

# Tricks

1. Use `==` to test for equality. In effect, `A==B` is equivalent to `simplify(A-B)==0`.
2. In a script, line breaking is allowed where the scanner needs something to complete an expression. For example, the scanner will automatically go to the next line after an operator.
3. Setting `trace=1` in a script causes each line to be printed just before it is evaluated. Useful for debugging.
4. The last result is stored in symbol `last`.
5. Use `contract(A)` to get the mathematical trace of matrix  $A$ .
6. Use `binding(s)` to get the unevaluated binding of symbol  $s$ .
7. Use `s=quote(s)` to clear symbol  $s$ .
8. Use `float(pi)` to get the floating point value of  $\pi$ . Set `pi=float(pi)` to evaluate expressions with a numerical value for  $\pi$ . Set `pi=quote(pi)` to make  $\pi$  symbolic again.
9. Assign strings to unit names so they are printed normally. For example, setting `meter="meter"` causes the symbol `meter` to be printed as meter instead of  $m_{eter}$ .
10. Use `expsin` and `expcos` instead of `sin` and `cos`. Trigonometric simplifications occur automatically when exponentials are used.
11. The following exercise<sup>1</sup> demonstrates some `eval` tricks. Let

$$\psi = \frac{\phi_1 + \phi_2}{2} \exp\left(-\frac{iE_1 t}{\hbar}\right) + \frac{\phi_1 - \phi_2}{2} \exp\left(-\frac{iE_2 t}{\hbar}\right)$$

where  $\phi_1$  and  $\phi_2$  are orthogonal and

$$\begin{aligned} A\phi_1 &= a_1\phi_1 \\ A\phi_2 &= a_2\phi_2 \end{aligned}$$

Verify that

$$\langle A \rangle = \int \psi^* A \psi dx = \frac{a_1 + a_2}{2} + \frac{a_1 - a_2}{2} \cos\left(\frac{(E_1 - E_2)t}{\hbar}\right)$$

---

<sup>1</sup>See exercise 4-10 of *Quantum Mechanics* by Richard Fitzpatrick.

```

psi = (phi1 + phi2) / 2 exp(-i E1 t / hbar) +
      (phi1 - phi2) / 2 exp(-i E2 t / hbar)

Apsi = eval(psi, phi1, a1 phi1, phi2, a2 phi2)

A = conj(psi) Apsi

A = eval(A, phi1^2, 1, phi2^2, 1, phi1 phi2, 0) -- delta function

A == (a1 + a2) / 2 + (a1 - a2) / 2 cos((E1 - E2) t / hbar)

```