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# Mathematical Notation Versus Julia Syntax

In the tables below we show how to express some mathematical notation (as in the textbook Vectors, Matrices, and Least Squares) in the computer language Julia. Be careful to never confuse mathematical notation and Julia syntax!

In the tables below we use this font to denote things you'd type in to Julia.

## Vectors

### Basics

concept	mathematical notation	Julia syntax
n-vector	$(x_1, \dots, x_n)$ , or in column format,	Represented as 1-d array of length n. For example, a 3-vector can be written as
	$\begin{bmatrix} x_1 \\ \vdots \\ x_n \end{bmatrix}$ or $\begin{bmatrix} x_1 \\ \vdots \\ x_n \end{bmatrix}$	$[x\_1, x\_2, x\_3]$ or $[x\_1; x\_2; x\_3].$
vector entries	$x_i$ .	If you type x in interactive mode, it will be displayed as a column. $x[i]$ .
vector size	n (x has n entries).	$\text{length}(x)$ .

vector slice	$x_{i:j} = (x_i, \dots, x_j).$	<code>x[i:j].</code>
stacking	$(x, y) = (x_1, \dots, x_n, y_1, \dots, y_m)$	<code>[x; y].</code>
equality	$x = y.$	<code>x==y</code> returns true or false. ( <code>x=y</code> assigns x to the value of y.)
list of vectors	$x_1, \dots, x_k.$	<code># list of vectors</code>
	$x_i$ : the <i>i</i> th vector.	<code>list = [x_1, x_2, x_3]</code>
	$(x_i)_j$ : <i>j</i> th entry of $x_i$ .	<code># first vector</code>
		<code>list[1]</code>
		<code># third entry of second vector</code> <code>list[2][3]</code>

Specific vectors

concept	mathematical notation	Julia syntax
zero vector	$0_n$ or (more commonly) just 0.	<code>zeros(n).</code>
ones vector	$1_n$ or 1.	<code>ones(n).</code>
unit vectors	$e_i = (0, \dots, 0, 1, 0, \dots, 0)$ ( <i>i</i> th entry is one).	No built-in Julia syntax for unit vectors. The following code creates $e_i$ : <code># create zero vector</code> <code>ei = zeros(n)</code> <code># set i-th entry to 1</code> <code>ei[i] = 1</code>

Vector operations and functions

In the table below we give the native Julia syntax, and the syntax using a simple module called MMA, which contains Julia definitions of some common functions arising in the course.

concept	mathematical notation	Julia syntax
vector addition, difference	$x + y, x - y.$	<code>x + y, x - y.</code>

scalar-vector multiplication	$ax$ (or $xa$ ), with $a$ a number.	$a*x$ or $x*a$ .
vector sum	$1 \vdash x$ .	<code>sum(x)</code> .
scalar-vector addition	$x + a1$ .	$x .+ a$ or $a .+ x$ .
inner product	$x \vdash y$ .	<code>dot(x, y)</code> .
vector norm	$x$ .	<code>norm(x)</code> .
RMS value	$\text{rms}(x) = x / \sqrt{n}$ .	<code>norm(x)/sqrt(length(x))</code> . Using MMA: <code>rms(x)</code> .
distance	$\text{dist}(x, y) = x - y$ .	<code>norm(x-y)</code> . Using MMA: <code>dist(x, y)</code> .
average	$\text{avg}(x) = (x_1 + \dots + x_n)/n$ .	<code>mean(x)</code> .
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de-mean	$x - \text{avg}(x)1$ .	$x - \text{mean}(x)$ . Using MMA: <code>demean(x)</code> .
standard deviation	$\text{std}(x)$ .	<code>norm(x-mean(x))/sqrt(length(x))</code> . Using MMA: <code>std(x)</code> .
angle	$(x, y)$ .	<code>acos(dot(x,y)/(norm(x)*norm(y)))</code> . Using MMA: <code>angle(x, y)</code> .
correlation coefficient	$\rho(x, y)$ .	No built-in function for correlation coefficient. The following code computes it: # de-mean vectors <code>xt = x-mean(x); yt = y-mean(y)</code> <code>rho = dot(xt,yt)/(norm(xt)*norm(yt))</code> . Using MMA: <code>corrcoef(x, y)</code> .
convolution	$x * y$	<code>conv(x,y)</code> .

Matrices

Basics

concept	mathematical notation	Julia syntax
m × n matrix	$A = \begin{bmatrix} A_{11} & \cdots & A_{1n} \\ \vdots & \ddots & \vdots \\ A_{m1} & \cdots & A_{mn} \end{bmatrix}$	<p>Represented as 2-d array of size m × n. For example, a 2 × 3 matrix can be written as</p> $A = [A_{11}, A_{12}, A_{13}; A_{21}, A_{22}, A_{23}].$ <p>Typing A in interactive</p>

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				mode displays the entries of A.
matrix entries	$A_{ij}$ .			$A[i,j]$ .
matrix dimensions	$m \times n$ .			$m, n = \text{size}(A)$ . To get row or column dimensions separately: $m = \text{size}(A)[1]$ $n = \text{size}(A)[2]$ .
submatrices	$A_{p:q,r:s} = \begin{bmatrix} \square & \square & \square & \square & \square & \square & \square \\ \square & A_{pr} & A_{p,r+1} & \cdots & A_{ps} & \square \\ \square & A_{p+1,r} & A_{p+1,r+1} & \cdots & A_{p+1,s} & \square \\ \square & \cdots & \cdots & & \cdots & \square \\ \square & \cdots & \cdots & & \cdots & \square \\ \square & A_{qr} & A_{q,r+1} & \cdots & A_{qs} & \square \end{bmatrix}.$			$A[p:q, r:s]$ .
block matrix	$A = \begin{bmatrix} \square & B & C & \square \\ \square & D & E & \square \end{bmatrix}.$			$A = [B \ C; D \ E]$ .
equality	$A = B$ .			$A==B$ returns true or false. ( $A = B$ assigns A to the value of B.)

Specific matrices

concept	mathematical notation	Julia syntax
zero matrix	$0_{m \times n}$ or, more commonly, 0.	<code>zeros(m,n)</code> .
identity matrix	$I_{n \times n}$ or, more commonly, I.	<code>eye(n)</code>

Matrix operations and functions

concept	mathematical notation	Julia syntax
matrix transpose	$A^T$ .	$A'$ or $\text{transpose}(A)$ .
matrix-matrix sum, difference	$A + B, A - B$ .	$A + B, A - B$ .
column selection jth column of A.		$A[:,j]$ .
row selection	jth row of A.	$A[j,:]$ .
scalar-matrix product	$bA$ (or $Ab$ ), with $b$ a number.	$b*A$ or $A*b$ .
matrix-vector product	$Ax$ ( $A$ an $m \times n$ matrix, $x$ an $n$ -vector).	$A*x$ .
matrix-matrix product	$AB$ ( $A$ an $m \times n$ matrix, $B$ an $n \times p$ matrix).	$A*B$ .
matrix power	$A_k$ ( $A$ square, $k$ integer $\geq 1$ ).	$A^k$ .
matrix inverse	$A^{-1}$ ( $A$ square, invertible).	$\text{inv}(A)$ .
matrix pseudo-inverse	$A^\dagger$ .	$\text{pinv}(A)$ .
diagonal matrix	$\text{diag}(d)$ , with $d$ a vector	$\text{diagm}(d)$ .

## Linear equations and least squares

concept	mathematical notation	Julia syntax
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solve equations	$x = A^{-1}b$ ( $A$ invertible)	$x=A \backslash b$ .
least squares	$x = (A^T A)^{-1} A^T b$ ( $A$ has independent columns)	$x=A \backslash b$ .
least-norm	$x = A^T (A A^T)^{-1} b$ ( $A$ has independent rows)	$x=A \backslash b$ .

