

► **Computer Algebra using Maple**  
**Part II: Analysis with Maple;**  
**basic programming**

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# 1 Limits and series

[> restart;

## 1.1 Limits

> infinity; # symbol for infinity  
 $\infty$

Limits of a simple sequence: limit, Limit

> limit(1+1/n,n=infinity);  
1

Many commands have an **inert form**, leaving the expression unevaluated:

> Limit(1+1/n,n=infinity); # with capital first letter  
 $\lim_{n \rightarrow \infty} \left(1 + \frac{1}{n}\right)$

Or you may generate a nice formula like this:

> Limit((1+1/n)^n,n=infinity) = limit((1+1/n)^n,n=infinity);  
 $\lim_{n \rightarrow \infty} \left(1 + \frac{1}{n}\right)^n = e$

Variants of the limit-command:

- Limit of real functions:

> f := x -> (1+x)/(2+x);  
 $f := x \mapsto \frac{x+1}{2+x}$

> limit(f(x),x=0), limit(f(x),x=infinity);  
 $\frac{1}{2}, 1$

> limit(sin(x),x=infinity);  
-1..1

- One-sided limits:

> limit(1/x,x=0,left), limit(1/x,x=0,right);  
 $-\infty, \infty$

## 1.2 Infinite series

**sum** can handle infinite series. Inert form: **Sum**

> `Sum(1/k,k=1..infinity) = sum(1/k,k=1..infinity);`

$$\sum_{k=1}^{\infty} \frac{1}{k} = \infty$$

> `Sum(1/k^2,k=1..infinity) = sum(1/k^2,k=1..infinity);`

$$\sum_{k=1}^{\infty} \frac{1}{k^2} = \frac{\pi^2}{6}$$

> `Sum(1/k^3,k=1..infinity) = sum(1/k^3,k=1..infinity);`

$$\sum_{k=1}^{\infty} \frac{1}{k^3} = \zeta(3)$$

Geometric series: Converges only for  $|q| < 1$ .

> `sum(q^k,k=0..infinity), sum(3^(-k),k=0..infinity)`

$$\sum_{k=0}^{\infty} q^k, \frac{3}{2}$$

> `sum(k*q^k,k=1..infinity), sum(k*3^(-k),k=1..infinity)`

$$\sum_{k=1}^{\infty} k q^k, \frac{3}{4}$$

### 1.3 Infinite products

**product** can handle infinite products. Inert form: **Product**

> `Product((1+1/k^2),k=1..infinity) =  
product((1+1/k^2),k=1..infinity);`

$$\prod_{k=1}^{\infty} \left( 1 + \frac{1}{k^2} \right) = \frac{\sinh(\pi)}{\pi}$$

## 2 Functions, differentiation, integration, ...

```
[> restart;
```

### 2.1 More on functions

Functional composition can be denoted via @:

```
> (cos@ln) (x);
                                cos(ln(x))
> f := x->x^2; g := exp;
                                f := x ↦ x2
                                g := exp
> h := f@g; h(x);
                                h := f@exp
                                (ex)2
```

Another example (a bivariate function):

```
> f := (x,y)->x*y; (exp@f) (u,v);
                                f := (x,y) ↦ yx
                                evu
```

Functional powers are denoted by @@:

```
> (exp@@2) (1); # same like exp(exp(1))
evalf(%);
                                exp(2)(1)
                                15.15426223
```

**Generating a function from a previously computed result: Use unapply !!**

First we try the following:

```
> f := x->add(k^2*x^k, k=1..6);
                                f := x ↦ add(k2 xk, k=1..6)
> f(y); # looks O.K.
                                36 y6 + 25 y5 + 16 y4 + 9 y3 + 4 y2 + y
```

We try to differentiate this using D (see 2.2 below):

```
> D(f) (y); # does not work
```

$D(f)(y)$

Now we use **unapply** :

```
> f := unapply(add(k^2*x^k,k=1..6),x):  
> f(y), D(f)(y); # O.K.  
36 y^6 + 25 y^5 + 16 y^4 + 9 y^3 + 4 y^2 + y, 216 y^5 + 125 y^4 + 64 y^3 + 27 y^2 + 8 y + 1
```

*Here the function  $f$  generated using **unapply** is based on the 'ready-cooked' formula. This is especially relevant when generating the expression for  $f$  involves a nontrivial, long computation.*

## 2.2 Derivatives

**diff** differentiates expressions. Inert form: **Diff**

```
> Diff(sin(x),x) = diff(sin(x),x);  
           $\frac{d}{dx} \sin(x) = \cos(x)$   
> diff(sin(x),y);  
          0  
> f := x -> exp(2*x)/cos(x)^3*sinh(3*x);  
           $f := x \mapsto \frac{e^{2x} \sinh(3x)}{\cos(x)^3}$   
> diff(f(x),x);  
           $\frac{2 e^{2x} \sinh(3x)}{\cos(x)^3} + \frac{3 e^{2x} \sinh(3x) \sin(x)}{\cos(x)^4} + \frac{3 e^{2x} \cosh(3x)}{\cos(x)^3}$   
> subs(x=0,diff(f(x),x)); # this is not automatically  
evaluated...  
           $\frac{2 e^0 \sinh(0)}{\cos(0)^3} + \frac{3 e^0 \sinh(0) \sin(0)}{\cos(0)^4} + \frac{3 e^0 \cosh(0)}{\cos(0)^3}$   
> eval(%); # evaluate (or use simplify)  
          3
```

A partial derivative:

```
> Diff(x*y*cos(x-y),x) = diff(x*y*cos(x-y),x);  
           $\frac{\partial}{\partial x} (xy \cos(x-y)) = y \cos(x-y) - xy \sin(x-y)$ 
```

Higher [partial] derivatives:

```
> diff(x^2*y^3,x,y);  
           $6xy^2$ 
```

```
> diff(exp(k*x), x, x), diff(exp(k*x), x, x, x);
```

$$k^2 e^{kx}, k^3 e^{kx}$$

Alternative syntax for higher derivatives:

```
> diff(ln(x), x$5);
```

$$\frac{24}{x^5}$$

Note: Generally, \$ serves as **repetition operator** for generating constant sequences:

```
> y$8;
```

$$y, y, y, y, y, y, y, y$$

**D** is the **derivative operator**. It maps **functions to functions**.

```
> D(sin);
```

$$\cos$$

```
> D(sin)(y), D(sin)(0);
```

$$\cos(y), 1$$

```
> f := u -> u^2*cos(u);
```

$$f := u \mapsto u^2 \cos(u)$$

```
> g := D(f);
```

$$g := u \mapsto 2u \cos(u) - u^2 \sin(u)$$

```
> g(u);
```

$$2u \cos(u) - u^2 \sin(u)$$

Functional power can be applied to D:

```
> (D@@0)(f); # this is identical with f
```

$$f$$

```
> (D@@2)(f); # apply second derivative operator
```

$$u \mapsto 2 \cos(u) - 4u \sin(u) - u^2 \cos(u)$$

Here, function F has not been specified:

```
> n := 7;
```

$$n := 7$$

```
> diff(F(x), x$n); (D@@n)(F)(x);
```

$$\frac{d^7}{dx^7} F(x)$$

$$D^{(7)}(F)(x)$$

## 2.3 Integrals

**int** integrates expressions. Inert form: **Int**

- Indefinite integrals (integration constant **not** added automatically):

```
> Int(sin(x*y), x) = int(sin(x*y), x);
```

$$\int \sin(xy) dx = -\frac{\cos(xy)}{y}$$

```
> f := (u, k) -> u^k*exp(u);
```

$$f := (u, k) \mapsto u^k e^u$$

```
> int(f(x,4), x) + C; # integration constant added manually
```

$$(x^4 - 4x^3 + 12x^2 - 24x + 24) e^x + C$$

```
> int(f(x,m), x); # solution for general m
```

$$-(-1)^{-m} (x^m (-1)^m m \Gamma(m) (-x)^{-m} - x^m (-1)^m e^x - x^m (-1)^m m (-x)^{-m} \Gamma(m, -x))$$

```
> int(exp(-x^2/2), x); # erf = Error function
```

$$\frac{\sqrt{\pi} \sqrt{2} \operatorname{erf}\left(\frac{\sqrt{2} x}{2}\right)}{2}$$

```
> int(exp(sin(x)), x); # not representable
```

$$\int e^{\sin(x)} dx$$

- Definite integrals:

```
> int(sin(x)*cos(x)^2, x=0..Pi);
```

$$\frac{2}{3}$$

- Improper integrals:

```
> int(ln(x), x=1..infinity); # divergent
```

$\infty$

```
> int(1/sqrt(x), x=0..1); # convergent
```

$\frac{2}{2}$

```
> int(exp(-x^2/2), x=-infinity..infinity); # convergent
```

$$\sqrt{2} \sqrt{\pi}$$

- Numerical approximation:

```
> int(exp(sin(x)), x=0..1, numeric);
```

1.631869608

```
> evalf(int(exp(sin(x)), x=0..1)); # alternative version
```

1.631869608

Multiple integrals:

```
> int(x*y,x,y); # indefinite
```

$$\frac{x^2 y^2}{4}$$

```
> Int(x*y,x=0..y,y=0..1) = int(x*y,x=0..y,y=0..1); # definite
```

$$\int_0^1 \int_0^y x y \, dx \, dy = \frac{1}{8}$$

## 2.4 Series expansions

**taylor** performs univariate taylor expansion, with remainder:

```
> taylor(exp(x),x); # default: expansion about 0
```

$$1 + x + \frac{1}{2} x^2 + \frac{1}{6} x^3 + \frac{1}{24} x^4 + \frac{1}{120} x^5 + O(x^6)$$

```
> taylor(F(u),u);
```

$$F(0) + D(F)(0) u + \frac{1}{2} D^{(2)}(F)(0) u^2 + \frac{1}{6} D^{(3)}(F)(0) u^3 + \frac{1}{24} D^{(4)}(F)(0) u^4 \\ + \frac{1}{120} D^{(5)}(F)(0) u^5 + O(u^6)$$

More generally:

```
> taylor(exp(x),x=1,8); # expansion of order 8 about x=1
```

$$e + e(x-1) + \frac{1}{2} e(x-1)^2 + \frac{1}{6} e(x-1)^3 + \frac{1}{24} e(x-1)^4 + \frac{1}{120} e(x-1)^5 + \frac{1}{720} \\ e(x-1)^6 + \frac{1}{5040} e(x-1)^7 + O((x-1)^8)$$

The environment variable **Order** represents the length of a series expansion (default=6).

```
> Order; Order := 10;
```

6

Order := 10

```
> tay := taylor(exp(x*y),x);
```

$$\text{tay} := 1 + yx + \frac{1}{2} y^2 x^2 + \frac{1}{6} y^3 x^3 + \frac{1}{24} y^4 x^4 + \frac{1}{120} y^5 x^5 + \frac{1}{720} y^6 x^6 + \frac{1}{5040} y^7 x^7 \\ + \frac{1}{40320} y^8 x^8 + \frac{1}{362880} y^9 x^9 + O(x^{10})$$

If you want to use the taylor polynomial (without remainder) for further computations, remove remainder using **convert**:

```
> taypol := convert(tay,polynomial);
```

$$\text{taypol} := 1 + xy + \frac{1}{2} x^2 y^2 + \frac{1}{6} y^3 x^3 + \frac{1}{24} y^4 x^4 + \frac{1}{120} y^5 x^5 + \frac{1}{720} y^6 x^6 + \frac{1}{5040} y^7 x^7$$



$$+ \frac{1}{40320} y^8 x^8 + \frac{1}{362880} y^9 x^9$$

**mtaylor** performs multivariate taylor expansion, without remainder:

```
> mtaylor(cos(x+y), [x,y], 3);
```

$$1 - \frac{1}{2} x^2 - xy - \frac{1}{2} y^2$$

```
> Order := 4;
```

*Order := 4*

**series** is more general than taylor:

```
> f := 1/sin; # the function x -> 1/sin(x)
```

$$f := \frac{1}{\sin}$$

```
> taylor(f(x), x=0);
```

Error, does not have a taylor expansion, try series()

```
> series(f(x), x=0); # This is a 'Laurent series'
```

$$x^{-1} + \frac{1}{6} x + O(x^3)$$

```
> series(sqrt(x)*exp(x), x=0); # this function does not
# admit a Taylor expansion about
x=0
```

$$\sqrt{x} + x^{3/2} + \frac{x^{5/2}}{2} + \frac{x^{7/2}}{6} + O(x^{9/2})$$

## ▼ 2.5 Solving differential equations

**dsolve** can solve differential equations symbolically as well as numerically. Syntax similar to **solve**. Versatile, many options.

Example for an exact (symbolic) solution:

```
> ode := D(u)(t)=u(t)^2; # the ODE u' = u^2
      ode := D(u)(t) = u(t)^2
> ic := u(0)=1; # initial condition u(0)=1
      ic := u(0) = 1
```

Solve for function u(t) :

```
> dsolve([ode,ic],u(t));
```

$$u(t) = -\frac{1}{t-1}$$

```
> assign(%): u(t);
```

$$-\frac{1}{t-1}$$

The same example, but numerical solution. Note that the solution exists only up to  $t=1$ .

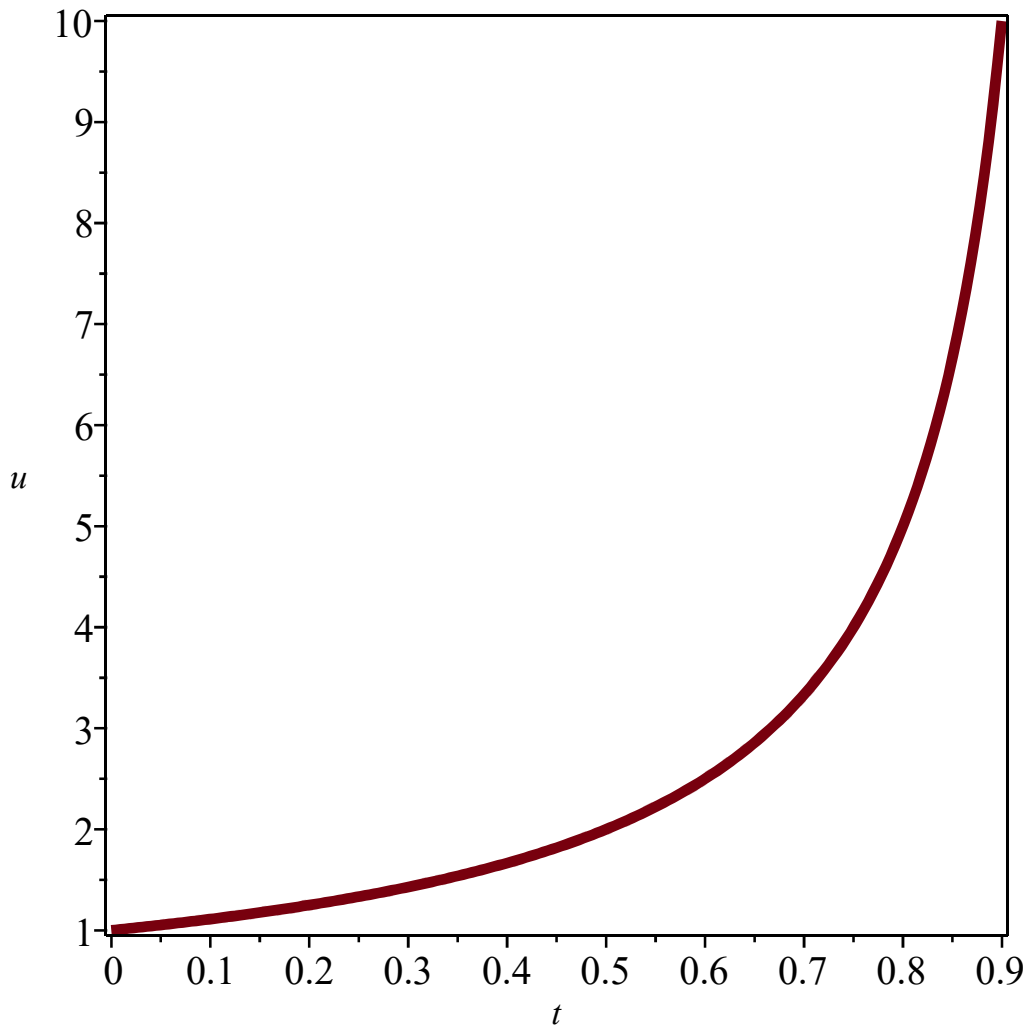
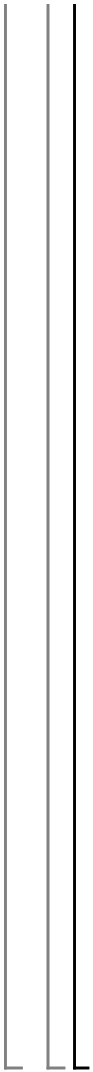
```
> u:='u':
  num_sol := dsolve([ode,ic],u(t),numeric,range=0..1);
Warning, cannot evaluate the solution further right of
.99999999, probably a singularity
      num_sol := proc(x_rkf45) ... end proc
```

In this case an adaptive Runge-Kutta method has been used (the default for numerical solution), and the output of dsolve is a **procedure** which you can call for retrieving values:

```
> num_sol(0.99999);
      [t=0.99999, u(t) = 100056.896715508]
```

The function **odeplot** from the **plots** package can be directly used to plot the solution:

```
> plots[odeplot](num_sol,t=0..0.9,axes=boxed,thickness=4);
```



## 3 Control structures

```
> restart;
```

Maple includes a powerful **programming language**.

Statements can be combined using

- **if ... then ... else ... elif ... end [if]** (conditional construct)
- **do ... end [do]** (basic loop construct)
- **for ... do ... end [do]** (repetition: explicit for-loop)
- **while ... do ... end [do]** (repetition: while-loop)

and related / more general constructs.

; and : after a construct work like after single command.

### 3.1 Conditional constructs

if - construct: **if ... then ... else ... elif ... end [if]**

Instruction by examples:

```
> a := 1;
```

```
a := 1
```

```
> if a=1 then  
  print("a has value 1 assigned")  
end if;
```

```
"a has value 1 assigned"
```

```
> a := 2;
```

```
a := 2
```

```
> if a=1 then  
  print("a has value 1 assigned")  
end if;
```

```
> a := 1;
```

```
a := 1
```

```
> if a=1 then  
  print("a has value 1 assigned")  
else  
  print("a has NOT value 1 assigned")  
end if;
```

```
"a has value 1 assigned"
```

```
> a := 2;
```

```

                                a := 2
> if a=1 then
    print("a has value 1 assigned")
else
    print("a has NOT value 1 assigned")
end if;
                                "a has NOT value 1 assigned"

```

Or more generally. Note: **A test may also fail.**

```

> a := 'a';
                                a := a
> if a=1 then
    print("a has value 1 assigned")
elif (a=2 or a=3) then
    print("a has value 2 or 3 assigned")
elif (a>=4 and a<=10) then
    print("a has value between 4 and 10 assigned")
else
    print("none of above conditions satisfied");
    print("other value for a")
end if;
Error, cannot determine if this expression is true or false: 4
<= a and a <= 10

```

Alternative, short version: **ifelse**

```

> a := 'a';
                                a := a
> ifelse(a=0,
        print("0"),           # if branch
        print("ungleich 0") # else branche
        );
                                "ungleich 0"

```

Note:  $\diamond 0$  is generic.

### 3.2 Basic do-loop

**do ... end [do]** is only reasonable when combined with a **break** condition. **next** is also available.

Example: generate random numbers, accept only odd ones, stop if 10 numbers have been accepted.

```

> r:=rand(1..100); # initialize random number generator
r := proc( )
    proc( ) option builtin = RandNumberInterface; end proc(6, 100, 7) + 1
end proc

```

```

> r();
                                     93
|
> i:=0:
do
  random_number:=r():
  if is(random_number,even) then next end if;
  i:=i+1:
  print(random_number):
  if i=10 then break end if
end do:
                                     45
                                     59
                                     69
                                     27
                                     17
                                     43
                                     83
                                     25
                                     93
                                     93
|

```

**break** and **next** can also be uses in for- and while loops (next section).

### ▼ 3.3 for- and while loop

for - loop: **for ... do ... end [do]**

Instruction by examples:

```

> summe := 0:
  for i from 1 to 10 do
    summe := summe + i;
  end do:
  summe;
                                     55
|
> s := alpha,beta:
  for j from 2 by 2 to 10 do
    s := 2*s[1],3*s[2]
  end do:
  s;
                                     32  $\alpha$ , 243  $\beta$ 
|
> for x from 0 to 1 by 0.1 do x end do: x;
                                     1.1
|
> for i from 10 to 0 by -3 do end do: i;
                                     -2
|
> p := 1;
  for i from 1 to 10 while p<1000 do

```

```

    p:=p*i;
    lprint(i,p):
end do:
                                p := 1
1, 1
2, 2
3, 6
4, 24
5, 120
6, 720
7, 5040

```

```

> for letter from "a" to "c" do letter end do;
                                "a"
                                "b"
                                "c"

```

**Variant:** for loop scanning data structure (e.g., sequence,list or set):

```

> s := seq(i,i=1..3);
                                s := 1, 2, 3
> for i in s do i^2 end do;
                                1
                                4
                                9
> Letters := ["x","y","z"];
                                Letters := ["x", "y", "z"]
> Names := [];
                                Names := [ ]
> for letter in Letters do
    n := convert(letter,name);
    Names := [op(Names),n];
end do:
Names;
                                [1.1, y, z]

```

( Remark: *op(list)* returns contents of *list* as expression sequence. )

Control structures are mainly used within **procedures**.

## 4 Procedures

```
[> restart;
```

### 4.1 Functions revisited

Functions are 'simple procedures'. You can use **if**, but no other control structures, and you cannot define variables within a function definition.

Examples:

```
> f := x -> if x=0 then 0 else 1 end if:
> f(0), f(2);
                                0, 1
> f := x->for i from 1 to x do i end do:
Error, reserved word `for` unexpected
```

In general, use procedures (**proc**) depending on one or several arguments and giving back one or several objects as results

### 4.2 Basics of procedures

Basic syntax of a procedure:

```
proc(arguments)
  local local_variables; # if applicable
  global global_variables; # if applicable
  options ... # if applicable
  sequence of commands processing the arguments and computing a result
  return result
end [proc];
```

Some simple examples:

```
> proc(x) x^2 end proc; # same as x -> x^2, unnamed
                                proc(x) x^2 end proc
> %(5);
                                25
> hello_world := # we assign a name to this procedure
  proc() # no arguments
    print("Hello, World")
  end proc:
> hello_world();
                                "Hello, World"
> mylimit := proc(sequence, variable, limitpoint)
```



```

# return a limit in inert and evaluated form
return Limit(sequence,variable=limitpoint) =
    limit(sequence,variable=limitpoint)
end proc:
> print(mylimit);
proc(sequence, variable, limitpoint)
    return Limit(sequence, variable = limitpoint) = limit(sequence, variable = limitpoint)
end proc
> mylimit(1+1/'n', 'n', infinity);

$$\lim_{n \rightarrow \infty} \left(1 + \frac{1}{n}\right) = 1$$

> mynorm := proc(l,output)
# expects a list l
# computes sqrt(sum of squares)
local i,s:=0;
for i from 1 to numelems(l) do
    s := s + l[i]^2
end do;
s := sqrt(s);
if (output="f") then # apply evalf
    s := evalf(s)
end if;
return s;
end proc:
> mynorm([a,b,c], "");

$$\sqrt{a^2 + b^2 + c^2}$$

> mynorm([1,2,3], "");

$$\sqrt{14}$$

> v := mynorm([1,2,3], "f");
v := 3.741657387

```

### General rules for procedures:

- The code of a procedure is usually part of a worksheet and is edited like a normal statement sequence.

- In particular, use <shift><enter> for new line, <enter> only at the end of specifying the procedure.

- There are no general typing rules.

- Variables local to the procedure must be declared using **local**.

- Global variables (existing outside) can be accessed (read/write); must be declared.

But: changing the value of a global variable is usually not recommended: 'hidden' return value

- If the **return** statement is missing: the value last computed is returned

- **end proc:** instead of **end proc**; suppresses output of code on screen

- Procedures may call other procedures and may be recursive.
- Procedures must be called with correct number of arguments ( $\geq 0$ ).
- In principle, arguments of arbitrary types can be passed, but only reasonable if operation of the procedure is well-defined for these types.

**Special topics are discussed later on:**

- Available options, documentation of procedures
- Type checking (automatic or manual)
- Precise rules for passing arguments
- Variable argument lists
- Debugging
- ...

### 4.3 Some examples for procedures

A **recursive** procedure:

Recursive summation of objects in a list.  
Note that each recursive procedure must include a termination condition for the recursion.

This simple code works only for lists of length  $2^n$ .  
This is only an exercise - not more efficient than add.

```

> recursive_sum := proc(list)
  local len:=numelems(list);
  # stop recursion if length 1
  if len=1 then
    return list[1]
  else
    return recursive_sum(list[1..len/2])
      + recursive_sum(list[len/2+1..len]);
  end if;
end proc;
> recursive_sum([1]);
1
> recursive_sum([1,2,3,4]);
10
> recursive_sum([1,2,3,4,5,6,7,8]);
36
> add([$1..8]);
36

```

Example:

Differentiate the composition of 3 given functions and evaluate the result to float at a given point:

```
> chaindiff := proc(f1,f2,f3,eval)
    return evalf(subs(x=eval,diff((f1@f2@f3)(x),x)))
end proc:
> chaindiff(sin,cos,z->z^2,3);
-1.515408329
```

Example:

Take a list of values [a0,a1,a2,...,an] and a name or values x and generate the polynomial expression

$$a_0 + a_1x + a_2x^2 + \dots + a_nx^{(n-1)}$$

```
> pol_from_list := proc(list,x)
    local i,pol:=0; # pol is initialized to 0
    for i from 1 to numelems(list) do
        pol := pol + list[i]*x^(i-1)
    end do;
    return pol
end proc:
> pol_from_list([1,2,3,4],y);
4y^3 + 3y^2 + 2y + 1
> pol_from_list([a,b,c,d],8);
a + 8b + 64c + 512d
```

Example:

Generate and show Pascal triangle of depth N:  
(no return value.)

Parameter eval (true/false) controls evaluation of binomial coefficients (**binomial**).  
If unevaluated, binomial(n,k) is shown displayed as B(n,k).

```
> pascal_triangle := proc(N,eval)
    local n,B;
    if eval then B:=binomial end if;
    for n from 0 to N do
        print(seq(B(n,k),k=0..n))
    end do
end proc:
> pascal_triangle(4,false),
pascal_triangle(4,true);
B(0,0)
B(1,0),B(1,1)
B(2,0),B(2,1),B(2,2)
B(3,0),B(3,1),B(3,2),B(3,3)
```

$B(4, 0), B(4, 1), B(4, 2), B(4, 3), B(4, 4)$

1  
1, 1  
1, 2, 1  
1, 3, 3, 1  
1, 4, 6, 4, 1

Example:

A procedure which returns a function, namely the indefinite integral of a given function:

```
> defint := proc(f)
  return x->int(f(x), x)
end proc;
```

```
> g:=defint(cos);
```

$$g := x \mapsto \int \cos(x) dx$$

```
> g(x);
```

sin(x)

#### 4.4 The code editor

... works, but not very convenient.

Usage: **Insert > Code Edit Region**

The control via right mouse button.

A simple example:



```
p:=proc(x)
```

```
  p := proc(x) return x^2 end proc
```

```
> p(2);
```

p(2)

==== end of Part II ====