ma), 325, 781
atleast_2d() (in module numpy), 492
atleast_3d (in module numpy.ma), 326, 782
atleast_3d() (in module numpy), 493
attributes
    ufunc, 438
average() (in module numpy), 1260
average() (in module numpy.ma), 373, 829
axis, 61

B

bartlett() (in module numpy), 1293
base, 3
base (numpy.chararray attribute), 162
base (numpy.core.defchararray.chararray attribute), 551
base (numpy.dtype attribute), 90, 589
base (numpy.generic attribute), 75, 77
base (numpy.ma.MaskedArray attribute), 253
base (numpy.matrix attribute), 121
base (numpy.ndarray attribute), 13, 39
base (numpy.recarray attribute), 190
base (numpy.record attribute), 217
base_repr() (in module numpy), 701
baseclass (numpy.ma.MaskedArray attribute), 252
basis() (numpy.polynomial.chebyshev.Chebyshev static method), 979
basis() (numpy.polynomial.hermite.Hermite static method), 1061
basis() (numpy.polynomial.hermite_e.HermiteE static method), 1089
basis() (numpy.polynomial.laguerre.Laguerre static method), 1034
basis() (numpy.polynomial.legendre.Legendre static method), 1007
basis() (numpy.polynomial.polynomial.Polynomial static method), 954
beta() (in module numpy.random), 1138
beta() (numpy.random.RandomState method), 1180
binary_repr() (in module numpy), 530, 700
bincount() (in module numpy), 1278
binomial() (in module numpy.random), 1138
binomial() (numpy.random.RandomState method), 1181
bitwise_and (in module numpy), 524
bitwise_or (in module numpy), 524
bitwise_xor (in module numpy), 525
blackman() (in module numpy), 1294
blue_text() (in module numpy.distutils.misc_util), 1302
bmat() (in module numpy), 155, 484
broadcast (class in numpy), 230, 494
broadcast_arrays() (in module numpy), 496
broadcastable, 431
broadcasting, 431, 1408
buffers, 432
busday_count() (in module numpy), 581
busday_offset() (in module numpy), 579
busdaycalendar (class in numpy), 577
byteorder (numpy.dtype attribute), 98
bytes() (in module numpy.random), 1136
bytes() (numpy.random.RandomState method), 1182
byteswap() (numpy.generic method), 79, 87
byteswap() (numpy.lib.user_array.container method), 227
byteswap() (numpy.ma.MaskedArray method), 261
byteswap() (numpy.matrix method), 132
byteswap() (numpy.ndarray method), 16, 49
byteswap() (numpy.recarray method), 200
byteswap() (numpy.record method), 220

C

C-API
    array, 1336
    iterator, 1375, 1391
    ndarray, 1336, 1375
    ufunc, 1391, 1397
C-order, 35
c_ (in module numpy), 648
can_cast() (in module numpy), 582
capitalize() (in module numpy.core.defchararray), 532

cast() (numpy.polynomial.chebyshev.Chebyshev static method), 980
cast() (numpy.polynomial.hermite.Hermite static method), 1061
cast() (numpy.polynomial.hermite_e.HermiteE static method), 1089
cast() (numpy.polynomial.laguerre.Laguerre static method), 1034
cast() (numpy.polynomial.legendre.Legendre static method), 1007
cast() (numpy.polynomial.polynomial.Polynomial static method), 955
casting rules
ufunc, 435
ceil (in module numpy), 893
center() (in module numpy.core.defchararray), 533
char (numpy.dtype attribute), 98
character arrays, 160
chararray (class in numpy), 160
chararray (class in numpy.core.defchararray), 549
cheb2poly() (in module numpy.polynomial.chebyshev), 1004
chebadd() (in module numpy.polynomial.chebyshev), 998
chebcompanion() (in module numpy.polynomial.chebyshev), 1003
chebder() (in module numpy.polynomial.chebyshev), 996
chebdiv() (in module numpy.polynomial.chebyshev), 1000
chebdomain (in module numpy.polynomial.chebyshev), 1003
chebfit() (in module numpy.polynomial.chebyshev), 992
chebfromroots() (in module numpy.polynomial.chebyshev), 991
chebgauss() (in module numpy.polynomial.chebyshev), 1001
chebgrid2d() (in module numpy.polynomial.chebyshev), 989
chebgrid3d() (in module numpy.polynomial.chebyshev), 990
chebint() (in module numpy.polynomial.chebyshev), 997
chebline() (in module numpy.polynomial.chebyshev), 1004
chebmul() (in module numpy.polynomial.chebyshev), 999
chebmulx() (in module numpy.polynomial.chebyshev), 1000
chebone (in module numpy.polynomial.chebyshev), 1003
chebpow() (in module numpy.polynomial.chebyshev), 1001
chebroots() (in module numpy.polynomial.chebyshev), 991
chebsub() (in module numpy.polynomial.chebyshev), 999
chebtrim() (in module numpy.polynomial.chebyshev), 1003
chebval() (in module numpy.polynomial.chebyshev), 987
chebval2d() (in module numpy.polynomial.chebyshev), 988
chebval3d() (in module numpy.polynomial.chebyshev), 988
chebvander() (in module numpy.polynomial.chebyshev), 994
chebvander2d() (in module numpy.polynomial.chebyshev), 995
chebvander3d() (in module numpy.polynomial.chebyshev), 995
chebweight() (in module numpy.polynomial.chebyshev), 1002
chebx (in module numpy.polynomial.chebyshev), 1003
Chebyshev (class in numpy.polynomial.chebyshev), 978
chebzero (in module numpy.polynomial.chebyshev), 1003
chisquare() (in module numpy.random), 1139
chisquare() (numpy.random.RandomState method), 1182
choice() (in module numpy.random), 1134
choice() (numpy.random.RandomState method), 1183
cholesky() (in module numpy.linalg), 715
choose() (in module numpy), 662
choose() (in module numpy.ma), 416, 872
choose() (numpy.generic method), 79
choose() (numpy.ma.MaskedArray method), 270
choose() (numpy.matrix method), 133
choose() (numpy.ndarray method), 17, 58
choose() (numpy.recarray method), 201
choose() (numpy.record method), 220
clip (numpy.ma.MaskedArray attribute), 279, 412, 868
clip() (in module numpy), 926
clip() (in module numpy.ma), 411, 867
clip() (numpy.generic method), 80
clip() (numpy.matrix method), 133
clip() (numpy.ndarray method), 17, 63
clip() (numpy.recarray method), 201
clip() (numpy.record method), 220
code generation, 1313
column-major, 35
column_stack (in module numpy.ma), 328, 334, 784, 790
column_stack() (in module numpy), 503
common_fill_value() (in module numpy.ma), 367, 823
common_type() (in module numpy), 586
comparison, 65, 288
compress() (in module numpy), 664
compress() (numpy.generic method), 80
compress() (numpy.ma.MaskedArray method), 270
compress() (numpy.matrix method), 133
compress() (numpy.ndarray method), 17, 61
compress() (numpy.recarray method), 201
compress() (numpy.record method), 220
compress_cols() (in module numpy.ma), 361, 817
compress_rowcols() (in module numpy.ma), 361, 817

compress_rows() (in module numpy.ma), 362, 818
compressed() (in module numpy.ma), 362, 818
compressed() (numpy.ma.MaskedArray method), 261, 363, 819
concatenate() (in module numpy), 504
concatenate() (in module numpy.ma), 328, 334, 784, 791
cond() (in module numpy.linalg), 726
Configuration (class in numpy.distutils.misc_util), 1303
conj (in module numpy), 924
conj() (numpy.generic method), 80
conj() (numpy.ma.MaskedArray method), 279
conj() (numpy.matrix method), 133
conj() (numpy.ndarray method), 17, 63
conj() (numpy.recarray method), 201
conj() (numpy.record method), 220
conjugate (in module numpy.ma), 374, 830
conjugate() (numpy.generic method), 80
conjugate() (numpy.ma.MaskedArray method), 279
conjugate() (numpy.matrix method), 133
conjugate() (numpy.ndarray method), 17
conjugate() (numpy.recarray method), 201
conjugate() (numpy.record method), 220
construction
  from dict, dtype, 96
  from dtype, dtype, 93
  from list, dtype, 96
  from None, dtype, 93
  from string, dtype, 94
  from tuple, dtype, 95
  from type, dtype, 93
container (class in numpy.lib.user_array), 227
container class, 227
contiguous, 35
convert() (numpy.polynomial.chebyshev.Chebyshev method), 980
convert() (numpy.polynomial.hermite.Hermite method), 1062
convert() (numpy.polynomial.hermite_e.HermiteE method), 1090
convert() (numpy.polynomial.laguerre.Laguerre method), 1035
convert() (numpy.polynomial.legendre.Legendre method), 1008
convert() (numpy.polynomial.polynomial.Polynomial method), 955
convolve() (in module numpy), 925
coords (numpy.flatiter attribute), 679
copy (in module numpy.ma), 299, 755
copy (numpy.ma.MaskedArray attribute), 276, 301, 757
copy() (in module numpy), 463
copy() (numpy.chararray method), 171
copy() (numpy.core.defchararray.chararray method), 560
copy() (numpy.flatiter method), 679
copy() (numpy.generic method), 80
copy() (numpy.lib.user_array.container method), 227
copy() (numpy.matrix method), 134
copy() (numpy.ndarray method), 18, 50
copy() (numpy.nditer method), 676
copy() (numpy.polynomial.chebyshev.Chebyshev method), 981
copy() (numpy.polynomial.hermite.Hermite method), 1062
copy() (numpy.polynomial.hermite_e.HermiteE method), 1090
copy() (numpy.polynomial.laguerre.Laguerre method), 1035
copy() (numpy.polynomial.legendre.Legendre method), 1008
copy() (numpy.polynomial.polynomial.Polynomial method), 956
copy() (numpy.recarray method), 201
copy() (numpy.record method), 221
copysign (in module numpy), 913
copyto() (in module numpy), 485
corrcoef() (in module numpy), 1271
corrcoef() (in module numpy.ma), 374, 830
correlate() (in module numpy), 1271
cos (in module numpy), 876
cosh (in module numpy), 887
count() (in module numpy.core.defchararray), 544
count() (in module numpy.ma), 308, 764
count() (numpy.chararray method), 171
count() (numpy.core.defchararray.chararray method), 560
count() (numpy.ma.MaskedArray method), 297, 315, 771
count_masked() (in module numpy.ma), 308, 764
count_nonzero() (in module numpy), 1251
cov() (in module numpy), 1272
cov() (in module numpy.ma), 375, 831
cpu (in module numpy.distutils.cpuinfo), 1311
cross() (in module numpy), 902
ctypes (numpy.chararray attribute), 162
ctypes (numpy.core.defchararray.chararray attribute), 551
ctypes (numpy.ma.MaskedArray attribute), 253
ctypes (numpy.matrix attribute), 122
ctypes (numpy.ndarray attribute), 11, 42, 43
ctypes (numpy.recarray attribute), 191
ctypes_load_library() (in module numpy.ctypeslib), 576
cumprod (in module numpy.ma), 376, 833
cumprod() (in module numpy), 898
cumprod() (numpy.generic method), 80
cumprod() (numpy.ma.MaskedArray method), 279, 384, 840
cumprod() (numpy.matrix method), 134
cumprod() (numpy.ndarray method), 18, 65
cumprod() (numpy.recarray method), 202
cumprod() (numpy.record method), 221
cumsum (in module numpy.ma), 376, 832
cumsum() (in module numpy), 899

cumsum() (numpy.generic method), 80
cumsum() (numpy.ma.MaskedArray method), 280, 384, 841
cumsum() (numpy.matrix method), 134
cumsum() (numpy.ndarray method), 18, 64
cumsum() (numpy.recarray method), 202
cumsum() (numpy.record method), 221
cutdeg() (numpy.polynomial.chebyshev.Chebyshev method), 981
cutdeg() (numpy.polynomial.hermite.Hermite method), 1063
cutdeg() (numpy.polynomial.hermite_e.HermiteE method), 1090
cutdeg() (numpy.polynomial.laguerre.Laguerre method), 1035
cutdeg() (numpy.polynomial.legendre.Legendre method), 1008
cutdeg() (numpy.polynomial.polynomial.Polynomial method), 956
cyan_text() (in module numpy.distutils.misc_util), 1302
cyg2win32() (in module numpy.distutils.misc_util), 1302

D

data (numpy.chararray attribute), 163
data (numpy.core.defchararray.chararray attribute), 553
data (numpy.generic attribute), 75, 77
data (numpy.ma.MaskedArray attribute), 251, 314, 770
data (numpy.matrix attribute), 123
data (numpy.ndarray attribute), 6, 38
data (numpy.recarray attribute), 192
data (numpy.record attribute), 217
DataSource (class in numpy), 701
debug_print() (numpy.nditer method), 676
decode() (in module numpy.core.defchararray), 533
decode() (numpy.chararray method), 171
decode() (numpy.core.defchararray.chararray method), 560
decorate_methods() (in module numpy.testing), 1292
default_fill_value() (in module numpy.ma), 367, 823
deg2rad (in module numpy), 885
degree() (numpy.polynomial.chebyshev.Chebyshev method), 981
degree() (numpy.polynomial.hermite.Hermite method), 1063
degree() (numpy.polynomial.hermite_e.HermiteE method), 1091
degree() (numpy.polynomial.laguerre.Laguerre method), 1036
degree() (numpy.polynomial.legendre.Legendre method), 1009
degree() (numpy.polynomial.polynomial.Polynomial method), 956
degrees (in module numpy), 883
delete() (in module numpy), 514
deprecated() (in module numpy.testing.decorators), 1290
deriv() (numpy.poly1d method), 1117
deriv() (numpy.polynomial.chebyshev.Chebyshev method), 981
deriv() (numpy.polynomial.hermite.Hermite method), 1063
deriv() (numpy.polynomial.hermite_e.HermiteE method), 1091
deriv() (numpy.polynomial.laguerre.Laguerre method), 1036
deriv() (numpy.polynomial.legendre.Legendre method), 1009
deriv() (numpy.polynomial.polynomial.Polynomial method), 956
descr (numpy.dtype attribute), 90, 101, 589
det() (in module numpy.linalg), 727
diag() (in module numpy), 479, 665
diag() (in module numpy.ma), 399, 856
diag_indices() (in module numpy), 656
diag_indices_from() (in module numpy), 657
diagflat() (in module numpy), 480
diagonal (numpy.ma.MaskedArray attribute), 271
diagonal() (in module numpy), 666
diagonal() (numpy.generic method), 81
diagonal() (numpy.matrix method), 134
diagonal() (numpy.ndarray method), 18, 61
diagonal() (numpy.recarray method), 202
diagonal() (numpy.record method), 221
dict_append() (in module numpy.distutils.misc_util), 1301
diff() (in module numpy), 900
digitize() (in module numpy), 1279
dirichlet() (in module numpy.random), 1140
dirichlet() (numpy.random.RandomState method), 1184
distutils, 1301
divide (in module numpy), 916
dot() (in module numpy), 703
dot() (in module numpy.ma), 400, 856
dot() (numpy.matrix method), 135
dot() (numpy.ndarray method), 19
dot() (numpy.recarray method), 202
dot_join() (in module numpy.distutils.misc_util), 1302
dsplit() (in module numpy), 508
dstack (in module numpy.ma), 329, 335, 785, 791
dstack() (in module numpy), 505
dtype, 1407
    construction from dict, 96
    construction from dtype, 93
    construction from list, 96
    construction from None, 93
    construction from string, 94
    construction from tuple, 95
    construction from type, 93
    field, 88

record, 88
scalar, 88
sub-array, 88, 96
dtype (class in numpy), 89, 587
dtype (numpy.chararray attribute), 163
dtype (numpy.core.defchararray.chararray attribute), 553
dtype (numpy.generic attribute), 75, 77
dtype (numpy.ma.MaskedArray attribute), 254
dtype (numpy.matrix attribute), 123
dtype (numpy.ndarray attribute), 6, 40
dtype (numpy.recarray attribute), 192
dtype (numpy.record attribute), 217
dump() (in module numpy.ma), 366, 822
dump() (numpy.chararray method), 171
dump() (numpy.core.defchararray.chararray method), 560
dump() (numpy.generic method), 81
dump() (numpy.ma.MaskedArray method), 277
dump() (numpy.matrix method), 135
dump() (numpy.ndarray method), 19, 48
dump() (numpy.recarray method), 203
dump() (numpy.record method), 221
dumps() (in module numpy.ma), 366, 822
dumps() (numpy.chararray method), 172
dumps() (numpy.core.defchararray.chararray method), 561
dumps() (numpy.generic method), 81
dumps() (numpy.ma.MaskedArray method), 277
dumps() (numpy.matrix method), 135
dumps() (numpy.ndarray method), 19, 48
dumps() (numpy.recarray method), 203
dumps() (numpy.record method), 221

E

ediff1d() (in module numpy), 901
ediff1d() (in module numpy.ma), 417, 873
eig() (in module numpy.linalg), 719
eigh() (in module numpy.linalg), 721
eigvals() (in module numpy.linalg), 722
eigvalsh() (in module numpy.linalg), 723
einsum() (in module numpy), 709
ellipsis, 103
empty (in module numpy.ma), 302, 758
empty() (in module numpy), 451
empty() (in module numpy.matlib), 937
empty_like (in module numpy.ma), 302, 758
empty_like() (in module numpy), 452
enable_external_loop() (numpy.nditer method), 677
encode() (in module numpy.core.defchararray), 534
encode() (numpy.chararray method), 172
encode() (numpy.core.defchararray.chararray method), 561
endswith() (numpy.chararray method), 172
endswith() (numpy.core.defchararray.chararray method), 561
equal (in module numpy), 753
equal() (in module numpy.core.defchararray), 542
error handling, 432
errstate (class in numpy), 605
exists() (numpy.DataSource method), 702
exp (in module numpy), 905
exp2 (in module numpy), 907
expand_dims() (in module numpy), 496
expand_dims() (in module numpy.ma), 327, 783
expandtabs() (numpy.chararray method), 172
expandtabs() (numpy.core.defchararray.chararray method), 561
expm1 (in module numpy), 906
exponential() (in module numpy.random), 1141
exponential() (numpy.random.RandomState method), 1185
extract() (in module numpy), 1251
eye() (in module numpy), 453
eye() (in module numpy.matlib), 939

F

f() (in module numpy.random), 1142
f() (numpy.random.RandomState method), 1186
fabs (in module numpy), 929
fft() (in module numpy.fft), 609
fft2() (in module numpy.fft), 612
fftfreq() (in module numpy.fft), 626
fftn() (in module numpy.fft), 614
fftshift() (in module numpy.fft), 627
field
dtype, 88
field() (numpy.recarray method), 203
fields (numpy.dtype attribute), 90, 99, 589
fill() (numpy.chararray method), 172
fill() (numpy.core.defchararray.chararray method), 561
fill() (numpy.generic method), 81
fill() (numpy.ma.MaskedArray method), 271
fill() (numpy.matrix method), 135
fill() (numpy.ndarray method), 19, 53
fill() (numpy.recarray method), 203
fill() (numpy.record method), 221
fill_diagonal() (in module numpy), 671
fill_value (numpy.ma.MaskedArray attribute), 252, 371, 827
filled() (in module numpy.ma), 362, 818
filled() (numpy.ma.MaskedArray method), 262, 363, 819
filter_sources() (in module numpy.distutils.misc_util), 1302
find() (in module numpy.core.defchararray), 545
find() (numpy.chararray method), 172
find() (numpy.core.defchararray.chararray method), 561
find_common_type() (in module numpy), 597
finfo (class in numpy), 592

fit() (numpy.polynomial.chebyshev.Chebyshev static method), 982
fit() (numpy.polynomial.hermite.Hermite static method), 1063
fit() (numpy.polynomial.hermite_e.HermiteE static method), 1091
fit() (numpy.polynomial.laguerre.Laguerre static method), 1036
fit() (numpy.polynomial.legendre.Legendre static method), 1009
fit() (numpy.polynomial.polynomial.Polynomial static method), 957
fix() (in module numpy), 892
fix_invalid() (in module numpy.ma), 237, 352, 808
flags (numpy.chararray attribute), 164
flags (numpy.core.defchararray.chararray attribute), 553
flags (numpy.dtype attribute), 100
flags (numpy.generic attribute), 75, 77
flags (numpy.ma.MaskedArray attribute), 255
flags (numpy.matrix attribute), 123
flags (numpy.ndarray attribute), 7, 36
flags (numpy.recarray attribute), 192
flags (numpy.record attribute), 217
flat (numpy.chararray attribute), 165
flat (numpy.core.defchararray.chararray attribute), 554
flat (numpy.generic attribute), 75, 77
flat (numpy.ma.MaskedArray attribute), 258
flat (numpy.matrix attribute), 124
flat (numpy.ndarray attribute), 8, 41, 228, 488
flat (numpy.recarray attribute), 193
flat (numpy.record attribute), 217
flatiter (class in numpy), 678
flatnonzero() (in module numpy), 1248
flatnotmasked_contiguous() (in module numpy.ma), 343, 799
flatnotmasked_edges() (in module numpy.ma), 344, 800
flatten (numpy.ma.MaskedArray attribute), 265, 321, 777
flatten() (numpy.chararray method), 172
flatten() (numpy.core.defchararray.chararray method), 561
flatten() (numpy.generic method), 81
flatten() (numpy.matrix method), 136
flatten() (numpy.ndarray method), 20, 56, 489
flatten() (numpy.recarray method), 203
flatten() (numpy.record method), 222
fliplr() (in module numpy), 519
flipud() (in module numpy), 520
floor (in module numpy), 892
floor_divide (in module numpy), 919
flush() (numpy.memmap method), 159, 696
fmax (in module numpy), 932
fmin (in module numpy), 932
fmod (in module numpy), 920
format_parser (class in numpy), 591
Fortran-order, 35
frexp (in module numpy), 914
from dict
dtype construction, 96
from dtype
dtype construction, 93
from list
dtype construction, 96
from None
dtype construction, 93
from string
dtype construction, 94
from tuple
dtype construction, 95
from type
dtype construction, 93
fromarrays() (in module numpy.core.records), 469
frombuffer (in module numpy.ma), 299, 755
frombuffer() (in module numpy), 463
fromfile() (in module numpy), 464
fromfile() (in module numpy.core.records), 470
fromfunction (in module numpy.ma), 300, 756
fromfunction() (in module numpy), 465
fromiter() (in module numpy), 466
frompyfunc() (in module numpy), 643
fromrecords() (in module numpy.core.records), 469
fromregex() (in module numpy), 690
fromroots() (numpy.polynomial.chebyshev.Chebyshev static method), 983
fromroots() (numpy.polynomial.hermite.Hermite static method), 1065
fromroots() (numpy.polynomial.hermite_e.HermiteE static method), 1092
fromroots() (numpy.polynomial.laguerre.Laguerre static method), 1037
fromroots() (numpy.polynomial.legendre.Legendre static method), 1010
fromroots() (numpy.polynomial.polynomial.Polynomial static method), 958
fromstring() (in module numpy), 466, 690
fromstring() (in module numpy.core.records), 470
fv() (in module numpy), 630

G

gamma() (in module numpy.random), 1143
gamma() (numpy.random.RandomState method), 1187
generate_config_py() (in module numpy.distutils.misc_util), 1302
generic (class in numpy), 76
genfromtxt() (in module numpy), 687
geometric() (in module numpy.random), 1144
geometric() (numpy.random.RandomState method), 1188
get_build_temp_dir() (numpy.distutils.misc_util.Configuration method), 1309

get_cmd() (in module numpy.distutils.misc_util), 1302
get_config_cmd() (numpy.distutils.misc_util.Configuration method), 1309
get_dependencies() (in module numpy.distutils.misc_util), 1302
get_distribution() (numpy.distutils.misc_util.Configuration method), 1303
get_ext_source_files() (in module numpy.distutils.misc_util), 1302
get_fill_value() (numpy.ma.MaskedArray method), 296, 370, 827
get_info() (in module numpy.distutils.system_info), 1310
get_info() (numpy.distutils.misc_util.Configuration method), 1310
get_numpy_include_dirs() (in module numpy.distutils.misc_util), 1301
get_printoptions() (in module numpy), 698
get_script_files() (in module numpy.distutils.misc_util), 1302
get_standard_file() (in module numpy.distutils.system_info), 1310
get_state() (in module numpy.random), 1230
get_state() (numpy.random.RandomState method), 1189
get_subpackage() (numpy.distutils.misc_util.Configuration method), 1303
get_version() (numpy.distutils.misc_util.Configuration method), 1310
getA() (numpy.matrix method), 136
getA1() (numpy.matrix method), 137
getbuffer() (in module numpy), 942
getbufsize() (in module numpy), 943
getdata() (in module numpy.ma), 311, 767
geterr() (in module numpy), 603
geterrcall() (in module numpy), 605
geterrobj() (in module numpy), 607
getfield() (numpy.chararray method), 173
getfield() (numpy.core.defchararray.chararray method), 562
getfield() (numpy.generic method), 81
getfield() (numpy.matrix method), 138
getfield() (numpy.ndarray method), 20, 52
getfield() (numpy.recarray method), 204
getfield() (numpy.record method), 222
getH() (numpy.matrix method), 137
getI() (numpy.matrix method), 137
getmask() (in module numpy.ma), 309, 341, 765, 797
getmaskarray() (in module numpy.ma), 310, 342, 766, 798
getslice
    ndarray special methods, 103
getT() (numpy.matrix method), 138
gradient() (in module numpy), 901
greater (in module numpy), 751
greater() (in module numpy.core.defchararray), 543
greater_equal (in module numpy), 752
greater_equal() (in module numpy.core.defchararray), 543
green_text() (in module numpy.distutils.misc_util), 1302
gumbel() (in module numpy.random), 1145
gumbel() (numpy.random.RandomState method), 1189

H

H (numpy.matrix attribute), 120, 121
hamming() (in module numpy), 1295
hanning() (in module numpy), 1297
harden_mask (in module numpy.ma), 349, 805
harden_mask() (numpy.ma.MaskedArray method), 295, 350, 806
hardmask (numpy.ma.MaskedArray attribute), 252
has_cxx_sources() (in module numpy.distutils.misc_util), 1302
has_f_sources() (in module numpy.distutils.misc_util), 1302
has_samecoef() (numpy.polynomial.chebyshev.Chebyshev method), 983
has_samecoef() (numpy.polynomial.hermite.Hermite method), 1065
has_samecoef() (numpy.polynomial.hermite_e.HermiteE method), 1093
has_samecoef() (numpy.polynomial.laguerre.Laguerre method), 1038
has_samecoef() (numpy.polynomial.legendre.Legendre method), 1011
has_samecoef() (numpy.polynomial.polynomial.Polynomial method), 958
has_samedomain() (numpy.polynomial.chebyshev.Chebyshev method), 984
has_samedomain() (numpy.polynomial.hermite.Hermite method), 1065
has_samedomain() (numpy.polynomial.hermite_e.HermiteE method), 1093
has_samedomain() (numpy.polynomial.laguerre.Laguerre method), 1038
has_samedomain() (numpy.polynomial.legendre.Legendre method), 1011
has_samedomain() (numpy.polynomial.polynomial.Polynomial method), 958
has_sametype() (numpy.polynomial.chebyshev.Chebyshev method), 984
has_sametype() (numpy.polynomial.hermite.Hermite method), 1066
has_sametype() (numpy.polynomial.hermite_e.HermiteE method), 1093
has_sametype() (numpy.polynomial.laguerre.Laguerre method), 1038
has_sametype() (numpy.polynomial.legendre.Legendre method), 1011

has_sametype() (numpy.polynomial.polynomial.Polynomial method), 959
has_samewindow() (numpy.polynomial.chebyshev.Chebyshev method), 984
has_samewindow() (numpy.polynomial.hermite.Hermite method), 1066
has_samewindow() (numpy.polynomial.hermite_e.HermiteE method), 1093
has_samewindow() (numpy.polynomial.laguerre.Laguerre method), 1038
has_samewindow() (numpy.polynomial.legendre.Legendre method), 1011
has_samewindow() (numpy.polynomial.polynomial.Polynomial method), 959
hasobject (numpy.dtype attribute), 91, 100, 589
have_f77c() (numpy.distutils.misc_util.Configuration method), 1309
have_f90c() (numpy.distutils.misc_util.Configuration method), 1310
herm2poly() (in module numpy.polynomial.hermite), 1086
hermadd() (in module numpy.polynomial.hermite), 1081
hermcompanion() (in module numpy.polynomial.hermite), 1085
hermder() (in module numpy.polynomial.hermite), 1078
hermdiv() (in module numpy.polynomial.hermite), 1083
hermdomain (in module numpy.polynomial.hermite), 1085
herme2poly() (in module numpy.polynomial.hermite_e), 1114
hermeadd() (in module numpy.polynomial.hermite_e), 1108
hermecompanion() (in module numpy.polynomial.hermite_e), 1112
hermeder() (in module numpy.polynomial.hermite_e), 1106
hermediv() (in module numpy.polynomial.hermite_e), 1110
hermedomain (in module numpy.polynomial.hermite_e), 1113
hermefit() (in module numpy.polynomial.hermite_e), 1101
hermefromroots() (in module numpy.polynomial.hermite_e), 1101
hermegauss() (in module numpy.polynomial.hermite_e), 1111
hermegrid2d() (in module numpy.polynomial.hermite_e), 1099
hermegrid3d() (in module numpy.polynomial.hermite_e), 1099
hermeint() (in module numpy.polynomial.hermite_e), 1107
hermeline() (in module numpy.polynomial.hermite_e), 1113
hermemul() (in module numpy.polynomial.hermite_e), 1109
hermemulx() (in module numpy.polynomial.hermite_e), 1110
hermeone (in module numpy.polynomial.hermite_e), 1113
hermepow() (in module numpy.polynomial.hermite_e), 1111
hermeroots() (in module numpy.polynomial.hermite_e), 1100
hermesub() (in module numpy.polynomial.hermite_e), 1109
hermetrim() (in module numpy.polynomial.hermite_e), 1113
hermeval() (in module numpy.polynomial.hermite_e), 1096
hermeval2d() (in module numpy.polynomial.hermite_e), 1097
hermeval3d() (in module numpy.polynomial.hermite_e), 1098
hermevander() (in module numpy.polynomial.hermite_e), 1104
hermevander2d() (in module numpy.polynomial.hermite_e), 1104
hermevander3d() (in module numpy.polynomial.hermite_e), 1105
hermeweight() (in module numpy.polynomial.hermite_e), 1112
hermex (in module numpy.polynomial.hermite_e), 1113
hermezero (in module numpy.polynomial.hermite_e), 1113
hermfit() (in module numpy.polynomial.hermite), 1074
hermfromroots() (in module numpy.polynomial.hermite), 1073
hermgauss() (in module numpy.polynomial.hermite), 1084
hermgrid2d() (in module numpy.polynomial.hermite), 1071
hermgrid3d() (in module numpy.polynomial.hermite), 1072
hermint() (in module numpy.polynomial.hermite), 1079
Hermite (class in numpy.polynomial.hermite), 1060
HermiteE (class in numpy.polynomial.hermite_e), 1088
hermline() (in module numpy.polynomial.hermite), 1086
hermmul() (in module numpy.polynomial.hermite), 1082
hermmulx() (in module numpy.polynomial.hermite), 1082
hermone (in module numpy.polynomial.hermite), 1085
hermpow() (in module numpy.polynomial.hermite), 1083
hermroots() (in module numpy.polynomial.hermite), 1072
hermsub() (in module numpy.polynomial.hermite), 1081
hermtrim() (in module numpy.polynomial.hermite), 1085
hermval() (in module numpy.polynomial.hermite), 1069

hermval2d() (in module numpy.polynomial.hermite), 1070
hermval3d() (in module numpy.polynomial.hermite), 1070
hermvander() (in module numpy.polynomial.hermite), 1076
hermvander2d() (in module numpy.polynomial.hermite), 1077
hermvander3d() (in module numpy.polynomial.hermite), 1077
hermweight() (in module numpy.polynomial.hermite), 1084
hermx (in module numpy.polynomial.hermite), 1085
hermzero (in module numpy.polynomial.hermite), 1085
hfft() (in module numpy.fft), 625
histogram() (in module numpy), 1273
histogram2d() (in module numpy), 1275
histogramdd() (in module numpy), 1277
holidays (numpy.busdaycalendar attribute), 578
hsplit (in module numpy.ma), 331, 787
hsplit() (in module numpy), 509
hstack (in module numpy.ma), 330, 336, 786, 792
hstack() (in module numpy), 506
hypergeometric() (in module numpy.random), 1147
hypergeometric() (numpy.random.RandomState method), 1191
hypot (in module numpy), 881

I

I (numpy.matrix attribute), 120, 121
i0() (in module numpy), 911
identity (in module numpy.ma), 400, 857
identity (numpy.ufunc attribute), 440
identity() (in module numpy), 454
identity() (in module numpy.matlib), 939
identity() (numpy.polynomial.chebyshev.Chebyshev static method), 984
identity() (numpy.polynomial.hermite.Hermite static method), 1066
identity() (numpy.polynomial.hermite_e.HermiteE static method), 1094
identity() (numpy.polynomial.laguerre.Laguerre static method), 1039
identity() (numpy.polynomial.legendre.Legendre static method), 1012
identity() (numpy.polynomial.polynomial.Polynomial static method), 959
ids() (numpy.ma.MaskedArray method), 292
ifft() (in module numpy.fft), 610
ifft2() (in module numpy.fft), 613
ifftn() (in module numpy.fft), 616
ifftshift() (in module numpy.fft), 628
ihfft() (in module numpy.fft), 625
iinfo (class in numpy), 593
imag (numpy.chararray attribute), 166
imag (numpy.core.defchararray.chararray attribute), 555
imag (numpy.generic attribute), 75, 77
imag (numpy.ma.MaskedArray attribute), 258
imag (numpy.matrix attribute), 125
imag (numpy.ndarray attribute), 9, 41
imag (numpy.recarray attribute), 194
imag (numpy.record attribute), 217
imag() (in module numpy), 923
import_array (C function), 1369
import_ufunc (C function), 1397
in1d() (in module numpy), 1233
index (numpy.broadcast attribute), 231, 495
index() (in module numpy.core.defchararray), 545
index() (numpy.chararray method), 173
index() (numpy.core.defchararray.chararray method), 562
indexing, 102, 107, 1409
indices() (in module numpy), 652
indices() (in module numpy.ma), 417, 873
info() (in module numpy), 646
inner() (in module numpy), 705
inner() (in module numpy.ma), 401, 857
innerproduct() (in module numpy.ma), 402, 858
insert() (in module numpy), 514
integ() (numpy.poly1d method), 1117
integ() (numpy.polynomial.chebyshev.Chebyshev method), 985
integ() (numpy.polynomial.hermite.Hermite method), 1066
integ() (numpy.polynomial.hermite_e.HermiteE method), 1094
integ() (numpy.polynomial.laguerre.Laguerre method), 1039
integ() (numpy.polynomial.legendre.Legendre method), 1012
integ() (numpy.polynomial.polynomial.Polynomial method), 959
interface
    array, 418
interp() (in module numpy), 935
intersect1d() (in module numpy), 1234
inv() (in module numpy.linalg), 733
invert (in module numpy), 526
ipmt() (in module numpy), 635
irfft() (in module numpy.fft), 620
irfft2() (in module numpy.fft), 621
irfftn() (in module numpy.fft), 623
irr() (in module numpy), 637
is_busday() (in module numpy), 578
is_local_src_dir() (in module numpy.distutils.misc_util), 1302
isalignedstruct (numpy.dtype attribute), 91, 589
isalnum() (numpy.chararray method), 174

isalnum() (numpy.core.defchararray.chararray method), 563
isalpha() (in module numpy.core.defchararray), 546
isalpha() (numpy.chararray method), 174
isalpha() (numpy.core.defchararray.chararray method), 563
isbuiltin (numpy.dtype attribute), 91, 100, 589
isclose() (in module numpy), 749
iscomplex() (in module numpy), 743
iscomplexobj() (in module numpy), 743
iscontiguous() (numpy.ma.MaskedArray method), 293
isdecimal() (in module numpy.core.defchararray), 546
isdecimal() (numpy.chararray method), 174
isdecimal() (numpy.core.defchararray.chararray method), 563
isdigit() (in module numpy.core.defchararray), 546
isdigit() (numpy.chararray method), 174
isdigit() (numpy.core.defchararray.chararray method), 563
isfinite (in module numpy), 739
isfortran() (in module numpy), 744
isinf (in module numpy), 740
islower() (in module numpy.core.defchararray), 546
islower() (numpy.chararray method), 174
islower() (numpy.core.defchararray.chararray method), 563
isnan (in module numpy), 741
isnative (numpy.dtype attribute), 91, 101, 590
isneginf() (in module numpy), 741
isnumeric() (in module numpy.core.defchararray), 547
isnumeric() (numpy.chararray method), 174
isnumeric() (numpy.core.defchararray.chararray method), 563
isposinf() (in module numpy), 742
isreal() (in module numpy), 745
isrealobj() (in module numpy), 745
isscalar() (in module numpy), 746
issctype() (in module numpy), 595
isspace() (in module numpy.core.defchararray), 547
isspace() (numpy.chararray method), 174
isspace() (numpy.core.defchararray.chararray method), 563
issubclass_() (in module numpy), 597
issubdtype() (in module numpy), 596
issubsctype() (in module numpy), 596
istitle() (in module numpy.core.defchararray), 547
istitle() (numpy.chararray method), 174
istitle() (numpy.core.defchararray.chararray method), 563
isupper() (in module numpy.core.defchararray), 548
isupper() (numpy.chararray method), 175
isupper() (numpy.core.defchararray.chararray method), 564
item() (numpy.chararray method), 175
item() (numpy.core.defchararray.chararray method), 564
item() (numpy.generic method), 81
item() (numpy.ma.MaskedArray method), 272
item() (numpy.matrix method), 139
item() (numpy.ndarray method), 21, 45
item() (numpy.recarray method), 205
item() (numpy.record method), 222
itemset() (numpy.generic method), 82
itemset() (numpy.matrix method), 140
itemset() (numpy.ndarray method), 21, 46
itemset() (numpy.recarray method), 205
itemset() (numpy.record method), 222
itemsize (numpy.chararray attribute), 166
itemsize (numpy.core.defchararray.chararray attribute), 555
itemsize (numpy.dtype attribute), 98
itemsize (numpy.generic attribute), 75, 77
itemsize (numpy.ma.MaskedArray attribute), 256
itemsize (numpy.matrix attribute), 125
itemsize (numpy.ndarray attribute), 9, 39
itemsize (numpy.recarray attribute), 194
itemsize (numpy.record attribute), 217
iterator
    C-API, 1375, 1391
iternext() (numpy.nditer method), 677
iters (numpy.broadcast attribute), 231, 495
ix_() (in module numpy), 653

J

join() (in module numpy.core.defchararray), 534
join() (numpy.chararray method), 175
join() (numpy.core.defchararray.chararray method), 564

K

kaiser() (in module numpy), 1298
keyword arguments
    ufunc, 437
kind (numpy.dtype attribute), 98
knownfailureif() (in module numpy.testing.decorators), 1290
kron() (in module numpy), 714

L

lag2poly() (in module numpy.polynomial.laguerre), 1059
lagadd() (in module numpy.polynomial.laguerre), 1053
lagcompanion() (in module numpy.polynomial.laguerre), 1057
lagder() (in module numpy.polynomial.laguerre), 1051
lagdiv() (in module numpy.polynomial.laguerre), 1055
lagdomain (in module numpy.polynomial.laguerre), 1058
lagfit() (in module numpy.polynomial.laguerre), 1046
lagfromroots() (in module numpy.polynomial.laguerre), 1046
laggauss() (in module numpy.polynomial.laguerre), 1056

laggrid2d() (in module numpy.polynomial.laguerre), 1044
laggrid3d() (in module numpy.polynomial.laguerre), 1044
lagint() (in module numpy.polynomial.laguerre), 1052
lagline() (in module numpy.polynomial.laguerre), 1058
lagmul() (in module numpy.polynomial.laguerre), 1054
lagmulx() (in module numpy.polynomial.laguerre), 1055
lagone (in module numpy.polynomial.laguerre), 1058
lagpow() (in module numpy.polynomial.laguerre), 1056
lagroots() (in module numpy.polynomial.laguerre), 1045
lagsub() (in module numpy.polynomial.laguerre), 1054
lagtrim() (in module numpy.polynomial.laguerre), 1058
Laguerre (class in numpy.polynomial.laguerre), 1033
lagval() (in module numpy.polynomial.laguerre), 1041
lagval2d() (in module numpy.polynomial.laguerre), 1042
lagval3d() (in module numpy.polynomial.laguerre), 1043
lagvander() (in module numpy.polynomial.laguerre), 1049
lagvander2d() (in module numpy.polynomial.laguerre), 1049
lagvander3d() (in module numpy.polynomial.laguerre), 1050
lagweight() (in module numpy.polynomial.laguerre), 1057
lagx (in module numpy.polynomial.laguerre), 1058
lagzero (in module numpy.polynomial.laguerre), 1058
laplace() (in module numpy.random), 1148
laplace() (numpy.random.RandomState method), 1193
ldexp (in module numpy), 914
left_shift (in module numpy), 527
leg2poly() (in module numpy.polynomial.legendre), 1031
legadd() (in module numpy.polynomial.legendre), 1025
legcompanion() (in module numpy.polynomial.legendre), 1030
legder() (in module numpy.polynomial.legendre), 1023
legdiv() (in module numpy.polynomial.legendre), 1028
legdomain (in module numpy.polynomial.legendre), 1030
Legendre (class in numpy.polynomial.legendre), 1005
legfit() (in module numpy.polynomial.legendre), 1019
legfromroots() (in module numpy.polynomial.legendre), 1018
leggauss() (in module numpy.polynomial.legendre), 1029
leggrid2d() (in module numpy.polynomial.legendre), 1016
leggrid3d() (in module numpy.polynomial.legendre), 1017
legint() (in module numpy.polynomial.legendre), 1024
legline() (in module numpy.polynomial.legendre), 1031
legmul() (in module numpy.polynomial.legendre), 1027
legmulx() (in module numpy.polynomial.legendre), 1027
legone (in module numpy.polynomial.legendre), 1030
legpow() (in module numpy.polynomial.legendre), 1028
legroots() (in module numpy.polynomial.legendre), 1018
legsub() (in module numpy.polynomial.legendre), 1026
legtrim() (in module numpy.polynomial.legendre), 1030
legval() (in module numpy.polynomial.legendre), 1014
legval2d() (in module numpy.polynomial.legendre), 1015
legval3d() (in module numpy.polynomial.legendre), 1016
legvander() (in module numpy.polynomial.legendre), 1021
legvander2d() (in module numpy.polynomial.legendre), 1022
legvander3d() (in module numpy.polynomial.legendre), 1022
legweight() (in module numpy.polynomial.legendre), 1029
legx (in module numpy.polynomial.legendre), 1030
legzero (in module numpy.polynomial.legendre), 1030
less (in module numpy), 752
less() (in module numpy.core.defchararray), 544
less_equal (in module numpy), 752
less_equal() (in module numpy.core.defchararray), 543
lexsort() (in module numpy), 1238
LinAlgError, 736
linspace() (in module numpy), 473
linspace() (numpy.polynomial.chebyshev.Chebyshev method), 985
linspace() (numpy.polynomial.hermite.Hermite method), 1067
linspace() (numpy.polynomial.hermite_e.HermiteE method), 1094
linspace() (numpy.polynomial.laguerre.Laguerre method), 1039
linspace() (numpy.polynomial.legendre.Legendre method), 1012
linspace() (numpy.polynomial.polynomial.Polynomial method), 960
ljust() (in module numpy.core.defchararray), 534
ljust() (numpy.chararray method), 175
ljust() (numpy.core.defchararray.chararray method), 564
load() (in module numpy), 680
load() (in module numpy.ma), 366, 822
load_library() (in module numpy.ctypeslib), 576
loads() (in module numpy.ma), 366, 823
loadtxt() (in module numpy), 467, 684
log (in module numpy), 907
log10 (in module numpy), 908
log1p (in module numpy), 909
log2 (in module numpy), 908
logaddexp (in module numpy), 910
logaddexp2 (in module numpy), 910
logical_and (in module numpy), 746
logical_not (in module numpy), 747
logical_or (in module numpy), 747
logical_xor (in module numpy), 747
logistic() (in module numpy.random), 1149
logistic() (numpy.random.RandomState method), 1194

lognormal() (in module numpy.random), 1150
lognormal() (numpy.random.RandomState method), 1195
logseries() (in module numpy.random), 1152
logseries() (numpy.random.RandomState method), 1197
logspace() (in module numpy), 474
lookfor() (in module numpy), 645
lower() (in module numpy.core.defchararray), 535
lower() (numpy.chararray method), 176
lower() (numpy.core.defchararray.chararray method), 565
lstrip() (in module numpy.core.defchararray), 535
lstrip() (numpy.chararray method), 176
lstrip() (numpy.core.defchararray.chararray method), 565
lstsq() (in module numpy.linalg), 732

M

MachAr (class in numpy), 594
make_config_py() (numpy.distutils.misc_util.Configuration method), 1310
make_mask() (in module numpy.ma), 338, 794
make_mask_descr() (in module numpy.ma), 340, 797
make_mask_none() (in module numpy.ma), 339, 795
make_svn_version_py() (numpy.distutils.misc_util.Configuration method), 1310
mapparms() (numpy.polynomial.chebyshev.Chebyshev method), 986
mapparms() (numpy.polynomial.hermite.Hermite method), 1067
mapparms() (numpy.polynomial.hermite_e.HermiteE method), 1095
mapparms() (numpy.polynomial.laguerre.Laguerre method), 1040
mapparms() (numpy.polynomial.legendre.Legendre method), 1013
mapparms() (numpy.polynomial.polynomial.Polynomial method), 960
mask (numpy.ma.masked_array attribute), 343, 799
mask (numpy.ma.MaskedArray attribute), 251, 315, 771
mask_cols() (in module numpy.ma), 346, 802
mask_indices() (in module numpy), 657
mask_or() (in module numpy.ma), 340, 347, 796, 803
mask_rowcols() (in module numpy.ma), 347, 803
mask_rows() (in module numpy.ma), 348, 805
masked (in module numpy.ma), 251
masked arrays, 233
masked_all() (in module numpy.ma), 303, 759
masked_all_like() (in module numpy.ma), 304, 760
masked_array (in module numpy.ma), 235, 298, 754
masked_equal() (in module numpy.ma), 238, 353, 809
masked_greater() (in module numpy.ma), 238, 353, 810
masked_greater_equal() (in module numpy.ma), 238, 354, 810
masked_inside() (in module numpy.ma), 239, 354, 810
masked_invalid() (in module numpy.ma), 239, 355, 811
masked_less() (in module numpy.ma), 240, 355, 811
masked_less_equal() (in module numpy.ma), 240, 355, 812
masked_not_equal() (in module numpy.ma), 240, 356, 812
masked_object() (in module numpy.ma), 241, 356, 812
masked_outside() (in module numpy.ma), 242, 357, 813
masked_print_options (in module numpy.ma), 251
masked_values() (in module numpy.ma), 242, 358, 814
masked_where() (in module numpy.ma), 243, 359, 815
MaskedArray (class in numpy.ma), 251
MaskType (in module numpy.ma), 298, 754
mat() (in module numpy), 483
matrix, 119
matrix (class in numpy), 120
matrix_power() (in module numpy.linalg), 712
max (numpy.iinfo attribute), 594
max() (in module numpy.ma), 391, 848
max() (numpy.generic method), 82
max() (numpy.ma.MaskedArray method), 281, 394, 850
max() (numpy.matrix method), 140
max() (numpy.ndarray method), 22
max() (numpy.recarray method), 206
max() (numpy.record method), 222
maximum (in module numpy), 930
maximum_fill_value() (in module numpy.ma), 368, 369, 824, 825
mean (in module numpy.ma), 377, 833
mean() (in module numpy), 1262
mean() (numpy.generic method), 82
mean() (numpy.ma.MaskedArray method), 281, 385, 841
mean() (numpy.matrix method), 141
mean() (numpy.ndarray method), 22, 64
mean() (numpy.recarray method), 206
mean() (numpy.record method), 222
median() (in module numpy), 1259
median() (in module numpy.ma), 378, 834
memmap (class in numpy), 156, 694
memory maps, 156
memory model
    ndarray, 1407
meshgrid() (in module numpy), 476
metadata (numpy.dtype attribute), 91, 590
methods
    accumulate, ufunc, 1413
    reduce, ufunc, 1413
    reduceat, ufunc, 1413
    ufunc, 440
mgrid (in module numpy), 477
min (numpy.iinfo attribute), 594
min() (in module numpy.ma), 392, 848
min() (numpy.generic method), 82
min() (numpy.ma.MaskedArray method), 282, 394, 850
min() (numpy.matrix method), 141
min() (numpy.ndarray method), 22, 62

min() (numpy.recarray method), 206
min() (numpy.record method), 222
min_scalar_type() (in module numpy), 584
minimum (in module numpy), 931
mintypecode() (in module numpy), 599
mirr() (in module numpy), 637
mod (in module numpy), 921
mod() (in module numpy.core.defchararray), 532
modf (in module numpy), 921
mr_ (in module numpy.ma), 332, 788
msort() (in module numpy), 1241
multinomial() (in module numpy.random), 1153
multinomial() (numpy.random.RandomState method), 1198
multiply (in module numpy), 916
multiply() (in module numpy.core.defchararray), 532
multivariate_normal() (in module numpy.random), 1154
multivariate_normal() (numpy.random.RandomState method), 1198

N

name (numpy.dtype attribute), 91, 98, 590
names (numpy.dtype attribute), 92, 99, 590
nan_to_num() (in module numpy), 933
nanargmax() (in module numpy), 1245
nanargmin() (in module numpy), 1246
nanmax() (in module numpy), 1256
nanmean() (in module numpy), 1266
nanmin() (in module numpy), 1255
nanstd() (in module numpy), 1267
nansum() (in module numpy), 897
nanvar() (in module numpy), 1268
nargs (numpy.ufunc attribute), 438
nbytes (numpy.chararray attribute), 166
nbytes (numpy.core.defchararray.chararray attribute), 555
nbytes (numpy.generic attribute), 77
nbytes (numpy.ma.MaskedArray attribute), 256
nbytes (numpy.matrix attribute), 126
nbytes (numpy.ndarray attribute), 10, 39
nbytes (numpy.recarray attribute), 195
nbytes (numpy.record attribute), 217
ndarray, 107
  C-API, 1336, 1375
  memory model, 1407
  special methods getslice, 103
  special methods setslice, 103
  view, 104
ndarray (class in numpy), 4
ndenumerate (class in numpy), 229, 677
ndim (numpy.chararray attribute), 166
ndim (numpy.core.defchararray.chararray attribute), 555
ndim (numpy.generic attribute), 75, 77
ndim (numpy.ma.MaskedArray attribute), 256
ndim (numpy.matrix attribute), 126
ndim (numpy.ndarray attribute), 10, 38
ndim (numpy.recarray attribute), 195
ndim (numpy.record attribute), 218
ndincr() (numpy.ndindex method), 678
ndindex (class in numpy), 678
nditer (class in numpy), 672
ndpointer() (in module numpy.ctypeslib), 576
negative (in module numpy), 915
negative_binomial() (in module numpy.random), 1155
negative_binomial() (numpy.random.RandomState method), 1200
newaxis, 103
newaxis (in module numpy), 104
newbuffer() (in module numpy), 942
newbyteorder() (numpy.dtype method), 92, 101, 590
newbyteorder() (numpy.generic method), 82
newbyteorder() (numpy.matrix method), 142
newbyteorder() (numpy.ndarray method), 23
newbyteorder() (numpy.recarray method), 206
newbyteorder() (numpy.record method), 223
next (numpy.broadcast attribute), 232, 496
next (numpy.flatiter attribute), 680
next (numpy.nditer attribute), 677
next() (numpy.ndenumerate method), 230, 677
next() (numpy.ndindex method), 678
nin (numpy.ufunc attribute), 438
NO_IMPORT_ARRAY (C macro), 1369
NO_IMPORT_UFUNC (C variable), 1397
nomask (in module numpy.ma), 251
non-contiguous, 35
noncentral_chisquare() (in module numpy.random), 1156
noncentral_chisquare() (numpy.random.RandomState method), 1200
noncentral_f() (in module numpy.random), 1158
noncentral_f() (numpy.random.RandomState method), 1203
nonzero (in module numpy.ma), 312, 768
nonzero() (in module numpy), 650, 1247
nonzero() (numpy.chararray method), 176
nonzero() (numpy.core.defchararray.chararray method), 565
nonzero() (numpy.generic method), 83
nonzero() (numpy.ma.MaskedArray method), 272, 316, 772
nonzero() (numpy.matrix method), 142
nonzero() (numpy.ndarray method), 23, 61
nonzero() (numpy.recarray method), 207
nonzero() (numpy.record method), 223
norm() (in module numpy.linalg), 724
normal() (in module numpy.random), 1159
normal() (numpy.random.RandomState method), 1204
not_equal (in module numpy), 753
not_equal() (in module numpy.core.defchararray), 542
notmasked_contiguous() (in module numpy.ma), 344, 801

notmasked_edges() (in module numpy.ma), 345, 801
nout (numpy.ufunc attribute), 438
nper() (in module numpy), 638
npv() (in module numpy), 633
NPY_1_PI (C variable), 1401
NPY_2_PI (C variable), 1401
NPY_ALLOW_C_API (C macro), 1372
NPY_ALLOW_C_API_DEF (C macro), 1372
NPY_ANYORDER (C variable), 1374
NPY_ARRAY_ALIGNED (C variable), 1340, 1351
NPY_ARRAY_BEHAVED (C variable), 1341, 1352
NPY_ARRAY_BEHAVED_NS (C variable), 1342, 1353
NPY_ARRAY_C_CONTIGUOUS (C variable), 1340, 1351
NPY_ARRAY_CARRAY (C variable), 1341, 1352
NPY_ARRAY_CARRAY_RO (C variable), 1341, 1352
NPY_ARRAY_DEFAULT (C variable), 1341, 1352
NPY_ARRAY_ELEMENTSTRIDES (C variable), 1343
NPY_ARRAY_ENSUREARRAY (C variable), 1340, 1352
NPY_ARRAY_ENSURECOPY (C variable), 1340, 1352
NPY_ARRAY_F_CONTIGUOUS (C variable), 1340, 1351
NPY_ARRAY_FARRAY (C variable), 1341, 1352
NPY_ARRAY_FARRAY_RO (C variable), 1341, 1352
NPY_ARRAY_FORCECAST (C variable), 1341, 1352
NPY_ARRAY_IN_ARRAY (C variable), 1341
NPY_ARRAY_IN_FARRAY (C variable), 1341
NPY_ARRAY_INOUT_ARRAY (C variable), 1341
NPY_ARRAY_INOUT_FARRAY (C variable), 1341
NPY_ARRAY_NOTSWAPPED (C variable), 1342, 1352
NPY_ARRAY_OUT_FARRAY (C variable), 1341
NPY_ARRAY_OWNDATA (C variable), 1351
NPY_ARRAY_UPDATE_ALL (C variable), 1352
NPY_ARRAY_UPDATEIFCOPY (C variable), 1341, 1352
NPY_ARRAY_WRITEABLE (C variable), 1340, 1351
NPY_AUXDATA_CLONE (C function), 1362
NPY_AUXDATA_FREE (C function), 1362
NPY_BEGIN_ALLOW_THREADS (C macro), 1371
NPY_BEGIN_THREADS (C macro), 1371
NPY_BEGIN_THREADS_DEF (C macro), 1371
NPY_BEGIN_THREADS_DESCR (C function), 1372
NPY_BIG_ENDIAN (C variable), 1331
npy_bool (C type), 1335
NPY_BOOL (C variable), 1331
NPY_BUFSIZE (C variable), 1372
NPY_BYTE (C variable), 1331
NPY_BYTE_ORDER (C variable), 1331
NPY_CASTING (C type), 1374
NPY_CDOUBLE (C variable), 1333
NPY_CFLOAT (C variable), 1332
NPY_CLIP (C variable), 1356, 1374
NPY_CLIPMODE (C type), 1374
NPY_CLONGDOUBLE (C variable), 1333
NPY_COMPLEX128 (C variable), 1333
NPY_COMPLEX64 (C variable), 1332
npy_copysign (C function), 1400
NPY_CORDER (C variable), 1374
NPY_CPU_AMD64 (C variable), 1330
NPY_CPU_IA64 (C variable), 1330
NPY_CPU_PARISC (C variable), 1330
NPY_CPU_PPC (C variable), 1330
NPY_CPU_PPC64 (C variable), 1330
NPY_CPU_S390 (C variable), 1330
NPY_CPU_SPARC (C variable), 1330
NPY_CPU_SPARC64 (C variable), 1330
NPY_CPU_X86 (C variable), 1330
NPY_DATETIME (C variable), 1333
NPY_DEFAULT_TYPE (C variable), 1333
NPY_DISABLE_C_API (C macro), 1372
NPY_DOUBLE (C variable), 1332
npy_double_to_half (C function), 1403
npy_doublebits_to_halfbits (C function), 1404
NPY_E (C variable), 1401
NPY_END_ALLOW_THREADS (C macro), 1371
NPY_END_THREADS (C macro), 1371
NPY_END_THREADS_DESCR (C function), 1372
NPY_EQUIV_CASTING (C variable), 1374
NPY_EULER (C variable), 1401
NPY_FAIL (C variable), 1373
NPY_FALSE (C variable), 1373
NPY_FLOAT (C variable), 1332
NPY_FLOAT16 (C variable), 1332
NPY_FLOAT32 (C variable), 1332
NPY_FLOAT64 (C variable), 1332
npy_float_to_half (C function), 1403
npy_floatbits_to_halfbits (C function), 1404
NPY_FORTRANORDER (C variable), 1374
NPY_FROM_FIELDS (C variable), 1318
NPY_HALF (C variable), 1332
npy_half_copysign (C function), 1404
npy_half_eq (C function), 1403
npy_half_eq_nonan (C function), 1403
npy_half_ge (C function), 1403
npy_half_gt (C function), 1403
npy_half_isfinite (C function), 1404
npy_half_isinf (C function), 1404
npy_half_isnan (C function), 1404
npy_half_iszero (C function), 1403
npy_half_le (C function), 1403
npy_half_le_nonan (C function), 1403
npy_half_lt (C function), 1403
npy_half_lt_nonan (C function), 1403
NPY_HALF_NAN (C variable), 1403
npy_half_ne (C function), 1403
NPY_HALF_NEGONE (C variable), 1403
npy_half_nextafter (C function), 1404

NPY_HALF_NINF (C variable), 1403
NPY_HALF_NZERO (C variable), 1402
NPY_HALF_ONE (C variable), 1403
NPY_HALF_PINF (C variable), 1403
NPY_HALF_PZERO (C variable), 1402
npy_half_signbit (C function), 1404
npy_half_spacing (C function), 1404
npy_half_to_double (C function), 1403
npy_half_to_float (C function), 1403
NPY_HALF_ZERO (C variable), 1402
npy_halfbits_to_doublebits (C function), 1404
npy_halfbits_to_floatbits (C function), 1404
NPY_INFINITY (C variable), 1400
NPY_INT (C variable), 1331
NPY_INT16 (C variable), 1331
NPY_INT32 (C variable), 1331
NPY_INT64 (C variable), 1332
NPY_INT8 (C variable), 1331
NPY_INTP (C variable), 1333
npy_isfinite (C function), 1400
npy_isinf (C function), 1400
npy_isnan (C function), 1400
NPY_ITEM_HASOBJECT (C variable), 1318
NPY_ITEM_IS_POINTER (C variable), 1318
NPY_ITEM_LISTPICKLE (C variable), 1318
NPY_ITEM_REFCOUNT (C variable), 1318
NPY_ITER_ALIGNED (C variable), 1382
NPY_ITER_ALLOCATE (C variable), 1383
NPY_ITER_ARRAYMASK (C variable), 1383
NPY_ITER_BUFFERED (C variable), 1381
NPY_ITER_C_INDEX (C variable), 1380
NPY_ITER_COMMON_DTYPE (C variable), 1381
NPY_ITER_CONTIG (C variable), 1382
NPY_ITER_COPY (C variable), 1382
NPY_ITER_DELAY_BUFALLOC (C variable), 1382
NPY_ITER_DONT_NEGATE_STRIDES (C variable), 1381
NPY_ITER_EXTERNAL_LOOP (C variable), 1380
NPY_ITER_F_INDEX (C variable), 1380
NPY_ITER_GROWINNER (C variable), 1382
NPY_ITER_MULTI_INDEX (C variable), 1380
NPY_ITER_NBO (C variable), 1382
NPY_ITER_NO_BROADCAST (C variable), 1383
NPY_ITER_NO_SUBTYPE (C variable), 1383
NPY_ITER_RANGED (C variable), 1381
NPY_ITER_READONLY (C variable), 1382
NPY_ITER_READWRITE (C variable), 1382
NPY_ITER_REDUCE_OK (C variable), 1381
NPY_ITER_REFS_OK (C variable), 1381
NPY_ITER_UPDATEIFCOPY (C variable), 1382
NPY_ITER_WRITEMASKED (C variable), 1383
NPY_ITER_WRITEONLY (C variable), 1382
NPY_ITER_ZEROSIZE_OK (C variable), 1381
NPY_KEEPORDER (C variable), 1374
NPY_LITTLE_ENDIAN (C variable), 1331
NPY_LOG10E (C variable), 1401
NPY_LOG2E (C variable), 1401
NPY_LOGE10 (C variable), 1401
NPY_LOGE2 (C variable), 1401
NPY_LONG (C variable), 1332
NPY_LONGDOUBLE (C variable), 1332
NPY_LONGLONG (C variable), 1332
NPY_LOOP_BEGIN_THREADS (C macro), 1392
NPY_LOOP_END_THREADS (C macro), 1392
NPY_MASK (C variable), 1333
NPY_MAX_BUFSIZE (C variable), 1372
NPY_MAXDIMS (C variable), 1373
NPY_MIN_BUFSIZE (C variable), 1372
NPY_NAN (C variable), 1400
NPY_NEEDS_INIT (C variable), 1318
NPY_NEEDS_PYAPI (C variable), 1318
npy_nextafter (C function), 1401
NPY_NO_CASTING (C variable), 1374
NPY_NOTYPE (C variable), 1333
NPY_NSCALARKINDS (C variable), 1374
NPY_NSORTS (C variable), 1374
NPY_NTYPES (C variable), 1333
NPY_NUM_FLOATTYPE (C variable), 1373
NPY_NZERO (C variable), 1400
NPY_OBJECT (C variable), 1333
NPY_OBJECT_DTYPE_FLAGS (C variable), 1318
NPY_ORDER (C type), 1374
NPY_OUT_ARRAY (C variable), 1341
NPY_PI (C variable), 1401
NPY_PI_2 (C variable), 1401
NPY_PI_4 (C variable), 1401
NPY_PRIORITY (C variable), 1372
NPY_PZERO (C variable), 1400
NPY_RAISE (C variable), 1356, 1374
NPY_SAFE_CASTING (C variable), 1375
NPY_SAME_KIND_CASTING (C variable), 1375
NPY_SCALAR_PRIORITY (C variable), 1372
NPY_SCALARKIND (C type), 1374
NPY_SHORT (C variable), 1331
npy_signbit (C function), 1400
NPY_SIZEOF_DOUBLE (C variable), 1330
NPY_SIZEOF_FLOAT (C variable), 1330
NPY_SIZEOF_INT (C variable), 1330
NPY_SIZEOF_LONG (C variable), 1330
NPY_SIZEOF_LONG_DOUBLE (C variable), 1330
NPY_SIZEOF_LONG_LONG (C variable), 1330
NPY_SIZEOF_PY_INTPTR_T (C variable), 1330
NPY_SIZEOF_PY_LONG_LONG (C variable), 1330
NPY_SIZEOF_SHORT (C variable), 1330
NPY_SORTKIND (C type), 1374
npy_spacing (C function), 1401
NPY_STRING (C variable), 1333
NPY_SUBTYPE_PRIORITY (C variable), 1372

NPY_SUCCEED (C variable), 1373
NPY_TIMEDELTA (C variable), 1333
NPY_TRUE (C variable), 1373
NPY_UBYTE (C variable), 1332
NPY_UINT (C variable), 1332
NPY_UINT16 (C variable), 1332
NPY_UINT32 (C variable), 1332
NPY_UINT64 (C variable), 1332
NPY_UINT8 (C variable), 1332
NPY_UINTP (C variable), 1333
NPY_ULONG (C variable), 1332
NPY_ULONGLONG (C variable), 1332
NPY_UNICODE (C variable), 1333
NPY_UNSAFE_CASTING (C variable), 1375
NPY_USE_GETITEM (C variable), 1318
NPY_USE_SETITEM (C variable), 1318
NPY_USERDEF (C variable), 1333
NPY_USHORT (C variable), 1332
NPY_VERSION (C variable), 1373
NPY_VOID (C variable), 1333
NPY_WRAP (C variable), 1356, 1374
NpyAuxData (C type), 1361
NpyAuxData_CloneFunc (C type), 1362
NpyAuxData_FreeFunc (C type), 1362
NpyIter (C type), 1379
NpyIter_AdvancedNew (C function), 1383
NpyIter_Copy (C function), 1384
NpyIter_CreateCompatibleStrides (C function), 1388
NpyIter_Deallocate (C function), 1385
NpyIter_EnableExternalLoop (C function), 1385
NpyIter_GetAxisStrideArray (C function), 1388
NpyIter_GetBufferSize (C function), 1387
NpyIter_GetDataPtrArray (C function), 1391
NpyIter_GetDescrArray (C function), 1388
NpyIter_GetFirstMaskNAOp (C function), 1388
NpyIter_GetGetMultiIndex (C function), 1390
NpyIter_GetIndexPtr (C function), 1391
NpyIter_GetInitialDataPtrArray (C function), 1391
NpyIter_GetInnerFixedStrideArray (C function), 1391
NpyIter_GetInnerLoopSizePtr (C function), 1391
NpyIter_GetInnerStrideArray (C function), 1391
NpyIter_GetIterIndex (C function), 1387
NpyIter_GetIterIndexRange (C function), 1387
NpyIter_GetIterNext (C function), 1389
NpyIter_GetIterSize (C function), 1387
NpyIter_GetIterView (C function), 1388
NpyIter_GetMaskNAIndexArray (C function), 1388
NpyIter_GetMultiIndexFunc (C type), 1379
NpyIter_GetNDim (C function), 1387
NpyIter_GetNOp (C function), 1387
NpyIter_GetOperandArray (C function), 1388
NpyIter_GetReadFlags (C function), 1388
NpyIter_GetShape (C function), 1388
NpyIter_GetWriteFlags (C function), 1388
NpyIter_GotoIndex (C function), 1386
NpyIter_GotoIterIndex (C function), 1387
NpyIter_GotoMultiIndex (C function), 1386
NpyIter_HasDelayedBufAlloc (C function), 1387
NpyIter_HasExternalLoop (C function), 1387
NpyIter_HasIndex (C function), 1387
NpyIter_HasMultiIndex (C function), 1387
NpyIter_IsBuffered (C function), 1387
NpyIter_IsFirstVisit (C function), 1389
NpyIter_IsGrowInner (C function), 1387
NpyIter_IterNextFunc (C type), 1379
NpyIter_MultiNew (C function), 1380
NpyIter_New (C function), 1379
NpyIter_RemoveMultiIndex (C function), 1385
NpyIter_RequiresBuffering (C function), 1387
NpyIter_Reset (C function), 1385
NpyIter_ResetBasePointers (C function), 1386
NpyIter_ResetToIterIndexRange (C function), 1385
NpyIter_Type (C type), 1379
ntypes (numpy.ufunc attribute), 439
num (numpy.dtype attribute), 98
numpy (module), 1
numpy.distutils (module), 1301
numpy.distutils.exec_command (module), 1311
numpy.distutils.misc_util (module), 1301
numpy.doc.internals (module), 1414
numpy.dual (module), 600
numpy.fft (module), 608
numpy.lib.scimath (module), 601
numpy.numarray (module), 942
numpy.oldnumeric (module), 942

O

obj2sctype() (in module numpy), 586
offset, 35
ogrid (in module numpy), 478, 654
ones (in module numpy.ma), 305, 761
ones() (in module numpy), 454
ones() (in module numpy.matlib), 938
ones_like() (in module numpy), 455
open() (numpy.DataSource method), 703
operation, 65, 288
operator, 65, 288
outer() (in module numpy), 707
outer() (in module numpy.ma), 403, 859
outer() (numpy.ufunc method), 444
outerproduct() (in module numpy.ma), 404, 860

P

packbits() (in module numpy), 529
pad() (in module numpy), 944
pareto() (in module numpy.random), 1160
pareto() (numpy.random.RandomState method), 1205
partition() (in module numpy), 1242

partition() (in module numpy.core.defchararray), 536
partition() (numpy.matrix method), 142
partition() (numpy.ndarray method), 23, 59
partition() (numpy.recarray method), 207
paths() (numpy.distutils.misc_util.Configuration method), 1309
percentile() (in module numpy), 1258
permutation() (in module numpy.random), 1136
permutation() (numpy.random.RandomState method), 1206
piecewise() (in module numpy), 644
pinv() (in module numpy.linalg), 734
place() (in module numpy), 669
pmt() (in module numpy), 634
poisson() (in module numpy.random), 1161
poisson() (numpy.random.RandomState method), 1207
poly() (in module numpy), 1118
poly1d (class in numpy), 1115
poly2cheb() (in module numpy.polynomial.chebyshev), 1005
poly2herm() (in module numpy.polynomial.hermite), 1087
poly2herme() (in module numpy.polynomial.hermite_e), 1114
poly2lag() (in module numpy.polynomial.laguerre), 1059
poly2leg() (in module numpy.polynomial.legendre), 1032
polyadd() (in module numpy), 1125
polyadd() (in module numpy.polynomial.polynomial), 974
polycompanion() (in module numpy.polynomial.polynomial), 977
polyder() (in module numpy), 1123
polyder() (in module numpy.polynomial.polynomial), 972
polydiv() (in module numpy), 1126
polydiv() (in module numpy.polynomial.polynomial), 975
polydomain (in module numpy.polynomial.polynomial), 977
polyfit() (in module numpy), 1120
polyfit() (in module numpy.ma), 408, 864
polyfit() (in module numpy.polynomial.polynomial), 967
polyfromroots() (in module numpy.polynomial.polynomial), 966
polygrid2d() (in module numpy.polynomial.polynomial), 964
polygrid3d() (in module numpy.polynomial.polynomial), 965
polyint() (in module numpy), 1124
polyint() (in module numpy.polynomial.polynomial), 972
polyline() (in module numpy.polynomial.polynomial), 978
polymul() (in module numpy), 1127
polymul() (in module numpy.polynomial.polynomial), 975
polymulx() (in module numpy.polynomial.polynomial), 975
Polynomial (class in numpy.polynomial.polynomial), 953
polyone (in module numpy.polynomial.polynomial), 977
polypow() (in module numpy.polynomial.polynomial), 976
polyroots() (in module numpy.polynomial.polynomial), 966
polysub() (in module numpy), 1128
polysub() (in module numpy.polynomial.polynomial), 974
polytrim() (in module numpy.polynomial.polynomial), 977
polyval() (in module numpy), 1117
polyval() (in module numpy.polynomial.polynomial), 962
polyval2d() (in module numpy.polynomial.polynomial), 963
polyval3d() (in module numpy.polynomial.polynomial), 964
polyvander() (in module numpy.polynomial.polynomial), 970
polyvander2d() (in module numpy.polynomial.polynomial), 970
polyvander3d() (in module numpy.polynomial.polynomial), 971
polyx (in module numpy.polynomial.polynomial), 977
polyzero (in module numpy.polynomial.polynomial), 977
power (in module numpy), 917
power() (in module numpy.ma), 379, 835
power() (in module numpy.random), 1163
power() (numpy.random.RandomState method), 1208
ppmt() (in module numpy), 635
pprint() (numpy.record method), 223
prod (in module numpy.ma), 379, 835
prod() (in module numpy), 894
prod() (numpy.generic method), 83
prod() (numpy.ma.MaskedArray method), 282, 386, 842
prod() (numpy.matrix method), 143
prod() (numpy.ndarray method), 24, 64
prod() (numpy.recarray method), 208
prod() (numpy.record method), 223
product() (numpy.ma.MaskedArray method), 283
promote_types() (in module numpy), 584
protocol
    array, 418
ptp() (in module numpy), 1257
ptp() (in module numpy.ma), 392, 848
ptp() (numpy.generic method), 83
ptp() (numpy.ma.MaskedArray method), 284, 395, 851
ptp() (numpy.matrix method), 144
ptp() (numpy.ndarray method), 24, 63
ptp() (numpy.recarray method), 208
ptp() (numpy.record method), 223
put() (in module numpy), 669

put() (numpy.chararray method), 176
put() (numpy.core.defchararray.chararray method), 565
put() (numpy.generic method), 83
put() (numpy.ma.MaskedArray method), 274
put() (numpy.matrix method), 144
put() (numpy.ndarray method), 24, 58
put() (numpy.recarray method), 208
put() (numpy.record method), 224
putmask() (in module numpy), 670
pv() (in module numpy), 632
PY_ARRAY_UNIQUE_SYMBOL (C macro), 1369
PY_UFUNC_UNIQUE_SYMBOL (C variable), 1397
PyArray_All (C function), 1358
PyArray_Any (C function), 1359
PyArray_Arange (C function), 1339
PyArray_ArangeObj (C function), 1340
PyArray_ArgMax (C function), 1357
PyArray_ArgMin (C function), 1357
PyArray_ArgPartition (C function), 1357
PyArray_ArgSort (C function), 1356
PyArray_ArrayDescr.base (C member), 1319
PyArray_ArrayDescr.shape (C member), 1319
PyArray_ArrayType (C function), 1349
PyArray_ArrFuncs (C type), 1319
PyArray_ArrFuncs.cancastscalarkindto (C member), 1322
PyArray_ArrFuncs.cancastto (C member), 1322
PyArray_ArrFuncs.castdict (C member), 1322
PyArray_ArrFuncs.compare (C member), 1321
PyArray_ArrFuncs.copyswap (C member), 1320
PyArray_ArrFuncs.fill (C member), 1321
PyArray_ArrFuncs.fromstr (C member), 1321
PyArray_ArrFuncs.getitem (C member), 1320
PyArray_ArrFuncs.listpickle (C member), 1322
PyArray_ArrFuncs.nonzero (C member), 1321
PyArray_ArrFuncs.scalarkind (C member), 1322
PyArray_ArrFuncs.scanfunc (C member), 1321
PyArray_ArrFuncs.setitem (C member), 1320
PyArray_ArrFuncs.sort (C member), 1321
PyArray_AsCArray (C function), 1359
PyArray_AxisConverter (C function), 1368
PyArray_BASE (C function), 1337
PyArray_BoolConverter (C function), 1368
PyArray_Broadcast (C function), 1363
PyArray_BroadcastToShape (C function), 1362
PyArray_BufferConverter (C function), 1367
PyArray_ByteorderConverter (C function), 1368
PyArray_BYTES (C function), 1336
PyArray_Byteswap (C function), 1354
PyArray_CanCastArrayTo (C function), 1348
PyArray_CanCastSafely (C function), 1348
PyArray_CanCastTo (C function), 1348
PyArray_CanCastTypeTo (C function), 1348
PyArray_CanCoerceScalar (C function), 1366
PyArray_Cast (C function), 1348
PyArray_CastingConverter (C function), 1368
PyArray_CastScalarToCtype (C function), 1365
PyArray_CastTo (C function), 1348
PyArray_CastToType (C function), 1348
PyArray_CEQ (C function), 1373
PyArray_CGE (C function), 1373
PyArray_CGT (C function), 1373
PyArray_Check (C function), 1345
PyArray_CheckAxis (C function), 1344
PyArray_CheckExact (C function), 1345
PyArray_CheckFromAny (C function), 1342
PyArray_CheckScalar (C function), 1345
PyArray_CheckStrides (C function), 1360
PyArray_CHKFLAGS (C function), 1353
PyArray_Choose (C function), 1356
PyArray_Chunk (C type), 1327
PyArray_Chunk.PyArray_Chunk.base (C member), 1328
PyArray_Chunk.PyArray_Chunk.flags (C member), 1328
PyArray_Chunk.PyArray_Chunk.len (C member), 1328
PyArray_Chunk.PyArray_Chunk.ptr (C member), 1328
PyArray_Chunk.PyObject_HEAD (C macro), 1327
PyArray_CLE (C function), 1373
PyArray_CLEARFLAGS (C function), 1337
PyArray_Clip (C function), 1358
PyArray_ClipmodeConverter (C function), 1368
PyArray_CLT (C function), 1373
PyArray_CNE (C function), 1373
PyArray_CompareLists (C function), 1361
PyArray_Compress (C function), 1357
PyArray_Concatenate (C function), 1359
PyArray_Conjugate (C function), 1358
PyArray_ContiguousFromAny (C function), 1343
PyArray_ConvertClipmodeSequence (C function), 1368
PyArray_Converter (C function), 1367
PyArray_ConvertToCommonType (C function), 1349
PyArray_CopyAndTranspose (C function), 1360
PyArray_CopyInto (C function), 1344
PyArray_Correlate (C function), 1360
PyArray_Correlate2 (C function), 1360
PyArray_CountNonzero (C function), 1357
PyArray_CumProd (C function), 1358
PyArray_CumSum (C function), 1358
PyArray_DATA (C function), 1336
PyArray_DESCR (C function), 1337
PyArray_Descr (C type), 1317
PyArray_Descr.alignment (C member), 1319
PyArray_Descr.byteorder (C member), 1318
PyArray_Descr.elsize (C member), 1319
PyArray_Descr.f (C member), 1319
PyArray_Descr.fields (C member), 1319
PyArray_Descr.flags (C member), 1318
PyArray_Descr.kind (C member), 1318
PyArray_Descr.subarray (C member), 1319

PyArray_Descr.type (C member), 1318
PyArray_Descr.type_num (C member), 1319
PyArray_Descr.typeobj (C member), 1318
Pyarray_DescrAlignConverter (C function), 1367
Pyarray_DescrAlignConverter2 (C function), 1367
PyArray_DescrConverter (C function), 1367
PyArray_DescrConverter2 (C function), 1367
PyArray_DescrFromObject (C function), 1366
PyArray_DescrFromScalar (C function), 1366
PyArray_DescrFromType (C function), 1366
PyArray_DescrNew (C function), 1366
PyArray_DescrNewByteorder (C function), 1366
PyArray_DescrNewFromType (C function), 1366
PyArray_Diagonal (C function), 1357
PyArray_DIM (C function), 1337
PyArray_DIMS (C function), 1336
PyArray_Dims (C type), 1327
PyArray_Dims.PyArray_Dims.len (C member), 1327
PyArray_Dims.PyArray_Dims.ptr (C member), 1327
PyArray_DTYPE (C function), 1337
PyArray_Dump (C function), 1354
PyArray_Dumps (C function), 1354
PyArray_EinsteinSum (C function), 1360
PyArray_EMPTY (C function), 1339
PyArray_Empty (C function), 1339
PyArray_ENABLEFLAGS (C function), 1337
PyArray_EnsureArray (C function), 1343
PyArray_EquivArrTypes (C function), 1347
PyArray_EquivByteorders (C function), 1347
PyArray_EquivTypenums (C function), 1347
PyArray_EquivTypes (C function), 1347
PyArray_FieldNames (C function), 1367
PyArray_FillObjectArray (C function), 1350
PyArray_FILLWBYTE (C function), 1339
PyArray_FillWithScalar (C function), 1354
PyArray_FLAGS (C function), 1337
PyArray_Flatten (C function), 1355
PyArray_Free (C function), 1359
PyArray_free (C function), 1371
PyArray_FROM_O (C function), 1344
PyArray_FROM_OF (C function), 1344
PyArray_FROM_OT (C function), 1344
PyArray_FROM_OTF (C function), 1344
PyArray_FROMANY (C function), 1344
PyArray_FromAny (C function), 1340
PyArray_FromArray (C function), 1343
PyArray_FromArrayAttr (C function), 1343
PyArray_FromBuffer (C function), 1343
PyArray_FromFile (C function), 1343
PyArray_FromInterface (C function), 1343
PyArray_FromObject (C function), 1343
PyArray_FromScalar (C function), 1365
PyArray_FromString (C function), 1343
PyArray_FromStructInterface (C function), 1343
PyArray_GetArrayParamsFromObject (C function), 1341
PyArray_GetCastFunc (C function), 1348
PyArray_GETCONTIGUOUS (C function), 1344
PyArray_GetEndianness (C function), 1331
PyArray_GetField (C function), 1354
PyArray_GETITEM (C function), 1337
PyArray_GetNDArrayCFeatureVersion (C function), 1370
PyArray_GetNDArrayCVersion (C function), 1370
PyArray_GetNumericOps (C function), 1370
PyArray_GetPriority (C function), 1372
PyArray_GetPtr (C function), 1338
PyArray_GETPTR1 (C function), 1338
PyArray_GETPTR2 (C function), 1338
PyArray_GETPTR3 (C function), 1338
PyArray_GETPTR4 (C function), 1338
PyArray_HasArrayInterface (C function), 1345
PyArray_HasArrayInterfaceType (C function), 1345
PyArray_HASFIELDS (C function), 1347
PyArray_INCREF (C function), 1350
PyArray_InitArrFuncs (C function), 1350
PyArray_InnerProduct (C function), 1359
PyArray_IntpConverter (C function), 1367
PyArray_IntpFromSequence (C function), 1368
PyArray_IS_C_CONTIGUOUS (C function), 1353
PyArray_IS_F_CONTIGUOUS (C function), 1353
PyArray_ISALIGNED (C function), 1353
PyArray_IsAnyScalar (C function), 1345
PyArray_ISBEHAVED (C function), 1353
PyArray_ISBEHAVED_RO (C function), 1353
PyArray_ISBOOL (C function), 1347
PyArray_ISBYTESWAPPED (C function), 1347
PyArray_ISCARRAY (C function), 1353
PyArray_ISCARRAY_RO (C function), 1353
PyArray_ISCOMPLEX (C function), 1346
PyArray_ISEXTENDED (C function), 1347
PyArray_ISFARRAY (C function), 1353
PyArray_ISFARRAY_RO (C function), 1353
PyArray_ISFLEXIBLE (C function), 1346
PyArray_ISFLOAT (C function), 1346
PyArray_ISFORTRAN (C function), 1353
PyArray_ISINTEGER (C function), 1346
PyArray_ISNOTSWAPPED (C function), 1347
PyArray_ISNUMBER (C function), 1346
PyArray_ISOBJECT (C function), 1347
PyArray_ISONESEGMENT (C function), 1353
PyArray_ISPYTHON (C function), 1346
PyArray_IsPythonScalar (C function), 1345
PyArray_IsScalar (C function), 1345
PyArray_ISSIGNED (C function), 1345
PyArray_ISSTRING (C function), 1346
PyArray_ISUNSIGNED (C function), 1345
PyArray_ISUSERDEF (C function), 1347
PyArray_ISWRITEABLE (C function), 1353

PyArray_IsZeroDim (C function), 1345
PyArray_Item_INCREF (C function), 1350
PyArray_Item_XDECREF (C function), 1350
PyArray_ITEMSIZE (C function), 1337
PyArray_ITER_DATA (C function), 1363
PyArray_ITER_GOTO (C function), 1363
PyArray_ITER_GOTO1D (C function), 1363
PyArray_ITER_NEXT (C function), 1362
PyArray_ITER_NOTDONE (C function), 1363
PyArray_ITER_RESET (C function), 1362
PyArray_IterAllButAxis (C function), 1362
PyArray_IterNew (C function), 1362
PyArray_LexSort (C function), 1356
PyArray_malloc (C function), 1371
PyArray_MatrixProduct (C function), 1359
PyArray_MatrixProduct2 (C function), 1359
PyArray_MAX (C function), 1373
PyArray_Max (C function), 1357
PyArray_Mean (C function), 1358
PyArray_MIN (C function), 1373
PyArray_Min (C function), 1357
PyArray_MinScalarType (C function), 1348
PyArray_MoveInto (C function), 1344
PyArray_MultiIter_DATA (C function), 1363
PyArray_MultiIter_GOTO (C function), 1363
PyArray_MultiIter_GOTO1D (C function), 1363
PyArray_MultiIter_NEXT (C function), 1363
PyArray_MultiIter_NEXTi (C function), 1363
PyArray_MultiIter_NOTDONE (C function), 1363
PyArray_MultiIter_RESET (C function), 1363
PyArray_MultiIterNew (C function), 1363
PyArray_MultiplyIntList (C function), 1361
PyArray_MultiplyList (C function), 1360
PyArray_NBYTES (C function), 1337
PyArray_NDIM (C function), 1336
PyArray_NeighborhoodIterNew (C function), 1364
PyArray_New (C function), 1339
PyArray_NewCopy (C function), 1354
PyArray_NewFromDescr (C function), 1338
PyArray_NewLikeArray (C function), 1338
PyArray_Newshape (C function), 1355
PyArray_Nonzero (C function), 1357
PyArray_ObjectType (C function), 1349
PyArray_One (C function), 1350
PyArray_OrderConverter (C function), 1368
PyArray_OutputConverter (C function), 1367
PyArray_Partition (C function), 1357
PyArray_Prod (C function), 1358
PyArray_PromoteTypes (C function), 1349
PyArray_Ptp (C function), 1358
PyArray_PutMask (C function), 1356
PyArray_PutTo (C function), 1356
PyArray_PyIntAsInt (C function), 1368
PyArray_PyIntAsIntp (C function), 1368
PyArray_Ravel (C function), 1355
PyArray_realloc (C function), 1371
PyArray_REFCOUNT (C function), 1373
PyArray_RegisterCanCast (C function), 1350
PyArray_RegisterCastFunc (C function), 1350
PyArray_RegisterDataType (C function), 1350
PyArray_RemoveSmallest (C function), 1363
PyArray_Repeat (C function), 1356
PyArray_Reshape (C function), 1355
PyArray_Resize (C function), 1355
PyArray_ResultType (C function), 1349
PyArray_Return (C function), 1365
PyArray_Round (C function), 1358
PyArray_SAMESHAPE (C function), 1373
PyArray_Scalar (C function), 1365
PyArray_ScalarAsCtype (C function), 1365
PyArray_ScalarKind (C function), 1365
PyArray_SearchsideConverter (C function), 1368
PyArray_SearchSorted (C function), 1357
PyArray_SetBaseObject (C function), 1340
PyArray_SetField (C function), 1354
PyArray_SETITEM (C function), 1337
PyArray_SetNumericOps (C function), 1370
PyArray_SetStringFunction (C function), 1370
PyArray_SHAPE (C function), 1336
PyArray_SimpleNew (C function), 1339
PyArray_SimpleNewFromData (C function), 1339
PyArray_SimpleNewFromDescr (C function), 1339
PyArray_SIZE (C function), 1337
PyArray_Size (C function), 1337
PyArray_Sort (C function), 1356
PyArray_SortkindConverter (C function), 1368
PyArray_Squeeze (C function), 1355
PyArray_Std (C function), 1358
PyArray_STRIDE (C function), 1337
PyArray_STRIDES (C function), 1337
PyArray_Sum (C function), 1358
PyArray_SwapAxes (C function), 1355
PyArray_TakeFrom (C function), 1356
PyArray_ToFile (C function), 1354
PyArray_ToList (C function), 1354
PyArray_ToScalar (C function), 1365
PyArray_ToString (C function), 1354
PyArray_Trace (C function), 1358
PyArray_Transpose (C function), 1355
PyArray_TYPE (C function), 1337
PyArray_Type (C variable), 1316
PyArray_TypeObjectFromType (C function), 1365
PyArray_TypestrConvert (C function), 1369
PyArray_UpdateFlags (C function), 1353
PyArray_ValidType (C function), 1350
PyArray_View (C function), 1354
PyArray_Where (C function), 1360
PyArray_XDECREF (C function), 1350

PyArray_XDECREF_ERR (C function), 1373
PyArray_Zero (C function), 1349
PyArray_ZEROS (C function), 1339
PyArray_Zeros (C function), 1339
PyArrayDescr_Check (C function), 1366
PyArrayDescr_Type (C variable), 1317
PyArrayFlags_Type (C variable), 1326
PyArrayInterface (C type), 1328
PyArrayInterface.PyArrayInterface.data (C member), 1329
PyArrayInterface.PyArrayInterface.descr (C member), 1329
PyArrayInterface.PyArrayInterface.flags (C member), 1328
PyArrayInterface.PyArrayInterface.itemsize (C member), 1328
PyArrayInterface.PyArrayInterface.nd (C member), 1328
PyArrayInterface.PyArrayInterface.shape (C member), 1329
PyArrayInterface.PyArrayInterface.strides (C member), 1329
PyArrayInterface.PyArrayInterface.two (C member), 1328
PyArrayInterface.PyArrayInterface.typekind (C member), 1328
PyArrayIter_Check (C function), 1362
PyArrayIter_Type (C variable), 1324
PyArrayIterObject (C type), 1324
PyArrayIterObject.PyArrayIterObject.ao (C member), 1325
PyArrayIterObject.PyArrayIterObject.backstrides (C member), 1325
PyArrayIterObject.PyArrayIterObject.contiguous (C member), 1325
PyArrayIterObject.PyArrayIterObject.coordinates (C member), 1325
PyArrayIterObject.PyArrayIterObject.dataptr (C member), 1325
PyArrayIterObject.PyArrayIterObject.dims_m1 (C member), 1325
PyArrayIterObject.PyArrayIterObject.factors (C member), 1325
PyArrayIterObject.PyArrayIterObject.index (C member), 1325
PyArrayIterObject.PyArrayIterObject.nd_m1 (C member), 1325
PyArrayIterObject.PyArrayIterObject.size (C member), 1325
PyArrayIterObject.PyArrayIterObject.strides (C member), 1325
PyArrayMapIter_Type (C variable), 1329
PyArrayMultiIter_Type (C variable), 1325
PyArrayMultiIterObject (C type), 1326
PyArrayMultiIterObject.PyArrayMultiIterObject.dimensions (C member), 1326
PyArrayMultiIterObject.PyArrayMultiIterObject.index (C member), 1326
PyArrayMultiIterObject.PyArrayMultiIterObject.iters (C member), 1326
PyArrayMultiIterObject.PyArrayMultiIterObject.nd (C member), 1326
PyArrayMultiIterObject.PyArrayMultiIterObject.numiter (C member), 1326
PyArrayMultiIterObject.PyArrayMultiIterObject.size (C member), 1326
PyArrayMultiIterObject.PyObject_HEAD (C macro), 1326
PyArrayNeighborhoodIter_Next (C function), 1365
PyArrayNeighborhoodIter_Reset (C function), 1365
PyArrayNeighborhoodIter_Type (C variable), 1326
PyArrayNeighborhoodIterObject (C type), 1326
PyArrayObject (C type), 1316
PyArrayObject.base (C member), 1317
PyArrayObject.data (C member), 1316
PyArrayObject.descr (C member), 1317
PyArrayObject.dimensions (C member), 1317
PyArrayObject.flags (C member), 1317
PyArrayObject.nd (C member), 1316
PyArrayObject.PyObject_HEAD (C macro), 1316
PyArrayObject.strides (C member), 1317
PyArrayObject.weakreflist (C member), 1317
PyDataMem_FREE (C function), 1370
PyDataMem_NEW (C function), 1370
PyDataMem_RENEW (C function), 1371
PyDataType_FLAGCHK (C function), 1319
PyDataType_HASFIELDS (C function), 1347
PyDataType_ISBOOL (C function), 1347
PyDataType_ISCOMPLEX (C function), 1346
PyDataType_ISEXTENDED (C function), 1347
PyDataType_ISFLEXIBLE (C function), 1346
PyDataType_ISFLOAT (C function), 1346
PyDataType_ISINTEGER (C function), 1346
PyDataType_ISNUMBER (C function), 1346
PyDataType_ISOBJECT (C function), 1347
PyDataType_ISPYTHON (C function), 1346
PyDataType_ISSIGNED (C function), 1345
PyDataType_ISSTRING (C function), 1346
PyDataType_ISUNSIGNED (C function), 1345
PyDataType_ISUSERDEF (C function), 1347
PyDataType_REFCHK (C function), 1319
PyDimMem_FREE (C function), 1371
PyDimMem_NEW (C function), 1371
PyDimMem_RENEW (C function), 1371
Python Enhancement Proposals
    PEP 3118, 419
PyTypeNum_ISBOOL (C function), 1347
PyTypeNum_ISCOMPLEX (C function), 1346
PyTypeNum_ISEXTENDED (C function), 1347

PyTypeNum_ISFLEXIBLE (C function), 1346
PyTypeNum_ISFLOAT (C function), 1346
PyTypeNum_ISINTEGER (C function), 1345
PyTypeNum_ISNUMBER (C function), 1346
PyTypeNum_ISOBJECT (C function), 1347
PyTypeNum_ISPYTHON (C function), 1346
PyTypeNum_ISSIGNED (C function), 1345
PyTypeNum_ISSTRING (C function), 1346
PyTypeNum_ISUNSIGNED (C function), 1345
PyTypeNum_ISUSERDEF (C function), 1346
PyUFunc_checkfperr (C function), 1394
PyUFunc_clearfperr (C function), 1394
PyUFunc_Loop1d (C type), 1329
PyUFunc_PyFuncData (C type), 1397
PyUFunc_Type (C variable), 1322
PyUFuncLoopObject (C type), 1329
PyUFuncObject (C type), 1322
PyUFuncObject.PyObject_HEAD (C macro), 1323
PyUFuncObject.PyUFuncObject.check_return (C member), 1323
PyUFuncObject.PyUFuncObject.data (C member), 1323
PyUFuncObject.PyUFuncObject.doc (C member), 1324
PyUFuncObject.PyUFuncObject.identity (C member), 1323
PyUFuncObject.PyUFuncObject.iter_flags (C member), 1324
PyUFuncObject.PyUFuncObject.name (C member), 1324
PyUFuncObject.PyUFuncObject.nargs (C member), 1323
PyUFuncObject.PyUFuncObject.nin (C member), 1323
PyUFuncObject.PyUFuncObject.nout (C member), 1323
PyUFuncObject.PyUFuncObject.ntypes (C member), 1323
PyUFuncObject.PyUFuncObject.obj (C member), 1324
PyUFuncObject.PyUFuncObject.op_flags (C member), 1324
PyUFuncObject.PyUFuncObject.ptr (C member), 1324
PyUFuncObject.PyUFuncObject.types (C member), 1324
PyUFuncObject.PyUFuncObject.userloops (C member), 1324
PyUFuncReduceObject (C type), 1329

Q

qr() (in module numpy.linalg), 716

R

r_ (in module numpy), 648
rad2deg (in module numpy), 885
radians (in module numpy), 883
rand() (in module numpy.matlib), 940
rand() (in module numpy.random), 1129
rand() (numpy.random.RandomState method), 1211
randint() (in module numpy.random), 1130
randint() (numpy.random.RandomState method), 1211
randn() (in module numpy.matlib), 941
randn() (in module numpy.random), 1129
randn() (numpy.random.RandomState method), 1212
random() (in module numpy.random), 1133
random_integers() (in module numpy.random), 1131
random_integers() (numpy.random.RandomState method), 1213
random_sample() (in module numpy.random), 1132
random_sample() (numpy.random.RandomState method), 1214
RandomState (class in numpy.random), 1179
ranf() (in module numpy.random), 1133
RankWarning, 1128
rate() (in module numpy), 639
ravel (in module numpy.ma), 319, 775
ravel() (in module numpy), 487
ravel() (numpy.chararray method), 176
ravel() (numpy.core.defchararray.chararray method), 565
ravel() (numpy.generic method), 83
ravel() (numpy.ma.MaskedArray method), 265, 321, 777
ravel() (numpy.matrix method), 144
ravel() (numpy.ndarray method), 25, 57
ravel() (numpy.recarray method), 208
ravel() (numpy.record method), 224
ravel_multi_index() (in module numpy), 654
rayleigh() (in module numpy.random), 1166
rayleigh() (numpy.random.RandomState method), 1215
real (numpy.chararray attribute), 167
real (numpy.core.defchararray.chararray attribute), 556
real (numpy.generic attribute), 75, 77
real (numpy.ma.MaskedArray attribute), 258
real (numpy.matrix attribute), 126
real (numpy.ndarray attribute), 9, 41
real (numpy.recarray attribute), 195
real (numpy.record attribute), 218
real() (in module numpy), 923
real_if_close() (in module numpy), 934
recarray (class in numpy), 188
reciprocal (in module numpy), 915
record
    dtype, 88
record (class in numpy), 217
recordmask (numpy.ma.MaskedArray attribute), 252, 315, 771
red_text() (in module numpy.distutils.misc_util), 1302
reduce
    ufunc methods, 1413
reduce() (numpy.ufunc method), 440
reduceat
    ufunc methods, 1413
reduceat() (numpy.ufunc method), 443
remainder (in module numpy), 922
remove_axis() (numpy.nditer method), 677
remove_multi_index() (numpy.nditer method), 677

repeat (numpy.ma.MaskedArray attribute), 275
repeat() (in module numpy), 513
repeat() (numpy.chararray method), 176
repeat() (numpy.core.defchararray.chararray method), 565
repeat() (numpy.generic method), 83
repeat() (numpy.matrix method), 144
repeat() (numpy.ndarray method), 25, 58
repeat() (numpy.recarray method), 209
repeat() (numpy.record method), 224
replace() (in module numpy.core.defchararray), 536
replace() (numpy.chararray method), 177
replace() (numpy.core.defchararray.chararray method), 566
repmat() (in module numpy.matlib), 940
require() (in module numpy), 502
reset() (numpy.broadcast method), 232, 496
reset() (numpy.nditer method), 677
reshape() (in module numpy), 485, 521
reshape() (in module numpy.ma), 320, 776
reshape() (numpy.chararray method), 177
reshape() (numpy.core.defchararray.chararray method), 566
reshape() (numpy.generic method), 84
reshape() (numpy.ma.MaskedArray method), 266, 321, 777
reshape() (numpy.matrix method), 145
reshape() (numpy.ndarray method), 25, 54
reshape() (numpy.recarray method), 209
reshape() (numpy.record method), 224
resize() (in module numpy), 517
resize() (in module numpy.ma), 320, 776
resize() (numpy.chararray method), 177
resize() (numpy.core.defchararray.chararray method), 566
resize() (numpy.generic method), 84
resize() (numpy.ma.MaskedArray method), 266, 322, 778
resize() (numpy.matrix method), 145
resize() (numpy.ndarray method), 25, 54
resize() (numpy.recarray method), 209
resize() (numpy.record method), 224
restoredot() (in module numpy), 943
result_type() (in module numpy), 585
rfft() (in module numpy.fft), 618
rfft2() (in module numpy.fft), 621
rfftfreq() (in module numpy.fft), 627
rfftn() (in module numpy.fft), 622
rfind() (in module numpy.core.defchararray), 548
rfind() (numpy.chararray method), 178
rfind() (numpy.core.defchararray.chararray method), 567
right_shift (in module numpy), 528
rindex() (in module numpy.core.defchararray), 548
rindex() (numpy.chararray method), 178
rindex() (numpy.core.defchararray.chararray method), 567
rint (in module numpy), 891
rjust() (in module numpy.core.defchararray), 537
rjust() (numpy.chararray method), 178
rjust() (numpy.core.defchararray.chararray method), 567
roll() (in module numpy), 522
rollaxis() (in module numpy), 490
roots() (in module numpy), 1119
roots() (numpy.polynomial.chebyshev.Chebyshev method), 986
roots() (numpy.polynomial.hermite.Hermite method), 1068
roots() (numpy.polynomial.hermite_e.HermiteE method), 1095
roots() (numpy.polynomial.laguerre.Laguerre method), 1040
roots() (numpy.polynomial.legendre.Legendre method), 1013
roots() (numpy.polynomial.polynomial.Polynomial method), 961
rot90() (in module numpy), 523
round() (in module numpy.ma), 411, 868
round() (numpy.generic method), 84
round() (numpy.ma.MaskedArray method), 284, 412, 868
round() (numpy.matrix method), 146
round() (numpy.ndarray method), 26, 63
round() (numpy.recarray method), 210
round() (numpy.record method), 224
round_() (in module numpy), 891
row-major, 35
row_stack (in module numpy.ma), 332, 788
rpartition() (in module numpy.core.defchararray), 537
rsplit() (in module numpy.core.defchararray), 538
rsplit() (numpy.chararray method), 178
rsplit() (numpy.core.defchararray.chararray method), 567
rstrip() (in module numpy.core.defchararray), 538
rstrip() (numpy.chararray method), 179
rstrip() (numpy.core.defchararray.chararray method), 568
run_module_suite() (in module numpy.testing), 1292
rundocs() (in module numpy.testing), 1292

S

s_ (in module numpy), 649
sample() (in module numpy.random), 1134
save() (in module numpy), 681
savetxt() (in module numpy), 685
savez() (in module numpy), 682
savez_compressed() (in module numpy), 683
scalar
    dtype, 88
sctype2char() (in module numpy), 599
searchsorted() (in module numpy), 1250
searchsorted() (numpy.chararray method), 179
searchsorted() (numpy.core.defchararray.chararray method), 568

searchsorted() (numpy.generic method), 84
searchsorted() (numpy.ma.MaskedArray method), 275
searchsorted() (numpy.matrix method), 146
searchsorted() (numpy.ndarray method), 27, 60
searchsorted() (numpy.recarray method), 210
searchsorted() (numpy.record method), 224
seed() (in module numpy.random), 1230
seed() (numpy.random.RandomState method), 1216
select() (in module numpy), 668
set_fill_value() (in module numpy.ma), 369, 826
set_fill_value() (numpy.ma.MaskedArray method), 296, 371, 827
set_printoptions() (in module numpy), 697
set_state() (in module numpy.random), 1231
set_state() (numpy.random.RandomState method), 1216
set_string_function() (in module numpy), 699
set_verbosity() (in module numpy.distutils.log), 1311
setastest() (in module numpy.testing.decorators), 1290
setbufsize() (in module numpy), 432, 943
setdiff1d() (in module numpy), 1234
seterr() (in module numpy), 432, 602
seterrcall() (in module numpy), 434, 604
seterrobj() (in module numpy), 606
setfield() (numpy.chararray method), 179
setfield() (numpy.core.defchararray.chararray method), 568
setfield() (numpy.generic method), 84
setfield() (numpy.matrix method), 146
setfield() (numpy.ndarray method), 27
setfield() (numpy.recarray method), 211
setfield() (numpy.record method), 225
setflags() (numpy.chararray method), 180
setflags() (numpy.core.defchararray.chararray method), 569
setflags() (numpy.generic method), 84, 87
setflags() (numpy.matrix method), 147
setflags() (numpy.ndarray method), 27, 52
setflags() (numpy.recarray method), 211
setflags() (numpy.record method), 225
setslice
    ndarray special methods, 103
setxor1d() (in module numpy), 1235
shape (numpy.broadcast attribute), 231, 495
shape (numpy.chararray attribute), 167
shape (numpy.core.defchararray.chararray attribute), 556
shape (numpy.dtype attribute), 92, 100, 590
shape (numpy.generic attribute), 75, 77
shape (numpy.ma.MaskedArray attribute), 257
shape (numpy.matrix attribute), 126
shape (numpy.ndarray attribute), 10, 37
shape (numpy.recarray attribute), 195
shape (numpy.record attribute), 218
shape() (in module numpy.ma), 313, 318, 769, 774
sharedmask (numpy.ma.MaskedArray attribute), 252
shrink_mask() (numpy.ma.MaskedArray method), 295, 350, 806
shuffle() (in module numpy.random), 1136
shuffle() (numpy.random.RandomState method), 1217
sign (in module numpy), 929
signbit (in module numpy), 913
sin (in module numpy), 875
sinc() (in module numpy), 912
single-segment, 35
sinh (in module numpy), 886
size (numpy.broadcast attribute), 232, 495
size (numpy.chararray attribute), 167
size (numpy.core.defchararray.chararray attribute), 556
size (numpy.generic attribute), 75, 77
size (numpy.ma.MaskedArray attribute), 257
size (numpy.matrix attribute), 127
size (numpy.ndarray attribute), 9, 39
size (numpy.recarray attribute), 196
size (numpy.record attribute), 218
size() (in module numpy.ma), 314, 318, 770, 774
skipif() (in module numpy.testing.decorators), 1291
slicing, 102
slogdet() (in module numpy.linalg), 728
slow() (in module numpy.testing.decorators), 1291
soften_mask (in module numpy.ma), 349, 806
soften_mask() (numpy.ma.MaskedArray method), 295, 350, 806
solve() (in module numpy.linalg), 730
sort() (in module numpy), 1236
sort() (in module numpy.ma), 396, 852
sort() (numpy.chararray method), 181
sort() (numpy.core.defchararray.chararray method), 570
sort() (numpy.generic method), 84
sort() (numpy.ma.MaskedArray method), 275, 398, 854
sort() (numpy.matrix method), 148
sort() (numpy.ndarray method), 28, 58, 1240
sort() (numpy.recarray method), 212
sort() (numpy.record method), 225
sort_complex() (in module numpy), 1241
source() (in module numpy), 647
special methods
    getslice, ndarray, 103
    setslice, ndarray, 103
split() (in module numpy), 510
split() (in module numpy.core.defchararray), 538
split() (numpy.chararray method), 181
split() (numpy.core.defchararray.chararray method), 570
splitlines() (in module numpy.core.defchararray), 539
splitlines() (numpy.chararray method), 182
splitlines() (numpy.core.defchararray.chararray method), 571
sqrt (in module numpy), 927
square (in module numpy), 927

squeeze (numpy.ma.MaskedArray attribute), 267, 328, 784
squeeze() (in module numpy), 497
squeeze() (in module numpy.ma), 327, 783
squeeze() (numpy.chararray method), 182
squeeze() (numpy.core.defchararray.chararray method), 571
squeeze() (numpy.generic method), 85, 86
squeeze() (numpy.matrix method), 149
squeeze() (numpy.ndarray method), 29, 57
squeeze() (numpy.recarray method), 213
squeeze() (numpy.record method), 225
standard_cauchy() (in module numpy.random), 1167
standard_cauchy() (numpy.random.RandomState method), 1217
standard_exponential() (in module numpy.random), 1167
standard_exponential() (numpy.random.RandomState method), 1218
standard_gamma() (in module numpy.random), 1168
standard_gamma() (numpy.random.RandomState method), 1218
standard_normal() (in module numpy.random), 1169
standard_normal() (numpy.random.RandomState method), 1219
standard_t() (in module numpy.random), 1169
standard_t() (numpy.random.RandomState method), 1220
startswith() (in module numpy.core.defchararray), 549
startswith() (numpy.chararray method), 182
startswith() (numpy.core.defchararray.chararray method), 571
std (in module numpy.ma), 380, 836
std() (in module numpy), 1263
std() (numpy.generic method), 85
std() (numpy.ma.MaskedArray method), 285, 387, 843
std() (numpy.matrix method), 149
std() (numpy.ndarray method), 30, 64
std() (numpy.recarray method), 213
std() (numpy.record method), 225
str (numpy.dtype attribute), 92, 98, 590
stride, 35
strides (numpy.chararray attribute), 167
strides (numpy.core.defchararray.chararray attribute), 556
strides (numpy.generic attribute), 75, 77
strides (numpy.ma.MaskedArray attribute), 257
strides (numpy.matrix attribute), 127
strides (numpy.ndarray attribute), 11, 37
strides (numpy.recarray attribute), 196
strides (numpy.record attribute), 218
strip() (in module numpy.core.defchararray), 539
strip() (numpy.chararray method), 182
strip() (numpy.core.defchararray.chararray method), 571
sub-array
    dtype, 88, 96
subdtype (numpy.dtype attribute), 92, 100, 590
subtract (in module numpy), 918
sum (in module numpy.ma), 381, 837
sum() (in module numpy), 895
sum() (numpy.generic method), 85
sum() (numpy.ma.MaskedArray method), 286, 388, 845
sum() (numpy.matrix method), 150
sum() (numpy.ndarray method), 30, 64
sum() (numpy.recarray method), 214
sum() (numpy.record method), 225
svd() (in module numpy.linalg), 718
swapaxes (in module numpy.ma), 323, 779
swapaxes (numpy.ma.MaskedArray attribute), 267, 323, 779
swapaxes() (in module numpy), 490
swapaxes() (numpy.chararray method), 182
swapaxes() (numpy.core.defchararray.chararray method), 571
swapaxes() (numpy.generic method), 85
swapaxes() (numpy.matrix method), 150
swapaxes() (numpy.ndarray method), 30, 56
swapaxes() (numpy.recarray method), 214
swapaxes() (numpy.record method), 225
swapcase() (in module numpy.core.defchararray), 540
swapcase() (numpy.chararray method), 182
swapcase() (numpy.core.defchararray.chararray method), 571

T

T (numpy.chararray attribute), 162
T (numpy.core.defchararray.chararray attribute), 551
T (numpy.generic attribute), 75, 77
T (numpy.ma.MaskedArray attribute), 268
T (numpy.matrix attribute), 120, 121
T (numpy.ndarray attribute), 6, 40, 491
T (numpy.recarray attribute), 190
T (numpy.record attribute), 217
take() (in module numpy), 661
take() (numpy.chararray method), 182
take() (numpy.core.defchararray.chararray method), 571
take() (numpy.generic method), 85
take() (numpy.ma.MaskedArray method), 276
take() (numpy.matrix method), 150
take() (numpy.ndarray method), 30, 58
take() (numpy.recarray method), 214
take() (numpy.record method), 226
tan (in module numpy), 877
tanh (in module numpy), 887
tensordot() (in module numpy), 708
tensorinv() (in module numpy.linalg), 735
tensorsolve() (in module numpy.linalg), 731
terminal_has_colors() (in module numpy.distutils.misc_util), 1302
Tester (in module numpy.testing), 1292
tile() (in module numpy), 512

title() (in module numpy.core.defchararray), 540
title() (numpy.chararray method), 183
title() (numpy.core.defchararray.chararray method), 572
todict() (numpy.distutils.misc_util.Configuration method), 1303
tofile() (numpy.chararray method), 183
tofile() (numpy.core.defchararray.chararray method), 572
tofile() (numpy.generic method), 85
tofile() (numpy.ma.MaskedArray method), 262, 364, 820
tofile() (numpy.matrix method), 151
tofile() (numpy.ndarray method), 30, 48, 691
tofile() (numpy.recarray method), 214
tofile() (numpy.record method), 226
toflex() (numpy.ma.MaskedArray method), 262
tolist() (numpy.chararray method), 183
tolist() (numpy.core.defchararray.chararray method), 572
tolist() (numpy.generic method), 86
tolist() (numpy.ma.MaskedArray method), 263, 364, 820
tolist() (numpy.matrix method), 151
tolist() (numpy.ndarray method), 31, 46, 692
tolist() (numpy.recarray method), 215
tolist() (numpy.record method), 226
tomaxint() (numpy.random.RandomState method), 1221
torecords() (numpy.ma.MaskedArray method), 263, 364, 821
tostring() (numpy.chararray method), 184
tostring() (numpy.core.defchararray.chararray method), 573
tostring() (numpy.generic method), 86
tostring() (numpy.lib.user_array.container method), 227
tostring() (numpy.ma.MaskedArray method), 264, 365, 821
tostring() (numpy.matrix method), 151
tostring() (numpy.ndarray method), 31, 47
tostring() (numpy.recarray method), 215
tostring() (numpy.record method), 226
trace (in module numpy.ma), 405, 861
trace() (in module numpy), 729
trace() (numpy.generic method), 86
trace() (numpy.ma.MaskedArray method), 287, 406, 862
trace() (numpy.matrix method), 152
trace() (numpy.ndarray method), 32, 63
trace() (numpy.recarray method), 216
trace() (numpy.record method), 226
translate() (in module numpy.core.defchararray), 541
translate() (numpy.chararray method), 184
translate() (numpy.core.defchararray.chararray method), 573
transpose (numpy.ma.MaskedArray attribute), 267, 323, 406, 779, 862
transpose() (in module numpy), 491
transpose() (in module numpy.ma), 323, 405, 779, 861
transpose() (numpy.chararray method), 184
transpose() (numpy.core.defchararray.chararray method), 573
transpose() (numpy.generic method), 86
transpose() (numpy.matrix method), 152
transpose() (numpy.ndarray method), 32, 55
transpose() (numpy.recarray method), 216
transpose() (numpy.record method), 226
trapz() (in module numpy), 904
tri() (in module numpy), 481
triangular() (in module numpy.random), 1171
triangular() (numpy.random.RandomState method), 1222
tril() (in module numpy), 481
tril_indices() (in module numpy), 658
tril_indices_from() (in module numpy), 659
trim() (numpy.polynomial.chebyshev.Chebyshev method), 986
trim() (numpy.polynomial.hermite.Hermite method), 1068
trim() (numpy.polynomial.hermite_e.HermiteE method), 1095
trim() (numpy.polynomial.laguerre.Laguerre method), 1040
trim() (numpy.polynomial.legendre.Legendre method), 1013
trim() (numpy.polynomial.polynomial.Polynomial method), 961
trim_zeros() (in module numpy), 517
triu() (in module numpy), 482
triu_indices() (in module numpy), 660
triu_indices_from() (in module numpy), 661
true_divide (in module numpy), 918
trunc (in module numpy), 893
truncate() (numpy.polynomial.chebyshev.Chebyshev method), 986
truncate() (numpy.polynomial.hermite.Hermite method), 1068
truncate() (numpy.polynomial.hermite_e.HermiteE method), 1096
truncate() (numpy.polynomial.laguerre.Laguerre method), 1041
truncate() (numpy.polynomial.legendre.Legendre method), 1014
truncate() (numpy.polynomial.polynomial.Polynomial method), 961
type (numpy.dtype attribute), 98
typename() (in module numpy), 598
types (numpy.ufunc attribute), 439

U

ufunc, 1410, 1413
    attributes, 438
    C-API, 1391, 1397
    casting rules, 435
    keyword arguments, 437

methods, 440
methods accumulate, 1413
methods reduce, 1413
methods reduceat, 1413
UFUNC_CHECK_ERROR (C function), 1392
UFUNC_CHECK_STATUS (C function), 1392
uniform() (in module numpy.random), 1172
uniform() (numpy.random.RandomState method), 1223
union1d() (in module numpy), 1235
unique() (in module numpy), 518, 1231
unpackbits() (in module numpy), 529
unravel_index() (in module numpy), 655
unshare_mask() (numpy.ma.MaskedArray method), 295, 350, 806
unwrap() (in module numpy), 884
upper() (in module numpy.core.defchararray), 541
upper() (numpy.chararray method), 185
upper() (numpy.core.defchararray.chararray method), 574
user_array, 227

V

vander() (in module numpy), 482
vander() (in module numpy.ma), 407, 863
var (in module numpy.ma), 382, 838
var() (in module numpy), 1264
var() (numpy.generic method), 86
var() (numpy.ma.MaskedArray method), 287, 389, 845
var() (numpy.matrix method), 153
var() (numpy.ndarray method), 33, 64
var() (numpy.recarray method), 216
var() (numpy.record method), 226
vdot() (in module numpy), 705
vectorize (class in numpy), 641
view, 3
ndarray, 104
view() (numpy.chararray method), 185
view() (numpy.core.defchararray.chararray method), 574
view() (numpy.generic method), 86
view() (numpy.ma.MaskedArray method), 259
view() (numpy.matrix method), 153
view() (numpy.ndarray method), 33, 50
view() (numpy.recarray method), 217
view() (numpy.record method), 227
vonmises() (in module numpy.random), 1173
vonmises() (numpy.random.RandomState method), 1224
vsplit() (in module numpy), 511
vstack (in module numpy.ma), 333, 337, 789, 793
vstack() (in module numpy), 507

W

wald() (in module numpy.random), 1175
wald() (numpy.random.RandomState method), 1226
weekmask (numpy.busdaycalendar attribute), 578
weibull() (in module numpy.random), 1176
weibull() (numpy.random.RandomState method), 1227
where() (in module numpy), 651, 1249
where() (in module numpy.ma), 418, 874

Y

yellow_text() (in module numpy.distutils.misc_util), 1302

Z

zeros (in module numpy.ma), 305, 761
zeros() (in module numpy), 456
zeros() (in module numpy.matlib), 937
zeros_like() (in module numpy), 457
zfill() (in module numpy.core.defchararray), 541
zfill() (numpy.chararray method), 186
zfill() (numpy.core.defchararray.chararray method), 575
zipf() (in module numpy.random), 1177
zipf() (numpy.random.RandomState method), 1228