

# SCILAB: MATHEMATICS QUICK REFERENCE



## COMMON OPERATIONS

<code>x + y</code>	Sum of $x$ and $y$
<code>x - y</code>	Difference of $x$ and $y$
<code>x * y</code>	Product of $x$ and $y$
<code>x / y</code>	Ratio of $x$ and $y$
<code>x ** y</code>	$x^y$
<code>sqrt(x)</code>	$\sqrt{x}$
<code>abs(x)</code>	Absolute value of $x$
<code>exp(x)</code>	$e^x$
<code>log(x)</code>	$\ln(x)$
<code>log2(x)</code>	$\log_2(x)$
<code>log10(x)</code>	$\log_{10}(x)$
<code>factorial(x)</code>	$x!$
<code>pmodulo(x,n)</code>	$x \bmod n$

## COMPONENTS OF NUMBERS

<code>int(x)</code>	Integer part of $x$
<code>round(x)</code>	Round $x$ to nearest integer
<code>floor(x)</code>	$\lfloor x \rfloor$ , greatest integer less or equal to $x$
<code>ceil(x)</code>	$\lceil x \rceil$ , smallest integer greater or equal to $x$
<code>sign(x)</code>	Sign; 1 if $x > 0$ , -1 if $x < 0$ , 0 if $x = 0$
<code>complex(a,b)</code>	Define complex number $a + bi$
<code>conj(x)</code>	Complex conjugate of $x$
<code>real(x)</code>	Real part of complex number $x$
<code>imag(x)</code>	Imaginary part of complex number $x$
<code>fix(A)</code>	Matrix $A$ with all entries rounded down

## CALCULUS

<code>integrate('3*x', 'x', 0, 2)</code>	Definite integration
<code>derivat(poly([1 2 3], 'x', 'c'))</code>	Derivative of polynomial

## SORT

<code>gsort(A, 'g', 'i')</code>	Sort $A$ , increasing order
<code>gsort(A, 'g', 'd')</code>	Sort $A$ , decreasing order
<code>gsort(A, 'lr', 'i')</code>	Sort rows of $A$ , inc lexicographic order
<code>gsort(A, 'lc', 'i')</code>	Sort columns of $A$ , inc lexicographic order
<code>gsort(A, 'lr', 'd')</code>	Sort rows of $A$ , dec lexicographic order
<code>gsort(A, 'lc', 'd')</code>	Sort columns of $A$ , dec lexicographic order

## NUMBER SYSTEMS

<code>bin2dec('1011')</code>	Decimal value of binary string
<code>oct2dec('1032')</code>	Decimal value of octal string
<code>hex2dec('1F2E')</code>	Decimal value of hexadecimal string
<code>dec2bin(53)</code>	Binary value of decimal value
<code>dec2oct(53)</code>	Octal value of decimal value
<code>dec2hex(53)</code>	Hexadecimal value of decimal value

## SET OPERATIONS

<code>union(A,B)</code>	Union of $A$ and $B$ , $A \cup B$
<code>intersect(A,B)</code>	Intersection of $A$ and $B$ , $A \cap B$
<code>setdiff(A,B)</code>	Set difference of $A$ and $B$ , $A - B$
<code>unique(A)</code>	Unique elements of $A$ ; underlying set

## STATISTICS

<code>mean(v)</code>	Mean of elements in vector $v$
<code>median(v)</code>	Median of elements in vector $v$
<code>stdev(v)</code>	Standard deviation of elements in vector $v$

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## RANDOM

<code>rand()</code>	Random decimal in interval (0,1)
<code>rand(m,n)</code>	$m \times n$ matrix with random entries
<code>int(rand(1)*n)</code>	Random integer from 0 to $n$

## DISCRETE MATH

<code>perms(v)</code>	All permutations of list $v$ as matrix
<code>primes(x)</code>	Primes less than or equal to $x$ as vector
<code>factor(x)</code>	Prime factors of $x$ as vector

## BOOLEAN TESTS

<code>isdef(x)</code>	Returns true if variable $x$ is defined
<code>isempty(x)</code>	Returns true if $x$ is empty matrix or list
<code>isequal(x,y)</code>	Returns true if $x = y$
<code>isvector(x)</code>	Returns true if $x$ is vector
<code>isreal(x)</code>	Returns true if $x$ is real number
<code>isinf(x)</code>	Returns true if $x$ is infinite
<code>isnan(x)</code>	Returns true if $x$ is "Not A Number"

## TRIGONOMETRY

<code>sin(x)</code>	$\sin(x)$ , $x$ in radians
<code>cos(x)</code>	$\cos(x)$ , $x$ in radians
<code>tan(x)</code>	$\tan(x)$ , $x$ in radians
<code>cot(x)</code>	$\cot(x)$ , $x$ in radians
<code>sec(x)</code>	$\sec(x)$ , $x$ in radians
<code>csc(x)</code>	$\csc(x)$ , $x$ in radians
<code>sind(x)</code>	$\sin(x)$ , $x$ in degrees
<code>cosd(x)</code>	$\cos(x)$ , $x$ in degrees
<code>tand(x)</code>	$\tan(x)$ , $x$ in degrees
<code>cotd(x)</code>	$\cot(x)$ , $x$ in degrees
<code>secd(x)</code>	$\sec(x)$ , $x$ in degrees
<code>cscd(x)</code>	$\csc(x)$ , $x$ in degrees
<code>asin(x)</code>	$\sin^{-1}(x)$ , returns radians
<code>acos(x)</code>	$\cos^{-1}(x)$ , returns radians
<code>atan(x)</code>	$\tan^{-1}(x)$ , returns radians
<code>acot(x)</code>	$\cot^{-1}(x)$ , returns radians
<code>asec(x)</code>	$\sec^{-1}(x)$ , returns radians
<code>acsc(x)</code>	$\csc^{-1}(x)$ , returns radians
<code>asind(x)</code>	$\sin^{-1}(x)$ , returns degrees
<code>acosd(x)</code>	$\cos^{-1}(x)$ , returns degrees
<code>atand(x)</code>	$\tan^{-1}(x)$ , returns degrees
<code>acotd(x)</code>	$\cot^{-1}(x)$ , returns degrees
<code>asecd(x)</code>	$\sec^{-1}(x)$ , returns degrees
<code>acsrd(x)</code>	$\csc^{-1}(x)$ , returns degrees

## SPECIAL CONSTANTS

<code>%pi</code>	$\pi$ , 3.1415927
<code>%e</code>	$e$ , 2.7182818
<code>%eps</code>	$\epsilon$ , $2.2 \times 10^{-16}$
<code>%i</code>	$i$ , $\sqrt{-1}$
<code>%inf</code>	$\infty$ , 1/0
<code>%nan</code>	not a number
<code>%t</code>	True
<code>%f</code>	False

## POLYNOMIALS

<code>poly([1 2 3], 'x', 'c')</code>	Polynomial $3x^2 + 2x + 1$
<code>poly([1 2 3], 'x', 'r')</code>	Polynomial in $x$ with roots 1,2,3
<code>poly(spec(A), 'x', 'r')</code>	Characteristic polynomial of matrix $A$
<code>roots(p)</code>	Roots of polynomial $p$