

INTRODUCTION TO MATHEMATICA

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WELCOME!

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- Basic Structure of Mathematica
- Arithmetic
- Calculus and Linear Algebra
- Intermediate Programming
- Some Numerical Analysis and Statistics

THE NOTEBOOK INTERFACE

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- Try typing $2+2$

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- You may comment the notebook with *(* comment *)*
Mathematica ignores everything between the starred parentheses.

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x^y	power
$-x$	minus
x/y	divide
$x\ y\ z$ or $x*y*z$	multiply
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Mathematica obeys the usual order of operations as determined by paranthetic grouping.

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Try some out

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- Decimals imply approximations
- $N[exp, n]$ returns exp to n significant digits
- Any approximate number in a calculation makes the result approximate

SOME FUNCTIONS

<code>Sqrt[x]</code>	square root ()
<code>Exp[x]</code>	exponential ()
<code>Log[x]</code>	natural logarithm ()
<code>Log[b, x]</code>	logarithm to base ()
<code>n!</code>	factorial (product of integers)
<code>Abs[x]</code>	absolute value
<code>Round[x]</code>	closest integer to
<code>Mod[n, m]</code>	modulo (remainder on division of by)
<code>Random[]</code>	pseudorandom number between 0 and 1
<code>Max[x, y, ...]</code> , <code>Min[x, y, ...]</code>	maximum, minimum of , ,
<code>FactorInteger[n]</code>	prime factors of n (see Section 3.2.5)

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Note Caps.

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- Powers are denoted by $^$.
- Numbers in scientific notation are entered, for example, as 2.5×10^{-4} or $2.5 \cdot 10^{-4}$.

REFERENCING PREVIOUS CALCULATIONS

There are Many ways to reference past outputs

`%` the last result generated

`%%` the next-to-last result

`%% ... % (k times)` the kth previous result

`%n` the result on output
line `Out[n]` (to be used with care)

VARIABLE DEFINITION

`x = value` assign a value
to the variable
`x`

`x = y = value` assign a value to
both `x` and `y`

`x =.orClear[x]` remove any value
assigned to `x`

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Conventionally, use only lower cases

LISTS

$x = \{x_1, x_2 \dots x_n\}$

Make x a list
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`x = {x1,x2...xn}` Make x a list
 containing n elements

Referencing list elements

`{a, b, c}` a list

`Part[list, i]` or `list[[i]]` the ith element of list

`Part[list, {i, j, ... }]` or `''` a list of the i, j, ...
 elements of list

BRACKETING

We have now seen the four bracketing forms in Mathematica.
Here's a summary.

`(term)` parentheses for grouping

`f[x]` square brackets for functions

`{a, b, c}` curly braces for lists

`v[[i]]` double brackets for indexing (`Part[v, i]`)

SEMICOLONS

Semicolons can be used to control output related to the operations done in the Mathematica notebook.

<code>expr ;</code>	do an operation, but display no output
---------------------	---

<code>expr1; expr2; expr3</code>	do several operations, and give the result of the last one
----------------------------------	---

<code>expr1; expr2 ;</code>	do the operations, but print no output
-----------------------------	---

MANAGING ERRORS

The square root function should have only one argument.

Mathematica prints a message to warn you that you have given two arguments here

```
Sqrt[4, 5]
```

Each message has a name. You can switch off messages using Off.

```
Off[Sqrt::argx]
```

This switches Sqrt::argx back on again.

```
On[Sqrt::argx]
```

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- Try $1 + 2x /. x \rightarrow 3$
- Now try $1 + 2x /. x \rightarrow 3$
- This time $(x + y) (x - y)^2 /. \{x \rightarrow 3, y \rightarrow 1 - a\}$

PUTTING EXPRESSIONS INTO DIFFERENT FORMS

`Expand[expr]` multiply out products and powers

`ExpandAll[expr]` apply `Expand` everywhere

`Factor[expr]` reduce to a product of factors

`Together[expr]` put all terms over a common
denominator

`Apart[expr]` separate into terms with simple
denominators

`Cancel[expr]` cancel common factors between
numerators and denominators

SIMPLIFY EXPRESSION

Simplify is used as either *Simplify[expr]* or *Simplify[expr,assum]*.
Try these:

```
Simplify[Sqrt[x^2], 0 < x]
```

```
Simplify[ArcSin[Sin[x]], -Pi/2 < x <= Pi/2]
```

```
Simplify[Sqrt[x^2], Element[x, Reals]]
```

```
Simplify[Sin[x + 2 n Pi], Element[n, Integers]]
```

DERIVATIVES

$D[f, x]$ partial derivative

$D[f, x_1, x_2, \dots]$ multiple derivative

$D[f, \{x, n\}]$ repeated derivative

$Dt[f]$ total differential

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$Dt[f]$ total differential

$D[\text{ArcTan}[x], x]$

$D[x^n, \{x, 3\}]$

$D[2 x f[x^2], x]$

INTEGRALS

```
Integrate[f, x]
```

```
Integrate[f, x, y]
```

```
Integrate[f, {x,a ,b}]
```

```
Integrate[f, {x,ax ,bx }, {y,ay ,by }]
```

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Integrate[f, {x,ax ,bx }, {y,ay ,by }]
```

```
Integrate[Sin[x]^2, {x, a, b} ]
```

```
Integrate[ x^2 + y^2, {x, 0, 1}, {y, 0, x} ]
```

```
Integrate[ x^x, x ]
```

SUMS AND PRODUCTS

`Sum[f, {i, a, b}]`

`Sum[f, {i, a, b, di}]`

`Sum[f, {i, ai, bi}, {j, aj, bj}]`

`Product[f, {i, a, b}]`

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`Product[f, {i, a, b}]`

`Sum[xi/i, {i, 1, 7}]`

`Sum[xi/i, {i, 1, 5, 2}]`

`Product[x + i, {i, 1, 4}]`

`Sum[xi yj, {i, 1, 3}, {j, 1, i}]`

LOGICALS AND COMPOUNDS

$x == y$	equal
$x != y$	unequal
$x > y$	greater than
$x >= y$	greater than or equal to
$x < y$	less than
$x <= y$	less than or equal to
$x == y == z$	all equal
$x != y != z$	all unequal (distinct)
$x > y > z$, etc.	strictly decreasing, etc.
$!p$	not
$p \&\& q \&\& \dots$	and
$p q \dots$	or

EQUATION SOLVING

```
Solve[lhs==rhs, x]
```

```
Solve[{lhs1==rhs1, lhs2==rhs2 , ... }, {x, y, ...}]
```

```
Eliminate[{lhs1==rhs1, lhs2==rhs2 , ... }, {x, y, ...}]
```

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Eliminate[{lhs1==rhs1,lhs2==rhs2 , ... }, {x, y,...}]
```

```
Solve[x^2 + 2x - 7 == 0, x]
```

```
Solve[{a x + y == 0, 2 x + (1-a) y == 1}, {x, y}]
```

```
Eliminate[{a x + y == 0, 2 x + (1-a) y == 1}, y]
```

INEQUALITIES

<code>Reduce[ineqs, {x, y, ... }]</code>	reduce a collection of inequalities
<code>FindInstance[ineqs, {x, y, ... }]</code>	find an instance satisfies the ineqs
<code>Maximize[{expr, ineq}, {x, y, ... }]</code>	maximize expr while satisfying ineqs

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satisfying ineqs

`Reduce[x + y < 1 && y > x > 0, {x, y}]`

`FindInstance[x + y < 1 && y^2 > x > 0, {x, y}]`

`Maximize[{x^2 + y, x^2 + y^2 - 1}, {x, y}]`

DIFFERENTIAL EQNS

`DSolve[eqns, y[x], x]` solve a differential equation
for $y[x]$, taking x as the
independent variable

`DSolve[eqns, y, x]` give a solution for y in pure
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`DSolve[y'[x]== a y[x] + 1, y[x], x]`

`DSolve[{y'[x] == a y[x] + 1, y[0] == 0}, y[x], x]`

`DSolve[y'[x]== x + y[x], y, x]`

POWER SERIES

```
Series[(1 + x)^n, {x, 0, 3}]
```

```
Normal[%]
```

```
Series[Exp[-a t] (1 + Sin[2 t]), {t, 0, 4}]
```

```
Normal[%]
```

```
Series[Exp[x], {x, 0, 5}]
```

```
Normal[%]
```

```
Series[1 + f[t], {t, 0, 3}]
```

LIMITS

`Limit[expr, x->x0]` the limit of `expr` as `x` approaches `x0`

`t = Sin[x]/x`

`t /. x->0`

`t /. x->0.01`

`Limit[t, x->0]`

FUNCTION DEFINITION

`f[x_] := x^2` define the function `f`

`f[x_,y_] := x^2*y` define the function `f`

`?f` show the definition of `f`

`Clear[f]` clear all definitions for `f`

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`f[x_] := x^2`

`h[x_, xmax_] := (x - xmax)^2 / xmax`

`?h`

CONSTRUCTING MATRICES

`A = MatrixForm[{{a11,a12,..a1n},...,{am1,am2...,amn}}]`

`Array[f, {m, n}]` build an $m \times n$ matrix $f[i, j]$

`DiagonalMatrix[list]` generate a diagonal matrix

`IdentityMatrix[n]` generate an identity matrix

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DiagonalMatrix[list]  generate a diagonal matrix
```

```
IdentityMatrix[n]     generate an identity matrix  
{{1, 1, 1}, {2, 2, 2}}
```

```
MatrixForm[%]
```

```
DiagonalMatrix[{a, b, c}]
```

```
Array[a, {2, 2}]
```

WORKING WITH MATRIX ELEMENTS

<code>m[[i, j]]</code>	the $[i,j]$ th entry
<code>m[[i]]</code>	the i th row
<code>m[[All, i]]</code>	the column i
<code>Take[m, {i0,i1}, {j0, j1}]</code>	submatrix
<code>m[{{i1, ... ,ir},{j1, ... ,jr}}]</code>	submatrix
<code>Tr[m, List]</code>	elements on the diagonal
<code>ArrayRules[m]</code>	positions of non-zero elements

MATRIX MULTIPLICATION

<code>c v, c m, etc.</code>	multiply each element by scalar
<code>v.v, v.m, m.v, m.m, etc.</code>	vector and matrix multiplication
<code>Cross[v, v]</code>	vector cross product
<code>Outer[Times, t, u]</code>	outer product

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$c \cdot v$, $c \cdot m$, etc.	multiply each element by scalar
$v \cdot v$, $v \cdot m$, $m \cdot v$, $m \cdot m$, etc.	vector and matrix multiplication
<code>Cross[v, v]</code>	vector cross product
<code>Outer[Times, t, u]</code>	outer product
$k \{a, b, c\}$	
$\{\{a, b\}, \{c, d\}\} \cdot \{x, y\}$	
<code>Outer[Times, {{1, 2}, {3, 4}}, {x, y, z}]</code>	
<code>DiagonalMatrix[{a, b, c}]</code>	

BASIC MATRIX OPERATIONS

Transpose[m]

transpose

ConjugateTranspose[m]

conjugate transpose

Inverse[m]

matrix inverse

Det[m]

determinant

Minors[m]

matrix of minors

Minors[m, k]

minors

Tr[m]

trace

SOLVING LINEAR SYSTEMS

`LinearSolve[m, b]` a vector x which solves
the matrix equation $m.x == b$

`NullSpace[m]` a list of basis vectors whose
linear combinations satisfy the
matrix equation $m.x == 0$

`RowReduce[m]` a simplified form of m obtained
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```
m = {{1, 5}, {2, 1}}  
m . {x, y}    {a, b}  
Solve[ %, {x, y} ]
```

EIGEN VALS. AND VECTS.

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Eigensystem[m]	{eigenvalues,eigenvectors}

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Eigenvalues[{{a, b}, {-b, 2a}}]

m = {{2.3, 4.5}, {6.7, -1.2}}

Eigenvectors[m]

{vals, vecs} = Eigensystem[m]

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Head[x] Returns Numeric Type

INTERVAL MATH

Especially in probability applications the following built-in interval arithmetic functions can be helpful.

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`Interval[{min, max}]` the interval from min to max

`IntervalUnion[{min1,max1},{min2,max2} , ...]`

`IntervalIntersection[{min1,max1},{min2,max2}, ...]`

`IntervalMemberQ[interval, x]`

`IntervalMemberQ[interval1, interval2]`

SOME USEFUL NUMERICAL FUNCTIONS

The following functions are very helpful in many settings

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The following functions are very helpful in many settings

`IntegerPart[x]` integer part of x

`FractionalPart[x]` fractional part of x

`Round[x]` integer closest to x

`Floor[x]` greatest integer not larger than x

`Ceiling[x]` least integer not smaller than x

`Rationalize[x]` rational number approximation to x

`Rationalize[x, dx]` within tolerance dx

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- Try *Integrate*[*Boole*[$x^2 + y^2 \leq 1$], {*x*, -1, 1}, {*y*, -1, 1}]

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- Another cool function is *Piecewise*[{{*val1*,*cond1* }, {*val2*,*cond2* }, ... },*val*]

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- Try *Integrate*[*Boole*[$x^2 + y^2 \leq 1$], {*x*, -1, 1}, {*y*, -1, 1}]
- Another cool function is *Piecewise*[{{*val1*,*cond1* }, {*val2*,*cond2* }, ... },*val*]
- You don't need to include *val* in the above call

SOME BOOLEAN TOOLS

A Mathematica exclusive.....I think

- The function *Boole*[*expr*] returns 1 if the expression is true 0 otherwise
- Try *Integrate*[*Boole*[$x^2 + y^2 1$], {*x*, -1, 1}, {*y*, -1, 1}]
- Another cool function is *Piecewise*[{{*val1*, *cond1* }, {*val2*, *cond2* }, ... }, *val*]
- You dont need to include *val* in the above call
- Now try
Plot[*Piecewise*[{{ x^2 , $x < 0$ }, { $1 - x$, $x > 0$ }}], {*x*, -1, 1}]

RANDOM NUMBERS IN MATHEMATICA

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<code>Random[]</code>	real between 0 and 1
<code>Random[Real, max]</code>	real between 0 and max
<code>Random[Real, {min, max}]</code>	real between min and max
<code>SeedRandom[]</code>	reseed the pseudorandom generator with the time of day
<code>SeedRandom[s]</code>	reseed with the integer s

FUNCTIONS, FUNCTIONS....

These are self-explanatory but essential transcendentals

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`Exp[z]`

`Log[z]`

`Sin[z]`, `Cos[z]`, `Tan[z]`, `Csc[z]`, `Sec[z]`, `Cot[z]`

`ArcSin[z]`, `ArcCos[z]`, `ArcTan[z]`, `ArcCsc[z]`,

`ArcSec[z]`, `ArcCot[z]`

`Sinh[z]`, `Cosh[z]`, `Tanh[z]`, `Csch[z]`, `Sech[z]`,

`Coth[z]`

`ArcSinh[z]`, `ArcCosh[z]`, `ArcTanh[z]`, `ArcCsch[z]`,

`ArcSech[z]`, `ArcCoth[z]`