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# Install

- ¥600 in Taobao
- https://tiebamma.github.io/InstallTutorial/

# An advanced calculator

Use Python if you don't like it (Use > at the beginning of a line):

In[ • ]:=



[i for i in range(0, 30) if i % 5 == 0]

```
import matplotlib.pyplot as plt
import numpy as np
data = {'a': np.arange(50),}
        'c': np.random.randint(0, 50, 50),
        'd': np.random.randn(50)}
data['b'] = data['a'] + 10 * np.random.randn(50)
data['d'] = np.abs(data['d']) * 100
plt.scatter('a', 'b', c='c', s='d', data=data)
plt.xlabel('entry a')
plt.ylabel('entry b')
plt.show()
```





n[\*]:= plot 1/(sqrt sin x) from 0 to 2pi

### **Syntax**

- Do whatever in your notebook (aka. 2D typesetting)
- Built-in functions start with a CAPITAL letter
- Brackets
  - [...] for function call
  - [...] for array/list index
  - {...} for list
  - (...) as in mathematics
  - (\* comment \*)
- Shift+Enter to run; Enter for new line
- F1 to find help
- Use semicolon (;) to hide output

### Arithmetic, calculus & algebra

- Most useful function: Simplify[] & FullSimplify[]
- Expand[], Factor[], TrigExpand[], ...
- Solve[] & Reduce[]
- Derivative: D[] & Dt[]
- Integral: Integrate[]
  - Esc+int+Esc for
  - Esc+dd+Esc for d
- Differential equations: DSolve[]
- FourierTransform[]
- Try to use build-in functions (do NOT reinvent the wheel)

# **Numeric algorithms**

- Exact and numeric things are totally different!
- N[]
- NSolve[], FindRoot[] & NDSolve[]

# Save you from physics experiments

- Quantity[]
- UnitConvert[]
- Around[]

#### **Visualization**

- For expression: Plot[], Plot3D[], LogPlot[], ...
- For list of data: ListPlot[], ListPlot3D[], ListLogPlot[], ...
- Add a time axis: Manipulate[]
- Export[]

# **A** The language itself

- .nb vs .wl/.wls
- You may try other editor (e.g. VS Code)

# Data structure (1): List

#### Basic

- {1,2,3,...} or List[1,2,3,...]
- Index begin with 1
- Use -1 to access the last item
- So, what is index 0?

## Structure of expression

- list[0] gives the "Head": List
- So called S-expression: Construct[]
- Meta-programming: "code is data structure"

### Use list more efficiently

- Loop over a list:
  - Avoid using For[]
  - Map[] (/@)
  - Use built-in functions
- Thinking mathematically:
  - Inner & outer product
  - Transpose[]
  - Union[], RotateLeft[], ...

# Data structure (2): Association

- Require version 10.0+
- Key-value list
- Like dict in Python, std::map in C++
- Map[] vs KeyMap[]
- Some kind of OOP

## **Functional programming**

#### Explore Map[]

- What's the first arguments of Map[]?
- A "pure function"
  - $f: X \to Y, x \longmapsto f(x)$
  - Lambda expression:  $\lambda x \cdot x$
- A function actually has only one argument: Curry[]
  - F(x, y) = (f(x))(y)
  - $F: \mathbb{R} \times \mathbb{Z} \to \mathbb{C}$
  - $f: \mathbb{R} \to C(\mathbb{Z}, \mathbb{C})$
  - $f(x): \mathbb{Z} \to \mathbb{C}$

#### Basic category theory

- Category (type): set, group, Integer
  - Object: element in a category
- Morphism (function): "function", group homomorphism, (#+1)&
  - Object → object
  - Axioms: associativity & identity
- Functor: structure-preserving maps between categories
  - Object x in C  $\Rightarrow$  object F(x) in D
  - Morphism f:  $x \rightarrow y$  over  $C \Rightarrow$  morphism F(f):  $F(x) \rightarrow F(y)$  over D
  - E.g. Map: f (a function over Integer) ⇒ Map[f] (a function over List[Integer])

### Other higher-order functions

- Apply[] (@@): replace head
- Nest[], NestWhile[] & FixedPoint[]

```
Newton's method:
    * (# + 2 / #) / 2 &: iteration function
    * 1.0: initial value
    * UnsameQ: condition to end iteration
    * 2: UnsameQ needs two arguments
    *)
NestWhile[(# + 2 / #) / 2 &, 0.01, UnsameQ, 2]
```

• Parallelization: Map[] → ParallelMap[]

#### **Pattern matching**

#### Demo

```
qSort[{}] := {}
qSort[{x_, xs___}] := Join @@
  \{qSort @ Select[\{xs\}, \# \le x \&], \{x\}, qSort @ Select[\{xs\}, \# > x \&]\}
Echo /@ {#, qSort[#]} & @ RandomInteger[{0, 100}, 30];
checkboard = RandomInteger[1, {40, 100}];
update[1, 2] := 1; update[_, 3] := 1; update[_, _] := 0;
SetAttributes[update, Listable];
Dynamic[ArrayPlot[
  checkboard = update[
    checkboard,
    Plus @@ Map[
      RotateRight[checkboard, #]&,
      \{\{-1, -1\}, \{-1, 0\}, \{-1, 1\}, \{0, -1\}, \{0, 1\}, \{1, -1\}, \{1, 0\}, \{1, 1\}\}\}
  ]]
```

#### **Patterns**

- Basic
  - \_: any expression
  - \_\_: 1+ expressions
  - \_\_\_: 0+ expression(s)
  - x\_: name it as x for latter use
- Restrictions
  - \_h: only match expr with Head h
  - \_?p: only match expr when p gives True
- "Function define"
  - f[x\_] := ...
  - Set[] (=) vs SetDelayed[] (:=)

#### Rules

- Rule[] (→) vs RuleDelayed[] (:→)
- Results of Solve[] & DSolve[] are rules

# Debug

- Print[] & Echo[]
- Timing[] & AbsoluteTiming[]
- Write small functions for easier debugging

# **© Example: COVID-19 in the US**

# Thank you!