# Julia & IJulia Cheat-sheet (for 18.xxx at MIT)

#### Basics:

julialang.org documentation

github.com/stevengj/julia-mit installation & tutorial
ipython notebook --profile-julia start IJulia browser

shift-return execute input cell in IJulia

## Defining/changing variables:

```
x = 3 define variable x to be 3

x = [1,2,3] array/"column"-vector (1,2,3)

y = [1 \ 2 \ 3] 1 \times 3 row-vector (1,2,3)

A = [1 \ 2 \ 3 \ 4; \ 5 \ 6 \ 7 \ 8; \ 9 \ 10 \ 11 \ 12] —set A to 3 \times 4 matrix with rows 1,2,3,4 etc.

x[2] = 7 change x from (1,2,3) to (1,7,3)

A[2,1] = 0 change A_{2,1} from 5 to 0

a_{2,1} from 5 to 0

a_{3,1} a_{4,1} a_{5,1} a_{
```

## Constructing a few simple matrices:

```
rand(12), rand(12,4) random length-12 vector or 12\times4 matrix with uniform random numbers in [0,1) randn(12) Gaussian random numbers (mean 0, std. dev. 1) eye(5) 5\times5 identity matrix I linspace(1.2,4.7,100) 100 equally spaced points from 1.2 to 4.7 diagm(x) matrix whose diagonal is the entries of x
```

### Portions of matrices and vectors:

x[2:12]	the $2^{nd}$ to $12^{th}$ elements of $x$
x[2:end]	the $2^{nd}$ to the last elements of $x$
A[5,1:3]	row vector of 1 <sup>st</sup> 3 elements in 5 <sup>th</sup> row of A
A[5,:]	row vector of 5 <sup>th</sup> row of A
diag(A)	vector of diagonals of A

#### Arithmetic and functions of numbers:

```
3*4, 7+4, 2-6, 8/3 mult., add, sub., divide numbers 3^7, 3^6(8+2im) compute 3^7 or 3^{8+2i} power sqrt(-5+0im) \sqrt{-5} as a complex number exp(12) e^{12} log(3), log10(100) natural log(ln), base-10 log(log<sub>10</sub>) abs(-5), abs(2+3im) absolute value |-5| or |2+3i| sin(5pi/3) compute sin(5\pi/3) besselj(2,6) compute Bessel function J_2(6)
```

### Arithmetic and functions of vectors and matrices:

```
x * 3, x + 3 multiply/add every element of x by 3
               element-wise addition of two vectors x and y
               product of matrix A and vector v or matrix B
A*y, A*B
               not defined for two vectors!
x * y
               element-wise product of vectors x and y
x .* y
               every element of x is cubed
x .^ 3
                      cosine of every element of x or A
cos(x), cos(A)
                      exp of each element of A, matrix exp e^A
exp(A), expm(A)
                      conjugate-transpose of vector or matrix
x', A'
x'*y, dot(x,y), sum(conj(x).*y) three ways to compute x \cdot y
                      return solution to Ax=b, or the matrix A-1
A \setminus b, inv(A)
                      eigenvals \lambda and eigenvectors (columns of V) of A
\lambda, V = eig(A)
```

# Plotting (type using PyPlot first)

```
plot(y), plot(x,y) plot y vs. 0,1,2,3,... or versus x loglog(x,y), semilogx(x,y), semilogy(x,y) log-scale plots title("A title"), xlabel("x-axis"), ylabel("foo") set labels legend(["curve 1", "curve 2"], "northwest") legend at upper-left grid(), axis("equal") add grid lines, use equal x and y scaling title(L"the curve e^x = x^y =
```