

```
In[1]= (* - Lists*
1. How to generate: Table command; nested lists
2. Length and Dimensions
3. REARRANGING LISTS: Sort, Rotate, etc.
4. Restructuring Lists: Flatten, Drop, etc.
5. Combining Lists: Join, Union, Intersection
6. Operating on lists: the Map command
7. Lists as vectors and matrices
```

```
*)
```

```
(* 1. How to generate:
```

```
Table[expr, {imax}] generates a list of imax copies of
expr. Table[expr, {i, imax}] generates a list of the values of expr when
i runs from 1 to imax. Table[expr, {i, imin, imax}] starts with i =
imin. Table[expr, {i, imin, imax, di}] uses steps
di. Table[expr, {i, imin, imax}, {j, jmin, jmax}, ... ] gives a nested list.
*)
```

Table[RandomInteger[], {10}]

```
Out[1]= {0, 0, 1, 1, 1, 1, 0, 1, 1, 1}
```

```
In[2]= Table[i, {i, 10}]
```

```
Out[2]= {1, 2, 3, 4, 5, 6, 7, 8, 9, 10}
```

```
In[3]= Table[i, {i, 10, 21, 3}]
```

```
Out[3]= {10, 13, 16, 19}
```

```
In[4]= Length[%]
```

```
Out[4]= 4
```

```
In[5]= ColumnForm[%]
```

```
Out[5]= 10
13
16
19
```

```
In[6]= Table[Sin[n x] , {n, 1, 7, 2}]
```

```
Out[6]= {Sin[x], Sin[3 x], Sin[5 x], Sin[7 x]}
```

```
In[7]=
```

```
In[8]=
```

```
In[9]=
```

```
In[10]=
```

```
In[11]=
```

```
In[12]=
```

```
In[13]=
```

```
In[14]=
```

```
In[15]=
```

```
In[16]=
```

```
In[17]= Table[x^i + y^j, {i, 3}, {j, 4}]
```

```
Out[17]= {{x + y, x + y^2, x + y^3, x + y^4},
          {x^2 + y, x^2 + y^2, x^2 + y^3, x^2 + y^4}, {x^3 + y, x^3 + y^2, x^3 + y^3, x^3 + y^4}}
```

```
In[18]= Dimensions[%]
```

```
Out[18]= {3, 4}
```

```
In[19]= TableForm[%] (*for a human*)
```

```
Out[19]/TableForm=
```

$x + y$	$x + y^2$	$x + y^3$	$x + y^4$
$x^2 + y$	$x^2 + y^2$	$x^2 + y^3$	$x^2 + y^4$
$x^3 + y$	$x^3 + y^2$	$x^3 + y^3$	$x^3 + y^4$

```
In[20]= MatrixForm[%%]
```

```
Out[20]/MatrixForm=
```

$$\begin{pmatrix} x + y & x + y^2 & x + y^3 & x + y^4 \\ x^2 + y & x^2 + y^2 & x^2 + y^3 & x^2 + y^4 \\ x^3 + y & x^3 + y^2 & x^3 + y^3 & x^3 + y^4 \end{pmatrix}$$

```
In[21]= mf := MatrixForm
```

```
In[22]= vv = {1, -1}; mm = {{a, b}, {c, d}}; mm // mf
```

```
Out[22]/MatrixForm=
```

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

```
In[23]= mm.vv
```

```
Out[23]= {a - b, c - d}
```

In[24]:= **vv.mm**

Out[24]= {a - c, b - d}

In[25]:= **(*both above are vectors*)**

In[26]:= **vv.mm.vv (*scalar*)**

Out[26]= a - b - c + d

In[27]:= **vv.vv (*scalar*)**

Out[27]= 2

In[28]:= **Transpose** [mm] // mf

Out[28]//MatrixForm=

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

In[29]:= **Inverse** [mm] // mf

Out[29]//MatrixForm=

$$\begin{pmatrix} \frac{d}{-b c + a d} & -\frac{b}{-b c + a d} \\ -\frac{c}{-b c + a d} & \frac{a}{-b c + a d} \end{pmatrix}$$

In[30]:= **Det** [mm]

Out[30]= -b c + a d

In[31]:= **Clear** [vv, mm];

In[32]:=

(* REARRANGING LISTS *)

Sort [{abd, abc, ab, a, d, 10, a, 10, 5.5,
1/4, 23/2, ada}]

Out[32]= { $\frac{1}{4}$, 5.5, 10, 10, $\frac{23}{2}$, a, a, ab, abc, abd, ada, d}

In[33]:= **mylist = Table** [i, {i, 10}]

Out[33]= {1, 2, 3, 4, 5, 6, 7, 8, 9, 10}

In[34]:=

In[35]:=

In[36]:= **Permutations** [{a, b, c}]

Out[36]= {{a, b, c}, {a, c, b}, {b, a, c}, {b, c, a}, {c, a, b}, {c, b, a}}

In[37]:= **Length** [%] == 3! // **Simplify**

Out[37]= True

In[38]=

(* Restructuring Lists *)

```
Clear[mylist, c]
```

In[39]=

In[40]=

In[41]=

In[42]=

In[43]=

(* **Drop** [list, n] gives list with its first n elements dropped
 Drop[list, {n}] gives list with its nth element dropped.
 Take[list, n] gives the first n elements of list
 Take[list, {m, n}] gives elements m through n of list
 HW: create a simple list; try all this*)

(* Element extraction *)

```
list = {a, b, c, d};
```

```
list [[2]]
```

Out[45]= b

```
Clear[list]; list = {{a, b}, {c, d}}
```

Out[46]= {{a, b}, {c, d}}

In[47]=

```
list[[2]]
```

Out[47]= {c, d}

```
In[48]= list[[1, 2]]
```

```
Out[48]= b
```

```
In[49]= MatrixForm[list]
```

```
Out[49]/MatrixForm=
```

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

```
? Select
```

Select[list, crit] picks out all elements e_i of list for which crit[e_i] is True.

Select[list, crit, n] picks out the first n elements for which crit[e_i] is True.

Select[crit] represents an operator form of Select that can be applied to an expression. >>

```
In[51]= list2 = Table[i, {i, 7}]
```

```
Out[51]= {1, 2, 3, 4, 5, 6, 7}
```

```
In[52]= Select[list2, EvenQ]
```

```
Out[52]= {2, 4, 6}
```

```
In[53]=
```

(* Combining Lists *)

```
list1 = Table[i, {i, 3}]
```

```
Out[53]= {1, 2, 3}
```

```
In[54]= list2 = Table[i, {i, 7}]
```

```
Out[54]= {1, 2, 3, 4, 5, 6, 7}
```

```
In[55]= Join[list1, list2]
```

```
Out[55]= {1, 2, 3, 1, 2, 3, 4, 5, 6, 7}
```

```
In[56]= Union[list1, list2]
```

```
Out[56]= {1, 2, 3, 4, 5, 6, 7}
```

```
In[57]= Intersection[list1, list2]
```

```
Out[57]= {1, 2, 3}
```

```
In[58]=
```

(*Operating on Lists*)

```
In[59]= Clear[list]
```

```
In[60]= list = Table[x^n, {n, 4}]
```

```
Out[60]= {x, x^2, x^3, x^4}
```

```
In[61]= D[list, x]
```

```
Out[61]= {1, 2 x, 3 x^2, 4 x^3}
```

```
In[62]= Sin[list]
```

```
Out[62]= {Sin[x], Sin[x^2], Sin[x^3], Sin[x^4]}
```

```
In[63]= Sqrt[list]
```

```
Out[63]= {sqrt(x), sqrt(x^2), sqrt(x^3), sqrt(x^4)}
```

```
In[64]= % // PowerExpand (*x>0*)
```

```
Out[64]= {sqrt(x), x, x^(3/2), x^2}
```

```
In[65]=
```

```
In[66]= (* Not all functions are listable! - Check *)
```

```
In[67]=
```

```
In[68]=
```

```
In[69]= Clear[f];
```

```
In[70]= Map[f, list]
```

```
Out[70]= {f[x], f[x^2], f[x^3], f[x^4]}
```

```
In[71]= f /@ list (*same thing*)
```

```
Out[71]= {f[x], f[x^2], f[x^3], f[x^4]}
```

```
In[72]= Clear[list]; list = {{1, 1}, {2, 2}, {3, 3}};
```

```
In[73]:= Graphics[{PointSize -> .1,  
Point /@ list}]
```



```
Out[73]=
```



```
In[74]=
```

```
In[75]=
```

```
In[76]=
```

```
In[77]=
```

```
In[78]=
```

(*Working
with lists*)

```
In[79]:= list1
```

```
Out[79]= {1, 2, 3}
```

```
In[80]:= Plus @@ list1
```

```
Out[80]= 6
```

```
In[81]:= (* HW: write a function av[y_] which
          would find an average of a list y of arbitrary length*)
```

```
In[82]:=
```

```
In[83]:= Mean[list1]
```

```
Out[83]= 2
```

```
In[84]:= % * Length[list1]
```

```
Out[84]= 6
```

```
In[85]:= (*Pure function -reminder*)
```

```
(*Note: in f[x_] :=
Sin[x] the variable x does not matter and can be replaced by anything. In fact,
x_ indicates a slot in which the variable will be place when
evaluating Sin. The idea is then to skip x altogether -
this leads to a "Pure function", analog of an operator*)
```

```
In[86]:=
```

```
In[87]:=
```

```
In[88]:=
```

```
In[89]:=
```

```
In[90]:= (* more useful for differential operators*)
```

```
In[91]:= der2 := D[#, x, x] &
```

```
In[92]:= der2[x^2]
```

```
Out[92]= 2
```

```
In[93]:= Clear[a]; der2[E^(a x)]
```

```
Out[93]= a^2 e^a x
```

```
In[94]:= (*other examples: anything can go into the slot,
          not only numbers. Below are Lists and Graphics*)
```

```
In[95]:= myav := (Plus @@ #) / Length[#] & (*average of a list*)
```

```
In[96]:= list = {1, 2, 3, 4};
```

```
In[97]:= myav[list]
```

```
Out[97]=  $\frac{5}{2}$ 
```


In[98]= **Mean**_[list]

Out[98]= $\frac{5}{2}$

In[99]= **disp :=**

Export["t.ps", #, "EPS"] &

In[100]= (*this creates a nice postscript outside Mathematica. E.g.,
if you like graphics in fig,
you write disp[fig] and will get a postscript file t.ps with the picture*)

In[101]=

In[102]=

In[103]=

In[104]=

In[105]=

In[106]=

In[107]=

In[108]=

In[109]=

In[110]=

In[111]= **step := # + RandomInteger[] &**

In[112]= **Nest[step, 0, 10]**

Out[112]= 5

In[113]= **NestList**_[step, 0, 10]

Out[113]= {0, 0, 0, 1, 1, 2, 2, 2, 2, 3, 3}

In[114]= (*can use in the coin experiment*)

In[115]=

In[116]=

In[117]=

```
In[118]:=
```

```
In[119]:=
```

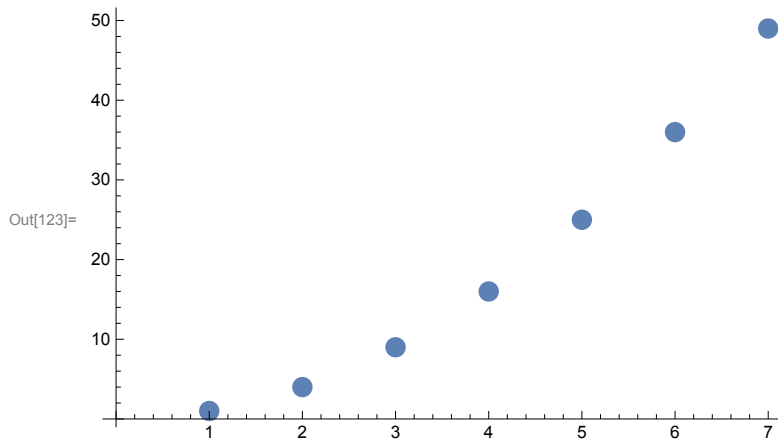
```
In[120]:=
```

```
In[121]:=
```

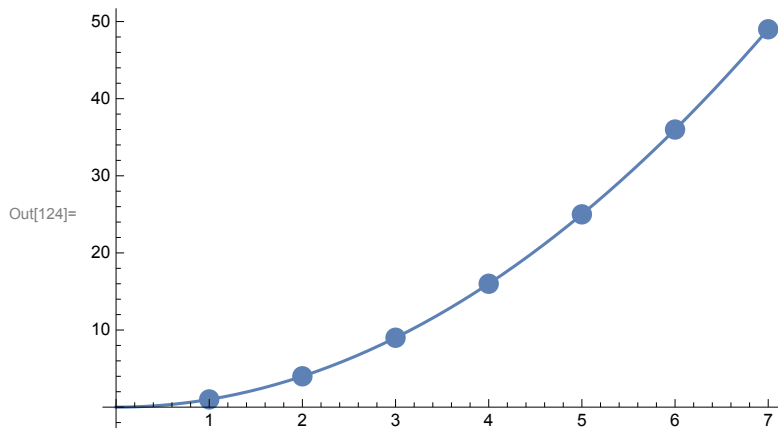
```
In[122]:= list = Table[i^2, {i, 7}]
```

```
Out[122]= {1, 4, 9, 16, 25, 36, 49}
```

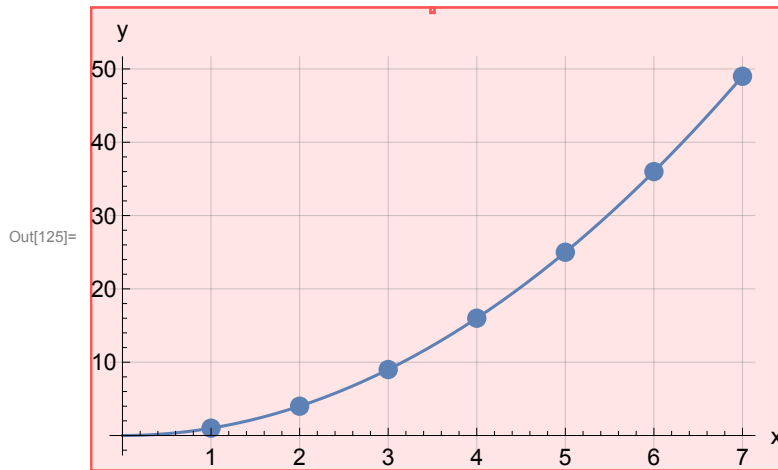
```
In[123]:= Clear[lp]; lp = ListPlot[list, PlotStyle -> PointSize[.03]]
```



```
In[124]:= Show[Plot[x^2, {x, 0, 7}], lp]
```



```
In[125]:= Show[Plot[x^2, {x, 0, 7}], lp, PlotLabel -> "x^2",  
  AxesLabel -> {"x", "y"}, LabelStyle -> Medium, GridLines -> Automatic]
```



```
In[126]:=
```

```
In[127]:=
```

```
In[128]:=
```

```
In[129]:=
```

```
In[130]:=
```

```
In[131]:=
```

```
In[132]:=
```

```
In[133]:=
```

```
In[134]:=
```

```
In[135]:=
```

```
In[136]:=
```

```
In[137]:=
```

```
In[138]:=
```

```
In[139]:=
```

```
In[140]:=
```

```
In[141]:=
```

```
In[142]:=
```

```
In[143]:=
```

```
In[144]:=
```

In[145]:=

In[146]:=

In[147]:=

In[148]:=

In[149]:=

In[150]:=

In[151]:=

In[152]:=

In[153]:=

In[154]:=

In[155]:=