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> # Quick Maple Primer for Physics Students
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# Updated: 10 June 2008
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> # Indefinite Integrals
# Say you want to integrate e to the k*x with respect to x...
int( exp(k*x), x );
```

$$\frac{e^{(k x)}}{k}$$

```
> # Definite Integrals
# What if I wanted to integrate e to the k*x from -2 to 73.1?
int( exp(k*x), x=-2..73.1 );
```

$$-\frac{1. (e^{(-2. k)} - 1. e^{(73.10000000 k)})}{k}$$

```
> # Numeric Answers
# I want my answer to be a decimal number, not a hideous ratio
# or other complicated form. Oh, and k=0.1...
k := 0.1;
evalf( int( exp(k*x), x=-2..73.1 ) );
```

$$k := 0.1$$

$$14943.58458$$

```
> # Defining Functions
# I'm tired of typing that function, can't I just define it?
SomeStupidFunction := exp(k*x);
evalf( int( SomeStupidFunction, x=-2..73.1 ) );
# Note: k has already been defined above, hence the
# function is now exp(0.1 * x).
```

$$SomeStupidFunction := e^{(0.1 x)}$$

$$14943.58458$$

```
> # Derivatives
# Okay, now take the derivative of a function with respect to x.
# Oh, and let's use a new function...
SomewhatEvilFunction := exp( a*x^2 - b*x*y + c*y^2 + 42 );
diff( SomewhatEvilFunction, x );
```

$$SomewhatEvilFunction := e^{(a x^2 - b x y + c y^2 + 42)}$$

$$(2 a x - b y) e^{(a x^2 - b x y + c y^2 + 42)}$$

```
> # Evaluating Derivatives
# Note: Use the eval function to test a value that is
# variable. If we set x:=2 and y:=3.14, then the
# function would be a constant value and
# we can't take the derivative of a constant.
#
# Also, if this function only had one variable,
# then {x=2, y...} could be replaced with x=2
# (ie, the curly braces are needed if defining
# multiple variables in a single eval command).
eval( diff( SomewhatEvilFunction, x ), {x=2, y=Pi, a=1, b=2, c=3} );
```

$$(4 - 2 \pi) e^{(46 - 4 \pi + 3 \pi^2)}$$

```
> # Multiple Derivatives
# How do I take multiple derivatives, either of the
# same variable or of different ones?
# Double derivative in x and one derivative in y:
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diff( SomewhatEvilFunction, x, x, y );
```

$$2 a (-b x + 2 c y) e^{(a x^2 - b x y + c y^2 + 42)} - 2 (2 a x - b y) e^{(a x^2 - b x y + c y^2 + 42)} b \\ + (2 a x - b y)^2 (-b x + 2 c y) e^{(a x^2 - b x y + c y^2 + 42)}$$

```
> # Differential Equations
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# I need to solve a differential equation, how do I do it?
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MyDiffEquation := m*diff( x(t), t, t ) + b*diff( x(t), t ) + K*x(t) = 0;
```

```
dsolve( MyDiffEquation );
```

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# Yes, the solution has undefined constants _C1 and _C2 which need  
# to be determined using boundary conditions.
```

$$MyDiffEquation := m \left(\frac{d^2}{dt^2} x(t) \right) + b \left(\frac{d}{dt} x(t) \right) + K x(t) = 0 \\ x(t) = _C1 e^{\left(-\frac{\left(b - \sqrt{b^2 - 4 K m} \right) t}{2 m} \right)} + _C2 e^{\left(-\frac{\left(b + \sqrt{b^2 - 4 K m} \right) t}{2 m} \right)}$$

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> # Systems of Differential Equations
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# I've got a coupled system, and I just want it solved.
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```
AnnoyingSystem := [ diff( x(t), t ) = y(t), diff( y(t), t ) = -x(t) ];
```

```
dsolve( AnnoyingSystem );
```

$$AnnoyingSystem := \left[\frac{d}{dt} x(t) = y(t), \frac{d}{dt} y(t) = -x(t) \right] \\ \{y(t) = _C1 \cos(t) - _C2 \sin(t), x(t) = _C1 \sin(t) + _C2 \cos(t)\}$$

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> # Transcendental Equations / Numeric Roots
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# Got a hideous equation that you can't get an exact root out of?
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```
HideousEQ := x = cos(x);
```

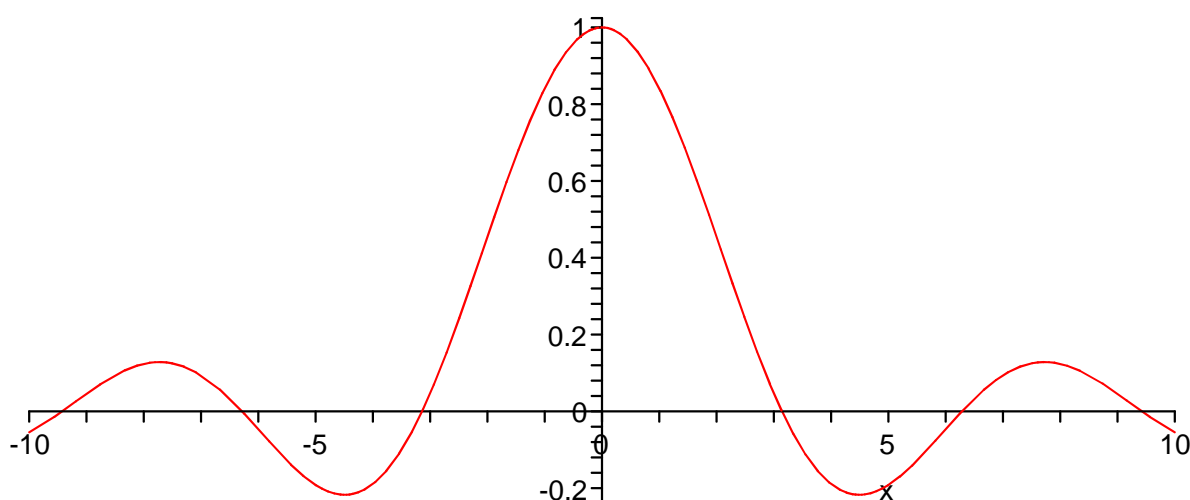
```
fsolve( HideousEQ );
```

$$HideousEQ := x = \cos(x) \\ 0.7390851332$$

```
> # 2-D Graphing
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```
# Note: Right-clicking on plots will give you various options.
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```
plot( sin(x)/x, x );
```

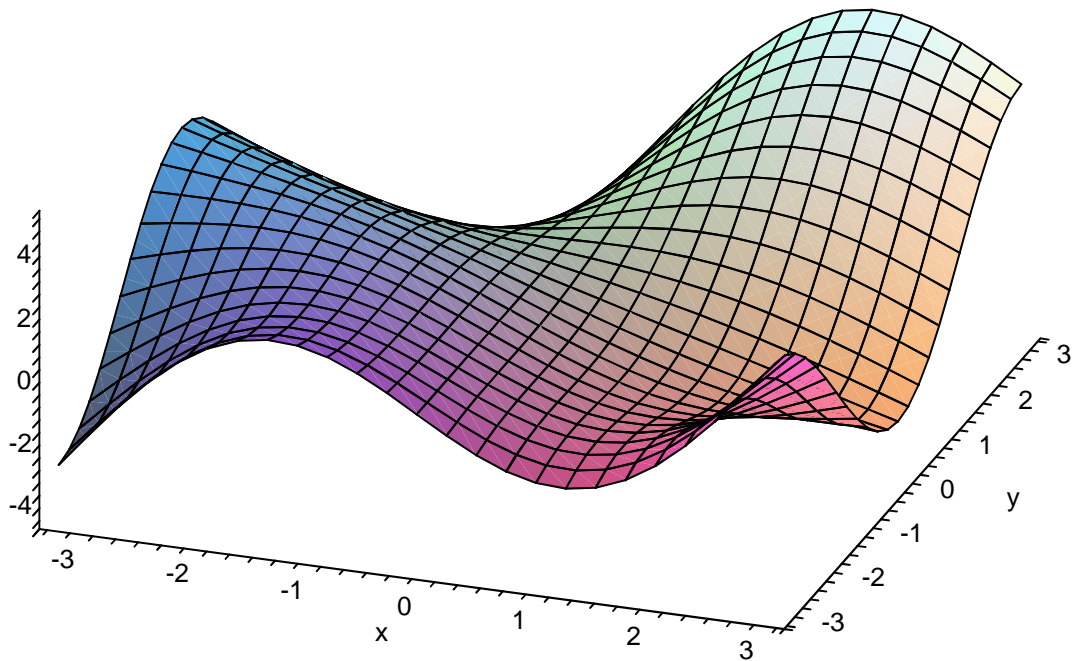


```
> # 3-D Graphing
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# Note: Like 2-D graphs, right-click on the plot for options.
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# Additionally, you can rotate 3-D graphs by left-clicking
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#           on the plot and dragging the image arround for a better view.
plot3d( sin(x)*y - cos(y)*x, x=-Pi..Pi, y=-Pi..Pi, axes=FRAME );
```

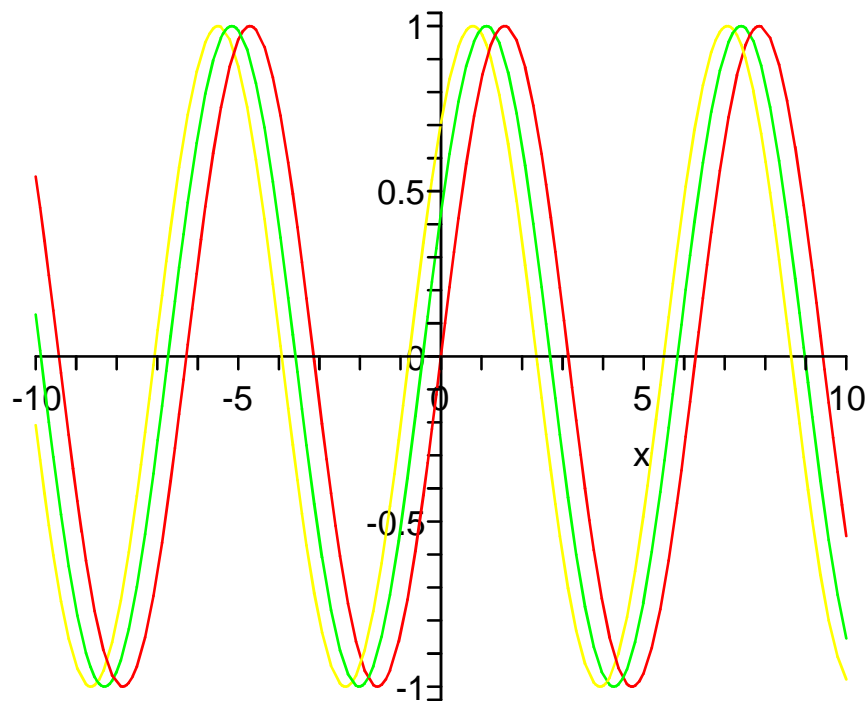


```
> # Series Summations
# Note: Try summing this equation from 0 to infinity.
sum( x^n/n!, n=0..4 );
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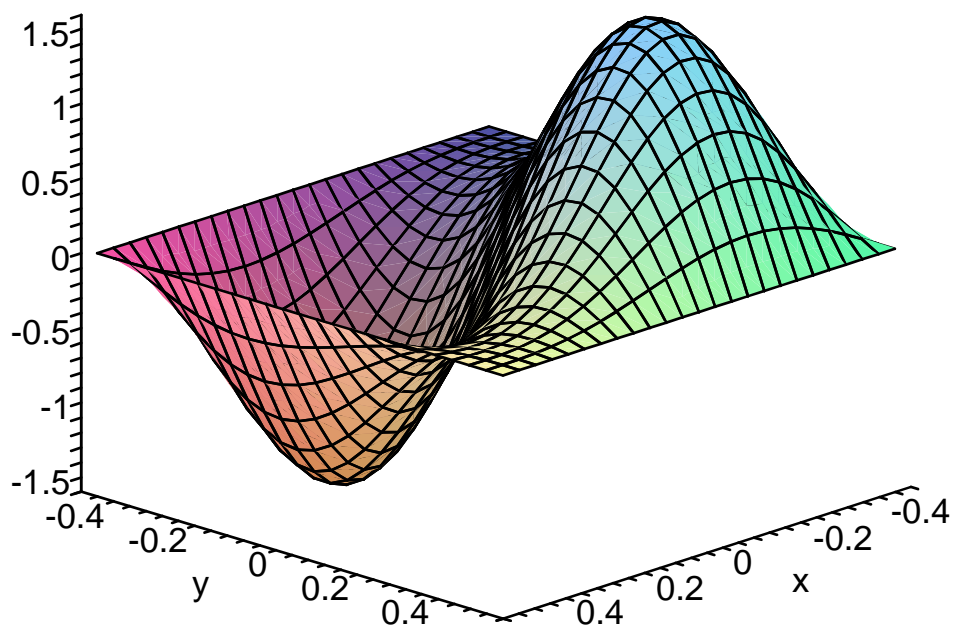
$$1 + x + \frac{1}{2}x^2 + \frac{1}{6}x^3 + \frac{1}{24}x^4$$

```
> # Evaluating Series Summations
# Note: If you set x=1, not 1.0, then you get an
#       exact ratio--your choice: decimal number
#       or ratio. If all else fails, you can force
#       a ratio to be translated into a decimal by
#       wrapping the whole command in evalf().
eval( sum( x^n/n!, n=0..10 ), x=1.0 );
2.718281803
```

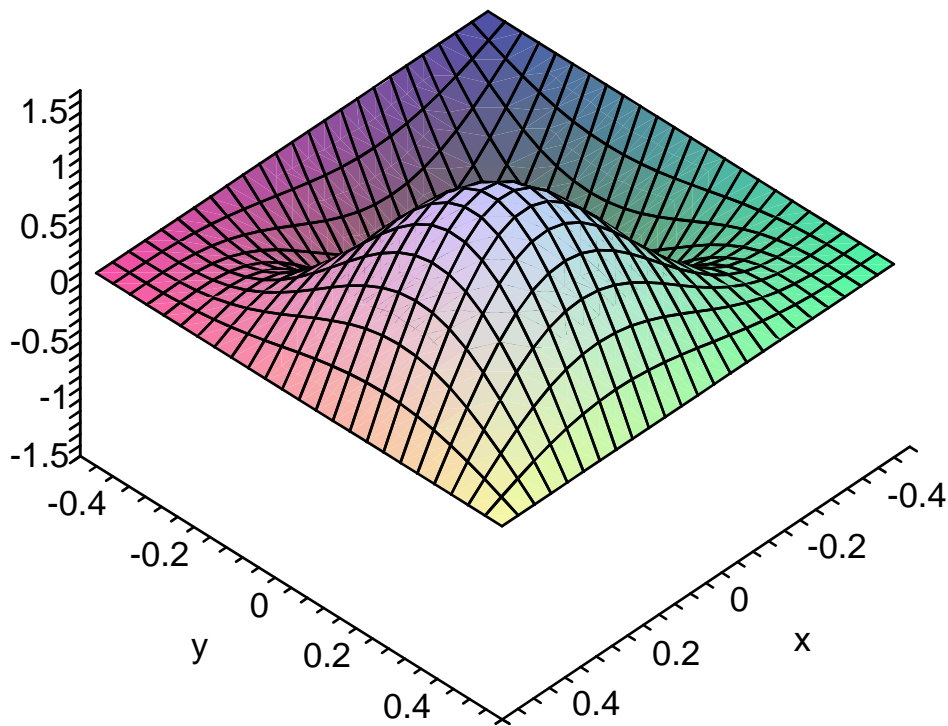
```
> # Multiple Plots, One Graph
plot( [sin(x), sin(x + Pi/7), sin(x + Pi/4)], x );
```



```
> # Infinite Square Well
# Below are plots of the antisymmetric and symmetric wave functions
# for two non-interacting particles in a square well. One particle
# is in the ground state, the other is in the first excited state.
# Symmetric vs antisymmetric can be judged by the symmetry along y=x.
AntiSymmetricWaveFunction := cos(Pi*x)*sin(2*Pi*y) -
sin(2*Pi*x)*cos(Pi*y);
plot3d( AntiSymmetricWaveFunction, x=-0.5..0.5, y=-0.5..0.5, axes=frame )
SymmetricWaveFunction := cos(Pi*x)*sin(2*Pi*y) + sin(2*Pi*x)*cos(Pi*y);
plot3d( SymmetricWaveFunction, x=-0.5..0.5, y=-0.5..0.5, axes=frame );
  AntiSymmetricWaveFunction:=cos( $\pi$  x) sin(2  $\pi$  y) - sin(2  $\pi$  x) cos( $\pi$  y)
```



SymmetricWaveFunction:=cos(π x) sin(2 π y) + sin(2 π x) cos(π y)



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> # Solve n linear equations in n variables
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# Example uses:
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# x + y + z = 10
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# y + 2z = 12
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# 2x + z = 9
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with(linalg);
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```
gaussjord(matrix([[1,1,1,10],[0,1,2,12],[2,0,1,9]]));
```

[BlockDiagonal, GramSchmidt, JordanBlock, LUdecomp, QRdecomp, Wronskian, addcol, addrow, adj, adjoint, angle, augment, backsub, band, basis, bezout, blockmatrix, charmat, charpoly, cholesky, col, coldim, colspace, colspan, companion, concat, cond, copyinto, crossprod, curl, definite, delcols, delrows, det, diag, diverge, dotprod, eigenvals, eigenvalues, eigenvectors, eigenvects, entermatrix, equal, exponential, extend, ffgausselim, fibonacci, forwardsub, frobenius, gausselim, gaussjord, geneqns, genmatrix, grad, hadamard, hermite, hessian, hilbert, htranspose, ihermite, indexfunc, innerprod, intbasis, inverse, ismith, issimilar, iszero, jacobian, jordan, kernel, laplacian, leastsqrs, linsolve, matadd, matrix, minor, minpoly, mulcol, mulrow, multiply, norm, normalize, nullspace, orthog, permanent, pivot, potential, randmatrix, randvector, rank, ratform, row, rowdim, rowspace, rowspan, rref, scalarmul, singularvals, smith, stackmatrix, submatrix, subvector, sumbasis, swapcol, swaprow, sylveste, toeplitz, trace, transpose, vandermonde, vecpotent, vectdim, vector, wronskian]

$$\begin{bmatrix} 1 & 0 & 0 & \frac{7}{3} \\ 0 & 1 & 0 & \frac{10}{3} \\ 0 & 0 & 1 & \frac{13}{3} \end{bmatrix}$$

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