

Index

abs(*x*)

Returns the absolute value or vector length of *x*.

```
X = (x,y,z)  
abs(X)
```

$$(x^2 + y^2 + z^2)^{1/2}$$

adj(*m*)

Returns the adjunct of matrix *m*. Adjunct is equal to determinant times inverse.

```
A = ((a,b),(c,d))  
adj(A) == det(A) inv(A)
```

1

and(*a, b, ...*)

Returns 1 if all arguments are true (nonzero). Returns 0 otherwise.

```
and(1=1,2=2)
```

1

arccos(*x*)

Returns the arc cosine of *x*.

```
arccos(1/2)
```

$$\frac{1}{3}\pi$$

arccosh(*x*)

Returns the arc hyperbolic cosine of *x*.

arcsin(*x*)

Returns the arc sine of *x*.

```
arcsin(1/2)
```

$$\frac{1}{6}\pi$$

arcsinh(x)

Returns the arc hyperbolic sine of x .

arctan(y, x)

Returns the arc tangent of y over x . If x is omitted then $x = 1$ is used.

`arctan(1,0)`

$\frac{1}{2}\pi$

arctanh(x)

Returns the arc hyperbolic tangent of x .

arg(z)

Returns the angle of complex z .

`arg(2 - 3i)`

$-\text{arctan}(3, 2)$

binding(s)

The result of evaluating a symbol can differ from the symbol's binding. For example, the result may be expanded. The `binding` function returns the actual binding of a symbol.

```
p = quote((x + 1)^2)
p
```

$p = x^2 + 2x + 1$

`binding(p)`

$(x + 1)^2$

break

Break out of a `loop` or `for` function.

```
k = 0
loop(k = k + 1, test(k == 4, break), print(k))
```

$k = 1$

$k = 2$

$k = 3$

ceiling(x)

Returns the smallest integer greater than or equal to x .

```
ceiling(1/2)
```

1

check(x)

If x is true (nonzero) then continue, else stop. Expression x can include the relational operators $=$, $==$, $<$, $<=$, $>$, \geq . Use the `not` function to test for inequality.

```
A = exp(i pi)
B = -1
check(A == B) -- stop here if A not equal to B
```

choose(n, k)

Returns the binomial coefficient n choose k .

```
choose(52,5) -- number of poker hands
```

2598960

clear

Clears all symbol definitions.

clock(z)

Returns complex z in polar form with base of negative 1 instead of e .

```
clock(2 - 3i)
```

$13^{1/2} (-1)^{-\arctan(3,2)/\pi}$

cofactor(m, i, j)

Returns the cofactor of matrix m for row i and column j .

```
A = ((a,b),(c,d))
cofactor(A,1,2) == adj(A)[2,1]
```

1

conj(z)

Returns the complex conjugate of z .

conj(2 - 3i)

$2 + 3i$

contract(a, i, j)

Returns tensor a summed over indices i and j . If i and j are omitted then 1 and 2 are used. The expression **contract**(m) computes the trace of matrix m .

```
A = ((a,b),(c,d))  
contract(A)
```

$a + d$

cos(x)

Returns the cosine of x .

cos(pi/4)

$\frac{1}{2^{1/2}}$

cosh(x)

Returns the hyperbolic cosine of x .

expform(cosh(x))

$\frac{1}{2} \exp(-x) + \frac{1}{2} \exp(x)$

cross(u, v)

Returns the cross product of vectors u and v .

curl(v)

Returns the curl of vector v with respect to symbols **x**, **y**, and **z**.

d(f,x,...)

Returns the partial derivative of f with respect to x and any additional arguments.

d(sin(x),x)

$\cos(x)$

Multiderivatives are computed by extending the argument list.

d(sin(x),x,x)

$-\sin(x)$

A numeric argument n computes the n th derivative with respect to the previous symbol.

d(sin(x,y),x,2,y,2)

$x^2y^2\sin(xy) - 4xy\cos(xy) - 2\sin(xy)$

Argument f can be a tensor of any rank. Argument x can be a vector. When x is a vector the result is the gradient of f .

```
F = (f(),g(),h())
X = (x,y,z)
d(F,X)
```

$$\begin{bmatrix} d(f(),x) & d(f(),y) & d(f(),z) \\ d(g(),x) & d(g(),y) & d(g(),z) \\ d(h(),x) & d(h(),y) & d(h(),z) \end{bmatrix}$$

Symbol **d** can be used as a variable name. Doing so does not conflict with function **d**.

Symbol **d** can be redefined as a different function. The function **derivative**, a synonym for **d**, can be used to obtain a partial derivative.

defint(f,x,a,b,...)

Returns the definite integral of f with respect to x evaluated from a to b . The argument list can be extended for multiple integrals. The following example integrates over theta then over phi.

defint(sin(theta), theta, 0, pi, phi, 0, 2 pi)

4π

denominator(x)

Returns the denominator of expression x .

`denominator(a/b)`

b

det(m)

Returns the determinant of matrix m .

`A = ((a,b),(c,d))`
`det(A)`

$ad - bc$

dim(a, n)

Returns the dimension of the n th index of tensor a . Index numbering starts with 1.

`A = ((1,2),(3,4),(5,6))`
`dim(A,1)`

3

div(v)

Returns the divergence of vector v with respect to symbols x , y , and z .

do(a, b, \dots)

Evaluates each argument from left to right. Returns the result of the final argument.

`do(A=1,B=2,A+B)`

3

dot(a, b, \dots)

Returns the dot product of vectors, matrices, and tensors. Also known as the matrix product. Arguments are evaluated from right to left. The following example solves for X in $AX = B$.

`A = ((1,2),(3,4))`
`B = (5,6)`
`X = dot(inv(A),B)`
`X`

$$\begin{bmatrix} -4 \\ \frac{9}{2} \end{bmatrix}$$

eigenvec(m)

Returns eigenvectors for matrix m . Matrix m is required to be numerical, real, and symmetric. The return value is a matrix with each column an eigenvector. Eigenvalues are obtained as shown.

```
A = ((3,5),(5,3))
Q = eigenvec(A)
D = dot(transpose(Q),A,Q) -- eigenvalues on diagonal of D
D
```

$$D = \begin{bmatrix} 8 & 0 \\ 0 & -2 \end{bmatrix}$$

erf(x)

Error function of x . Returns a numerical value if x is a real number.

```
erf(1.0)
```

0.842701

```
d(erf(x),x)
```

$$\frac{2 \exp(-x^2)}{\pi^{1/2}}$$

erfc(x)

Complementary error function of x . Returns a numerical value if x is a real number.

```
erfc(1.0)
```

0.157299

```
d(erfc(x),x)
```

$$-\frac{2 \exp(-x^2)}{\pi^{1/2}}$$

eval(f, x, a, y, b, \dots)

Returns f evaluated with x replaced by a , y replaced by b , etc. All arguments can be expressions.

```
f = sqrt(x^2 + y^2)
eval(f,x,3,y,4)
```

5

In the following example, eval is used to replace x with cos(theta).

```
-- associated legendre of cos theta
P(l,m,x) = test(m < 0, (-1)^m (l + m)! / (l - m)! P(l,-m),
                 1 / (2^l l!) sin(theta)^m *
                 eval(d((x^2 - 1)^l, x, l + m), x, cos(theta)))
```

P(2,-1)

$-\frac{1}{2} \cos(\theta) \sin(\theta)$

exp(x)

Returns the exponential of x .

```
exp(i pi)
```

-1

expcos(z)

Returns the cosine of z in exponential form.

```
expcos(z)
```

$\frac{1}{2} \exp(iz) + \frac{1}{2} \exp(-iz)$

expcosh(z)

Returns the hyperbolic cosine of z in exponential form.

```
expcosh(z)
```

$\frac{1}{2} \exp(-z) + \frac{1}{2} \exp(z)$

expform(*x*)

Returns expression *x* with trigonometric and hyperbolic functions converted to exponentials.

expform(cos(x) + i sin(x))

$\exp(ix)$

expsin(*z*)

Returns the sine of *z* in exponential form.

expsin(z)

$-\frac{1}{2}i \exp(iz) + \frac{1}{2}i \exp(-iz)$

expsinh(*z*)

Returns the hyperbolic sine of *z* in exponential form.

expsinh(z)

$-\frac{1}{2} \exp(-z) + \frac{1}{2} \exp(z)$

exptan(*z*)

Returns the tangent of *z* in exponential form.

exptan(z)

$$\frac{i}{\exp(2iz) + 1} - \frac{i \exp(2iz)}{\exp(2iz) + 1}$$

exptanh(*z*)

Returns the hyperbolic tangent of *z* in exponential form.

exptanh(z)

$$-\frac{1}{\exp(2z) + 1} + \frac{\exp(2z)}{\exp(2z) + 1}$$

factorial(*n*)

Returns the factorial of *n*. The expression $n!$ can also be used.

20!

2432902008176640000

float(*x*)

Returns expression *x* with rational numbers and integers converted to floating point values. The symbol pi and the natural number are also converted.

```
float(212^17)
```

3.52947×10^{39}

floor(*x*)

Returns the largest integer less than or equal to *x*.

```
floor(1/2)
```

0

for(*a,b,c,d,e,f,...*)

For *a* equals *b* through *c* inclusive, evaluate the remaining arguments in a loop. Arguments *b* and *c* are integers. Symbol *a* is advanced by plus or minus 1 in the direction of *c* each time through the loop. Use **break** to break out of the loop early. The original value of *a* is restored after **for** completes. Note that if symbol i is used for *a* then the imaginary unit is overridden in the scope of **for**.

```
for(k,1,3,print(k))
```

k = 1

k = 2

k = 3

grad(*f*)

Returns the gradient **d(f,(x,y,z))**.

```
grad(f())
```

$$\begin{bmatrix} d(f(), x) \\ d(f(), y) \\ d(f(), z) \end{bmatrix}$$

hadamard(*a,b,...*)

Returns the Hadamard (element-wise) product.

```
X = (a,b,c)
hadamard(X,X)
```

$$\begin{bmatrix} a^2 \\ b^2 \\ c^2 \end{bmatrix}$$

i

Symbol `i` is initialized to the imaginary unit $\sqrt{-1}$.

```
exp(i pi)
```

-1

Note: It is ok to clear or redefine `i` and use the symbol for something else.

imag(z)

Returns the imaginary part of complex z .

```
imag(2 - 3i)
```

-3

infixform(x)

Converts expression x to a string and returns the result.

```
p = (x + 1)^2
infixform(p)
```

$x^2 + 2 x + 1$

inner(a, b, \dots)

Returns the inner product of vectors, matrices, and tensors. Also known as the matrix product.

```
A = ((a,b),(c,d))
B = (x,y)
inner(A,B)
```

$$\begin{bmatrix} ax + by \\ cx + dy \end{bmatrix}$$

Note: `inner` and `dot` are the same function.

integral(f, x)

Returns the integral of f with respect to x .

```
integral(x^2,x)
```

$$\frac{1}{3}x^3$$

inv(m)

Returns the inverse of matrix m .

```
A = ((1,2),(3,4))
```

```
inv(A)
```

$$\begin{bmatrix} -2 & 1 \\ \frac{3}{2} & -\frac{1}{2} \end{bmatrix}$$

j

Set `j=sqrt(-1)` to use j for the imaginary unit instead of i .

```
j = sqrt(-1)  
1/sqrt(-1)
```

$-j$

kronecker(a, b, \dots)

Returns the Kronecker product of vectors and matrices.

```
A = ((1,2),(3,4))
```

```
B = ((a,b),(c,d))
```

```
kronecker(A,B)
```

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

last

The result of the previous calculation is stored in `last`.

```
212^17
```

3529471145760275132301897342055866171392

```
last^(1/17)
```

212

Symbol `last` is an implied argument when a function has no argument list.

```
212^17
```

3529471145760275132301897342055866171392

```
float
```

3.52947×10^{39}

lgamma(x)

Returns the log of the absolute value of the Gamma function of x .

```
lgamma(0.5)
```

0.572365

log(x)

Returns the natural logarithm of x .

```
log(x^y)
```

$y \log(x)$

loop(a, b, c, \dots)

Evaluate arguments in a loop. Use **break** to break out of the loop.

```
k = 0
loop(k = k + 1, test(k == 4, break), print(k))
```

$k = 1$
 $k = 2$
 $k = 3$

mag(z)

Returns the magnitude of complex z . Function **mag** treats undefined symbols as real while **abs** does not.

```
mag(x + i y)
```

$(x^2 + y^2)^{1/2}$

minor(m, i, j)

Returns the minor of matrix m for row i and column j .

```
A = ((1,2,3),(4,5,6),(7,8,9))
minor(A,1,1) == det(minormatrix(A,1,1))
```

1

minormatrix(m, i, j)

Returns a copy of matrix m with row i and column j removed.

```
A = ((1,2,3),(4,5,6),(7,8,9))
minormatrix(A,1,1)
```

$$\begin{bmatrix} 5 & 6 \\ 8 & 9 \end{bmatrix}$$

noexpand(x)

Evaluates expression x without expanding products of sums.

```
noexpand((x + 1)^2 / (x + 1))
```

$$x + 1$$

not(x)

Returns 0 if x is true (nonzero). Returns 1 otherwise.

```
not(1=1)
```

$$0$$

nroots(p, x)

Returns the approximate roots of polynomials with real or complex coefficients. Multiple roots are returned as a vector.

```
p = x^5 - 1
nroots(p,x)
```

$$\begin{bmatrix} 1 \\ -0.809017 + 0.587785i \\ -0.809017 - 0.587785i \\ 0.309017 + 0.951057i \\ 0.309017 - 0.951057i \end{bmatrix}$$

number(x)

Returns 1 if x is a real number. Returns 0 otherwise.

```
number(1/2)
```

$$1$$

```
number(x)
```

$$0$$

numerator(x)

Returns the numerator of expression x .

`numerator(a/b)`

a

or(a, b, \dots)

Returns 1 if at least one argument is true (nonzero). Returns 0 otherwise.

`or(1=1,2=2)`

1

outer(a, b, \dots)

Returns the outer product of vectors, matrices, and tensors.

```
A = (a,b,c)
B = (x,y,z)
outer(A,B)
```

$$\begin{bmatrix} ax & ay & az \\ bx & by & bz \\ cx & cy & cz \end{bmatrix}$$

pi

Symbol for π .

`exp(i pi)`

-1

polar(z)

Returns complex z in polar form.

`polar(x - i y)`

$$(x^2 + y^2)^{1/2} \exp(-i \arctan(y, x))$$

power

Use `^` to raise something to a power. Use parentheses for negative powers.

```
x^(-2)
```

$$\frac{1}{x^2}$$

print(*a, b, ...*)

Evaluate arguments and print the results. Useful for printing from inside a `for` loop.

```
for(j,1,3,print(j))
```

$$\begin{aligned}j &= 1 \\j &= 2 \\j &= 3\end{aligned}$$

product(*i, j, k, f*)

For *i* equals *j* through *k* evaluate *f*. Returns the product of all *f*.

```
product(j,1,3,x + j)
```

$$x^3 + 6x^2 + 11x + 6$$

The original value of *i* is restored after `product` completes. If symbol `i` is used for index variable *i* then the imaginary unit is overridden in the scope of `product`.

product(*y*)

Returns the product of components of *y*.

```
y = (1,2,3,4)
product(y)
```

24

quote(*x*)

Returns expression *x* without evaluating it first.

```
quote((x + 1)^2)
```

$$(x + 1)^2$$

rand()

Returns a random floating point value from the interval $[0, 1)$.

```
rand()
```

0.655424

rank(a)

Returns the number of indices that tensor a has.

```
A = ((a,b),(c,d))  
rank(A)
```

2

rationalize(x)

Returns expression x with everything over a common denominator.

```
rationalize(1/a + 1/b + 1/2)
```

$$\frac{2a + ab + 2b}{2ab}$$

Note: **rationalize** returns an unexpanded expression. If the result is assigned to a symbol, evaluating the symbol will expand the result. Use **binding** to retrieve the unexpanded expression.

```
f = rationalize(1/a + 1/b + 1/2)  
binding(f)
```

$$\frac{2a + ab + 2b}{2ab}$$

real(z)

Returns the real part of complex z .

```
real(2 - 3i)
```

2

rect(z)

Returns complex z in rectangular form.

```
rect(exp(i x))
```

$$\cos(x) + i \sin(x)$$

roots(p, x)

Returns the rational roots of a polynomial. Multiple roots are returned as a vector.

```
p = (x + 1) (x - 2)
roots(p,x)
```

$$\begin{bmatrix} -1 \\ 2 \end{bmatrix}$$

If no roots are found then `nil` is returned. A `nil` result is not printed so the following example uses `infixform` to print `nil` as a string.

```
p = x^2 + 1
infixform(roots(p,x))
```

`nil`

rotate(u, s, k, \dots)

Rotates vector u and returns the result. Vector u is required to have 2^n elements where n is an integer from 1 to 15. Arguments s, k, \dots are a sequence of rotation codes where s is an upper case letter and k is a qubit number from 0 to $n - 1$. Rotations are evaluated from left to right. See the section on quantum computing for a list of rotation codes.

```
psi = (1,0,0,0)
rotate(psi,H,0)
```

$$\begin{bmatrix} \frac{1}{2^{1/2}} \\ \frac{1}{2^{1/2}} \\ 0 \\ 0 \end{bmatrix}$$

run(x)

Run script x where x evaluates to a filename string. Useful for importing function libraries.

```
run("/Users/heisenberg/EVA2.txt")
```

For Eigenmath installed from the Mac App Store, run files need to be put in the directory `~/Library/Containers/com.gweigt.eigenmath/Data/` and the filename does not require a path.

```
run("EVA2.txt")
```

sgn(x)

Returns the sign of x if x is a real number.

sgn(0)

0

sgn(1/2)

1

sgn(-1/2)

-1

sgn(-x)

$\text{sgn}(-x)$

simplify(x)

Returns expression x in a simpler form.

simplify($\sin(x)^2 + \cos(x)^2$)

1

The equality operator simplifies automatically.

$\sin(x)^2 + \cos(x)^2 == 1$

1

sin(x)

Returns the sine of x .

sin(pi/4)

$\frac{1}{2^{1/2}}$

sinh(x)

Returns the hyperbolic sine of x .

expform(**sinh**(x))

$-\frac{1}{2} \exp(-x) + \frac{1}{2} \exp(x)$

sqrt(x)

Returns the square root of x .

sqrt(10!)

720 $7^{1/2}$

stop

In a script, it does what it says.

sum(i, j, k, f)

For i equals j through k evaluate f . Returns the sum of all f .

sum(j,1,5,x^j)

$x^5 + x^4 + x^3 + x^2 + x$

The original value of i is restored after **sum** completes. If symbol **i** is used for index variable i then the imaginary unit is overridden in the scope of **sum**.

sum(y)

Returns the sum of components of y .

y = (1,2,3,4) sum(y)

10

tan(x)

Returns the tangent of x .

simplify(tan(x) - sin(x)/cos(x))

0

tanh(x)

Returns the hyperbolic tangent of x .

expform(tanh(x))

$$-\frac{1}{\exp(2x) + 1} + \frac{\exp(2x)}{\exp(2x) + 1}$$

test(*a, b, c, d, ...*)

If argument *a* is true (nonzero) then *b* is returned, else if *c* is true then *d* is returned, etc. If the number of arguments is odd then the final argument is returned if all else fails. Expressions can include the relational operators =, ==, <, <=, >, >=. Use the **not** function to test for inequality. (The equality operator == is available for contexts in which = is the assignment operator.)

```
A = 1
B = 1
test(A=B, "yes", "no")
```

yes

tgamma(*x*)

Returns the Gamma function of *x* if *x* is a real number.

```
tgamma(4)
```

6

trace

Set **trace**=1 in a script to print the script as it is evaluated. Useful for debugging.

```
trace = 1
```

Note: The **contract** function is used to obtain the trace of a matrix.

transpose(*a, i, j, ...*)

Returns the transpose of tensor *a* with respect to indices *i, j*, etc. If indices are omitted then 1 and 2 are used. Hence a matrix can be transposed with a single argument.

```
A = ((a,b),(c,d))
transpose(A)
```

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

Note: The argument list can be extended for multiple transpose operations. Arguments are evaluated from left to right. For example, **transpose**(*A*,1,2,2,3) is equivalent to **transpose**(**transpose**(*A*,1,2),2,3)

tty

Set `tty=1` to show results in string format. Set `tty=0` to turn off. Can be useful when displayed results exceed window size.

```
tty = 1  
(x + 1)^2
```

```
x^2 + 2 x + 1
```

unit(n)

Returns an n by n identity matrix.

```
unit(3)
```

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

zero(a, b, \dots)

Returns a null tensor with dimensions a, b , etc.

```
zero(2,3,3)
```

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