列表操作

列表的简单操作

In[]:=
```
data = {a, b, c, d}
data[[2]]
Clear[data]
```
清除

Out[]= {a, b, c, d}

Out[]= b

In[]:=
```
s = Solve[x^2 - 3 x + 2 == 0, x]
```
解方程
```
2 x - 1 /. s[[1]]
x^2 - 3 x + 2 /. s[[2]]
Clear["Global`*"]
```
清除

Out[]= {{x → 1}, {x → 2}}

Out[]= 1

Out[]= 0

相比于“=”直接赋值, 替换规则可以实现在部分区域的赋值能力.

In[]:=
```
data = {{a, b}, {c, d}};
data[[1]] = data[[1]] * 2;
data
data[[1, 2]] = data[[1, 2]] + 2
data
Clear[data]
```
清除

Out[]= {{2 a, 2 b}, {c, d}}

Out[]= 2 + 2 b

Out[]= {{2 a, 2 + 2 b}, {c, d}}

In[]:=
```
data = {{a, b}, {c, d}}
TableForm[data]
```
表格形式
```
MatrixForm[data]
```
矩阵格式
```
Clear[data]
```
清除

Out[]= {{a, b}, {c, d}}

Out[]//TableForm=

a	b
c	d

Out[]//MatrixForm=

$$\begin{pmatrix} a & b \\ c & d \end{pmatrix}$$

针对个人喜好还有呈现的理论体系要求可以进行形式上的改变, 只是单单改变最后输出的呈现效果, 并不会改变过程中的计算机理.

In[]:=
```
data = {{a, b}, {c, d}}
data = Prepend[data, {"frequency", "energy"}]
```
加在前面
```
data
TableForm[data]
```
表格形式
```
Clear[data]
```
清除

Out[]= {{a, b}, {c, d}}

Out[]= {{frequency, energy}, {a, b}, {c, d}}

Out[]= {{frequency, energy}, {a, b}, {c, d}}

Out[]//TableForm=

frequency	energy
a	b
c	d

表的制造

In[]:=
```
Range[5]
```
范围

Out[]= {1, 2, 3, 4, 5}

```
list = Range[5]
```
范围
```
Table[Sin[π / 2 * i], {i, list}] #后面的花括号内的文件是用来描述和限制最终变量的取值范围的
```
表格 正弦
```
Clear[list]
```
清除

Out[]= {1, 2, 3, 4, 5}

Out[]= {1, 0, -1, 0, 1}

In[]:=
```
list = Array[fun, 3]
       数组

ConstantArray[0, {3, 3}] // MatrixForm
常量数组                    矩阵格式

DiagonalMatrix[list] // MatrixForm
对角矩阵                    矩阵格式

IdentityMatrix[3] // MatrixForm
单位矩阵                    矩阵格式

Clear[list]
清除
```

Out[]= {fun[1], fun[2], fun[3]}

Out[]//MatrixForm=

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

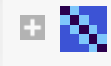
Out[]//MatrixForm=

$$\begin{pmatrix} \text{fun}[1] & 0 & 0 \\ 0 & \text{fun}[2] & 0 \\ 0 & 0 & \text{fun}[3] \end{pmatrix}$$

Out[]//MatrixForm=

$$\begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

In[]:=
```
n = 5;
m = SparseArray[{{i_, i_} → -2, {i_, j_} /; Abs[i - j] == 1 → 1}, {n, n}]
    稀疏数组                                    绝对值

MatrixForm[m]
矩阵格式

Normal[m]
转换为普通表达式

Length[m]
长度

Dimensions[m]
维数

Clear[n, m]
清除
```

Out[]= SparseArray[]
Specified elements: 13
Dimensions: {5, 5}

Out[]//MatrixForm=

$$\begin{pmatrix} -2 & 1 & 0 & 0 & 0 \\ 1 & -2 & 1 & 0 & 0 \\ 0 & 1 & -2 & 1 & 0 \\ 0 & 0 & 1 & -2 & 1 \\ 0 & 0 & 0 & 1 & -2 \end{pmatrix}$$

Out[]= {{-2, 1, 0, 0, 0}, {1, -2, 1, 0, 0},
{0, 1, -2, 1, 0}, {0, 0, 1, -2, 1}, {0, 0, 0, 1, -2}}

Out[]= 5

Out[]= {5, 5}

表的操作函数

对元素的操作

```
In[•]:= x = {{a, c}, {d, f}, {g, k}, {l, q}};
Append[x, {p, o}]
追加
x
AppendTo[x, {p, o}]
附加
x
Prepend[x, {b, e}];
加在前面
x
Clear[x]
清除
```

```
Out[•]= {{a, c}, {d, f}, {g, k}, {l, q}, {p, o}}
Out[•]= {{a, c}, {d, f}, {g, k}, {l, q}}
Out[•]= {{a, c}, {d, f}, {g, k}, {l, q}, {p, o}}
Out[•]= {{a, c}, {d, f}, {g, k}, {l, q}, {p, o}}
Out[•]= {{a, c}, {d, f}, {g, k}, {l, q}, {p, o}}
```

```
In[•]:= x = {{a, b, c}, {d, e, f}, {g, h, k}, {l, p, q}};
x // TableForm
表格形式
Delete[x, 2]
删除
x
Delete[x^T, 2] // TableForm
删除                表格形式
Clear[x]
清除
```

```
Out[•]//TableForm=
a   b   c
d   e   f
g   h   k
l   p   q
Out[•]= {{a, b, c}, {g, h, k}, {l, p, q}}
Out[•]= {{a, b, c}, {d, e, f}, {g, h, k}, {l, p, q}}
Out[•]//TableForm=
a   d   g   l
c   f   k   q
```

In[•]:=
```
x1 = {{a, c}, {d, f}, {g, k}, {l, p}};
x1 // TraditionalForm
```
传统格式
```
x2 = {b, e, h, q};
Insert[x1, x2, -2]
```
插入
```
x1
Insert[x1^T, x2, 2]^T // TableForm
```
插入　　表格形式
```
Clear[x1, x2]
```
清除

Out[•]//TraditionalForm=

$$\begin{pmatrix} a & c \\ d & f \\ g & k \\ l & p \end{pmatrix}$$

Out[•]= {{a, c}, {d, f}, {g, k}, {b, e, h, q}, {l, p}}

Out[•]= {{a, c}, {d, f}, {g, k}, {l, p}}

Out[•]//TableForm=

a	b	c
d	e	f
g	h	k
l	q	p

In[•]:=
```
x = {{a, c}, {d, f}, {g, k}, {l, p}};
Take[x, 3]
```
选取
```
x
Take[x, -1]
```
选取
```
Drop[x, 3]
```
去掉元素
```
Drop[x, -1]
```
去掉元素
```
Clear[x]
```
清除

Out[•]= {{a, c}, {d, f}, {g, k}}

Out[•]= {{a, c}, {d, f}, {g, k}, {l, p}}

Out[•]= {{l, p}}

Out[•]= {{l, p}}

Out[•]= {{a, c}, {d, f}, {g, k}}

In[]:=
```
x = {1, 2, 4, 7, 6, 2}
Select[x, EvenQ]
选择 偶数判定
Select[x, # > 2 &]
选择
Select[x, # > 2 &, 1]
选择
Clear[x]
清除
```

Out[]= {1, 2, 4, 7, 6, 2}

Out[]= {2, 4, 6, 2}

Out[]= {4, 7, 6}

Out[]= {4}

In[]:=
```
list = {1, 1, f[a], 2, 3, y, f[8], 9, f[10]};
Cases[list, _Integer]
模式匹配 虚数单位
Cases[list, Except[_Integer]]
模式匹配 除了 虚数单位
Cases[list, f[y_] → y]
模式匹配
list = {{1, 2}, {2}, {3, 4, 1}, {5, a}, {3, 3}};
Cases[list, {a_, b_} → Total[{a, b}]]
模式匹配 总计
Clear[list]
清除
```

Out[]= {1, 1, 2, 3, 9}

Out[]= {f[a], y, f[8], f[10]}

Out[]= {a, 8, 10}

Out[]= {3, 5 + a, 6}

In[]:=
```
"Cases[{f[{a,b}],f[{a}],g[{a}],f[{a,b,c,d}]},f{x_}↦Length[x]]" #没有懂
模式匹配 长度
```

Out[]= Cases[{f[{a,b}],f[{a}],g[{a}],f[{a,b,c,d}]},f{x_}↦Length[x]]

In[]:=
```
Join[IdentityMatrix[3], {{1, 2, 3}}] // MatrixForm
```
连接 单位矩阵 矩阵格式

```
Join[IdentityMatrix[3], Transpose[{{1, 2, 3}}], 2] // MatrixForm
```
连接 单位矩阵 转置 矩阵格式

```
Join[{{a, b}, {c, d}}, {{1, 2}, {3, 4}}] // MatrixForm
```
连接 矩阵格式

```
Join[{{a, b}, {c, d}}, {{1, 2}, {3, 4}}, 2] // MatrixForm
```
连接 矩阵格式

```
Union[{a, b, a, c}, {d, a, e, b}, {c, a}]
```
并集

Out[]//MatrixForm=

$$\begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \\ 1 & 2 & 3 \end{pmatrix}$$

Out[]//MatrixForm=

$$\begin{pmatrix} 1 & 0 & 0 & 1 \\ 0 & 1 & 0 & 2 \\ 0 & 0 & 1 & 3 \end{pmatrix}$$

Out[]//MatrixForm=

$$\begin{pmatrix} a & b \\ c & d \\ 1 & 2 \\ 3 & 4 \end{pmatrix}$$

Out[]//MatrixForm=

$$\begin{pmatrix} a & b & 1 & 2 \\ c & d & 3 & 4 \end{pmatrix}$$

Out[]= {a, b, c, d, e}

In[]:=
```
{a, b, c} // FullForm
```
完全格式

Out[]//FullForm= List[a, b, c]

In[]:=
```
Head[{c, a, b}]
```
表达式的标头

Out[]= List

In[]:=
```
list = {a, b, c}
list[[2]]
Clear[list]
```
清除

Out[]= {a, b, c}

Out[]= b

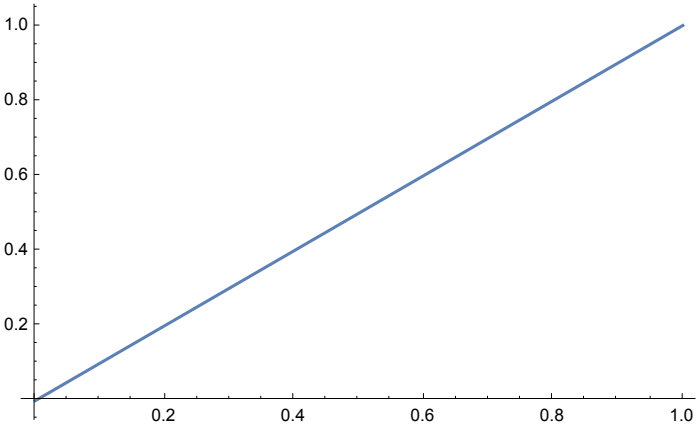
In[]:=
```
Part[{a, b, c}, 2]
```
部分

Out[]= b

```
Table[Part[{a, b, c}, i], {i, 0, 3}] #Part是提取列表中的第i个元素
```
表格 部分

Out[]= {List, a, b, c}

Out[•]=



In[•]:=
```
Length[x''[t] + 2 x[t] + y[x[t]] == 0]
```
长度

Out[•]= 2

In[•]:=
```
?? Length
```

Out[•]=

Symbol

Length[*expr*] gives the number of elements in *expr*.

Documentation Local » | Web »

Attributes {Protected}

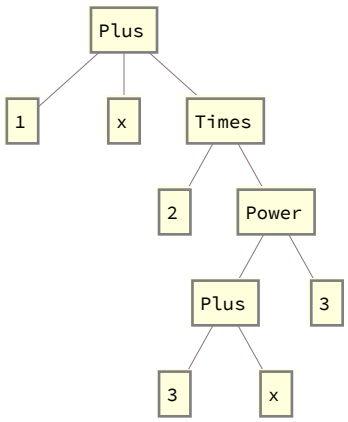
Full Name System`Length

In[•]:=
```
x''[t] + 2 x[t] + y[x[t]] == 0 // FullForm
```
完全格式

Out[•]//FullForm=
```
Equal[Plus[Times[2, x[t]], y[x[t]], Derivative[2][x][t]], 0]
```

In[•]:=
```
1 + x + 2 (x + 3)^3 // TreeForm
```
树形式

Out[•]//TreeForm=



In[•]:=
```
Level[1 + x + 2 (x + 3)^3, {3}]
```
层

Out[•]= {3 + x, 3}

```
Level[1 + x + 2 (x + 3)^3, {3, 4}]
```
层

```
Level[1 + x + 2 (x + 3)^3, {3, 4}, Heads → True] #激活第三层和第四层的头部
```
层 标头 真

Out[•]= {3, x, 3 + x, 3}

Out[•]= {Power, Plus, 3, x, 3 + x, 3}

In[•]:= `?? Level`

Out[•]=

Symbol

Level[*expr*, *levelspec*] gives a list of all subexpressions of *expr* on levels specified by *levelspec*.

Level[*expr*, *levelspec*, *f*] applies *f* to the sequence of subexpressions.

Documentation Local » | Web »
Options Heads → False
Attributes {Protected}
Full Name System`Level

模式

Blank(_)(任意表达式)
_, 任意表达式

x_, 任意表达式, 命名x

Pattern(:)(模式)
x:pattern, 名为x的任意模式

_h, 指定头部h的模式

patterntest(?)(模式检验)
p?test
是一个模式对象, 代表匹配p的任何表达式, 并且表达式应用test给出True.

Condition(/;)(条件)
patt/:test
是一个模式, 仅当test为True时才匹配.

patt:def或Optional[patt,def]
是一份个模式对象, 表示如果省略了形为patt的表达式, 应使用默认值def进行替换

Alternatives(|)(或)
Subscript[*P*, 1] | P_2|...
是一个模式对象, 用于代表任意模式p_1.

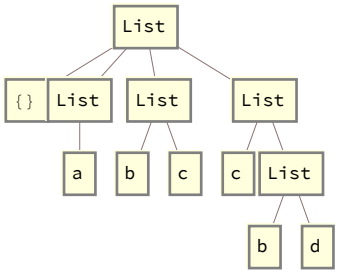
p..或Repeated[p]
是一个模式对象, 表示一个或多个表达式的序列, 每个表达式匹配p.

p..或RepeatedNull[p]
是一个模式对象, 表示一个由0或更多表达式(其中每个表达式斗鱼p匹配)构成的序列.

__(两个_字符)或者BlankSequence
一种模式对象, 可表示任意一个或多个Wolfram语言表达式序列.

___(三个_字符)或BlankNullSequence[]
一种模式对象, 可表示任意零个或者多个Wolfram语言表达式序列.

```
In[•]:= {h[], h[x^2], g[x], h[b, c]} /. h[x_] → "MATCH"
Out[•]= {h[], MATCH, g[x], h[b, c]}

In[•]:= Cases[{{}, {a}, {b, c}, {c, {b, d}}}, {_, _}]
        |模式匹配
Out[•]= {{b, c}, {c, {b, d}}}

        Cases[{{}, {a}, {b, c}, {c, {b, d}}}, {_, _}, Infinity] #分解到最大层
        |模式匹配                                  |无穷大
Out[•]= {{b, c}, {b, d}, {c, {b, d}}}

In[•]:= {{}, {a}, {b, c}, {c, {b, d}}} // TreeForm
                                       |树形式
Out[•]//TreeForm=
```




```
In[•]:= Position[{{}, {a}, {b, c}, {c, {b, d}}}, {_, _}]
        |位置
Out[•]= {{3}, {4, 2}, {4}}

In[•]:= (h[a] + h[b, c] + h[a, a]) h[d, e, f] /. h[x_, y_] → x^y
Out[•]= (a^a + b^c + h[a]) h[d, e, f]

In[•]:= Sin[1 + a^2] /. h : Sin[x_ + y_] → {h, x, y}
        |正弦                |正弦
Out[•]= {Sin[1 + a^2], 1, a^2}
```

```
In[•]:= Head /@ {x, "good", 3, 2 / 3, 5 / 7}
        表达式的标头
Out[•]= {Symbol, String, Integer, Rational, Rational}

        {x, "good", 3, 2 / 3, 5 / 7} /. x_Rational → x^2 #头部为有理数
Out[•]= {x, good, 3, 4/9, 25/49}

In[•]:= RandomInteger[100, 10]
        伪随机整数
Out[•]= {15, 36, 74, 63, 71, 49, 15, 100, 73, 63}

In[•]:= Count[%, _?EvenQ]
        计数      偶数判定
Out[•]= 3

In[•]:= {6, -7, 3, 2, -1, 2} /. (x_ /; x < 0) → Abs[x]
                                                绝对值
Out[•]= {6, 7, 3, 2, 1, 2}

In[•]:= MatchQ[a^2 - b^2, x_^2 - y_^2]
        匹配判定
Out[•]= True

In[•]:= MatchQ[(a - b) (a + b), x_ - y_]
        匹配判定
Out[•]= False

In[•]:= MatchQ[a - b, x_ - y_]
        匹配判定
Out[•]= True

In[•]:= MatchQ[a - 2 b, x_ - y_]
        匹配判定
Out[•]= False

In[•]:= a - 2 b // FullForm
                完全格式
Out[•]//FullForm= Plus[a, Times[-2, b]]
                  加      乘

In[•]:= x_ - y_ // FullForm
                  完全格式
Out[•]//FullForm= Plus[Pattern[x, Blank[]], Times[-1, Pattern[y, Blank[]]]]

In[•]:= x → RandomReal[]
          伪随机实数
Out[•]= x → 0.637489

In[•]:= {x, x, x, x} /. x → RandomReal[]
                            伪随机实数
Out[•]= {0.833765, 0.833765, 0.833765, 0.833765}
```

In[•]:= x :↦ RandomReal[]
伪随机实数

Out[•]= x :↦ RandomReal[]

{x, x, x, x} /. x :↦ RandomReal[] #替换之后的赋值操作是不影响本身变量的
伪随机实数

Out[•]= {0.685317, 0.0992995, 0.143751, 0.722819}

In[•]:= {a, b} /. {x_, y_ : d} :↦ {x^2, y^2}

Out[•]= {a^2, b^2}

{a} /. {x_, y_ : d} :↦ {x^2, y^2} #如果没有找到就冒号后面的东西替代

Out[•]= {a^2, d^2}

In[•]:= {a, 2} /. {x_, y_Integer : 10} :↦ {x^2, y^2}
输入行

Out[•]= {a^2, 4}

{a} /. {x_, y_Integer : 10} :↦ {x^2, y^2} #Integer在这有啥用？
输入行

Out[•]= {a^2, 100}

In[•]:= a + b /. x_ + y_. :↦ x^2 + y^2

Out[•]= a^2 + b^2

In[•]:= a /. x_ + y_. :↦ x^2 + y^2 "找不到的话就用点来代替在加法中是0"

Out[•]= a^2

In[•]:= a b /. x_ y_. :↦ x^2 + y^2

Out[•]= a^2 + b^2

In[•]:= a /. x_ y_. :↦ x^2 + y^2

Out[•]= 1 + a^2

In[•]:= a^2 /. x_ ^y_. :↦ x^2 + y^2

Out[•]= 4 + a^2

In[•]:= a /. x_^y_. :↦ x^2 + y^2

Out[•]= 1 + a^2

In[•]:= Cases[{3, x, 2 / 3, 2 + 3 I, Tan[x], Sqrt[x], 1.5}, _Integer | _Symbol | _Rational]
模式匹配 ··· 正切 平方根 虚数单位

Out[•]= {3, x, 2/3}

In[•]:= {a, a, a, a, {a, b}, {a, b}} /. {x_Symbol .., y_List ..} :↦ {x, y}

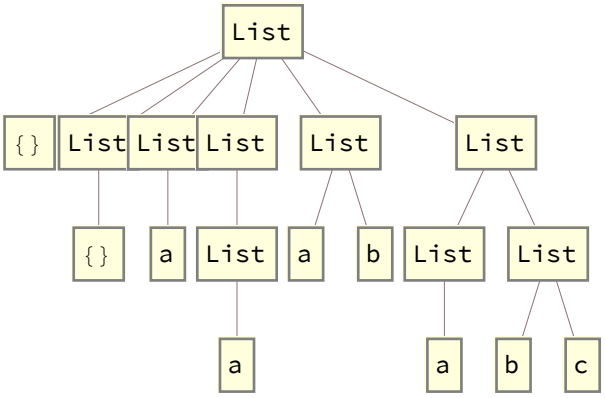
Out[•]= {a, {a, b}}

```
In[•]:= myfunc[x_ ] := {x}
        myfunc[a]
        Clear[myfunc]
        清除
Out[•]= {a}
```

```
In[•]:= ourfunc[x__] := {x}
        ourfunc[a]
        ourfunc[a, b, c]
        Clear[ourfunc]
        清除
Out[•]= {a}

Out[•]= {a, b, c}
```

```
In[•]:= Cases[{{}, {{}}, {a}, {{a}}, {a, b}, {{a}, {b, c}}}, {_List}]
        模式匹配
Out[•]= {{{}}, {{a}}}
```

```
In[•]:= {{}, {{}}, {a}, {{a}}, {a, b}, {{a}, {b, c}}} // TreeForm
                                                        树形式
Out[•]//TreeForm=
```



函数

```
In[•]:= x = 5;
        f[x_] := x^2;
        {f[2], f[3], x}
        g[x_] = x^2
        {g[2], g[3], x}
Out[•]= {4, 9, 5}

Out[•]= 25

Out[•]= {25, 25, 5}
```

In[]:=
```
? f
? g
```

Out[]=

Symbol

Global`f

Full Name Global`f

Out[]=

Symbol

Global`g

Full Name Global`g

In[]:=
```
Clear["Global`*"]
```
清除

In[]:=
```
f[var_] := 3 var
f[y]
```

Out[]= 3 y

In[]:=
```
Function[var, 3 var][y]
```
纯函数

Out[]= 3 y

In[]:=
```
Function[3 #][y]
```
纯函数

Out[]= 3 y

In[]:=
```
3 # &[y]
```

Out[]= 3 y

In[]:=
```
Select[{1, a, x^2, 3, 5, 1 + x, 7}, # > 4 &]
```
选择

Out[]= {5, 7}

In[]:=
```
test1[expr_] := PolynomialQ[expr, x]
```
多项式判定

```
Select[(1 + x + 2 x^2 + 3 x^3 + Sin[x]), test1]
```
选择 正弦

Out[]= $1 + x + 2\,x^2 + 3\,x^3$

In[]:=
```
Select[(1 + x + 2 x^2 + 3 x^3 + Sin[x]), Function[var, PolynomialQ[var, x]]]
```
选择 正弦 纯函数 多项式判定

Out[]= $1 + x + 2\,x^2 + 3\,x^3$

In[]:=
```
Select[(1 + x + 2 x^2 + 3 x^3 + Sin[x]), PolynomialQ[#, x] &]
```
选择 正弦 多项式判定

Out[]= $1 + x + 2\,x^2 + 3\,x^3$

```
In[•]:= myfunc[x_, y_] := x^2 + y^2
        myfunc[a, b]
```

Out[•]= $a^2 + b^2$

```
In[•]:= #1^2 + #2^2 &[a, b]
```

Out[•]= $a^2 + b^2$

```
In[•]:= ourfunc[x__] := {x}
        ourfunc[a]
        ourfunc[a, b, c, d]
```

Out[•]= {a}

Out[•]= {a, b, c, d}

```
In[•]:= {##} &[a]
```

Out[•]= {a}

```
In[•]:= {##} &[a, b, c, d]
```

Out[•]= {a, b, c, d}