

SYMPY: SYMBOLIC COMPUTING IN PYTHON

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1. Introduction.

2. Architecture.

2.1. The Core. The core of a computer algebra system (CAS) refers to the module that is in charge of resending symbolic expressions and performing basic manipulations with them. In SymPy, every symbolic expression is an instance of a Python class. Expressions are represented by expression trees. The operators are represented by the type of an expression and the child nodes are stored in the `args` attribute. A leaf node in the expression tree has an empty `args`. The `args` attribute is provided by the class `Basic`, which is a superclass of all SymPy objects and provides common methods to all SymPy tree-elements. For example, consider the expression $xy + 2$:

```
>>> from sympy import *
>>> x, y = symbols('x y')
>>> expr = x*y + 2
```

The expression `expr` is an addition, so it is of type `Add`. The child nodes of `expr` are `x*y` and `2`.

```
>>> type(expr)
<class 'sympy.core.add.Add'>
>>> expr.args
(2, x*y)
```

We can dig further into the expression tree to see the full expression. For example, the first child node, given by `expr.args[0]` is `2`. Its class is `Integer`, and it has empty `args`, indicating that it is a leaf node.

```
>>> expr.args[0]
2
>>> type(expr.args[0])
<class 'sympy.core.numbers.Integer'>
>>> expr.args[0].args
()
```

The function `srepr` gives a string representing a valid Python code, containing all the nested class constructor calls to create the given expression.

```
>>> srepr(expr)
"Add(Mul(Symbol('x'), Symbol('y')), Integer(2))"
```

Every SymPy expression satisfies a key invariant, namely, `expr.func(*expr.args) == expr`. This means that expressions are rebuildable from their `args`¹. Here, we note that in SymPy, the `==` operator represents exact structural equality, not mathematical equality. This allows one to test if any two expressions are equal to one another as expression trees.

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¹`expr.func` is used instead of `type(expr)` to allow the function of an expression to be distinct from its actual Python class. In most cases the two are the same.

Python allows classes to overload operators. The Python interpreter translates the above `x*y + 2` to, roughly, `(x.__mul__(y)).__add__(2)`. `x` and `y`, returned from the `symbols` function, are `Symbol` instances. The `2` in the expression is processed by Python as a literal, and is stored as Python's builtin `int` type. When `2` is called by the `__add__` method, it is converted to the SymPy type `Integer(2)`. In this way, SymPy expressions can be built in the natural way using Python operators and numeric literals.

One must be careful in one particular instance. Python does not have a builtin rational literal type. Given a fraction of integers such as `1/2`, Python will perform floating point division and produce `0.5`². Python uses eager evaluation, so expressions like `x + 1/2` will produce `x + 0.5`, and by the time any SymPy function sees the `1/2` it has already been converted to `0.5` by Python. However, for a CAS like SymPy, one typically wants to work with exact rational numbers whenever possible. Working around this is simple, however: one can wrap one of the integers with `Integer`, like `x + Integer(1)/2`, or using `x + Rational(1, 2)`. SymPy provides a function `S` which can be used to convert objects to SymPy types with minimal typing, such as `x + S(1)/2`. This gotcha is a small downside to using Python directly instead of a custom domain specific language (DSL), and we consider it to be worth it for the advantages listed above.

2.2. Assumptions. An important feature of the SymPy core is the assumptions system. The assumptions system allows users to specify that symbols have certain common mathematical properties, such as being positive, imaginary, or integer. SymPy is careful to never perform simplifications on an expression unless the assumptions allow them. For instance, the identity $\sqrt{x^2} = x$ holds if x is nonnegative ($x \geq 0$). If x is real, the identity $\sqrt{x^2} = |x|$ holds. However, for general complex x , no such identity holds.

By default, SymPy performs all calculations assuming that variables are complex valued. This assumption makes it easier to treat mathematical problems in full generality.

```
>>> x = Symbol('x')
>>> sqrt(x**2)
sqrt(x**2)
```

By assuming symbols are complex by default, SymPy avoids performing mathematically invalid operations. However, in many cases users will wish to simplify expressions containing terms like $\sqrt{x^2}$.

Assumptions are set on `Symbol` objects when they are created. For instance `Symbol('x', positive=True)` will create a symbol named `x` that is assumed to be positive.

```
>>> x = Symbol('x', positive=True)
>>> sqrt(x**2)
x
```

Some common assumptions that SymPy allows are `positive`, `negative`, `real`, `nonpositive`, `nonnegative`, `real`, `integer`, and `commutative`³. Assumptions on any object can be checked with the `is_assumption` attributes, like `x.is_positive`.

Assumptions are only needed to restrict a domain so that certain simplifications

²This is the behavior in Python 3. In Python 2, `1/2` will perform integer division and produce 0, unless one uses `from __future__ import division`.

³If A and B are Symbols created with `commutative=False` then SymPy will keep $A \cdot B$ and $B \cdot A$ distinct.

can be performed. It is not required to make the domain match the input of a function. For instance, one can create the object $\sum_{n=0}^m f(n)$ as `Sum(f(n), (n, 0, m))` without setting `integer=True` when creating the Symbol object `n`.

The assumptions system additionally has deductive capabilities. The assumptions use a three-valued logic using the Python builtin objects `True`, `False`, and `None`. `None` represents the “unknown” case. This could mean that the given assumption could be either true or false under the given information, for instance, `Symbol('x', real=True).is_positive` will give `None` because a real symbol might be positive or it might not. It could also mean not enough is implemented to compute the given fact, for instance, `(pi + E).is_irrational` gives `None`, because SymPy does not know how to determine if $\pi + e$ is rational or irrational, indeed, it is an open problem in mathematics.

Basic implications between the facts are used to deduce assumptions. For instance, the assumptions system knows that being an integer implies being rational, so `Symbol('x', integer=True).is_rational` returns `True`. Furthermore, expressions compute the assumptions on themselves based on the assumptions of their arguments. For instance, if `x` and `y` are both created with `positive=True`, then `(x + y).is_positive` will be `True`.

SymPy also has an experimental assumptions system where facts are stored separate from objects, and deductions are made with a SAT solver. We will not discuss this system here.

2.3. Extensibility. Extensibility is an important feature for SymPy. Because the same language, Python, is used both for the internal implementation and the external usage by users, all the extensibility capabilities available to users are also used by functions that are part of SymPy.

The typical way to create a custom SymPy object is to subclass an existing SymPy class, generally either `Basic`, `Expr`, or `Function`. All SymPy classes used for expression trees⁴ should be subclasses of the base class `Basic`, which defines some basic methods for symbolic expression trees. `Expr` is the subclass for mathematical expressions that can be added and multiplied together. Instances of `Expr` typically represent complex numbers, but may also include other “rings” like matrix expressions. Not all SymPy classes are subclasses of `Expr`. For instance, logic expressions, such as `And(x, y)` are subclasses of `Basic` but not of `Expr`.

The `Function` class is a subclass of `Expr` which makes it easier to define mathematical functions called with arguments. This includes named functions like `sin(x)` and `log(x)` as well as undefined functions like `f(x)`. Subclasses of `Function` should define a class method `eval`, which returns values for which the function should be automatically evaluated, and `None` for arguments that shouldn't be automatically evaluated.

The behavior of classes in SymPy with various other SymPy functions is defined by defining a relevant `_eval_*` method on the class. For instance, an object can tell SymPy's `diff` function how to take the derivative of itself by defining the `_eval_derivative(self, x)` method. The most common `_eval_*` methods relate to the assumptions. `_eval_is_assumption` defines the assumptions for *assumption*.

As an example of the notions presented in this section, we present below a stripped down version of the gamma function $\Gamma(x)$ from SymPy, which evaluates itself on positive integer arguments, has the positive and real assumptions defined, can be

⁴Some internal classes, such as those used in the polynomial module, do not follow this rule for efficiency reasons.

```

132 rewritten in terms of factorial with gamma(x).rewrite(factorial), and can be dif-
133 ferentiated. fdiff is a convenience method for subclasses of Function. fdiff returns
134 the derivative of the function without worrying about the chain rule. self.func is
135 used throughout instead of referencing gamma explicitly so that potential subclasses
136 of gamma can reuse the methods.
137 from sympy import Integer, Function, floor, factorial, polygamma
138
139 class gamma(Function)
140     @classmethod
141     def eval(cls, arg):
142         if isinstance(arg, Integer) and arg.is_positive:
143             return factorial(arg - 1)
144
145     def _eval_is_real(self):
146         x = self.args[0]
147         # noninteger means real and not integer
148         if x.is_positive or x.is_noninteger:
149             return True
150
151     def _eval_is_positive(self):
152         x = self.args[0]
153         if x.is_positive:
154             return True
155         elif x.is_noninteger:
156             return floor(x).is_even
157
158     def _eval_rewrite_as_factorial(self, z):
159         return factorial(z - 1)
160
161     def fdiff(self, argindex=1):
162         from sympy.core.function import ArgumentIndexError
163         if argindex == 1:
164             return self.func(self.args[0])*polygamma(0, self.args[0])
165         else:
166             raise ArgumentIndexError(self, argindex)
167
168     The actual gamma function defined in SymPy has many more capabilities, such
169 as evaluation at rational points and series expansion.

```

3. Algorithms.

```

170 3.1. Numerics. The Float class holds an arbitrary-precision binary floating-
171 point value and a precision in bits. An operation between two Float inputs is rounded
172 to the larger of the two precisions. Since Python floating-point literals automatically
173 evaluate to double (53-bit) precision, strings should be used to input precise decimal
174 values:
175 >>> Float(1.1)
176 1.1000000000000000
177 >>> Float(1.1, 30)    # precision equivalent to 30 digits
178 1.100000000000000008881784197001
179 >>> Float("1.1", 30)
180 1.100000000000000000000000000000000000000000

```


For pure numerical computing, it is convenient to use mpmath directly with `from mpmath import *` (it is best to avoid such an import statement when using SymPy simultaneously, since numerical functions such as `exp` will shadow the symbolic counterparts in SymPy).

Like SymPy, mpmath is a pure Python library. Internally, mpmath represents a floating-point number $(-1)^s x \cdot 2^y$ by a tuple (s, x, y, b) where x and y are arbitrary-size Python integers and the redundant integer b stores the bit length of x for quick access. If GMPY [13] is installed, mpmath automatically switches to using the `gmpy.mpz` type for x and using GMPY helper methods to perform rounding-related operations, improving performance.

The mpmath library includes support for special functions, root-finding, linear algebra, polynomial approximation, and numerical computation of limits, derivatives, integrals, infinite series, and ODE solutions. All features work in arbitrary precision and use algorithms that support computing hundreds of digits rapidly, except in degenerate cases.

The double exponential (tanh-sinh) quadrature is used for numerical integration by default. For smooth integrands, this algorithm usually converges extremely rapidly, even when the integration interval is infinite or singularities are present at the endpoints [21, 4]. However, for good performance, singularities in the middle of the interval must be specified by the user. To evaluate slowly converging limits and infinite series, mpmath automatically attempts to apply Richardson extrapolation and the Shanks transformation (Euler-Maclaurin summation can also be used) [5]. A function to evaluate oscillatory integrals by means of convergence acceleration is also available.

A wide array of higher mathematical functions are implemented with full support for complex values of all parameters and arguments, including complete and incomplete gamma functions, Bessel functions, orthogonal polynomials, elliptic functions and integrals, zeta and polylogarithm functions, the generalized hypergeometric function, and the Meijer G-function.

Most special functions are implemented as linear combinations of the generalized hypergeometric function ${}_pF_q$, which is computed by a combination of direct summation, argument transformations (for ${}_2F_1$, ${}_3F_2$, ...) and asymptotic expansions (for ${}_0F_1$, ${}_1F_1$, ${}_1F_2$, ${}_2F_2$, ${}_2F_3$) to cover the whole complex domain. Numerical integration and generic convergence acceleration are also used in a few special cases.

In general, linear combinations and argument transformations give rise to singularities that have to be removed for certain combinations of parameters. A typical example is the modified Bessel function of the second kind

$$K_\nu(z) = \frac{1}{2} \left[\left(\frac{z}{2}\right)^{-\nu} \Gamma(\nu) {}_0F_1\left(1 - \nu, \frac{z^2}{4}\right) - \left(\frac{z}{2}\right)^\nu \frac{\pi}{\nu \sin(\pi\nu) \Gamma(\nu)} {}_0F_1\left(\nu + 1, \frac{z^2}{4}\right) \right]$$

where the limiting value $\lim_{\epsilon \rightarrow 0} K_{n+\epsilon}(z)$ has to be computed when $\nu = n$ is an integer. A generic algorithm is used to evaluate hypergeometric-type linear combinations of the above type. This algorithm automatically detects cancellation problems, and computes limits numerically by perturbing parameters whenever internal singularities occur (the perturbation size is automatically decreased until the result is detected to converge numerically).

Due to this generic approach, particular combinations of hypergeometric functions can be specified easily. The implementation of the Meijer G-function takes only a few dozen lines of code, yet covers the whole input domain in a robust way. The Meijer G-function instance $G_{1,3}^{3,0}\left(0; \frac{1}{2}, -1, -\frac{3}{2} | x\right)$ is a good test case [22]; past versions of

both Maple and Mathematica produced incorrect numerical values for large $x > 0$. Here, mpmath automatically removes the internal singularity and compensates for cancellations (amounting to 656 bits of precision when $x = 10000$), giving correct values:

```
>>> mpmath.mp.dps = 15
>>> mpmath.meijerg([], [0], [[-0.5, -1, -1.5], []], 10000)
mpf('2.4392576907199564e-94')
```

Equivalently, with SymPy's interface this function can be evaluated as:

```
>>> meijerg([], [0], [[-S(1)/2, -1, -S(3)/2], []], 10000).evalf()
2.43925769071996e-94
```

We highlight the generalized hypergeometric functions and the Meijer G-function, due to those functions' frequent appearance in closed forms for integrals and sums [todo: crossref symbolic integration]. Via mpmath, SymPy has relatively good support for evaluating sums and integrals numerically, using two complementary approaches: direct numerical evaluation, or first computing a symbolic closed form involving special functions. [example?]

3.1.3. Numerical simplification. The `nsimplify` function in SymPy (a wrapper of `identify` in mpmath) attempts to find a simple symbolic expression that evaluates to the same numerical value as the given input. It works by applying a few simple transformations (including square roots, reciprocals, logarithms and exponentials) to the input and, for each transformed value, using the PSLQ algorithm [9] to search for a matching algebraic number or optionally a linear combination of user-provided base constants (such as π).

```
>>> x = 1 / (sin(pi/5)+sin(2*pi/5)+sin(3*pi/5)+sin(4*pi/5))*2
>>> nsimplify(x)
-2*sqrt(5)/5 + 1
>>> nsimplify(pi, tolerance=0.01)
22/7
>>> nsimplify(1.783919626661888, [pi], tolerance=1e-12)
pi/(-1/3 + 2*pi/3)
```

3.2. Polynomials.

3.3. The Risch Algorithm.

3.4. The Gruntz Algorithm. The limit module implements the Gruntz algorithm [11].

Examples:

```
In [1]: limit(sin(x)/x, x, 0)
Out[1]: 1

In [2]: limit((2*E**((1-cos(x))/sin(x))-1)**(sinh(x)/atan(x)**2), x, 0)
Out[2]: E
```

3.4.1. Details. We first define comparability classes by calculating L :

$$(1) \quad L \equiv \lim_{x \rightarrow \infty} \frac{\log |f(x)|}{\log |g(x)|}$$

And then we define the $<$, $>$ and \sim operations as follows: $f > g$ when $L = \pm\infty$ (f is more rapidly varying than g , i.e., f goes to ∞ or 0 faster than g , f is greater than any power of g), $f < g$ when $L = 0$ (f is less rapidly varying than g) and $f \sim g$ when

319 $L \neq 0, \pm\infty$ (both f and g are bounded from above and below by suitable integral
320 powers of the other).

Examples:

$$\begin{aligned} 2 &< x < e^x < e^{x^2} < e^{e^x} \\ 2 &\sim 3 \sim -5 \\ x &\sim x^2 \sim x^3 \sim \frac{1}{x} \sim x^m \sim -x \\ e^x &\sim e^{-x} \sim e^{2x} \sim e^{x+e^{-x}} \\ f(x) &\sim \frac{1}{f(x)} \end{aligned}$$

The Gruntz algorithm, on an example:

$$\begin{aligned} f(x) &= e^{x+2e^{-x}} - e^x + \frac{1}{x} \\ \lim_{x \rightarrow \infty} f(x) &=? \end{aligned}$$

321 Strategy: mrv set: the set of most rapidly varying subexpressions $\{e^x, e^{-x}, e^{x+2e^{-x}}\}$,
322 the same comparability class Take an item ω from mrv, converging to 0 at infinity.
323 Here $\omega = e^{-x}$. If not present in the mrv set, use the relation $f(x) \sim \frac{1}{f(x)}$.

Rewrite the mrv set using ω : $\{\frac{1}{\omega}, \omega, \frac{1}{\omega}e^{2\omega}\}$, substitute back into $f(x)$ and expand in ω :

$$f(x) = \frac{1}{x} - \frac{1}{\omega} + \frac{1}{\omega}e^{2\omega} = 2 + \frac{1}{x} + 2\omega + O(\omega^2)$$

The core idea of the algorithm: ω is from the mrv set, so in the limit $\omega \rightarrow 0$:

$$f(x) = \frac{1}{x} - \frac{1}{\omega} + \frac{1}{\omega}e^{2\omega} = 2 + \frac{1}{x} + 2\omega + O(\omega^2) \rightarrow 2 + \frac{1}{x}$$

324 We iterate until we get just a number, the final limit. Gruntz proved this algo-
325 rithm always works and converges in his Ph.D. thesis [11].

Generally:

$$f(x) = \underbrace{O\left(\frac{1}{\omega^3}\right)}_{\infty} + \underbrace{\frac{C_{-2}(x)}{\omega^2}}_{\infty} + \underbrace{\frac{C_{-1}(x)}{\omega}}_{\infty} + C_0(x) + \underbrace{C_1(x)\omega}_0 + \underbrace{O(\omega^2)}_0$$

326 we look at the lowest power of ω . The limit is one of: 0, $\lim_{x \rightarrow \infty} C_0(x)$, ∞ .

327 **3.5. Logic.**

328 **3.6. Other.**

329 **4. Features.** SymPy has an extensive feature set that encompasses too much to
330 cover in-depth here. Bedrock areas, such a Calculus, receive their own sub-sections
331 below. Additionally, Table 1 describes other capabilities present in the SymPy code
332 base. This gives a sampling from the breadth of topics and application domains that
333 SymPy services.

Table 1: SymPy Features and Descriptions

Feature	Description
Discrete Math	Summations, products, binomial coefficients, prime number tools, integer factorization, Diophantine equation solving, and boolean logic representation, equivalence testing, and inference.
Concrete Math	Tools for determining whether summation and product expressions are convergent, absolutely convergent, hypergeometric, and other properties. May also compute Gosper's normal form [19] for two univariate polynomials.
Plotting	Hooks for visualizing expressions via matplotlib [?] or as text drawings when lacking a graphical back-end.
Geometry	Allows the creation of 2D geometrical entities, such as lines and circles. Enables queries on these entities, including asking the area of an ellipse, checking for collinearity of a set of points, or finding the intersection between two lines.
Statistics	Support for a random variable type as well as the ability to declare this variable from prebuilt distribution functions such as Normal, Exponential, Coin, Die, and other custom distributions.
Polynomials	Computes polynomial algebras over various coefficient domains ranging from the simple (e.g., polynomial division) to the advanced (e.g., Gröbner bases [3] and multivariate factorization over algebraic number domains).
Sets	Representations of empty, finite, and infinite sets. This includes special sets such as for all natural, integer, and complex numbers.
Series	Implements series expansion, sequences, and limit of sequences. This includes special series, such as Fourier and power series.
Vectors	Provides basic vector math and differential calculus with respect to 3D Cartesian coordinate systems.
Matrices	Tools for creating matrices of symbols and expressions. This is capable of both sparse and dense representations and performing symbolic linear algebraic operations (e.g., inversion and factorization).
Combinatorics & Group Theory	Implements permutations, combinations, partitions, subsets, various permutation groups (such as polyhedral, Rubik, symmetric, and others), Gray codes [17], and Prufer sequences [6].
Code Generation	Enables generation of compilable and executable code in a variety of different programming languages directly from expressions. Target languages include C, Fortran, Julia, JavaScript, Mathematica, Matlab and Octave, Python, and Theano.
Tensors	Symbolic manipulation of indexed objects.
Lie Algebras	Represents Lie algebras and root systems.
Cryptography	Represents block and stream ciphers, including shift, Affine, substitution, Vigenere's, Hill's, bifid, RSA, Kid RSA, linear-feedback shift registers, and Elgamal encryption

Special Functions	Implements a number of well known special functions, including Dirac delta, Gamma, Beta, Gauss error functions, Fresnel integrals, Exponential integrals, Logarithmic integrals, Trigonometric integrals, Bessel, Hankel, Airy, B-spline, Riemann Zeta, Dirichlet eta, polylogarithm, Lerch transcendent, hypergeometric, elliptic integrals, Mathieu, Jacobi polynomials, Gegenbauer polynomial, Chebyshev polynomial, Legendre polynomial, Hermite polynomial, Laguerre polynomial, and spherical harmonic functions.
-------------------	---

4.1. Basic Operations.

4.1.1. Expression manipulation.

4.1.2. Assumptions system. SymPy has two assumptions systems, referred to as new-style and old-style assumptions.

In the old-style assumptions system propositions are assigned to symbols upon class construction, for example, to declare the symbol i as positive integer, one would call

```
i = Symbol("i", integer=True, positive=True)
    querying the assumptions is handled through attributes
i.is_positive
i.is_integer
```

These methods return either a boolean, indicating whether the proposition is true or false, or a None, when it is impossible to determine the truth value of the queried proposition.

Despite the fact that assumptions can only be declared on symbols, querying can happen on every expression.

```
In [1]: x,y = symbols('x y', positive=True)
```

```
In [2]: (x*y).is_positive
Out[2]: True
```

```
In [3]: z = symbols('z')
```

```
In [4]: (x*z).is_positive
```

```
In [5]: w = symbols('w', positive=False)
```

```
In [6]: (x*w).is_positive
Out[6]: False
```

The output 2 is true because SymPy's algorithms can deduce that the product of two positive numbers is positive, while there is no output for input 4, as the symbol z doesn't have any information about its sign, and the product $x \cdot z$ may be positive as well as negative. Finally, output 6 is false as the product of positive and negative numbers is negative.

The new-style assumptions are an assumptions system that exists alongside with the old-style, but is significantly different in the way predicates are used. Predicates in the new-style assumptions system are located under the Q namespace, they appear as $Q.positive$, $Q.integer$ and so on.

```

372     Querying is provided through the ask functions. The previous example in the
373 new-style assumptions can be written as
374 In [1]: ask(Q.positive(x*y), Q.positive(x) & Q.positive(y))
375 Out[1]: True
376
377 In [2]: ask(Q.positive(x*y), Q.positive(x))
378
379 In [3]: ask(Q.positive(x*y), Q.positive(x) & Q.negative(y))
380 Out[3]: False
381 That is, ask returns the truth value of its first parameter assuming that its latter
382 argument is true.
383 Expressions like Q.positive are instances of the class Predicate, while the same
384 expression with a parameter, such as Q.positive(x) is an instance of AppliedPredicate.■
385 Logical connectors can be expressed through operator overloading, such as in
386 Q.positive(x) & Q.positive(y), or by directly constructing the identical expres-
387 sion through the logical connector class, in this case And(Q.positive(x), Q.positive(y)).■

```

4.1.3. Calculus. Derivations can be computed with the `diff` function, or using the method with the same name on the expressions:

```

388 In [1]: diff(sin(x), x)
389 Out[1]: cos(x)
390
391 In [2]: sin(x).diff(x)
392 Out[2]: cos(x)
393
394 The class Derivative is a container for unevaluated derivatives
395 In [3]: expr = Derivative(sin(x), x)
396
397 In [4]: expr
398 Out[4]:
399 d
400 --(sin(x))
401 dx
402
403 To evaluate such a held expression, simply call the doit method:
404 In [5]: expr.doit()
405 Out[5]: cos(x)
406
407 Integrals can be analogously calculated either with the integrate function or
408 with the method with the same name on expressions:
409 >>> integrate(sin(x), x)
410 -cos(x)
411
412 This expression returns an expression whose derivative is the original expression. No-
413 tice that integrals are defined up to an integration constant, for the sake of simplicity
414 SymPy will not display the full generic expression.
415 Definite integration can be calculated with the same method, by specifying a
416 range of the integration variable:
417 >>> integrate(sin(x), (x, 0, 1))
418 -cos(1) + 1
419
420 To express unevaluated integrals, the class Integral may help
421 Integral(sin(x), x)
422 as in the case of derivatives, the method doit will cause such an expression to be
423 evaluated.

```

421 Limits:
 422 In [9]: limit(sin(x)/x, x, 0)
 423 Out[9]: 1
 424 for unevaluated expressions, Limit.
 425 TODO: Sums and products.

426 4.1.4. Expression outputs.

427 4.2. Calculus.

428 **4.3. Sets.** SymPy supports representation of a wide variety of sets, this is
 429 achieved by first defining abstract representation for a smaller number of atomic set
 430 classes and then combining and transforming them using various set operations.

431 Each of the set classes inherits from the base set class and defines rules to check
 432 membership of a SymPy object in that set, to calculate union, intersection and set
 433 difference. In cases we are not able to evaluate these operations to atomic set classes
 434 they are represented as abstract unevaluated objects.

435 We have the following atomic set classes in SymPy.

- 436 • **EmptySet**: represents the empty set \emptyset .
- 437 • **UniversalSet**: Everything is a member of Universal Set. Union of Universal
 438 Set with any set gives Universal Set and intersection leads to the other set
 439 itself.
- 440 • **FiniteSet** is functionally equivalent to python's set object. Its members can
 441 be any SymPy object including other sets themselves.
- 442 • **Integers** represents set of Integers \mathbb{Z} .
- 443 • **Naturals** represents set of Natural numbers \mathbb{N} i.e., set of positive integers.
- 444 • **Naturals0** represents the whole numbers which are all the non-negative in-
 445 tegers, inclusive of zero.
- 446 • **Range** represents a range of integers and is defined by specifying a start value,
 447 an end value and a step size. Range is functionally equivalent to python's
 448 range except the fact that it accepts infinity at end points allowing us to
 449 represent infinite ranges.
- 450 • **RealInterval** is specified by giving the start and end point and specifying if it
 451 is open or closed in the respective ends. The set of real numbers is represented
 452 as a special case of a real interval where the start point is negative infinite
 453 and the end point is positive infinite.

454 Other than unevaluated classes of Union, Intersection and Set Difference opera-
 455 tions, we have following set classes.

- 456 • **ProductSet** abstractly defines the Cartesian product of two or more sets.
 457 Product Set is useful when representing higher dimensional spaces. For ex-
 458 ample to represent a three dimensional space we simply take the Cartesian
 459 product of three Real sets.
- 460 • **ImageSet** represents the image of a function when applied to a particular
 461 set. In notation Image Set of a function F w.r.t a set S is $\{F(x)|x \in S\}$
 462 In particular we use Image Set to represent the set of infinite solutions from
 463 trigonometric equations.
- 464 • **ConditionSet** represents subset of a set who's members satisfies a partic-
 465 ular condition. In notation Condition Set of set S w.r.t to a condition H
 466 is $\{x|H(x), x \in S\}$. We use Condition Set to represent the set of solutions
 467 of an equation or an inequality where the equation or the inequality is the
 468 condition and the set is the domain in which we aim to find the solution.

A few other classes are implemented as special cases of the classes described above. The real number `Reals` is implemented as a special case of real interval where the start point is negative infinity and the end point is positive infinity. `ComplexRegion` is implemented as a special case of `ImageSet`, `ComplexRegion` supports both polar and rectangular representation of region on the complex plane.

4.4. Solvers. SymPy has module of equation solvers for symbolic equations. There are two submodules to solve algebraic equations in SymPy, referred to as old solve function, `solve`, and new solve function, `solveset`. `Solveset` is introduced with several design changes with respect to old `solve` function to resolve the issues with old `solve` function, for example old `solve` function's input API has many flags which are not needed and they make it hard for the user and the developers to work on solvers. In contrast to old solve function, the `solveset` has a clean input API, It only asks for the much needed information from the user, following are the function signatures of old and new solve function:

```
solve(f, *symbols, **flags) # old solve function
solveset(f, symbol, domain) # new solve function
```

The old `solve` function has an inconsistent output API for various types of inputs, whereas the `solveset` has a canonical output API which is achieved using sets. It can consistently return various types of solutions.

- Single solution

```
>>> solveset(x - 1)
>>> {1}
```

- Finite set of solution, quadratic equation

```
>>> solveset(x**2 - pi**2, x)
{-pi, pi}
```

- No Solution

```
>>> solveset(1, x)
EmptySet()
```

- Interval of solution

```
>>> solveset(x**2 - 3 > 0, x, domain=S.Reals)
(-oo, -sqrt(3)) U (sqrt(3), oo)
```

- Infinitely many solutions

```
>>> solveset(sin(x) - 1, x, domain=S.Reals)
ImageSet(Lambda(_n, 2*_n*pi + pi/2), Integers())
>>> solveset(x - x, x, domain=S.Reals)
(-oo, oo)
>>> solveset(x - x, x, domain=S.Complexes)
S.Complexes
```

- Linear system: finite and infinite solution for determined, under determined and over determined problems.

```
>>> A = Matrix([[1, 2, 3], [4, 5, 6], [7, 8, 10]])
>>> b = Matrix([3, 6, 9])
>>> linsolve((A, b), x, y, z)
{(-1,2,0)}
>>> linsolve(Matrix([[1, 1, 1, 1], [1, 1, 2, 3]]), (x, y, z))
{(-y - 1, y, 2)}
```

The new solve i.e. `solveset` is under active development and is a planned replacement for `solve`, Hence there are some features which are implemented in `solve` and is not yet implemented in `solveset`. The table below show the current state of old and

518 new solve functions.

519

Solveset vs Solve		
Feature	solve	solveset
Consistent Output API	No	Yes
Consistent Input API	No	Yes
Univariate	Yes	Yes
Linear System	Yes	Yes (linsolve)
Non Linear System	Yes	Not yet
Transcendental	Yes	Not yet

520

521

522

Below are some of the examples of old **solve** function:

523

524 • Non Linear (multivariate) System of Equation: Intersection of a circle and a
525 parabola.

526 >>> solve([x**2 + y**2 - 16, 4*x - y**2 + 6], x, y)

527 [(-2 + sqrt(14), -sqrt(-2 + 4*sqrt(14))),

528 (-2 + sqrt(14), sqrt(-2 + 4*sqrt(14))),

529 (-sqrt(14) - 2, -I*sqrt(2 + 4*sqrt(14))),

530 (-sqrt(14) - 2, I*sqrt(2 + 4*sqrt(14)))]

531 • Transcendental Equation

532 >>> solve(x + log(x))**2 - 5*(x + log(x)) + 6, x)

533 [LambertW(exp(2)), LambertW(exp(3))]

534 >>> solve(x**3 + exp(x))

535 [-3*LambertW((-1)**(2/3)/3)]

536 Diophantine equations play a central and an important role in number theory. A
537 Diophantine equation has the form, $f(x_1, x_2, \dots, x_n) = 0$ where $n \geq 2$ and x_1, x_2, \dots, x_n
538 are integer variables. If we can find n integers a_1, a_2, \dots, a_n such that $x_1 = a_1, x_2 =$
539 $a_2, \dots, x_n = a_n$ satisfies the above equation, we say that the equation is solvable.

540 Currently, following five types of Diophantine equations can be solved using
541 SymPy's Diophantine module.

- 542 • Linear Diophantine equations: $a_1x_1 + a_2x_2 + \dots + a_nx_n = b$
- 543 • General binary quadratic equation: $ax^2 + bxy + cy^2 + dx + ey + f = 0$
- 544 • Homogeneous ternary quadratic equation: $ax^2 + by^2 + cz^2 + dxy + eyz + fzx = 0$
- 545 • Extended Pythagorean equation: $a_1x_1^2 + a_2x_2^2 + \dots + a_nx_n^2 = a_{n+1}x_{n+1}^2$
- 546 • General sum of squares: $x_1^2 + x_2^2 + \dots + x_n^2 = k$

547 When an equation is fed into Diophantine module, it factors the equation (if
548 possible) and solves each factor separately. Then all the results are combined to create
549 the final solution set. Following examples illustrate some of the basic functionalities
550 of the Diophantine module.

551 >>> from sympy import symbols

552 >>> x, y, z = symbols("x, y, z", integer=True)

553

554 >>> diophantine(2*x + 3*y - 5)

555 set([(3*t_0 - 5, -2*t_0 + 5)])

556

557 >>> diophantine(2*x + 4*y - 3)

558 set()

559

560 >>> diophantine(x**2 - 4*x*y + 8*y**2 - 3*x + 7*y - 5)

```

561 set([(2, 1), (5, 1)])
562
563 >>> diophantine(x**2 - 4*x*y + 4*y**2 - 3*x + 7*y - 5)
564 set([(-2*t**2 - 7*t + 10, -t**2 - 3*t + 5)])
565
566 >>> diophantine(3*x**2 + 4*y**2 - 5*z**2 + 4*x*y - 7*y*z + 7*z*x)
567 set([(-16*p**2 + 28*p*q + 20*q**2, 3*p**2 + 38*p*q - 25*q**2, 4*p**2 - 24*p*q + 68*q**2)])
568
569 >>> from sympy.abc import a, b, c, d, e, f
570 >>> diophantine(9*a**2 + 16*b**2 + c**2 + 49*d**2 + 4*e**2 - 25*f**2)
571 set([(70*t1**2 + 70*t2**2 + 70*t3**2 + 70*t4**2 - 70*t5**2, 105*t1*t5, 420*t2*t5, 60*t3*t5, 210*t4*t5, 4
572
573 >>> diophantine(a**2 + b**2 + c**2 + d**2 + e**2 + f**2 - 112)
574 set([(8, 4, 4, 4, 0, 0)])

```

575 **4.5. Matrices.** SymPy supports matrices with symbolic expressions as elements.■

576 There are two types of matrices, Mutable and Immutable. Mutable classes are the
577 default in SymPy as mutability is important for performance, but it means that stan-
578 dard matrices can not interact well with the rest of SymPy. This is because the Basic
579 object, from which most SymPy classes inherit, is immutable.

580 Immutable matrix classes inherit from Basic and can thus interact more naturally
581 with the rest of SymPy.

582 In [1]: from sympy import Matrix, symbols, MatrixSymbol

583

584 In [2]: x, y = symbols('x y', positive=True)

585

586 In [3]: t = Matrix(2, 2, [x, x + y, y, x])

587

588 In [4]: t

589

590 Out[4]:

```

591 Matrix([
592 [  x, x + y],
593 [  y,  x]])

```

594

595 In [5]: t[0, 1] = y

596

597 In [6]: t

598 Out[6]:

```

599 Matrix([
600 [x, y],
601 [y, x]])

```

602 All SymPy matrix types can do linear algebra including matrix addition, multipli-
603 cation, exponentiation, computing determinant, solving linear systems and comput-
604 ing inverses using LU decomposition, LDL decomposition, Gauss-Jordan elimination,
605 Cholesky decomposition, Moore-Penrose pseudoinverse, adjugate matrix.

606 Eigenvalues are computed symbolically as well. Eigenvalues are computed by gen-
607 erating the characteristic polynomial using the Berkowitz algorithm and then solving
608 it using polynomial routines. Diagonalizable matrices can be diagonalized first to
609 compute the eigenvalues.

```

610 In [10]: t.eigenvals()
611 Out[10]: {x - y: 1, x + y: 1}
612 Internally these matrices store the elements as a list making it a dense representa-
613 tion. For storing sparse matrices, SparseMatrix and ImmutableSparseMatrix classes
614 can be used. Sparse matrix classes store the elements in Dictionary of Keys (DoK)
615 format.
616 SymPy also supports matrices with unknown dimension values. MatrixSymbol
617 represents a matrix with dimensions m, n where m and n can be symbols or integers.
618 Matrix addition and multiplication, scalar operations, matrix inverse and transpose
619 are stored symbolically as matrix expressions. Mutable matrices are converted to
620 corresponding immutable types before interacting with matrix expressions
621 In [11]: m, n, p = symbols("m, n, p", integer=True)
622
623 In [12]: r, s = MatrixSymbol("r", m, n), MatrixSymbol("s", n, p)
624
625 In [13]: u = r * s + 2*MatrixSymbol("t", m, p)
626
627 In [14]: u.shape
628 Out[14]: (m, p)
629
630 In [15]: u[0, 1]
631 Out[15]: 2*t[0, 1] + Sum(r[0, _k]*s[_k, 1], (_k, 0, n - 1))
632 Block matrices are also supported in SymPy. BlockMatrix elements can be any
633 matrix expression which includes immutable matrices, matrix symbols and block ma-
634 trices. All functionalities of matrix expressions are also present in BlockMatrix.
635 >>> from sympy import (MatrixSymbol, BlockMatrix, symbols,
636 ...     Identity, ZeroMatrix, block_collapse)
637 >>> n, m, l = symbols('n m l')
638 >>> X = MatrixSymbol('X', n, n)
639 >>> Y = MatrixSymbol('Y', m, m)
640 >>> Z = MatrixSymbol('Z', n, m)
641 >>> B = BlockMatrix([[X, Z], [ZeroMatrix(m, n), Y]])
642 >>> print(B)
643 Matrix([
644 [X, Z],
645 [0, Y]])
646 >>> print(B[0, 0])
647 X[0, 0]

```

648 4.6. Physics.

649 4.7. Series.

650 **4.7.1. Series Expansion.** SymPy is able to calculate the symbolic series expan-
651 sion of an arbitrary series or expression involving elementary and special functions
652 and multiple variables. For this it has two different implementations- the **series**
653 method and Ring Series.

654 The first approach stores a series as an object of the **Basic** class. Each function
655 has its specific implementation of its expansion which is able to evaluate the Puiseux
656 series expansion about a specified point. For example, consider a Taylor expansion
657 about 0:


```

658 >>> from sympy import symbols, series
659 >>> x, y = symbols('x, y')
660 >>> series(sin(x+y) + cos(x*y), x, 0, 2)
661 1 + sin(y) + x*cos(y) + O(x**2)

```

662 The newer and much faster[1] approach called Ring Series makes use of the ob-
663 servation that a truncated Taylor series, is in fact a polynomial. Ring Series uses the
664 efficient representation and operations of sparse polynomials. The choice of sparse
665 polynomials is deliberate as it performs well in a wider range of cases than a dense
666 representation. Ring Series gives the user the freedom to choose the type of coeffi-
667 cients he wants to have in his series, allowing the use of faster operations on certain
668 types.

669 For this, several low level methods for expansion of trigonometric, hyperbolic
670 and other elementary functions like inverse of a series, calculating n th root, etc, are
671 implemented using variants of the Newton[7] Method. All these support Puiseux series
672 expansion. The following example demonstrates the use of an elementary function
673 that calculates the Taylor expansion of the `sine` of a series.

```

674 >>> from sympy import ring
675 >>> from sympy.polys.ring_series import rs_sin
676 >>> R, x = ring('x', QQ)
677 >>> rs_sin(x**2 + x, x, 5)
678 -1/2*x**4 - 1/6*x**3 + x**2 + x

```

679 The function `sympy.polys.rs_series` makes use of these elementary functions
680 to expand an arbitrary SymPy expression. It does so by following a recursive strategy
681 of expanding the lower most functions first and then composing them recursively to
682 calculate the desired expansion. Currently it only supports expansion about 0 and
683 is under active development. Ring Series is several times faster than the default
684 implementation with the speed difference increasing with the size of the series. The
685 `sympy.polys.rs_series` takes as input any SymPy expression and hence there is no
686 need to explicitly create a polynomial ring. An example:

```

687 >>> from sympy.polys.ring_series import rs_series
688 >>> from sympy.abc import a, b
689 >>> from sympy import sin, cos
690 >>> rs_series(sin(a + b), a, 4)
691 -1/2*(sin(b))*a**2 + (sin(b)) - 1/6*(cos(b))*a**3 + (cos(b))*a

```

692 **4.7.2. Formal Power Series.** SymPy can be used for computing the Formal
693 Power Series of a function. The implementation is based on the algorithm described
694 in the paper on Formal Power Series[12]. The advantage of this approach is that an
695 explicit formula for the coefficients of the series expansion is generated rather than
696 just computing a few terms.

697 The following example shows how to use `fps`:

```

698 >>> f = fps(sin(x), x, x0=0)
699 >>> f.truncate(6)
700 x - x**3/6 + x**5/120 + O(x**6)
701 >>> f[15]
702 -x**15/1307674368000

```

703 **4.7.3. Fourier Series.** SymPy provides functionality to compute Fourier Series
704 of a function using the `fourier_series` function. Under the hood it just computes
705 a_0 , a_n , b_n using standard integration formulas.

706 Here's an example on how to compute Fourier Series in SymPy:

```

707 >>> L = symbols('L')
708 >>> f = fourier_series(2 * (Heaviside(x/L) - Heaviside(x/L - 1)) - 1, (x, 0, 2*L))
709 >>> f.truncate(3)
710 4*sin(pi*x/L)/pi + 4*sin(3*pi*x/L)/(3*pi) + 4*sin(5*pi*x/L)/(5*pi)

```

711 **4.8. Logic.** SymPy supports construction and manipulation of boolean expressions through the `logic` module. SymPy symbols can be used as propositional variables and also be substituted as `True` or `False`. A good number of manipulation features for boolean expressions have been implemented in the `logic` module.

715 **4.8.1. Constructing boolean expressions.** A boolean variable can be declared as a SymPy symbol. Python operators `&`, `|` and `~` are overloaded for logical `And`, `Or` and `negate`. Several others like `Xor`, `Implies` can be constructed with `^`, `>>` respectively. The above are just a shorthand, expressions can also be constructed by directly calling `And()`, `Or()`, `Not()`, `Xor()`, `Nand()`, `Nor()`, etc.

```

720 >>> from sympy import *
721 >>> x, y, z = symbols('x y z')
722 >>> e = (x & y) | z
723 >>> e.subs({x: True, y: True, z: False})
724 True

```

725 **4.8.2. CNF and DNF.** Any boolean expression can be converted to conjunctive normal form, disjunctive normal form and negation normal form. The API also permits to check if a boolean expression is in any of the above mentioned forms.

```

728 >>> from sympy import *
729 >>> x, y, z = symbols('x y z')
730 >>> to_cnf((x & y) | z)
731 And(Or(x, z), Or(y, z))
732 >>> to_dnf(x & (y | z))
733 Or(And(x, y), And(x, z))
734 >>> is_cnf((x | y) & z)
735 True
736 >>> is_dnf((x & y) | z)
737 True

```

738 **4.8.3. Simplification and Equivalence.** The module supports simplification of given boolean expression by making deductions on it. Equivalence of two expressions can also be checked. If so, it is possible to return the mapping of variables of two expressions so as to represent the same logical behaviour.

```

742 >>> from sympy import *
743 >>> a, b, c, x, y, z = symbols('a b c x y z')
744 >>> e = a & (~a | ~b) & (a | c)
745 >>> simplify(e)
746 And(Not(b), a)
747 >>> e1 = a & (b | c)
748 >>> e2 = (x & y) | (x & z)
749 >>> bool_map(e1, e2)
750 (And(Or(b, c), a), {b: y, a: x, c: z})

```

751 **4.8.4. SAT solving.** The module also supports satisfiability checking of a given boolean expression. If satisfiable, it is possible to return a model for which the expression is satisfiable. The API also supports returning all possible models. The SAT

754 solver has a clause learning DPLL algorithm implemented with watch literal scheme
 755 and VSIDS heuristic[16].

```
756 >>> from sympy import *
757 >>> a, b, c = symbols('a b c')
758 >>> satisfiable(a & (~a | b) & (~b | c) & ~c)
759 False
760 >>> satisfiable(a & (~a | b) & (~b | c) & c)
761 {b: True, a: True, c: True}
```

762 SymPy includes several packages that allow users to solve domain specific prob-
 763 lems. For example, a comprehensive physics package is included that is useful for
 764 solving problems in classical mechanics, optics, and quantum mechanics along with
 765 support for manipulating physical quantities with units.

766 **4.9. Vector Algebra.** The `sympy.physics.vector` package provides reference
 767 frame, time, and space aware vector and dyadic objects that allow for three dimen-
 768 sional operations such as addition, subtraction, scalar multiplication, inner and outer
 769 products, cross products, etc. Both of these objects can be written in very compact
 770 notation that make it easy to express the vectors and dyadics in terms of multiple
 771 reference frames with arbitrarily defined relative orientations. The vectors are used
 772 to specify the positions, velocities, and accelerations of points, orientations, angular
 773 velocities, and angular accelerations of reference frames, and force and torques. The
 774 dyadics are essentially reference frame aware 3×3 tensors. The vector and dyadic
 775 objects can be used for any one-, two-, or three-dimensional vector algebra and they
 776 provide a strong framework for building physics and engineering tools.

Listing 1 Python interpreter session showing how a vector is created using the or-
 thogonal unit vectors of three reference frames that are oriented with respect to each
 other and the result of expressing the vector in the A frame. The B frame is oriented
 with respect to the A frame using Z-X-Z Euler Angles of magnitude π , $\frac{\pi}{2}$, and $\frac{\pi}{3}$ rad,
 respectively whereas the C frame is oriented with respect to the B frame through a
 simple rotation about the B frame's X unit vector through $\frac{\pi}{2}$ rad.

```
>>> from sympy import pi
>>> from sympy.physics.vector import ReferenceFrame
>>> A = ReferenceFrame('A')
>>> B = ReferenceFrame('B')
>>> C = ReferenceFrame('C')
>>> B.orient(A, 'body', (pi, pi / 3, pi / 4), 'zxz')
>>> C.orient(B, 'axis', (pi / 2, B.x))
>>> v = 1 * A.x + 2 * B.z + 3 * C.y
>>> v
A.x + 2*B.z + 3*C.y
>>> v.express(A)
A.x + 5*sqrt(3)/2*A.y + 5/2*A.z
```

777 **4.10. Classical Mechanics.** The `physics.mechanics` package utilizes the `physics.vector`
 778 package to populate time aware particle and rigid body objects to fully describe the
 779 kinematics and kinetics of a rigid multi-body system. These objects store all of the
 780 information needed to derive the ordinary differential or differential algebraic equa-
 781 tions that govern the motion of the system, i.e., the equations of motion. These
 782 equations of motion abide by Newton's laws of motion and can handle any arbitrary

kinematical constraints or complex loads. The package offers two automated methods for formulating the equations of motion based on Lagrangian Dynamics [15] and Kane's Method [14]. Lastly, there are automated linearization routines for constrained dynamical systems based on [18].

4.11. Quantum Mechanics. The `sympy.physics.quantum` package provides quantum functions, states, operators, and computation of standard quantum models.

4.12. Optics. The `physics.optics` package provides Gaussian optics functions.

4.13. Units. The `physics.units` module provides around two hundred predefined prefixes and SI units that are commonly used in the sciences. Additionally, it provides the `Unit` class which allows the user to define their own units. These prefixes and units are multiplied by standard SymPy objects to make expressions unit aware, allowing for algebraic and calculus manipulations to be applied to the expressions while the units are tracked in the manipulations. The units of the expressions can be easily converted to other desired units. There is also a new units system in `sympy.physics.unitsystems` that allows the user to work in specified unit systems.

5. Other Projects that use SymPy. There are several projects that use SymPy as a library for implementing a part of their project, or even as a part of back-end for their application as well.

Some of them are listed below:

- **Cadabra:** Cadabra is a symbolic computer algebra system (CAS) designed specifically for the solution of problems encountered in field theory.
- **Octave Symbolic:** The Octave-Forge Symbolic package adds symbolic calculation features to GNU Octave. These include common Computer Algebra System tools such as algebraic operations, calculus, equation solving, Fourier and Laplace transforms, variable precision arithmetic and other features.
- **SymPy.jl:** Provides a Julia interface to SymPy using PyCall.
- **Mathics:** Mathics is a free, general-purpose online CAS featuring Mathematica compatible syntax and functions. It is backed by highly extensible Python code, relying on SymPy for most mathematical tasks.
- **Mathpix:** An iOS App, that uses Artificial Intelligence to detect handwritten math as input, and uses SymPy Gamma, to evaluate the math input and generate the relevant steps to solve the problem.
- **Sage:** A CAS, visioned to be a viable free open source alternative to Magma, Maple, Mathematica and Matlab.
- **SageMathCloud:** SageMathCloud is a web-based cloud computing and course management platform for computational mathematics.
- **PyDy:** Multibody Dynamics with Python.
- **galgebra:** Geometric algebra (previously `sympy.galgebra`).
- **yt:** Python package for analyzing and visualizing volumetric data (`yt.units` uses SymPy).
- **SfePy:** Simple finite elements in Python.
- **Quameon:** Quantum Monte Carlo in Python.
- **Lcapy:** Experimental Python package for teaching linear circuit analysis.
- **Quantum Programming in Python:** Quantum 1D Simple Harmonic Oscillator and Quantum Mapping Gate.
- **LaTeX Expression project:** Easy LaTeX typesetting of algebraic expressions in symbolic form with automatic substitution and result computation.

- **Symbolic statistical modeling:** Adding statistical operations to complex physical models.

5.1. SymPy Gamma. SymPy Gamma is a simple web application that runs on Google App Engine. It executes and displays the results of SymPy expressions as well as additional related computations, in a fashion similar to that of Wolfram|Alpha. For instance, entering an integer will display its prime factors, digits in the base-10 expansion, and a factorization diagram. Entering a function will display its docstring; in general, entering an arbitrary expression will display its derivative, integral, series expansion, plot, and roots.

SymPy Gamma also has several additional features than just computing the results using SymPy.

- It displays integration steps, differentiation steps in detail, which can be viewed in Figure 1:

Integral Steps:

integrate(tan(x), x)

Fullscreen

1. Rewrite the integrand:

$$\tan(x) = \frac{\sin(x)}{\cos(x)}$$

2. Let $u = \cos(x)$.

Then let $du = -\sin(x)dx$ and substitute du :

$$\int -\frac{1}{u} du$$

A. The integral of a constant times a function is the constant times the integral of the function:

$$\int -\frac{1}{u} du = - \int \frac{1}{u} du$$

I. The integral of $\frac{1}{u}$ is $\log(u)$.

So, the result is: $-\log(u)$

Now substitute u back in:

$$-\log(\cos(x))$$

3. Add the constant of integration:

$$-\log(\cos(x)) + \text{constant}$$

The answer is:

$$-\log(\cos(x)) + \text{constant}$$

Fig. 1: Integral steps of $\tan(x)$

- It also displays the factor tree diagrams for different numbers.
 - SymPy Gamma also saves user search queries, and offers many such similar features for free, which Wolfram|Alpha only offers to its paid users.
- Every input query from the user on SymPy Gamma is first, parsed by its own parser, which handles several different forms of function names, which SymPy as a library

doesn't support. For instance, SymPy Gamma supports queries like `sin x`, whereas SymPy doesn't support this, and supports only `sin(x)`.

This parser converts the input query to the equivalent SymPy readable code, which is then eventually processed by SymPy and the result is finally formatted in LaTeX and displayed on the SymPy Gamma web-application.

5.2. SymPy Live. SymPy Live is an online Python shell, which runs on Google App Engine, that executes SymPy code. It is integrated in the SymPy documentation examples, located at this [link](#).

This is accomplished by providing a HTML/JavaScript GUI for entering source code and visualization of output, and a server part which evaluates the requested source code. It's an interactive AJAX shell, that runs SymPy code using Python on the server.

Certain Features of SymPy Live:

- It supports the exact same syntax as SymPy, hence it can be used easily, to test for outputs of various SymPy expressions.
- It can be run as a standalone app or in an existing app as an admin-only handler, and can also be used for system administration tasks, as an interactive way to try out APIs, or as a debugging aid during development.
- It can also be used to plot figures ([link](#)), and execute all kinds of expressions that SymPy can evaluate.
- SymPy Live also formats the output in LaTeX for pretty-printing the output.

6. Comparison with other CAS.

6.1. Mathematica. Wolfram Mathematica is a popular proprietary CAS. It features highly advanced algorithms. Mathematica has a core implemented in C++ [2] which interprets its own programming language (known as Wolfram language).

Analogously to Lisp's S-expressions, Mathematica uses its own style of M-expressions, which are arrays of either atoms or other M-expression. The first element of the expression identifies the type of the expression and is indexed by zero, whereas the first argument is indexed by one. Notice that SymPy expression arguments are stored in a Python tuple (that is, an immutable array), while the expression type is identified by the type of the object storing the expression.

Mathematica can associate attributes to its atoms.

Unlike SymPy, Mathematica's expressions are mutable, that is one can change parts of the expression tree without the need of creating a new object. The reactivity of Mathematica allows for a lazy updating of any references to that data structure.

Products in Mathematica are determined by some builtin node types, such as `Times`, `Dot`, and others. `Times` is overloaded by the `*` operator, and is always meant to represent a commutative operator. The other notable product is `Dot`, overloaded by the `.` operator. This product represents matrix multiplication, it is not commutative. SymPy uses the same node for both scalar and matrix multiplication, the only exception being with abstract matrix symbols. Unlike Mathematica, SymPy determines commutativity with respect to multiplication from the factor's expression type. Mathematica puts the `Orderless` attribute on the expression type.

Regarding associative expressions, SymPy handles associativity by making associative expressions inherit the class `AssocOp`, while Mathematica specifies the `Flat` attribute on the expression type.

7. Conclusion and future work.

8. References.

REFERENCES

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