# Julia & IJulia Cheat-sheet (for 18.xxx at MIT)

#### Basics:

```
julialang.org — documentation; juliabox.com — run Julia online
github.com/stevengj/julia-mit installation & tutorial
using IJulia; IJulia.notebook() start IJulia browser
shift-return execute input cell in IJulia
```

# Defining/changing variables:

```
x = 3 define variable x to be 3

x = [1,2,3] array/"column"-vector (1,2,3)

y = [1 2 3] 1×3 matrix (1,2,3)

A = [1 2 3 4; 5 6 7 8; 9 10 11 12]

—set A to 3×4 matrix with rows 1,2,3,4 etc.

x[2] = 7 change x from (1,2,3) to (1,7,3)

A[2,1] = 0 change A_{2,1} from 5 to 0

u, v = (15.03, 1.2e-27) set u=15.03, v=1.2×10<sup>-27</sup>

f(x) = 3x define a function f(x)

x -> 3x an "anonymous" function
```

## Constructing a few simple matrices:

```
rand(12), rand(12,4) random length-12 vector or 12\times4 matrix with uniform random numbers in [0,1) randn(12) Gaussian random numbers (mean 0, std. dev. 1) eye(5) 5\times5 identity matrix I linspace(1.2,4.7,100) 100 equally spaced points from 1.2 to 4.7 diagm(x) matrix whose diagonal is the entries of x
```

#### Portions of matrices and vectors:

x[2:12]	the $2^{nd}$ to $12^{th}$ elements of $x$
x[2:end]	the $2^{nd}$ to the last elements of $x$
A[5,1:3]	row vector of 1 <sup>st</sup> 3 elements in 5 <sup>th</sup> row of A
A[5,:]	row vector of $5^{th}$ row of $A$
diag(A)	vector of diagonals of A

#### Arithmetic and functions of numbers:

```
3*4, 7+4, 2-6, 8/3 mult., add, sub., divide numbers 3^7, 3^6(8+2im) compute 3^7 or 3^{8+2i} power sqrt(-5+0im) \sqrt{-5} as a complex number exp(12) e^{12} log(3), log10(100) natural log (ln), base-10 log (log<sub>10</sub>) abs(-5), abs(2+3im) absolute value |-5| or |2+3i| sin(5pi/3) compute sin(5\pi/3) besselj(2,6) compute Bessel function J_2(6)
```

### Arithmetic and functions of vectors and matrices:

```
x * 3, x + 3 multiply/add every element of x by 3
               element-wise addition of two vectors x and y
               product of matrix A and vector y or matrix B
A*y, A*B
               not defined for two vectors!
x * y
               element-wise product of vectors x and y
x .* y
               every element of x is cubed
x \cdot ^3
                       cosine of every element of x or A
cos.(x), cos.(A)
                       exp of each element of A, matrix exp e^A
exp.(A), expm(A)
                       conjugate-transpose of vector or matrix
x', A'
x'*y, dot(x,y), sum(conj(x).*y) three ways to compute x \cdot y
                       return solution to Ax=b, or the matrix A^{-1}
A \setminus b, inv(A)
                       eigenvals \lambda and eigenvectors (columns of V) of A
\lambda, V = eig(A)
```

## Plotting (type using PyPlot first)