Third-party maxima software

John Lapeyre

December 14, 2012

Contents

1 Array Representation For Expressions

Maxima expressions are normally implemented internally as lisp lists, but they may also be represented by lisp arrays. Each representation has advantages.

2 Attributes

A function may possess a list of attributes. The attributes control how the arguments to the function are evaluated and how errors are handled.

- `attributes`
- `set_match_form`
- `set_nowarn`
- `unset_match_form`
- `unset_nowarn`

2.1 Function: attributes

attributes(*name*)

Description Returns a list of the 'attributes' of function *name*.

Arguments `attributes` requires one argument *name*, which must be a string or a symbol.

See also `unset_match_form`, `set_match_form`, `set_nowarn`, and `unset_nowarn`.

2.2 Function: set_match_form

set_match_form(*names*)

Description Set the 'match_form' attribute for function(s) *names*. If the argument checks for a function call fail, and the attribute 'match_form' is set, then rather than signaling an error, the unevaluated form is returned. Furthemore, if the attribute 'nowarn' is not set, then a warning message is printed.

Arguments `set_match_form` requires one argument *names*, which must be a string, a symbol, or a list of strings or symbols.

See also `unset_match_form`, `set_nowarn`, `unset_nowarn`, and `attributes`.

2.3 Function: set_nowarn

set_nowarn(*names*)

Description Set the 'nowarn' attribute for function(s) *names*. If the argument checks for a function call fail, and the attribute 'match_form' is set, and the attribute 'nowarn' is set, then rather than signaling an error, the unevaluated form is returned and no warning message is printed.

Arguments `set_nowarn` requires one argument *names*, which must be a string, a symbol, or a list of strings or symbols.

See also `unset_match_form`, `set_match_form`, `unset_nowarn`, and `attributes`.

2.4 Function: unset_match_form

unset_match_form(*names*)

Description Unset the 'match_form' attribute for function(s) *names*. If the argument checks for a function call fail, and the attribute 'match_form' is set, then rather than signaling an error, the unevaluated form is returned. Furthemore, if the attribute 'nowarn' is not set, then a warning message is printed.

Arguments `unset_match_form` requires one argument *names*, which must be a string, a symbol, or a list of strings or symbols.

See also `set_match_form`, `set_nowarn`, `unset_nowarn`, and `attributes`.

2.5 Function: unset_nowarn

unset_nowarn(*names*)

Description Unset the 'nowarn' attribute for function(s) *names*. If the argument checks for a function call fail, and the attribute 'match_form' is set, and the attribute 'nowarn' is set, then rather than signaling an error, the unevaluated form is returned and no warning message is printed.

Arguments `unset_nowarn` requires one argument *names*, which must be a string, a symbol, or a list of strings or symbols.

See also `unset_match_form`, `set_match_form`, `set_nowarn`, and `attributes`.

3 Functions and Variables for Array Represention for Expressions

These functions operate on the the array expression data structure.

- `aeop`
- `aex`
- `aex_cp`
- `aex_get`
- `aex_new`
- `aex_set`
- `aex_shift`
- `aex_unshift`

- `aexg`
- `aexs`
- `copy_aex_type`
- `iapply`
- `ilength`
- `ipart`
- `ipart_set`
- `ireverse`
- `lex`

3.1 Function: aeop

aeop(*expr*)
mext package: aex

Description op function for aex. returns op if e is not an aex.

Arguments `aeop` requires one argument *expr*, which must be non-atomic.

3.2 Function: aex

aex(:optional x)
mext package: aex

Calling

> **aex**(e) Converts expression e to an array representation. The input expression e is returned unchanged if it is already an array expression or is a symbol or number or specially represented maxima expression. This function converts only at the first level.

Arguments `aex` requires either zero or one arguments.

Options `aex` takes options with default values: `adj->true`.

3.3 Function: aex_cp

aex_cp(e :optional *head*)
mext package: aex

Calling

> **aex_cp**(e) Returns an aex form copy of e. e may be in either lex or aex form. Conversion to aex representation occurs only on the first level.

Arguments `aex_cp` requires either one or two arguments. The first argument e must be non-atomic.

Options `aex_cp` takes options with default values: `adj->true`.

3.4 Function: aex_get

Description Returns the nth part of aexpr e. A value of 0 for n is not allowed. This is more efficient than `aexg`, which allows n equal to zero.

Examples

```
(%i1) a : aex([5,6,7]), aex_get(a,2);
(%o1) 7
```

3.5 Function: aex_new

aex_new(n :optional *head*)
mext package: aex

Arguments `aex_new` requires either one or two arguments. The first argument n must be a non-negative integer.

3.6 Function: aex_set

Description Destructively sets the nth part of aexpr e to value v. A value of 0 for n is not allowed. This is more efficient than `aexs`. No argument checking is done.

Examples
Destructively assign to a part of an expression.

```
(%i1) a : aex([1,2,3]), aex_set(a,1,x), a;
(%o1) <[1,x,3]>
```

See also `aexs` and `ipart`.

3.7 Function: aex_shift

aex_shift(e)
mext package: aex

Description destructively removes an element from the end of e. For array representation of expressions we use the words ‘push’ and ‘pop’ for the beginning of and expression, and ‘shift’ and ‘unshift’ for the end of an expression, whether the representation is an array or a list. This is consistent with maxima, but the reverse of the meaning of the terms in perl.

Arguments `aex_shift` requires one argument e, which must be an adjustable array expression.

Examples

```
(%i1) a : lrange(10,ot->ar);
(%o1) <[1,2,3,4,5,6,7,8,9,10]>
(%i1) b : aex_shift(a);
(%o1) 10
(%i2) a;
(%o2) <[1,2,3,4,5,6,7,8,9]>
```

3.8 Function: aex_unshift

aex_unshift(*v*, *e*)
mext package: aex

Description Destructively pushes an element v onto the end of e. The return value is v. For array representation of expressions we use the words 'push' and 'pop' for the beginning of and expression, and 'shift' and 'unshift' for the end of an expression, whether the representation is an array or a list. This is consistent with maxima, but the reverse of the meaning of the terms in perl.

Arguments `aex_unshift` requires two arguments. The second argument e must be an adjustable array expression.

Examples

```
(%i1) a : lrange(10,ot->ar), aex_unshift("dog",a), a;
(%o1) <[1,2,3,4,5,6,7,8,9,10,"dog"]>
```

3.9 Function: aexg

Description aexg(e,n) returns the nth part of aexpr e. If n is 0, the head of e is returned. No argument checking is performed.

See also `aex_get`, `ipart`, `inpart`, and `part`.

3.10 Function: aexs

Description destructively sets the nth part of aexpr e to value v. A value of 0 for n returns the head (or op) of e.

3.11 Function: copy_aex_type

copy_aex_type(*ein*)
mext package: aex

Description Create a new aex with same head,length,adjustability,etc. but contents of expression are not copied.

Arguments `copy_aex_type` requires one argument *ein*, which must be an array-representation expression.

3.12 Function: iapply

iapply(*fun*, *arg*)
mext package: aex

Description `iapply` is like maxima `apply`, but it supports aex lists. *arg* is converted to an ml if it is an aex expression. By default, output is ml regardless of the input representation.

Arguments `iapply` requires two arguments. The first argument *fun* must be a function. The second argument *arg* must be non-atomic.

Options `iapply` takes options with default values: `adj->true`, `ot->ml`.

Examples

```
(%i1) iapply(%%ff,lrange(4));
(%o1) %%ff(1,2,3,4)
```

```
(%i1) iapply(%%ff,lrange(4,[ot->ar]));
(%o1) %%ff(1,2,3,4)
```

```
(%i1) iapply(%%ff,lrange(4,[ot->ar]), [ot->ar] );
(%o1) %%ff<1,2,3,4>
```

```
(%i1) iapply(%%ff,lrange(4), [ot->ar] );
(%o1) %%ff<1,2,3,4>
```

3.13 Function: ilength

ilength(*e*)
mext package: aex

Description Returns the length of the expression *e*. This is like maxima `length`, but here, *e* can be either an aex or a lex.

Arguments `ilength` requires one argument *e*, which must be a subscripted variable or non-atomic.

3.14 Function: ipart

Calling

ipart(*e*, *ind1*, *ind2*, *...*) Returns the part of expression *e* specified by indices. *e* may be a mixed (lex and aex) representation expression. When used as an lvalue, ipart can be used to assign to a part of an expression. If an index is negative, then it counts from the end of the list. If *e* is an ordinary maxima list (lex), then using a negative index is potentially slower than using a positive index because the entire list must first be traversed in order to determine it's length. If *e* is in aex representation, then this inefficiency is not present.

Examples
Destructively assign to a part of an exression.

```
(%i1) (a : [1,2,3], ipart(a,1) : 7, a);
(%o1) [7,2,3]
```

Implementation Some tests were performed with large lists of numbers. If we set `a:lrange(10^7)`, then the times required for `ipart(a,10^7)`, `ipart(a,-1)`, `inpart(a,10^7)`, and `part(a,10^7)` were 30, 60, 90, and 90 ms.

3.15 Function: ipart_set

Calling

ipart_set(*e*, *val*, *ind1*, *ind2*, *...*) Set part of *e* specified by the final arguments to *val*. *e* is a mixed representation expression.

3.16 Function: ireverse

ireverse(e)
mext package: aex

Description ireverse is like maxima reverse, but is works on both aex and list objects. ireverse is tries to be identical to maxima reverse for a non-aex argument.

Arguments `ireverse` requires one argument e, which must be non-atomic.

Options `ireverse` takes options with default values: `adj->true`, `ot->ml`.

Examples

```
(%i1) ireverse(lrange(4));
(%o1) [4,3,2,1]
```

```
(%i1) ireverse(lrange(4), [ot->ar] );
(%o1) <[4,3,2,1]>
```

```
(%i1) ireverse(lrange(4, [ot->ar]) );
(%o1) <[4,3,2,1]>
```

```
(%i1) ireverse(lrange(4, [ot->ar]), [ot->ml] );
(%o1) [4,3,2,1]
```

3.17 Function: lex

Calling

lex(e) converts the aex expression e to lex. If e is not an aex expression, e is returned. Conversion is only done on the first level.

4 Functions and Variables for Combinatorics

- `ae_random_permutation`
- `cycles_to_perm`
- `inverse_permutation`
- `perm_to_cycles`
- `perm_to_transpositions`
- `permutation_p`
- `permutation_p1`
- `random_cycle`
- `random_permutation_sym`
- `signature_permutation`
- `transpositions_to_perm`

4.1 Function: ae_random_permutation

ae_random_permutation(*a*)
mext package: discrete_aex

Description returns *a* with subexpressions permuted randomly.

Arguments `ae_random_permutation` requires one argument *a*, which must be non-atomic.

Options `ae_random_permutation` takes options with default values: `adj->true`, `ot->ml`.

See also `random_cycle`, `random_permutation_sym`, `signature_permutation`, `perm_to_cycles`, and `cycles_to_perm`.

4.2 Function: cycles_to_perm

cycles_to_perm(*cycles*)
mext package: discrete_aex

Description Returns a permutation from its cycle decomposition *cycles*, which is a list of lists. Here 'permutation' means a permutation of a list of the integers from 1 to some number n. The default output representation is aex.

Arguments `cycles_to_perm` requires one argument *cycles*, which must be a list (lex or aex).

Options `cycles_to_perm` takes options with default values: `adj->true`, `ot->ml`.

See also `random_cycle`, `random_permutation_sym`, `ae_random_permutation`, `signature_permutation`, and `perm_to_cycles`.

4.3 Function: inverse_permutation

inverse_permutation(*perm*)
mext package: discrete_aex

Description Returns the inverse permutation of *perm*.

Arguments `inverse_permutation` requires one argument *perm*, which must be a list (lex or aex).

Options `inverse_permutation` takes options with default values: `adj->true`, `ot->ml`.

Examples

```
(%i1) inverse_permutation([5,1,4,2,6,8,7,3,10,9]);
(%o1) <[2,4,8,3,1,5,7,6,10,9]>
(%i1) inverse_permutation(inverse_permutation([5,1,4,2,6,8,7,3,10,9]),ot->ml);
(%o1) [5,1,4,2,6,8,7,3,10,9]
```

4.4 Function: perm_to_cycles

perm_to_cycles(*ain*)
mext package: discrete_aex

Description Returns a cycle decomposition of the input permutation *ain*. The input must be a permutation of n integers from 1 through n.

Arguments `perm_to_cycles` requires one argument *ain*, which must be a list (lex or aex).

Options `perm_to_cycles` takes options with default values: `adj->true`, `ot->ml`.

Examples

```
(%i1) perm_to_cycles([5,4,3,2,1,10,6,7,8,9]);
(%o1) [[7,8,9,10,6],[3],[4,2],[5,1]]
```

See also `random_cycle`, `random_permutation_sym`, `ae_random_permutation`, `signature_permutation`, and `cycles_to_perm`.

4.5 Function: perm_to_transpositions

perm_to_transpositions(*ain*)
mext package: discrete_aex

Description Returns a list representing the permutation *ain* as a product of transpositions. The output representation type is applied at both levels.

Arguments `perm_to_transpositions` requires one argument *ain*, which must be a list (lex or aex).

Options `perm_to_transpositions` takes options with default values: `adj->true`, `ot->ml`.

4.6 Function: permutation_p

permutation_p(*ain*)
mext package: discrete_aex

Calling

> **permutation_p**(*list*) Returns true if the list *list* of length n is a permutation of the integers from 1 through n. Otherwise returns false.

Arguments `permutation_p` requires one argument.

Implementation Separate routines for aex and lex input are used.

4.7 Function: permutation_p1

permutation_p1(*ain*)
mext package: discrete_aex

Description This is the same as `permutation_p`, but, if the input is a list, it assumes all elements in the input list are fixnum integers, while `permutation_p` does not.

Arguments `permutation_p1` requires one argument.

Implementation Some variables are declared fixnum, but this does not seem to improve performance with respect to `permutationp`.

4.8 Function: random_cycle

random_cycle(n)
mext package: discrete_aex

Calling

> **random_cycle**(n) Returns a random cycle of length n. The return value is a list of the integers from 1 through n, representing an element of the symmetric group S_n that is a cycle.

Arguments `random_cycle` requires one argument n, which must be a positive integer.

Options `random_cycle` takes options with default values: `adj->true`, `ot->ml`.

See also `random_permutation_sym`, `ae_random_permutation`, `signature_permutation`, `perm_to_cycles`, and `cycles_to_perm`.

Implementation This function uses Sattolo's algorithm.

4.9 Function: random_permutation_sym

random_permutation_sym(n)
mext package: discrete_aex

Calling

> **random_permutation_sym**(n) Returns a random permutation of the integers from 1 through n. This represents a random element of the symmetric group S_n.

Arguments `random_permutation_sym` requires one argument n, which must be a positive integer.

Options `random_permutation_sym` takes options with default values: `adj->true`, `ot->ml`.

See also `random_cycle`, `ae_random_permutation`, `signature_permutation`, `perm_to_cycles`, and `cycles_to_perm`.

4.10 Function: signature_permutation

signature_permutation(*ain*)
mext package: discrete_aex

Calling

> **signature_permutation**(*list*) returns the sign, or signature, of the symmetric permutation *list*, which must be represented by a permuation the integers from 1 through n, where n is the length of the list.

Arguments `signature_permutation` requires one argument *ain*, which must be a list (lex or aex).

See also `random_cycle`, `random_permutation_sym`, `ae_random_permutation`, `perm_to_cycles`, and `cycles_to_perm`.

4.11 Function: transpositions_to_perm

transpositions_to_perm(*ain*)
mext package: discrete_aex

Description Returns the permutation specified by the list of transpositions *ain*.

Arguments `transpositions_to_perm` requires one argument *ain*, which must be a list (lex or aex).

Options `transpositions_to_perm` takes options with default values: `adj->true`, `ot->ml`.

Implementation Input is converted to lex on both levels. Default output is aex.

5 Functions and Variables for Documentation

- `doc_system_list`
- `print_entry_latex`
- `print_maxdoc_entry`

- `print_maxdoc_sections`
- `print_sections_latex`
- `read_docs_with_pager`
- `set_all_doc_systems`
- `simple_doc_add`
- `simple_doc_delete`
- `simple_doc_get`
- `simple_doc_init`
- `simple_doc_print`

5.1 Variable: doc_system_list

Description A list of the documenatation system that will be searched by ? and ??. This can be set to all avaliable systems with the function set_all_doc_systems. Also, if this variable is false, then all documentation is enabled.

5.2 Function: print_entry_latex

print_entry_latex(*item*)
mext package: defmfun1

Arguments `print_entry_latex` requires one argument *item*, which must be a string.

5.3 Function: print_maxdoc_entry

print_maxdoc_entry(*item*)
mext package: defmfun1

Arguments `print_maxdoc_entry` requires one argument *item*, which must be a string.

5.4 Function: print_maxdoc_sections

print_maxdoc_sections()
mext package: defmfun1

Description Print all sections of maxdoc documentation. This does not include other documentation databases, such as the main maxima documentation.

Arguments `print_maxdoc_sections` requires zero arguments.

5.5 Function: print_sections_latex

print_sections_latex(:optional *filename*)
mext package: defmfun1

Description Print all sections of maxdoc documentation currently loaded in latex format to the file *filename*. This does not include other documentation databases, such as the main maxima documentation.

Arguments `print_sections_latex` requires either zero or one arguments. If present, the argument *filename* must be a a string.

5.6 Option variable: read_docs_with_pager

default value `true`.
Description If read_docs_with_pager is true then documentation printedby describe() or ? or ?? is read with a pager. This will mostlikely only work with a command line interface under linux/unixwith certain lisp implementations.

5.7 Function: set_all_doc_systems

set_all_doc_systems()
mext package: defmfun1

Description Enable all documentation databases for describe, ? and ??. This sets doc_system_list to a list of all doc systems.

Arguments `set_all_doc_systems` requires zero arguments.

5.8 Function: simple_doc_add

simple_doc_add(*name*, *content*)
mext package: defmfun1

Description Adds documentation string *content* for item *name*. These documentation strings are accessible via '?' and '??'.

Arguments `simple_doc_add` requires two arguments. The first argument *name* must be a string. The second argument *content* must be a string.

See also `simple_doc_init`, `simple_doc_delete`, `simple_doc_get`, and `simple_doc_print`.

5.9 Function: simple_doc_delete

simple_doc_delete(*name*)
mext package: defmfun1

Description Deletes the simple_doc documentation string for item *name*.

Arguments `simple_doc_delete` requires one argument *name*, which must be a string.

See also `simple_doc_init`, `simple_doc_add`, `simple_doc_get`, and `simple_doc_print`.

5.10 Function: simple_doc_get

simple_doc_get(*name*)
mext package: defmfun1

Description Returns the simple_doc documentation string for item *name*.

Arguments `simple_doc_get` requires one argument *name*, which must be a string.

See also `simple_doc_init`, `simple_doc_add`, `simple_doc_delete`, and `simple_doc_print`.

5.11 Function: simple_doc_init

simple_doc_init()
mext package: defmfun1

Description Initialize the simple_doc documentation database.

Arguments `simple_doc_init` requires zero arguments.

See also `simple_doc_add`, `simple_doc_delete`, `simple_doc_get`, and `simple_doc_print`.

5.12 Function: simple_doc_print

simple_doc_print(*name*)
mext package: defmfun1

Description Prints the simple_doc documentation string for item *name*.

Arguments `simple_doc_print` requires one argument *name*, which must be a string.

See also `simple_doc_init`, `simple_doc_add`, `simple_doc_delete`, and `simple_doc_get`.

6 Functions and Variables for Equations

- `nelder_mead`

6.1 Function: nelder_mead

nelder_mead(*expr*, *vars*, *init*)
mext package: nelder_mead

Description The Nelder-Mead optimization algorithm.

Arguments `nelder_mead` requires three arguments. The second argument *vars* must be a list of symbols. The third argument *init* must be a list of numbers.

Examples
Find the minimum of a function at a non-analytic point.

```
(%i1) nelder_mead(if x<0 then -x else x^2, [x], [4]);
(%o1) [x = 9.536387892694629e-11]
```

```
(%i1) f(x) := if x<0 then -x else x^2$
(%i2) nelder_mead(f, [x], [4]);
(%o2) [x = 9.536387892694628e-11]
```

```
(%i3) nelder_mead(f(x), [x], [4]);
(%o3) [x = 9.536387892694628e-11]
```

```
(%i1) nelder_mead(x^4+y^4-2*x*y-4*x-3*y, [x,y], [2,2]);
(%o1) [x = 1.157212489168102,y = 1.099342680267472]
```

Author Mario S. Mommer.

7 Functions and Variables for Function Definition

- `comp_load`
- `compile_file1`

7.1 Function: comp_load

comp_load(*fname* :optional *pathlist*)
mext package: aex

Description Compile and load a lisp file. Maxima does not load it by default with `compile_file`. If the input filename does not end with ".lisp", it will be appended. If *pathlist* is specified, then *fname* is only searched for in directories in *pathlist*.

Arguments `comp_load` requires either one or two arguments. The first argument *fname* must be a string. The second argument *pathlist* must be a string or a list of strings.

7.2 Function: compile_file1

compile_file1(*input-file* :optional *bin-file*, *translation-output-file*)
mext package: aex

Description This is copied from maxima `compile_file`, with changes. Sometimes a loadable binary file is apparently compiled, but an error flag is set and `compile_file` returns false for the output binary filename. Here we return the binary filename in any case.

Arguments `compile_file1` requires between one and three arguments. The first argument *input-file* must be a string.

8 Functions and Variables for Input and Output

- `pager_command`
- `pager_string`
- `restore`
- `restore_fast`
- `store`
- `store_fast`

8.1 Option variable: pager_command

default value `/usr/bin/less`.
Description The pathname to the pager program used for reading paged output, eg for documentation.

See also `read_docs_with_pager`.

8.2 Function: pager_string

pager_string(s)
mext package: aex

Description Read the string s in the pager given by the maxima variable `pager_command`.This works at least with gcl under linux.

Arguments `pager_string` requires one argument s, which must be a string.

8.3 Function: restore

restore(*file*)
mext package: store

Calling

> **restore**(*file*) Reads and returns expressions from the file *file*.

Description Reads maxima expressions from file *file* created by the function `store`.

Arguments `restore` requires one argument *file*, which must be a string.

See also `store`, `store_fast`, and `restore_fast`.

8.4 Function: restore_fast

restore_fast(*file*)
mext package: store

Calling

> **restore_fast**(*file*) Reads and returns expressios from the file *file*. No checking for circular references is done.

Description Reads maxima expressions from file *file* created by the function `store`, or `store_fast`. No checks for circular references are done.

Arguments `restore_fast` requires one argument *file*, which must be a string.

See also `store`, `restore`, and `store_fast`.

8.5 Function: store

store(*file* :rest *exprs*)
mext package: store

Calling

> **store**(*file*, *expr1*, *expr2*, *...*) stores the expressions to the file *file*.

Description Stores maxima expressions *exprs* in *file* in binary format. Many types of lisp expressions and subexpressions are supported: numbers,strings,list,arrays,hashtables,structures,....

Arguments `store` requires one or more arguments. The first argument *file* must be a string.

Examples
Save a graph to a file. This cannot be done with the command ¡save¿.

```
(%i1) load(graphs)$
(%i2) c : petersen_graph();
(%o2) GRAPH(10 vertices, 15 edges)
(%i3) factor(graph_charpoly(c,x));
(%o3) (x-3)*(x-1)^5*(x+2)^4
(%i4) store("graph.cls",c)$
(%i5) factor(graph_charpoly( restore("graph.cls"), x));
(%o5) (x-3)*(x-1)^5*(x+2)^4
```

See also `restore`, `store_fast`, and `restore_fast`.

Implementation store uses the cl-store library. See the cl-store documentation for more information.

8.6 Function: store_fast

store_fast(*file* :rest *exprs*)
mext package: store

Calling

> **store_fast**(*file*, *expr1*, *expr2*, *...*) stores the expressions to the file *file*. No checking for circular references is done.

Description Stores maxima expressions *exprs* in *file* in binary format. This is like `store`, except that no checks for circular references are done.

Arguments `store_fast` requires one or more arguments. The first argument *file* must be a string.

See also `store`, `restore`, and `restore_fast`.

9 Functions and Variables for Lists

These functions manipulate lists. They build lists, take them apart, select elements, etc.

- `aelistp`
- `constant_list`
- `count`
- `drop_while`
- `every1`
- `fold`
- `fold_list`
- `icons`

- imap
- length_while
- lrange
- nest
- nest_list
- nest_while
- nreverse
- partition_list
- select
- sequence specifier
- table
- take
- take_while
- tuples

9.1 Function: aelistp

Description Returns true if e is a list, either ml or ar representation.

Examples

```
(%i1) aelistp([1,2,3]);
(%o1) true
(%i1) aelistp( aex([1,2,3]));
(%o1) true
(%i2) aelistp(3);
(%o2) false
(%i3) aelistp(x);
(%o3) false
(%i4) x:lrange(10),aelistp(x);
(%o4) true
(%i5) aelistp(%%f(y));
(%o5) false
(%i6) aelistp( aex( %%f(y) ));
(%o6) false
```

9.2 Function: constant_list

constant_list(*expr*, *list*)
mext package: lists_aex

Description Returns a list of n elements, each of which is an independent copy of expr. `constant_list(expr,[n,m,..])` returns a nested list of dimensions n,m,... where each leaf is an independent copy of expr and the copies of each list at each level are independent. If a third argument is given, then it is used as the op, rather than 'list', at every level.

Arguments `constant_list` requires either two or three arguments. The second argument *spec* must be a positive integer or a list of positive integers.

Options `constant_list` takes options with default values: `adj->true`, `ot->ml`.

See also `makelist`, `lrange`, and `table`.

9.3 Function: count

count(*expr*, *item*)
mext package: lists_aex

Description Counts the number of items in *expr* matching *item*. If *item* is a lambda function then *compile* must be true.

Arguments `count` requires two arguments. The first argument *expr* must be non-atomic and either aex or represented by a lisp list.

Options `count` takes options with default values: `compile->true`.

Examples

```
(%i1) count([1,2,"dog"], 'numberp);
(%o1) 2
(%i1) count([1,2,"dog"], "dog");
(%o1) 1
(%i2) count(lrange(10^4), lambda([x], is(mod(x,3) = 0)));
(%o2) 3333
(%i3) count( %%ff(1,2,"dog"), "dog");
(%o3) 1
(%i4) count(lrange(100,ot->ar), 'evenp);
(%o4) 50
```

9.4 Function: drop_while

drop_while(*expr*, *test*)
mext package: lists_aex

Calling

> **drop_while**(*expr*, *test*) Tests the elements of *expr* in order, dropping them until *test* fails. The remaining elements are returned in an expression with the same op as that *expr*.

Arguments `drop_while` requires two arguments. The first argument *expr* must be non-atomic and represented by a lisp list.

Options `drop_while` takes options with default values: `adj->true`, `ot->ml`, `compile->true`.

Examples
Drop elements as long as they are negative.

```
(%i1) drop_while([-3,-10,-1,3,6,7,-4], lambda([x], is(x<0)));
(%o1) [3,6,7,-4]
```

9.5 Function: every1

every1(*expr*, *test*)
mext package: lists_aex

Calling

> **every1**(*expr*, *test*) Returns true if *test* is true for each element in *expr*. Otherwise, false is returned. This is like `every` but allow a test that takes only one argument. For some inputs, every1 is much faster than every.

Arguments `every1` requires two arguments. The first argument *expr* must be non-atomic and represented by a lisp list.

Options `every1` takes options with default values: `compile->true`.

9.6 Function: fold

mext package: lists_aex

Description `fold(f,x,[a,b,c])` returns `f(f(f(x,a),b),c).`

Arguments `fold` requires three arguments. The third argument v must be non-atomic.

Options `fold` takes options with default values: `adj->true`, `ot->ml`, `compile->true`.

See also `fold_list` and `nest`.

9.7 Function: fold_list

mext package: lists_aex

Description fold_list(f,x,[a,b,c]) returns [f(x,a),f(f(x,a),b),f(f(f(x,a),b),c)].

Arguments `fold_list` requires three arguments. The third argument v must be non-atomic.

Options `fold_list` takes options with default values: `adj->true`, `ot->ml`, `compile->true`.

See also `fold` and `nest`.

9.8 Function: icons

icons(x, e)

Description `icons` is like maxima `cons`, but less general, and much, much faster. x is a maxima object. e is a maxima list or list-like object, such as `[a]`, or `f(a)`. It is suitable at a minimum, for pushing a number or list or string onto a list of numbers, or strings or lists. If you find `icons` gives buggy behavior that you are not interested in investigating, use `cons` instead.

Implementation In a function that mostly only does icons in a loop, icons defined with defmfun rather than defmfun1 runs almost twice as fast. So icons is defined with defmfun rather than defmfun1. icons does no argument checking.

9.9 Function: imap

imap(f, *expr*)
mext package: lists_aex

Description Maps functions of a single argument. I guess that `map` handles more types of input without error. But `imap` can be much faster for some inputs.

Arguments `imap` requires two arguments. The second argument *expr* must be non-atomic.

Options `imap` takes options with default values: `compile->true`.

Examples

Map sqrt efficiently over a list of floats

```
(%i1) (a : lrange(1.0,4),
        imap(lambda([x],modedeclare(x,float),sqrt(x)),a));
(%o1) [1.0,1.414213562373095,1.732050807568877,2.0]
```

With aex expression, no conversions to lex are done.

```
(%i1) (a : lrange(1.0,4,ot->ar),
          imap(lambda([x],modedeclare(x,float),sqrt(x)),a));
(%o1) <[1.0,1.414213562373095,1.732050807568877,2.0]>
```

9.10 Function: length_while

length_while(*expr*, *test*)
mext package: lists_aex

Description Computes the length of *expr* while *test* is true.

Arguments `length_while` requires two arguments. The first argument *expr* must be non-atomic and represented by a lisp list.

Options `length_while` takes options with default values: `compile->true`.

Examples

```
(%i1) length_while([-3,-10,-1,3,6,7,-4], lambda([x], is(x<0)));
(%o1) 3
```

9.11 Function: lrange

mext package: lists_aex

Calling

lrange(*stop*) returns a list of numbers from 1 through *stop*.

lrange(*start*, *stop*) returns a list of expressions from *start* through *stop*.

lrange(*start*, *stop*, *incr*) returns a list of expressions from *start* through *stop* in steps of *incr*.

Description lrange is much more efficient than makelist for creating ranges, particularly for large lists (e.g. 10^5 or more items.) Functions for creating a list of numbers, in order of decreasing speed, are: `lrange`, `table`, `create_list`,`makelist`.

Arguments `lrange` requires between one and three arguments. The third argument *incr* must be an expression that is not zero.

Options `lrange` takes options with default values: `adj->true`, `ot->ml`.

Examples

```
(%i1) lrange(6);
(%o1) [1,2,3,4,5,6]
(%i1) lrange(2,6);
(%o1) [2,3,4,5,6]
(%i2) lrange(2,6,2);
(%o2) [2,4,6]
(%i3) lrange(6,1,-1);
(%o3) [6,5,4,3,2,1]
(%i4) lrange(6,1,-2);
(%o4) [6,4,2]
(%i5) lrange(6,ot->ar);
(%o5) <[1,2,3,4,5,6]>
```

The type of the first element and increment determine the type of the elements.

```
(%i1) lrange(1.0,6);
(%o1) [1.0,2.0,3.0,4.0,5.0,6.0]
(%i1) lrange(1.0b0,6);
(%o1) [1.0b0,2.0b0,3.0b0,4.0b0,5.0b0,6.0b0]
(%i2) lrange(1/2,6);
(%o2) [1/2,3/2,5/2,7/2,9/2,11/2]
(%i3) lrange(6.0,1,-1);
(%o3) [6.0,5.0,4.0,3.0,2.0,1.0]
```

Symbols can be used for limits or increments.

```
(%i1) lrange(x,x+4);
(%o1) [x,x+1,x+2,x+3,x+4]
(%i1) lrange(x,x+4*a,a);
(%o1) [x,x+a,x+2*a,x+3*a,x+4*a]
```

See also `makelist`, `table`, and `constant_list`.

9.12 Function: nest

mext package: lists_aex

Description nest(f,x,n) returns f(...f(f(f(x)))...) where there are n nested calls of f.

Arguments `nest` requires three arguments. The first argument *f* must be a function. The third argument *n* must be a non-negative integer.

Options `nest` takes options with default values: `adj->true`, `ot->ml`, `compile->true`.

9.13 Function: nest_list

nest_list(*f*, *x*, *n*)
mext package: lists_aex

Arguments `nest_list` requires three arguments. The third argument *n* must be a non-negative integer.

Options `nest_list` takes options with default values: `adj->true`, `ot->ml`, `compile->true`.

Examples
Find the first 10 primes after 100.

```
(%i1) nest_list(next_prime,100,10);
(%o1) [101,103,107,109,113,127,131,137,139,149]
```

See also `nest`, `fold`, and `fold_list`.

9.14 Function: nest_while

nest_while(*f*, *x*, *test* :optional *min*, *max*)
mext package: lists_aex

Calling

nest_while(*f*, *x*, *test*) applies *f* to *x* until *test* fails to return true when called on the nested result.

nest_while(*f*, *x*, *test*, *min*) applies *f* at least *min* times.

nest_while(*f*, *x*, *test*, *min*, *max*) applies *f* not more than *max* times.

Arguments `nest_while` requires between three and five arguments. The fourth argument *min* must be a non-negative integer. The fifth argument *max* must be a non-negative integer.

Options `nest_while` takes options with default values: `adj->true`, `ot->ml`, `compile->true`.

Implementation This should be modified to allow applying test to more than just the most recent result.

9.15 Function: nreverse

nreverse(*e*)
mext package: lists_aex

Description Destructively reverse the arguments of expression *e*. This is more efficient than using reverse.

Arguments `nreverse` requires one argument *e*, which must be non-atomic.

Examples
Be careful not to use *a* after applying nreverse. Do assign the result to another variable.

```
(%i1) a : lrange(10), b : nreverse(a);
(%o1) [10,9,8,7,6,5,4,3,2,1]
(%i1) a : lrange(10,ot->ar), b : nreverse(a);
(%o1) <[10,9,8,7,6,5,4,3,2,1]>
```

See also `reverse`.

9.16 Function: partition_list

partition_list(*e*, *nlist* :optional *dlist*)
mext package: lists_aex

Calling

partition_list(*e*, *n*) partitions *e* into sublists of length *n*

partition_list(*e*, *n*, *d*) partitions *e* into sublists of length *n* with offsets *d*.

Description Omitting d is equivalent to giving d equal to n. e can be any expression, not only a list. If n is a list, then `partition_list` partitions at sucessively deeper levels with elements of n. If n and d are lists, the first elementsof n and d apply at the highest level and so on. If n is a list and d is a number, then the offset d is used with each of the n.

Arguments `partition_list` requires either two or three arguments. The first argument e must be non-atomic. The second argument *nlist* must be an integer or a list of integers. The third argument *dlist* must be an integer or a list of integers.

Examples

Partition the numbers from 1 through 10 into pairs.

```
(%i1) partition_list([1,2,3,4,5,6,7,8,9,10],2);
(%o1) [[1,2],[3,4],[5,6],[7,8],[9,10]]
```

9.17 Function: select

select(*expr*, *test* :optional n)
mext package: lists_aex

Description Returns a list of all elements of *expr* for which *test* is true. *expr* may have any op. If n is supplied, then at most n elements are examined.

Arguments `select` requires either two or three arguments. The first argument *expr* must be non-atomic and represented by a lisp list. The third argument n must be a positive integer.

Options `select` takes options with default values: `adj->true`, `ot->ml`, `compile->true`.

Examples

Select elements less than 3

```
(%i1) select([1,2,3,4,5,6,7], lambda([x], is(x<3)));
(%o1) [1,2]
```

9.18 Argument type: sequence specifier

Description A sequence specification specifies a subsequence of the elements in an expression. A single positive number n means the first n elements. $-n$ means the last n elements. A list of three numbers `[i1,i2,i3]` means the `i1`th through the `i2`th stepping by `i3`. If `i1` or `i2` are negative, they count from the end. If `i3` is negative, stepping is down and `i1` must be greater than or equal to `i2`. If `i3` is omitted, it is taken to be 1. A sequence specifiier can also be one of 'all 'none or 'reverse, which mean all elements, no elements or all elements in reverse order respectively.

See also `take` and `string_take`.

9.19 Function: table

mext package: lists_aex

Calling

> **table**(*expr*, [n]) Evaluates expression *number* times. If *number* is not an integer or a floating point number, then `float` is called. If we have a floating point number, it is truncated into an integer. This type of iterator is the fastest, since no variable is bound.

table(*expr*, [*variable*, *initial*, *end*, *step*]) Returns a list of evaluated expressions where *variable* (a symbol) is set to a value. The first element of the returned list is *expression* evaluated with *variable* set to *initial*. The *i*-th element of the returned list is *expression* evaluated with *variable* set to *initial*+$(i-1)$*step*. The iteration stops once the value is greater (if *step* is positive) or smaller (if *step* is negative) than *end*. Requirement: The difference between *end* and *intial* must return a `numberp` number. *step* must be a nonzero `numberp` number. This allows for iterators of rather general forms like `[i, %i - 2, %i, 0.1b0]` ...

table(*expr*, [*variable*, *initial*, *end*]) This iterator uses a step of 1 and is equal to [*variable*,*initial*,*end*, 1].

Arguments `table` requires two or more arguments. The second argument *iterator1* must be a list. Each of the remaining arguments must be a list.

Options `table` takes options with default values: `adj->true`, `ot->ml`.

Attributes table has attributes: [hold_all]

Examples

Make a list of function values

```
(%i1) table(sin(x),[x,0,2*%pi,%pi/4]);
(%o1) [0,1/sqrt(2),1,1/sqrt(2),0,-1/sqrt(2),-1,-1/sqrt(2),0]
```

Make a nested list.

```
(%i1) table( x^y, [x,1,2], [y,1,2]);
(%o1) [[1,1],[2,4]]
```

See also `makelist`, `lrange`, and `constant_list`.

Author Ziga Lenarcic.

9.20 Function: take

take(*e* :rest *v*)
mext package: lists_aex

Calling

take(*e*, *n*) returns a list of the first *n* elements of list or expression *e*.

take(*e*, [*n1*, *n2*]) returns a list of the *n1*th through *n2*th elements of list or expression *e*.

take(*e*, [*n1*, *n2*, *step*]) returns a list of the *n1*th through *n2*th elements stepping by *step* of list or expression *e*.

take(*e*, -n) returns the last *n* elements.

take(*e*, *spec1*, *spec2*, *...*) applies the sequence specifications at sucessively deeper levels in *e*.

Description *e* can have mixed lex and aex expressions on different levels. If more sequence specifications are given, they apply to sucessively deeper levels in *e*.

Arguments `take` requires one or more arguments. The first argument *e* must be non-atomic. Each of the remaining arguments must be a sequence specification.

Examples

Take the first 3 elements of a list.

```
(%i1) take([a,b,c,d,e],3);
(%o1) [a,b,c]
```

Take the last 3 elements of a list.

```
(%i1) take([a,b,c,d,e],-3);
(%o1) [c,d,e]
```

Take the second through third elements of a list.

```
(%i1) take([a,b,c,d,e],[2,3]);
(%o1) [b,c]
```

Take the second through tenth elements of a list counting by two.

```
(%i1) take([1,2,3,4,5,6,7,8,9,10],[2,10,2]);
(%o1) [2,4,6,8,10]
```

Take the last through first elements of a list counting backwards by one.

```
(%i1) take([a,b,c,d],[-1,1,-1]);
(%o1) [d,c,b,a]
```

Shorthand for the previous example is 'reverse.

```
(%i1) take([a,b,c,d],'reverse);
(%o1) [d,c,b,a]
```

Take the second through third elements at the first level and the last 2 elements at the second level.

```
(%i1) take([[a,b,c], [d,e,f], [g,h,i]], [2,3],-2);
(%o1) [[e,f],[h,i]]
```

9.21 Function: take_while

take_while(*expr*, *test*)
mext package: lists_aex

Calling

> **take_while**(*expr*, *test*) collects the elements in *expr* until *test* fails on one of them. The op of the returned expression is the same as the op of *expr*.

Arguments `take_while` requires two arguments. The first argument *expr* must be non-atomic and represented by a lisp list.

Options `take_while` takes options with default values: `adj->true`, `ot->ml`, `compile->true`.

Examples

Take elements as long as they are negative.

```
(%i1) take_while([-3,-10,-1,3,6,7,-4], lambda([x], is(x<0)));
(%o1) [-3,-10,-1]
```

9.22 Function: tuples

tuples(*list-or-lists* :optional *n*)
mext package: lists_aex

Calling

> **tuples**(*list*, *n*) Return a list of all lists of length n whose elements are chosen from *list*.
>
> **tuples**([*list1*, *list2*, ...]) Return a list of all lists whose i_th element is chosen from *listi*.

Arguments `tuples` requires either one or two arguments. The first argument *list-or-lists* must be non-atomic and represented by a lisp list. The second argument n must be a non-negative integer.

Options `tuples` takes options with default values: `adj->true`, `ot->ml`.

Examples

Make all three letter words in the alphabet 'a,b'.

```
(%i1) tuples([a,b],3);
(%o1) [[a,a,a],[a,a,b],[a,b,a],[a,b,b],[b,a,a],[b,a,b],[b,b,a],[b,b,b]]
```

Take all pairs chosen from two lists.

```
(%i1) tuples([ [0,1] , [x,y,z] ]);
(%o1) [[0,x],[0,y],[0,z],[1,x],[1,y],[1,z]]
```

tuples works for expressions other than lists.

```
(%i1) tuples(f(0,1),3);
(%o1) [f(0,0,0),f(0,0,1),f(0,1,0),f(0,1,1),f(1,0,0),f(1,0,1),f(1,1,0),f(1,1,1)]
```

10 Functions and Variables for Number Theory

- `abundant_p`
- `aliquot_sequence`
- `aliquot_sum`
- `amicable_p`
- `catalan_number`
- `divisor_function`
- `divisor_summatory`
- `from_digits`
- `integer_digits`
- `integer_string`
- `oeis_A092143`
- `perfect_p`

- prime_pi
- prime_pi_soe
- prime_twins
- primes1

10.1 Function: abundant_p

abundant_p(n)
mext package: discrete_aex

Description Returns true if n is an abundant number. Otherwise, returns false.

Arguments `abundant_p` requires one argument n, which must be a positive integer.

Examples
The abundant numbers between 1 and 100

```
(%i1) select(lrange(100),abundant_p);
(%o1) [12,18,20,24,30,36,40,42,48,54,56,60,66,70,72,78,80,84,88,90,96,100]
```

See also `divisor_function`, `aliquot_sum`, `aliquot_sequence`, `divisor_summatory`, and `perfect_p`.

10.2 Function: aliquot_sequence

aliquot_sequence(k, n)
mext package: discrete_aex

Description Returns the first n elements (counting from zero) in the aliquot sequence of k. The sequence is truncated at an element if it is zero or repeats the previous element.

Arguments `aliquot_sequence` requires two arguments. The first argument k must be a positive integer. The second argument n must be a non-negative integer.

Examples
Perfect numbers give a repeating sequence of period 1.

```
(%i1) imap(lambda([x],aliquot_sequence(x,100)),[6,28,496,8128]);
(%o1) [[6],[28],[496],[8128]]
```

Aspiring numbers are those which are not perfect, but terminate with a repeating perfect number.

```
(%i1) imap(lambda([x],aliquot_sequence(x,100)),[25, 95, 119, 143, 417, 445, 565, 608, 650, 652, 675, 68
(%o1) [[25,6],[95,25,6],[119,25,6],[143,25,6],[417,143,25,6],[445,95,25,6],[565,119,25,6],[608,652,496]
```

See also `divisor_function`, `aliquot_sum`, `divisor_summatory`, `perfect_p`, and `abundant_p`.

10.3 Function: aliquot_sum

aliquot_sum(n)
mext package: discrete_aex

Description Returns the aliquot sum of n. The aliquot sum of n is the sum of the proper divisors of n.

Arguments `aliquot_sum` requires one argument n, which must be a positive integer.

Attributes aliquot_sum has attributes: [match_form]

See also `divisor_function`, `aliquot_sequence`, `divisor_summatory`, `perfect_p`, and `abundant_p`.

10.4 Function: amicable_p

amicable_p(n, m)
mext package: discrete_aex

Description Returns true if n and m are amicable, and false otherwise.

Arguments `amicable_p` requires two arguments. The first argument n must be a positive integer. The second argument m must be a positive integer.

Examples
The first few amicable pairs.

```
(%i1) map(lambda([x],amicable_p(first(x),second(x))), [[220, 284],
          [1184, 1210], [2620, 2924], [5020, 5564], [6232, 6368]]);
(%o1) [true,true,true,true,true]
```

10.5 Function: catalan_number

catalan_number(n)
mext package: discrete_aex

Description Returns the nth catalan number.

Arguments `catalan_number` requires one argument.

Examples
The catalan number for n from 1 through 12.

```
(%i1) map(catalan_number,lrange(12));
(%o1) [1,2,5,14,42,132,429,1430,4862,16796,58786,208012]
```

The n'th catalan number.

```
(%i1) catalan_number(n);
(%o1) binomial(2*n,n)/(n+1)
```

OEIS number: A000108.

10.6 Function: divisor_function

divisor_function(n :optional x)
mext package: discrete_aex

Description The divisor function $\sigma_x(n)$. If x is omitted it takes the default value 0. Currently, complex values for x are not supported. After writing this, I noticed that the function is implemented in the maxima core and is callled `divsum`.

Arguments `divisor_function` requires either one or two arguments. The first argument n must be a non-negative integer. The second argument x must be a number.

Attributes divisor_function has attributes: [match_form]

OEIS number: A000005 for x=0 and A000203 for x=1.
See also `aliquot_sum`, `aliquot_sequence`, `divisor_summatory`, `perfect_p`, and `abundant_p`.

10.7 Function: divisor_summatory

divisor_summatory(x)
mext package: discrete_aex

Description Returns the divisor summatory function $D(x)$ for x. The divisor function $d(n)$ counts the number of unique divisors of the natural number n. $D(x)$ is the sum of $d(n)$ over $n \leq x$

Arguments `divisor_summatory` requires one argument x, which must be a non-negative number.

Attributes divisor_summatory has attributes: [match_form]

Examples
D(n) for n from 1 through 12

```
(%i1) map(divisor_summatory,lrange(12));
(%o1) [1,3,5,8,10,14,16,20,23,27,29,35]
```

OEIS number: A006218.
See also `divisor_function`, `aliquot_sum`, `aliquot_sequence`, `perfect_p`, and `abundant_p`.

10.8 Function: from_digits

from_digits(*digits* :optional *base*)
mext package: discrete_aex

Calling

from_digits(*digits*) returns the integer represented by the decimal digits in the list *digits*.

from_digits(*digits*, *base*) returns the integer represented by the base *base* digits in the list *digits*.

Description *base* need not be number, but may be, for instance, a symbol. If *base* is a number it must be an integer between 2 and 36. *digits* may be a string rather than a list.

Arguments `from_digits` requires either one or two arguments. The first argument *digits* must be a list (lex or aex) or a string.

See also `integer_digits` and `integer_string`.

10.9 Function: integer_digits

integer_digits(n :optional *base*, *len*)
mext package: discrete_aex

Calling

> **integer_digits**(n) returns a list of the base 10 digits of n.
>
> **integer_digits**(n, *base*) returns a list of the base *base* digits of n.
>
> **integer_digits**(n, *base*, *len*) returns a list of the base *base* digits of n padded with 0's so that the total length of the list is *len*.

Arguments `integer_digits` requires between one and three arguments. The first argument n must be an integer. The second argument *base* must be a valid radix (an integer between 2 and 36). The third argument *len* must be a non-negative integer.

Options `integer_digits` takes options with default values: `adj->true`, `ot->ml`.

See also `from_digits` and `integer_string`.

Implementation gcl is much faster than the others. `integer_digits(2^(10^6))`: typical times for lisps: ccl-1.7-r15184M = 65s, sbcl-1.0.52.0.debian = 1.5s, allegro-8.2 = 23s, Mma-3.0 = 5s, gcl-2.6.7 = 0.11s, Mma-8 = 0.04s. The base is limited to 36 only because we call write-to-string.

10.10 Function: integer_string

integer_string(n :optional *base*, *pad*)
mext package: discrete_aex

Calling

> **integer_string**(n) returns a string containing the decimal digits of the integer n.
>
> **integer_string**(n, *base*) returns a string containing the base *base* digits of the integer n.
>
> **integer_string**(n, *base*, *pad*) pads the string on the left with 0's so that the length of the string is *pad*.
>
> **integer_string**(n, "roman") returns a string containing the roman-numeral form of the integer n.
>
> **integer_string**(n, "cardinal") returns a string containing the english word form of the integer (cardinal number) n.
>
> **integer_string**(n, "ordinal") returns a string containing the english word form of the ordinal (counting) number n.

Arguments `integer_string` requires between one and three arguments. The first argument n must be an integer. The second argument *base* must be a valid radix (an integer between 2 and 36) or a string. The third argument *pad* must be a positive integer.

See also `integer_digits` and `from_digits`.

10.11 Function: oeis_A092143

oeis_A092143(n)
mext package: discrete_aex

Description Returns the cumulative product of all divisors of integers from 1 to n.

Arguments `oeis_A092143` requires one argument n, which must be a positive integer.

10.12 Function: perfect_p

perfect_p(n)
mext package: discrete_aex

Description Returns true if n is a perfect number. Otherwise, returns false.

Arguments `perfect_p` requires one argument n, which must be a positive integer.

See also `divisor_function`, `aliquot_sum`, `aliquot_sequence`, `divisor_summatory`, and `abundant_p`.

Implementation This function computes divisors. It would be far more efficient to use a table of known perfect numbers, as very few of them are accessible by current computer hardware.

10.13 Function: prime_pi

prime_pi(n)
mext package: prime_pi

Calling

> **prime_pi**(n) returns the number of primes less than or equal to n.

Description Computes the prime counting function. The option *threads* specifies the maximum number of cpu threads to use. The routine may use fewer threads, depending on the value of n. The percent of the calculation that is finished is printed during the calculation if the option *status* is true. The status will only work under some terminals.

Arguments `prime_pi` requires one argument n, which must be equivalent to an unsigned 64 bit integer (ie an integer between 0 and 2 to the power 64) (We need to modify the doc system so we can use notation for powers in arg check strings. .

Options `prime_pi` takes options with default values: `status->false`, `threads->1`.

See also `prime_pi_soe`, `next_prime`, and `prev_prime`.

Implementation This algorithm is fast, for a general purpose mathematics program. It combines a segmented sieve implemented as a C library with tables.

Authors Kim Walisch (C library), Tomas Oliveira e Silva (tables), and John Lapeyre (lisp).

10.14 Function: prime_pi_soe

prime_pi_soe(n)
mext package: discrete_aex

Description The prime counting function. The algorithm is the sieve of Eratosthenes. Internally an array of n bits is used.

Arguments `prime_pi_soe` requires one argument n, which must be a non-negative integer.

See also `prime_pi`, `next_prime`, and `prev_prime`.

Implementation This is not the most efficient way to compute primes.

10.15 Function: prime_twins

prime_twins(*min* :optional *max*)
mext package: prime_pi

Calling

prime_twins(*n*) returns the number of prime twins less than or equal to *n*.

prime_twins(*nmin*, *nmax*) returns the number of prime twins between *nmin* and *max*.

Description The option *ktuplet* counts the *ktuplet*-constellation rather than the twins. *ktuplet* must be an integer between 1 and 7.

Arguments `prime_twins` requires either one or two arguments. The first argument *min* must be equivalent to an unsigned 64 bit integer (ie an integer between 0 and 2 to the power 64) (We need to modify the doc system so we can use notation for powers in arg check strings. . The second argument *max* must be equivalent to an unsigned 64 bit integer (ie an integer between 0 and 2 to the power 64) (We need to modify the doc system so we can use notation for powers in arg check strings. .

Options `prime_twins` takes options with default values: `ktuplet->2`, `status->false`, `threads->1`.

See also `prime_pi`, `next_prime`, `prev_prime`, and `primep`.

Implementation No tables are used in this algorithm.

10.16 Function: primes1

primes1(*n1* :optional *n2*)
mext package: discrete_aex

Calling

primes1(*max*) returns a list of the primes less than or equal to *max*.

primes1(*min*, *max*) returns a list of the primes between *min* and *max*.

Description The algorithm is the sieve of Eratosthenes. This is not an efficient algorithm.

Arguments `primes1` requires either one or two arguments. The first argument *n1* must be a non-negative integer. The second argument *n2* must be a non-negative integer.

Options `primes1` takes options with default values: `adj->true`, `ot->ml`.

11 Functions and Variables for Numerics

These are mathematical functions— cos,sin,etc. —that accept only numerical arguments. Tests of loops in untranslated code show that these are much more efficient than using the standard maxima versions. But, for most applications, the standard maxima versions are probably ok.

- `n_abs`
- `n_acos`
- `n_acosh`
- `n_asin`
- `n_asinh`
- `n_atan`
- `n_atanh`
- `n_cos`

- n_cosh
- n_exp
- n_expt
- n_log
- n_sin
- n_sinh
- n_sqrt
- n_tan
- n_tanh

11.1 Function: n_abs

Description n_abs calls the lisp numeric function ?abs. This function accepts only float or integer arguments from maxima (lisp complex and rationals, as well.). n_abs may be considerably faster in some code, particularly untranslated code.

11.2 Function: n_acos

Description n_acos calls the lisp numeric function ?acos. This function accepts only float or integer arguments from maxima (lisp complex and rationals, as well.). n_acos may be considerably faster in some code, particularly untranslated code.

11.3 Function: n_acosh

Description n_acosh calls the lisp numeric function ?acosh. This function accepts only float or integer arguments from maxima (lisp complex and rationals, as well.). n_acosh may be considerably faster in some code, particularly untranslated code.

11.4 Function: n_asin

Description n_asin calls the lisp numeric function ?asin. This function accepts only float or integer arguments from maxima (lisp complex and rationals, as well.). n_asin may be considerably faster in some code, particularly untranslated code.

11.5 Function: n_asinh

Description n_asinh calls the lisp numeric function ?asinh. This function accepts only float or integer arguments from maxima (lisp complex and rationals, as well.). n_asinh may be considerably faster in some code, particularly untranslated code.

11.6 Function: n_atan

Description n_atan calls the lisp numeric function ?atan. This function accepts only float or integer arguments from maxima (lisp complex and rationals, as well.). n_atan may be considerably faster in some code, particularly untranslated code.

11.7 Function: n_atanh

Description n_atanh calls the lisp numeric function ?atanh. This function accepts only float or integer arguments from maxima (lisp complex and rationals, as well.). n_atanh may be considerably faster in some code, particularly untranslated code.

11.8 Function: n_cos

Description n_cos calls the lisp numeric function ?cos. This function accepts only float or integer arguments from maxima (lisp complex and rationals, as well.). n_cos may be considerably faster in some code, particularly untranslated code.

11.9 Function: n_cosh

Description n_cosh calls the lisp numeric function ?cosh. This function accepts only float or integer arguments from maxima (lisp complex and rationals, as well.). n_cosh may be considerably faster in some code, particularly untranslated code.

11.10 Function: n_exp

Description n_exp calls the lisp numeric function ?exp. This function accepts only float or integer arguments from maxima (lisp complex and rationals, as well.). n_exp may be considerably faster in some code, particularly untranslated code.

11.11 Function: n_expt

Description n_expt calls the lisp numeric function ?expt. This function accepts only float or integer arguments from maxima (lisp complex and rationals, as well.). n_expt may be considerably faster in some code, particularly untranslated code.

11.12 Function: n_log

Description n_log calls the lisp numeric function ?log. This function accepts only float or integer arguments from maxima (lisp complex and rationals, as well.). n_log may be considerably faster in some code, particularly untranslated code.

11.13 Function: n_sin

Description n_sin calls the lisp numeric function ?sin. This function accepts only float or integer arguments from maxima (lisp complex and rationals, as well.). n_sin may be considerably faster in some code, particularly untranslated code.

11.14 Function: n_sinh

Description n_sinh calls the lisp numeric function ?sinh. This function accepts only float or integer arguments from maxima (lisp complex and rationals, as well.). n_sinh may be considerably faster in some code, particularly untranslated code.

11.15 Function: n_sqrt

Description n_sqrt calls the lisp numeric function ?sqrt. This function accepts only float or integer arguments from maxima (lisp complex and rationals, as well.). n_sqrt may be considerably faster in some code, particularly untranslated code.

11.16 Function: n_tan

Description n_tan calls the lisp numeric function ?tan. This function accepts only float or integer arguments from maxima (lisp complex and rationals, as well.). n_tan may be considerably faster in some code, particularly untranslated code.

11.17 Function: n_tanh

Description n_tanh calls the lisp numeric function ?tanh. This function accepts only float or integer arguments from maxima (lisp complex and rationals, as well.). n_tanh may be considerably faster in some code, particularly untranslated code.

12 Functions and Variables for Predicates

- `cmplength`
- `length0p`
- `length1p`
- `length_eq`
- `type_of`

12.1 Function: cmplength

cmplength(e, n)
mext package: aex

Description return the smaller of n and `length(e)`. This is useful if e is very large and n is small, so that computing the entire length of e is inefficient. Expression e can be either a list or an array.

Arguments `cmplength` requires two arguments. The second argument n must be a non-negative integer.

See also `length0p`, `length_eq`, and `length1p`.

Implementation cmplength is implemented with defmfun1, which slows things down a bit. So be cautious using it in a tight loop.

12.2 Function: length0p

length0p(e)
mext package: aex

Description Returns true if ¡e¿ is of length 0, false otherwise. This implementation traverse no more elements of ¡e¿ than necessary to return the result.

Arguments `length0p` requires one argument e, which must be a string or non-atomic.

See also `cmplength`, `length_eq`, and `length1p`.

Implementation length0p is implemented with defmfun1, which slows things down a bit. So be cautious using it in a tight loop.

12.3 Function: length1p

length1p(e)
mext package: aex

Description Returns true if e is of length 1, false otherwise. This implementation traverse no more elements of e than necessary to return the result.

Arguments `length1p` requires one argument e, which must be a string or non-atomic.

See also `length0p`, `cmplength`, and `length_eq`.

Implementation length1p is implemented with defmfun1, which slows things down a bit. So be cautious using it in a tight loop.

12.4 Function: length_eq

length_eq(e, n)
mext package: aex

Description Returns true if e is of length n, false otherwise. This implementation traverses no more elements of e than necessary to return the result.

Arguments `length_eq` requires two arguments. The first argument e must be a string or non-atomic. The second argument n must be a non-negative integer.

See also `length0p`, `cmplength`, and `length1p`.

Implementation length_eq is implemented with defmfun1, which slows things down a bit. So be cautious using it in a tight loop.

12.5 Function: type_of

type_of(e :optional *verbose*)
mext package: aex

Description Return something like the 'type' of a maxima expression. This is a bit ill defined currently. `type_of` uses the lisp function type-of.

Arguments `type_of` requires either one or two arguments.

Examples

```
(%i1) type_of(1);
(%o1) ?bit
```

```
(%i1) type_of(1.0);
(%o1) ?double\-float
(%i2) type_of(1.0b0);
(%o2) ?bfloat
(%i3) type_of(1/3);
(%o3) /
(%i4) type_of("dog");
(%o4) ?string
(%i5) type_of([1,2,3]);
(%o5) [
(%i6) type_of(aex([1,2,3]));
(%o6) [
(%i7) type_of(%e);
(%o7) ?symbol
(%i8) type_of(%i);
(%o8) ?symbol
(%i9) type_of(%i+1);
(%o9) +
```

type_of returns the type of the lisp struct corresponding to a maxima object.

```
(%i1) load(graphs)$
(%i2) type_of(new_graph());
(%o2)   graph
```

13 Functions and Variables for Program Flow

- `error_str`

13.1 Function: error_str

error_str()
mext package: aex

Description Returns the last error message as a string.

Arguments `error_str` requires zero arguments.

See also `error` and `errormsg`.

14 Functions and Variables for Quicklisp

- `quicklisp_apropos`
- `quicklisp_install`
- `quicklisp_load`
- `quicklisp_start`

14.1 Function: quicklisp_apropos

quicklisp_apropos(*term*)
mext package: quicklisp

Description Search quicklisp for lisp 'systems' (packages) matching *term*.

Arguments `quicklisp_apropos` requires one argument *term*, which must be a string.

14.2 Function: quicklisp_install

quicklisp_install()
mext package: quicklisp

Description Download and install quicklisp from the internet. This is usually done automatically as the final step of building and installing the maxima interface to quicklisp.

Arguments `quicklisp_install` requires zero arguments.

14.3 Function: quicklisp_load

quicklisp_load(*package_name*)
mext package: quicklisp

Description Load the asdf lisp package *package_name*, or, if not installed, install from the internet and then load.

Arguments `quicklisp_load` requires one argument *package_name*, which must be a string.

14.4 Function: quicklisp_start

quicklisp_start()
mext package: quicklisp

Description Load (setup) quicklisp. It must already be installed.

Arguments `quicklisp_start` requires zero arguments.

15 Functions and Variables for Runtime Environment

- `chdir`
- `dir_exists`
- `dirstack`
- `dont_kill`
- `dont_kill_share`
- `get_dont_kill`
- `mext_clear`
- `mext_info`
- `mext_list`

- `mext_test`
- `popdir`
- `probe_file`
- `pwd`
- `require`
- `truename`

15.1 Function: chdir

chdir(:optional *dir*)
mext package: mext_defmfun1

Calling

> **chdir**() Set the working directory to the value it had when mext was loaded.
>
> **chdir**(*dir*) Set the working directory to *dir*.

Description Set the working directory for maxima/lisp. With some lisps, such as cmu lisp the system directory is changed as well. This should be made uniform across lisp implementations.

Arguments `chdir` requires either zero or one arguments. If present, the argument *dir* must be a a string.

15.2 Function: dir_exists

dir_exists(*dir*)
mext package: mext_defmfun1

Description Returns the pathname as a string if *dir* exists, and `false` otherwise.

Arguments `dir_exists` requires one argument *dir*, which must be a string.

15.3 Function: dirstack

dirstack()
mext package: mext_defmfun1

Description Return a list of the directories on the directory stack. This list is manipulated with `chdir`, `updir`, and `popdir`.

Arguments `dirstack` requires zero arguments.

15.4 Function: dont_kill

dont_kill(:rest *item*)
mext package: mext_defmfun1

Description Add the *items*s to the list of symbols that are not killed by `kill(all)`. This facility is part of the maxima core, but is apparently unused. Maybe putting a property in the symbol's property list would be better.

Arguments `dont_kill` requires zero or more arguments.

Attributes dont_kill has attributes: [hold_all]

15.5 Function: dont_kill_share

dont_kill_share(*package*)
mext package: mext_defmfun1

Description Prevent symbols in maxima share package *package* from being killed by `kill`.

Arguments `dont_kill_share` requires one argument *package*, which must be a string or a symbol.

15.6 Function: get_dont_kill

get_dont_kill()
mext package: mext_defmfun1

Description Returns the list of symbols that are not killed by `kill(all)`. Items are added to this list with `dont_kill`.

Arguments `get_dont_kill` requires zero arguments.

15.7 Function: mext_clear

mext_clear()
mext package: mext_defmfun1

Description Clears the list of mext packages that have been loaded with require. Subsequent calls to require will reload the packages.

Arguments `mext_clear` requires zero arguments.

15.8 Function: mext_info

mext_info(*distname*)
mext package: mext_defmfun1

Description Print information about installed mext distribution *distname*. The list of installed distributions is built by calling `mext_list`.

Arguments `mext_info` requires one argument *distname*, which must be a string or a symbol.

15.9 Function: mext_list

mext_list()
mext package: mext_defmfun1

Description Returns a list of all installed mext distributions.

Arguments `mext_list` requires zero arguments.

15.10 Function: mext_test

mext_test(:optional *dists*)
mext package: mext_defmfun1

Description Run the test suites for a mext distribution or list of distributions. With no argument, a subfolder named `rtests` is searched for in the current directory.

Arguments `mext_test` requires either zero or one arguments. If present, the argument *dists* must be a a string, a symbol, or a list of strings or symbols.

15.11 Function: popdir

popdir(:optional *n*)
mext package: mext_defmfun1

Description Pop a value from the current directory stack and chdir to this value. If *n* is given, pop *n* values and chdir to the last value popped.

Arguments `popdir` requires either zero or one arguments. If present, the argument *n* must be a a non-negative integer.

15.12 Function: probe_file

Calling

> **probe_file**(*filespec*) returns a string representing a canonical pathname to the file specified by *filespec*. False is returned if the file can't be found.

Description Probe_File tries to find a canonical pathname for a filespecified by the string *filespec*.

Examples

```
(%i1) probe_file("a/b.txt");
(%o1) "/home/username/c/a/b.txt"
```

15.13 Function: pwd

pwd()
mext package: mext_defmfun1

Description Return the current working directory.

Arguments `pwd` requires zero arguments.

15.14 Function: require

require(*distname* :optional *force*)
mext package: mext_defmfun1

Description Load the mext pacakge *distname* and register that it has been loaded. `require('all)` will load all installed mext packages. If *force* is true, then *distname* is loaded even if it has been loaded previously.

Arguments `require` requires either one or two arguments. The first argument *distname* must be a string or a symbol.

15.15 Function: truename

Calling

> **truename**(*filespec*) returns a string representing a canonical pathname to the file specified by *filespec*

Description Truename tries to find a canonical pathanme for a file specified by the string *filespec*.

16 Functions and Variables for Strings

- `string_drop`
- `string_reverse`
- `string_take`
- `with_output_to_string`

16.1 Function: string_drop

string_drop(*s*, *spec*)
mext package: lists_aex

Arguments `string_drop` requires two arguments. The first argument *s* must be a string. The second argument *spec* must be a sequence specification.

Examples

```
(%i1)  string_drop("abracadabra",1);
(%o1) bracadabra
```

```
(%i1)  string_drop("abracadabra",-1);
(%o1) abracadabr
```

```
(%i1)  string_drop("abracadabra",[2,10]);
(%o1) aa
```

16.2 Function: string_reverse

string_reverse(*s*)
mext package: lists_aex

Calling

string_reverse(*s*) returns a copy of string *s* with the characters in reverse order.

Arguments `string_reverse` requires one argument *s*, which must be a string.

16.3 Function: string_take

string_take(*s*, *spec*)
mext package: lists_aex

Calling

string_take(*s*, *n*) returns a string of the first *n* characters of the string *s*.

string_take(*s*, -n) returns a string of the last *n* characters of *s*.

Arguments `string_take` requires two arguments. The first argument *s* must be a string. The second argument *spec* must be a sequence specification.

Examples

```
(%i1) string_take("dog-goat-pig-zebra",[5,12]);
(%o1) goat-pig
```

16.4 Function: with_output_to_string

Description Evaluates *expr_1*,*expr_2*,*expr_3*,...

Examples

```
(%i1) sreverse(with_output_to_string(for i:5 thru 10 do print("i! for i=",i,i!)));
(%o1)
 0088263 01 =i rof !i
 088263 9 =i rof !i
 02304 8 =i rof !i
 0405 7 =i rof !i
 027 6 =i rof !i
 021 5 =i rof !i
```

See also `with_stdout`.

17 Miscellaneous Functions

- `examples`
- `examples_add`

17.1 Function: examples

examples(*item*)
mext package: defmfun1

Calling

> **examples**(*item*) Print examples for the topic *item*. Note these examples are different from those extracted from the maxima manual with the command `example`.

Arguments `examples` requires one argument *item*, which must be a string or a symbol.

17.2 Function: examples_add

examples_add(*item*, *text*, *protected-var-list*, *code*)
mext package: defmfun1

Calling

> **examples_add**(*item*, *text*, *protected-var-list*, *code*) Add an example for item *item*. *text* will be printed before the example is displayed. *protected-var-list* is string giving a list of variables such as "[x,y]" that appear in the example code. The example code will be wrapped in a block that makes *protected-var-list* local. *code* may be a string or list of strings that is/are the example code.

Arguments `examples_add` requires four arguments. The first argument *item* must be a string or a symbol. The second argument *text* must be a string. The third argument *protected-var-list* must be a string. The fourth argument *code* must be a string or a list of strings.

Examples

Add an example for the function 'last'.

```
(%i1) examples_add("last", "Return the last item in a  list.", "[a,b,c,d]", "last([a,b,c,d])") ;
(%o1) done
```

18 Miscellaneous utilities

19 Options

Options to a function in the aex-maxima distribution are passed as follows:

funcname(x,y, [optname -¿ optval, optname2 -¿ optval2]) or funcname(x,y, optname -¿ optval, optname2 -¿ optval2)

The standard options described in this section are some options that are supported by many functions in the aex-maxima distribution.

- `adj`
- `compile`
- `foptions`
- `ot`

19.1 Option: adj

Description This option takes values of `true` or `false. If true`, then the output aex expression is adjustable, that is, the underlying array can be extended in size. If `false`, then the output aex expression is not adjustable. The non-adjustable array may have some advantanges in efficiency, but I have not observed them, and this may be lisp-implementation dependent.

19.2 Option: compile

Description If this option is true, then lambda functions passed as arguments to a function will be automatically translated or compiled. If it is false they will used as interpreted maxima code. Compiling lambda functions usually greatly deceases the execution time of the function if the lambda function is called many times.

19.3 Function: foptions

foptions(*name*)

Description Return a list of allowed options to `defmfun1` function *name*. I would prefer to call this `options`, but that name is taken by an unused, undocumented function.

Arguments `foptions` requires one argument *name*, which must be a string or a symbol.

19.4 Option: ot

Description With a value `ar` this option causes the function to return an array-representation expression. With a value `ml` a standard lisp list representation is returned. The array-representation is not a maxima array, but rather a more-or-less arbitrary maxima expression that is stored internally as an array. For certain operations, such as random access to elements of the expression, an array representation is faster than the standard list representation. One disadvantange of the array representations is that creating an array is relatively slow. For instance, execution time may be large if a function returns an expression with many small subexpressions that are in the array-representation. The majority of the maxima system does not understand array-representation, so conversion back to list-representation at may be necessary.