

Wolfram Mathematica

Informatika 1, 13. előadás

Csikja Rudolf notebook-jai alapján.

Függvények

Jelölések

```
In[1]:= Clear[f]
f@5
5 // f
f[5]
f@{1, 5, 3}
{1, 5, 3} // f
f[{1, 5, 3}]

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

Függvények definiálása

Pontonkénti definíció

```
In[8]:= Clear[f]
f[0] := 1
f[1] := 3

In[11]:= ?f
Global`f
f[0] := 1
f[1] := 3
```

```
In[12]:= f[]
          f[12]
          f[0]
          f[Range[3]]
```

```
Out[12]= f[]
```

```
Out[13]= f[12]
```

```
Out[14]= 1
```

```
Out[15]= f[{1, 2, 3}]
```

Általános definíció

```
In[16]:= Clear[f]
          f[x_] := x + 1
```

```
In[18]:= ?f
```

Global`f

```
f[x_] := x + 1
```

```
In[19]:= f[0]
          f[1.5]
          f[x, y]
```

```
Out[19]= 1
```

```
Out[20]= 2.5
```

```
Out[21]= f[x, y]
```

Vegyes definíció

```
In[22]:= Clear[f]
          f[x_] := x + 1
          f[0] := 100
```

```
In[25]:= f[0]
          f[23]
```

```
Out[25]= 100
```

```
Out[26]= 24
```

Többváltozós függvények

```
In[27]:= ClearAll[f, g]
          f[x_, y_] := x + y
          g[a_, b_, c_] := a + b^c
```

```
In[30]:= f[ax, b]
          g[b, a, x]
```

Out[30]= $a^x + b$

Out[31]= $a^x + b$

Az argumentum típusa

```
In[32]:= Head[1]
          Head[1/2]
          Head[1.2]
          Head[{1, 2, 3}]
```

Out[32]= Integer

Out[33]= Rational

Out[34]= Real

Out[35]= List

```
In[36]:= Clear[f]
          f[x_Integer] := x + 1
          f[x_Real] := x + 2
          f[x_Rational] := x + 3
          f[x_List] := x + 4
```

```
In[41]:= f[1]
          f[1.2]
          f[1/2]
          f[{1, 2, 3}]
```

Out[41]= 2

Out[42]= 3.2

Out[43]= $\frac{7}{2}$

Out[44]= {5, 6, 7}

Anonímus függvények

Function

Elnevezhetjük a függényt, a két függvény definíció ekvivalens.

```
In[45]:= Clear[f]
f[x_] := x^2
f = Function[{x}, x^2]

Out[47]= Function[{x}, x^2]
```

```
In[48]:= f[3]
f[a + b]
```

Out[48]= 9

Out[49]= $(a + b)^2$

Vagy elnevezés nélkül is használhatjuk. (A másik megadással ez nem működne.)

```
In[50]:= Function[{x}, 3 x^2 + 5][12 + a]
Out[50]= 5 + 3 (12 + a)^2
```

Tiszta (pure) függvények

Itt a változónak nem adunk nevet.

```
In[51]:= Clear[f]
f = (#^2 + 1) &

Out[52]= #1^2 + 1 &
```

Ha akarjuk még a függvénynek sem kell nevet adni.

```
In[53]:= Clear[f]
(#^2 + 1) &[10]

Out[54]= 101
```

Több változó esetében.

```
In[55]:= Clear[f]
f = (5 #1 + #2^2)^#3 &;

In[57]:= f[a, b, c]
Out[57]= (5 a + b^2)^c
```

Magasabb szintű listafüggvények

Map

```
In[58]:= Sin[{a, b, c, d}]
Power[{a, b, c, d}, 2]

Out[58]= {Sin[a], Sin[b], Sin[c], Sin[d]}

Out[59]= {a^2, b^2, c^2, d^2}
```

```
In[60]:= Map[Sin, {a, b, c, d}]
Out[60]= {Sin[a], Sin[b], Sin[c], Sin[d]}

In[61]:= Clear[f]
f[x_] := x^2;
Map[f, {a, b, c}]
Out[63]= {a^2, b^2, c^2}

In[64]:= Map[#^2 &, {a, b, c}]
Out[64]= {a^2, b^2, c^2}

In[65]:= Select[RandomInteger[100, 100], 10 < # < 70 &]
Out[65]= {22, 60, 59, 51, 17, 54, 57, 21, 55, 68, 33, 14, 57, 23, 33, 39, 30, 27,
37, 13, 53, 27, 62, 36, 60, 63, 43, 57, 67, 52, 49, 29, 32, 66, 45, 11, 56,
37, 38, 49, 27, 25, 11, 47, 19, 45, 13, 15, 34, 19, 46, 21, 11, 38, 68, 53}
```

Más írásmóddal:

```
In[66]:= #^2 & /@ {a, b, c}
Out[66]= {a^2, b^2, c^2}
```

Apply

```
In[67]:= Apply[f, {a, b, c, d}]
Out[67]= f[a, b, c, d]

In[68]:= Apply[Plus, {a, b, c, d}]
Out[68]= a + b + c + d
```

Más írásmóddal:

```
In[69]:= Times @@ {a, b, c}
Out[69]= a b c
```

Rekurzió

Kezdeti tagokkal megadva

Egy elemre visszautalva:

$$\begin{aligned}a_0 &= 2 \\a_n &= 2a_{n-1} - 1\end{aligned}$$

```
In[70]:= a[0] := 2
a[n_] := 2 a[n - 1] - 1
```

```
In[72]:= a[2]
Table[a[i], {i, 1, 10}]

Out[72]= 5

Out[73]= {3, 5, 9, 17, 33, 65, 129, 257, 513, 1025}
```

Több elemre visszautalva:

$$\begin{aligned} b_0 &= 1 \\ b_1 &= 3 \\ b_2 &= -2 \\ b_n &= b_{n-1} b_{n-2} + b_{n-1} b_{n-3} \end{aligned}$$

```
In[74]:= b[0] := 1
b[1] := 3
b[2] := -2
b[n_] := b[n - 1] b[n - 2] + b[n - 1] b[n - 3]
```

```
In[78]:= b[4]
Table[b[i], {i, 1, 10}]
```

```
Out[78]= -8

Out[79]= {3, -2, -8, -8, 80, -1280, -92160, 110592000,
          -10333716480000, -1141874017645363200000}
```

Feltétellel megadva

Az első öttel osztható számig adjuk össze a számokat

$$c_n := \begin{cases} n + c_{n-1}, & \text{ha } n \text{ nem osztható öttel} \\ 0, & \text{ha } n \text{ osztható öttel} \end{cases}$$

```
In[80]:= c[n_] := If[Mod[n, 5] == 0, 0, n + c[n - 1]]

In[81]:= c[8]
Table[c[i], {i, 1, 20}]
```

```
Out[81]= 21

Out[82]= {1, 3, 6, 10, 0, 6, 13, 21, 30, 0, 11, 23, 36, 50, 0, 16, 33, 51, 70, 0}
```

Egyenletmegoldás, szabályok

```
In[83]:= Solve[x + 2 == 5]
```

```
Out[83]= {x → 3}
```

```
In[84]:= a → b
```

```
Out[84]= a → b
```

Szabály alkalmazása

```
In[85]:= Clear[f]
ReplaceAll[x + 2 y + z, x → y + a]

Out[86]= a + 3 y + z
```

Rövidebben:

```
In[87]:= x^2 /. x → (a + b)

Out[87]= (a + b)^2
```

```
In[88]:= Solve[x^2 + 2 x - 11 == 0, x]
Solve[x^2 + 2 x - 11 == 0, x] /. x → 5
x /. Solve[x^2 + 2 x - 11 == 0, x]

Out[88]= { {x → -1 - 2 √3}, {x → -1 + 2 √3} }

Out[89]= { {5 → -1 - 2 √3}, {5 → -1 + 2 √3} }

Out[90]= {-1 - 2 √3, -1 + 2 √3}
```

```
In[91]:= x^2 + 2 x - 11 /. Solve[x^2 + 2 x - 11 == 0, x]
x^2 + 2 x - 11 /. Solve[x^2 + 2 x - 11 == 0, x] // Simplify

Out[91]= {-11 + 2 (-1 - 2 √3) + (-1 - 2 √3)^2, -11 + 2 (-1 + 2 √3) + (-1 + 2 √3)^2}

Out[92]= {0, 0}
```

Integrálás, deriválás

```
In[93]:= D[x^2, x]
Integrate[x^2, x]

Out[93]= 2 x

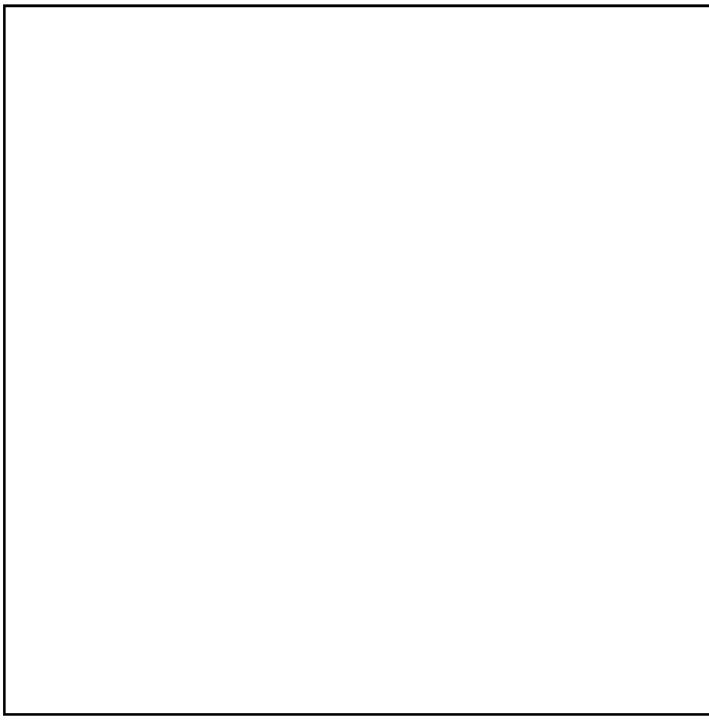
Out[94]=  $\frac{x^3}{3}$ 
```

Grafika

Grafikus primitívek

Ez egy üres grafika.

```
In[95]:= Framed[Graphics[]]
```



```
Out[95]=
```

A grafikán belül egy listában adhatjuk meg grafikus primitíveket.

Pont

Egy 2 dimenziós pont reprezentációja (Descarte koordinátákban).

```
In[96]:= Point[{1, 2}]
```

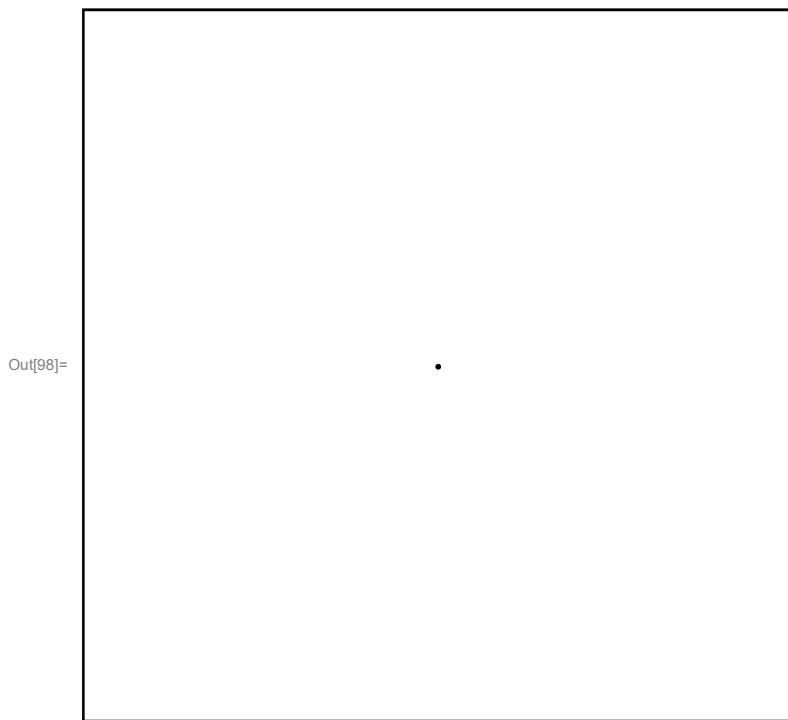
```
Out[96]= Point[{1, 2}]
```

Pontok halmaza.

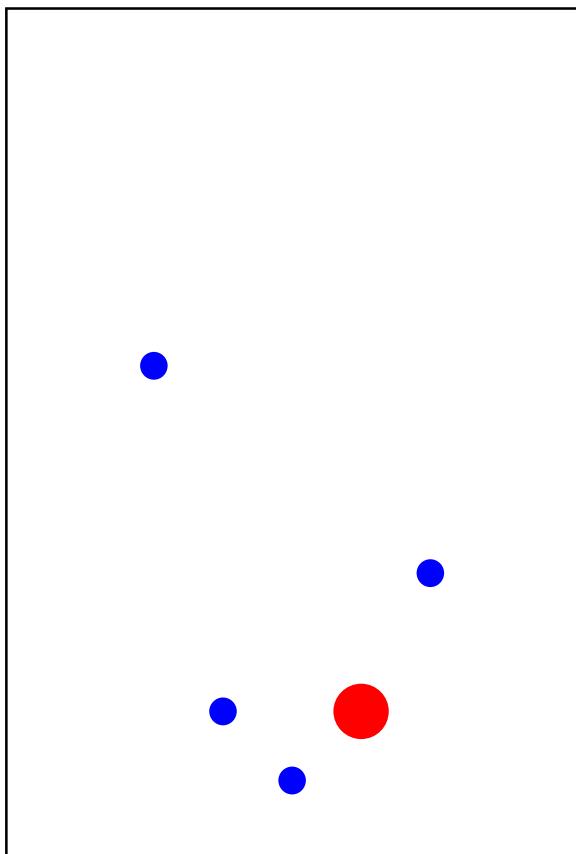
```
In[97]:= Point[{{0, 0}, {1, 2}, {-3, 5}}]
```

```
Out[97]= Point[{{0, 0}, {1, 2}, {-3, 5}}]
```

```
In[98]:= Graphics@Point[{0, 0}] // Framed
```



```
In[99]:= Graphics[{  
    Red, PointSize[0.1],  
    Point[{0, 0}],  
    Blue, PointSize[0.05],  
    Point[{{1, 2}, {-3, 5}, {-1, -1}, {-2, 0}}]  
  }, PlotRange -> {{-5, 3}, {-2, 10}}] // Framed
```



```
In[100]:= Graphics@{  
  PointSize[Large], Red,  
  Point@Table[{Sin[t], Cos[t]}, {t, 0, 2 \u03c0, 2 \u03c0/12}]  
}
```

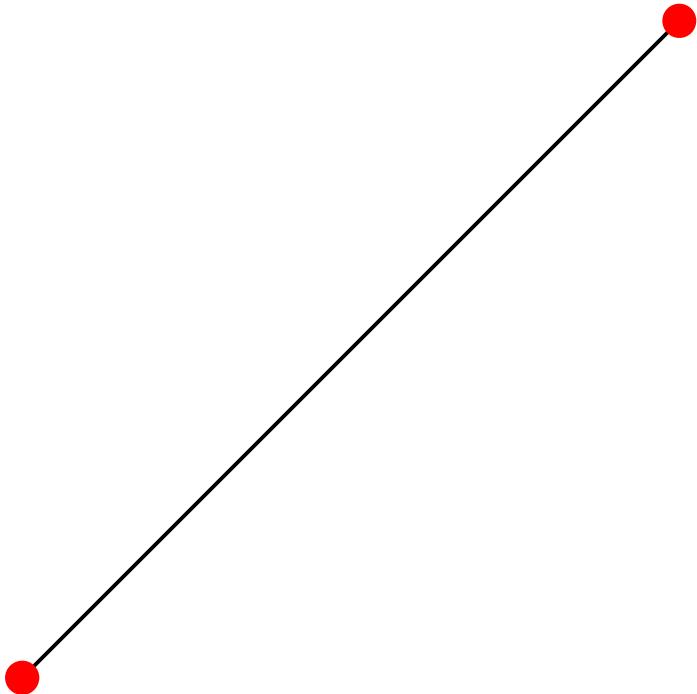
```
Out[100]=
```

Szakasz, törött vonal

Két pontot összekötő egyenes szakasz.

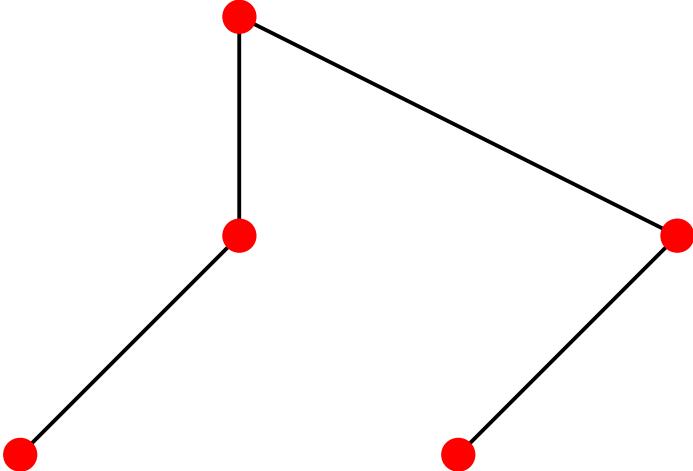
```
In[101]:= Line[{{0, 0}, {1, 1}}]
Graphics@{
  Thick,
  Line[{{0, 0}, {1, 1}}],
  Red, PointSize[0.05],
  Point[{{0, 0}, {1, 1}}]
}

Out[101]= Line[{{0, 0}, {1, 1}}]
```



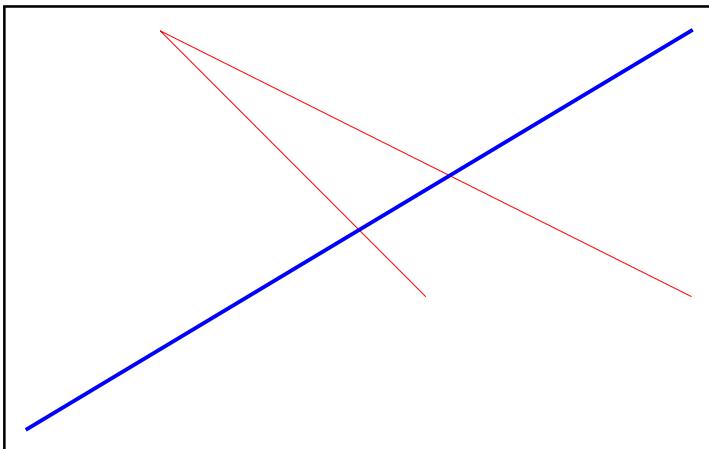
Több pontot összekötő törött vonal.

```
In[103]:= points = {{0, 0}, {1, 1}, {1, 2}, {3, 1}, {2, 0}};  
Graphics@{  
  Thick,  
  Line[points],  
  Red, PointSize[0.05],  
  Point[points]  
}  
Clear[points]
```



Out[104]=

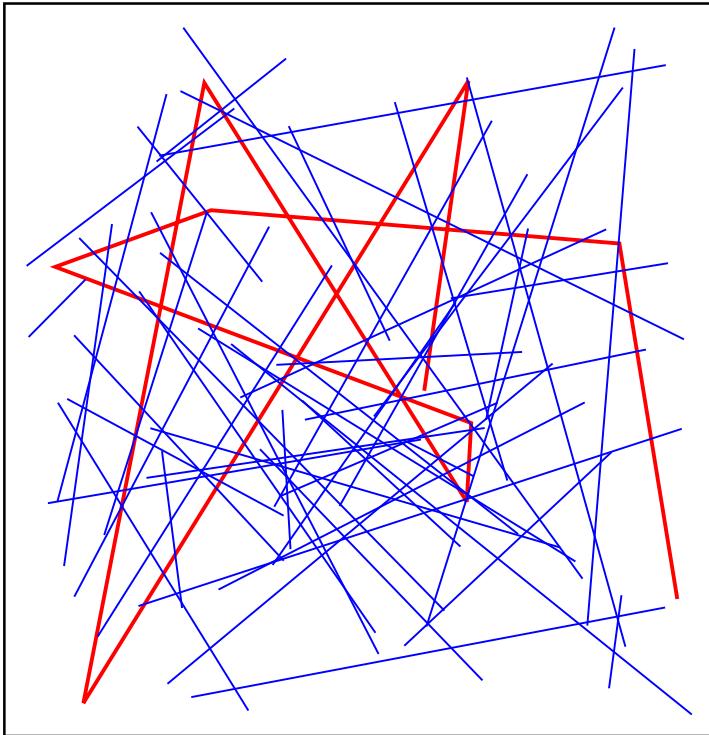
```
In[106]:= Framed@Graphics[  
  {Red, Line[{{0, -1}, {-2, 1}, {2, -1}}],  
   Blue, Thick, Line[{{-3, -2}, {2, 1}}]}  
 ]
```



Out[106]=

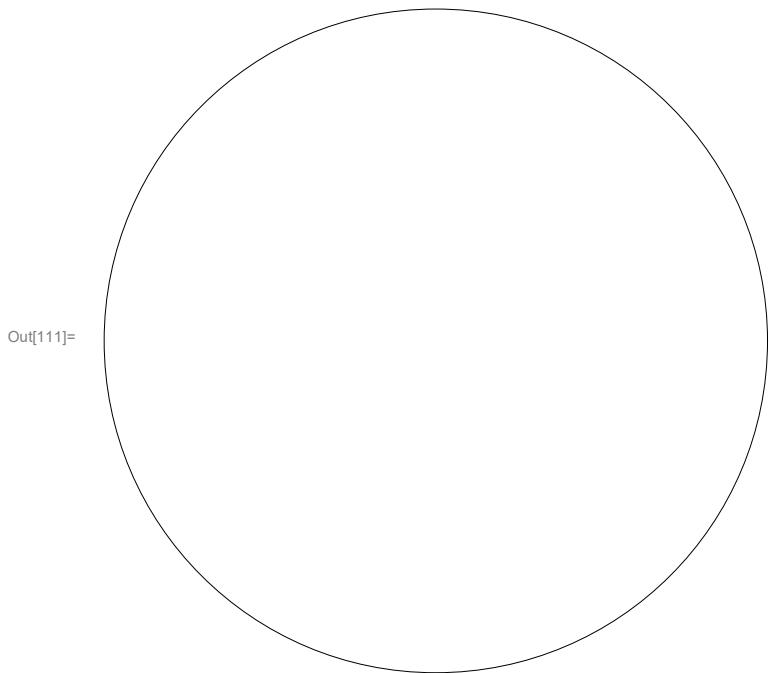
```
In[107]:= line1 = RandomReal[{-1, 1}, {10, 2}];  
line2 = RandomReal[{-1, 1}, {50, 2, 2}];  
Framed@Graphics[{  
  Thick, Red, Line@line1,  
  Thickness[Medium], Blue, Line@line2}]  
ClearAll[line1, line2]
```

Out[109]=

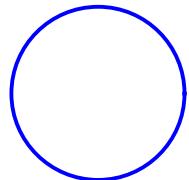


Kör, elipszis

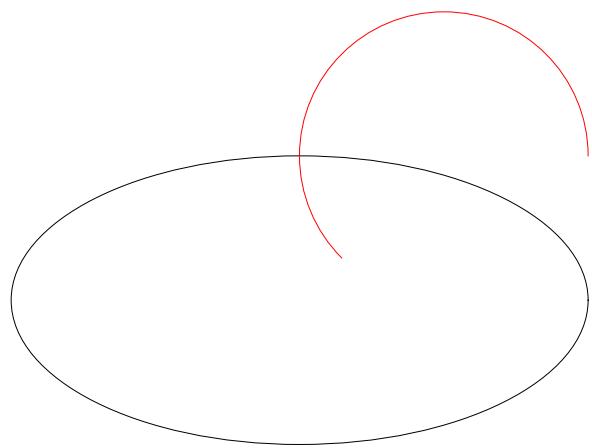
```
In[111]:= Graphics@Circle[]
```



```
In[112]:= Graphics[  
  Circle[{-1, -1}, {2, 1}],  
  Red,  
  Circle[{0, 0}, 1, {0, 5 π / 4}],  
  Blue, Thick,  
  Circle[{1, 2}, 0.6]  
 ]]
```



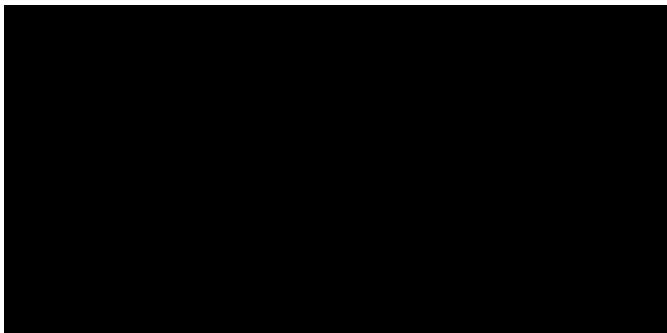
Out[112]=



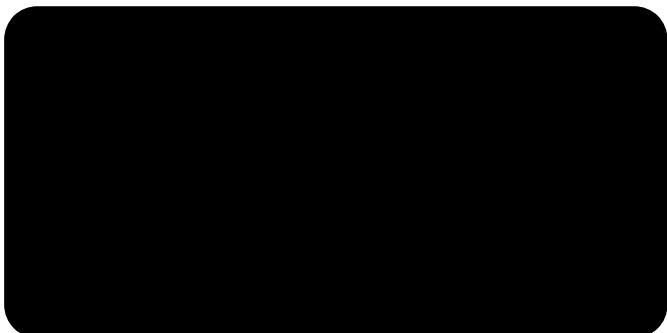
Téglalap

```
In[113]:= Options[Rectangle]  
Out[113]= {RoundingRadius → 0.}
```

```
In[114]:= Graphics@Rectangle[{0, 0}, {2, 1}]  
Graphics@Rectangle[{0, 0}, {2, 1}, RoundingRadius -> 0.1]
```

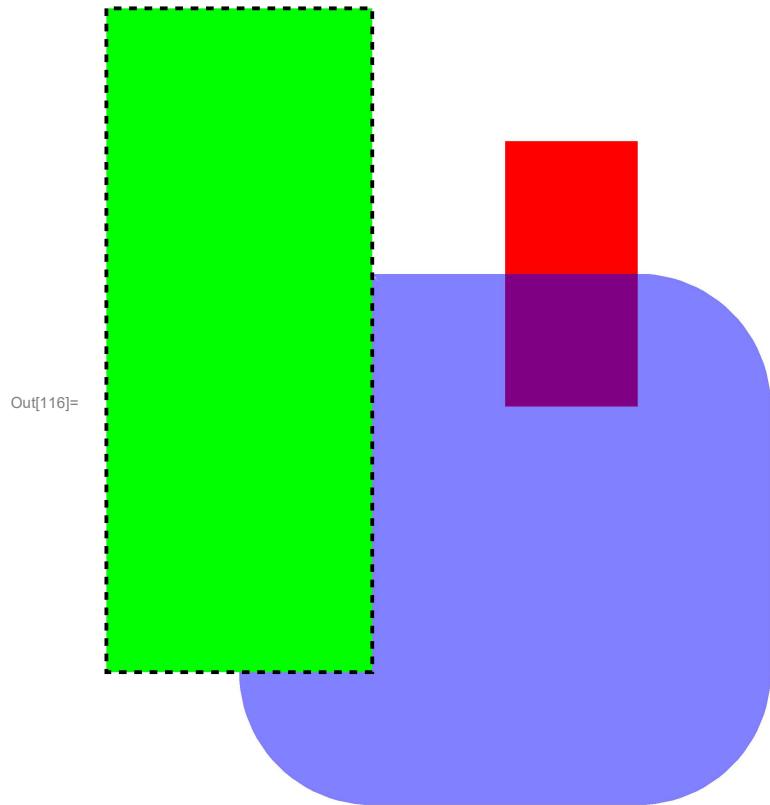


Out[114]=



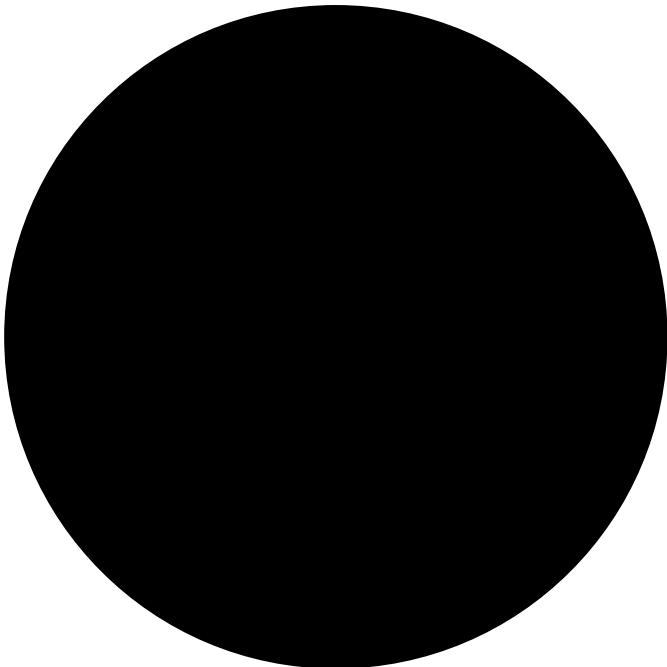
Out[115]=

```
In[116]:= Graphics[{  
    Red, Rectangle[{0, 0}, {1, 2}],  
    Opacity[0.5], Blue, Rectangle[{-2, -3}, {2, 1}, RoundingRadius -> 1],  
    Opacity[1], FaceForm[Green],  
    EdgeForm[{Dashed, Black, Thick}], Rectangle[{-3, 3}, {-1, -2}]  
}]
```



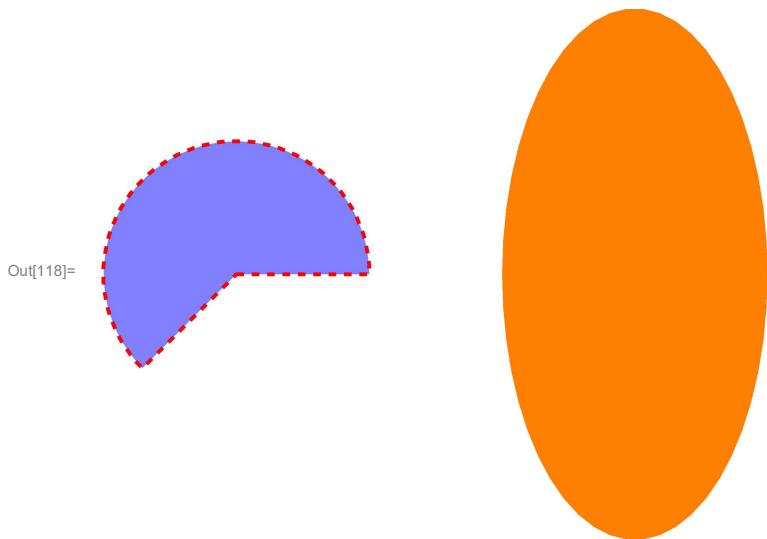
Körlemez

In[117]:= **Graphics@Disk[]**



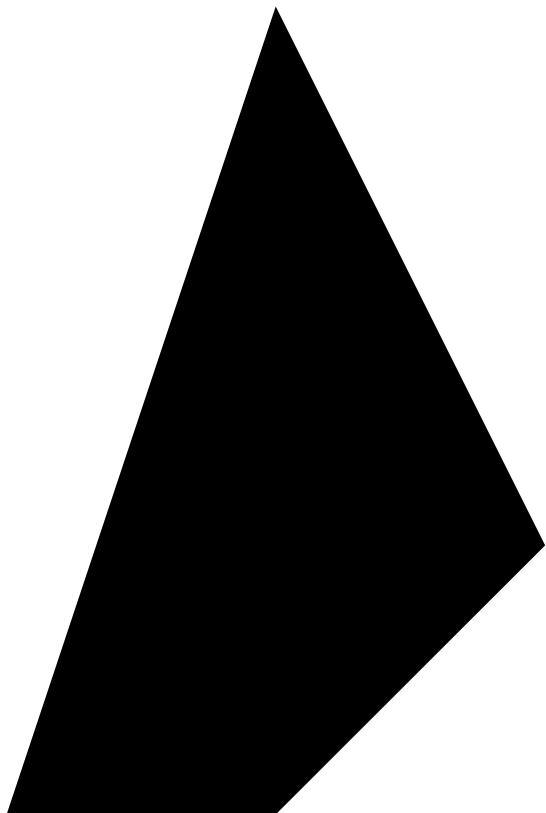
Out[117]=

```
In[118]:= Graphics@{  
    Orange,  
    Disk[{3, 0}, {1, 2}],  
    Opacity[0.5],  
    EdgeForm[{Dashed, Thick, Red}], FaceForm[Blue],  
    Disk[{0, 0}, 1, {0, 5 \pi / 4}]  
}
```



Sokszög

```
In[119]:= Graphics@Polygon[{{0, 0}, {1, 0}, {2, 1}, {1, 3}}]
```

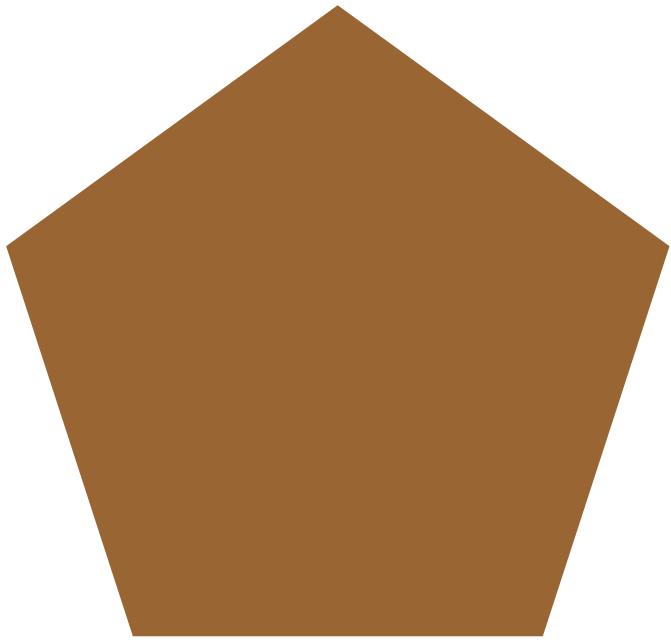


```
Out[119]=
```

```
In[120]:= Clear[ngon]
ngon[n_Integer, f_: Polygon] := Graphics@{
  Brown,
  f@Table[{Sin[t], Cos[t]}, {t, 0, 2 \[Pi], 2 \[Pi]/n}]
}
```

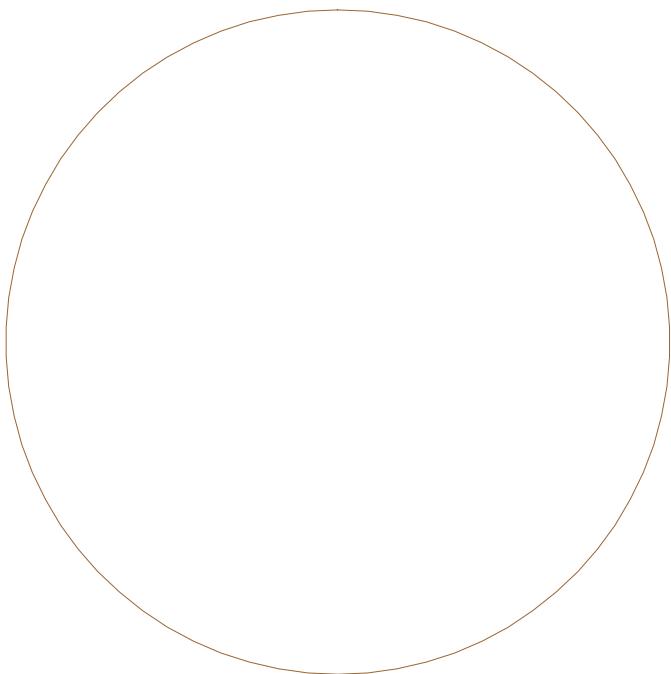
22 |

In[122]:= **ngon[5]**



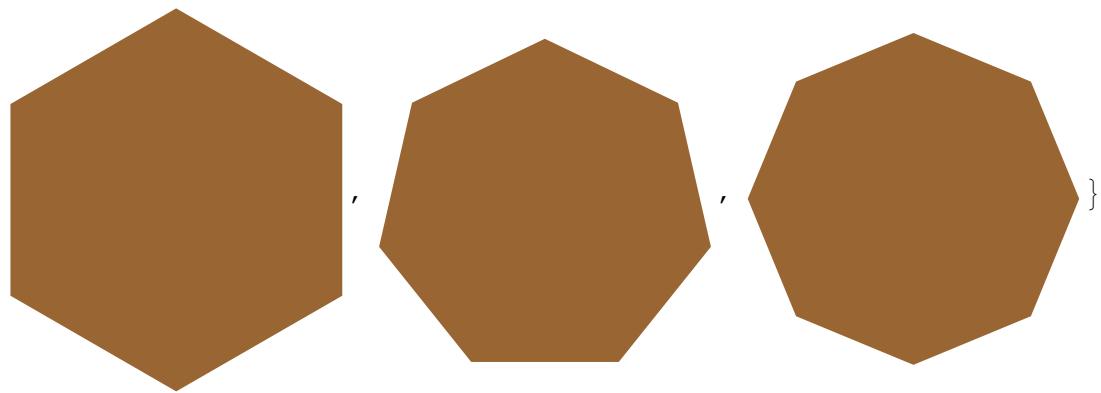
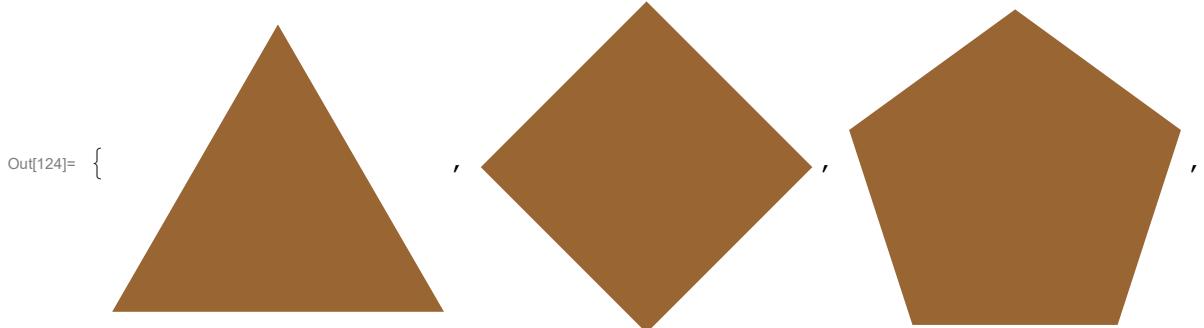
Out[122]=

In[123]:= **ngon[70, Line]**

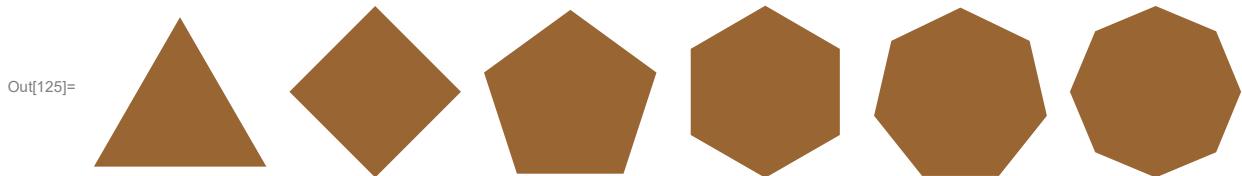


Out[123]=

```
In[124]:= ngon /@ Range[3, 8]
```



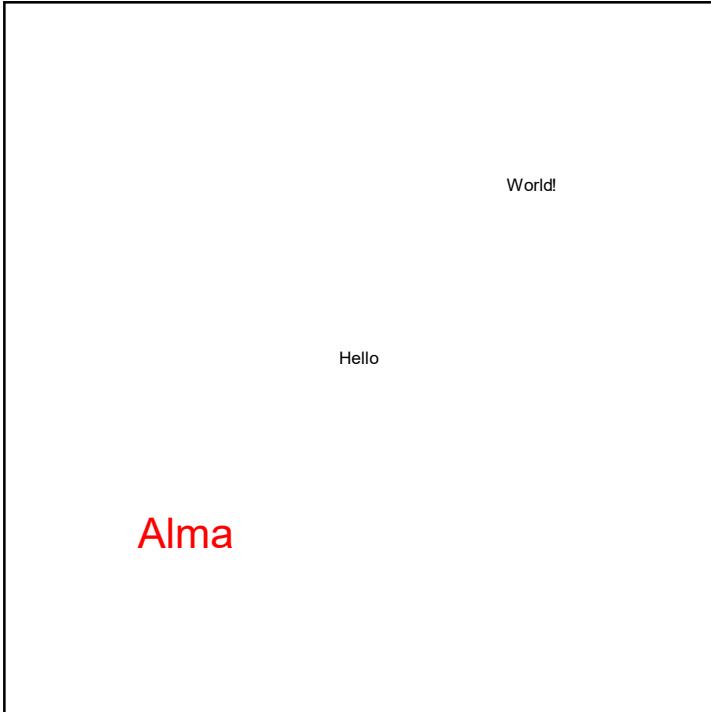
```
In[125]:= GraphicsRow[ngon /@ Range[3, 8], ImageSize -> {Automatic, 100}]
```



Szöveg

```
In[126]:= Graphics[{Text["Hello"], Text["World!", {1, 1}], Text[
  Style["Alma", FontColor -> Red, FontSize -> 22], {-1, -1}]}, PlotRange -> 2] // Framed
```

Out[126]=



Színek

Beépített színek nevek szerint

```
In[127]:= ?Red
Green
Blue
Cyan
Magenta
Yellow
Black
White
Orange
Purple
Brown
Pink
```

Red represents the color red in graphics or style specifications. >>

```
Out[128]= █
Out[129]= █
Out[130]= █
Out[131]= █
Out[132]= █
Out[133]= █
Out[134]= █
Out[135]= █
Out[136]= █
Out[137]= █
Out[138]= █
```

```
In[139]:= FullForm[Red]
Out[139]//FullForm=
RGBColor[1, 0, 0]
```

Beépített színskálák

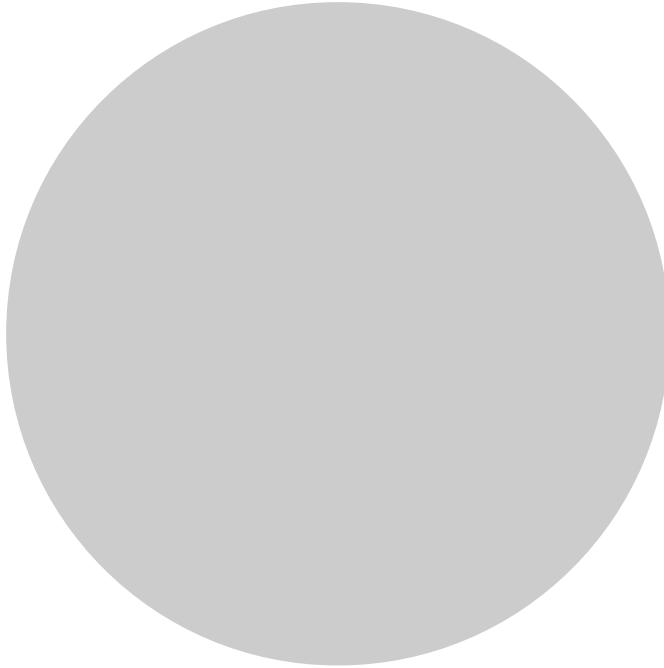
```
In[140]:= ColorData["TemperatureMap"] [0 . 5]
Out[140]= █
```

Színmodellek

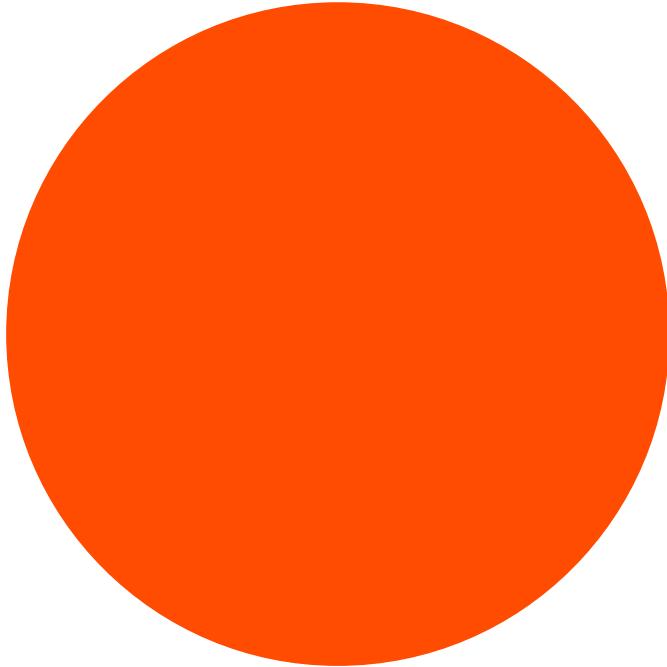
```
In[141]:= GrayLevel[level, opacity]
RGBColor[red, green, blue, opacity]
Hue[hue, saturation, brigtness, opacity]
CMYKColor[cian, magenta, yellow, black]

Out[141]= GrayLevel[level, opacity]
Out[142]= RGBColor[red, green, blue, opacity]
Out[143]= Hue[hue, saturation, brigtness, opacity]
Out[144]= CMYKColor[cian, magenta, yellow, black]

In[145]:= Graphics[{GrayLevel[0.8], Disk[]}]
```

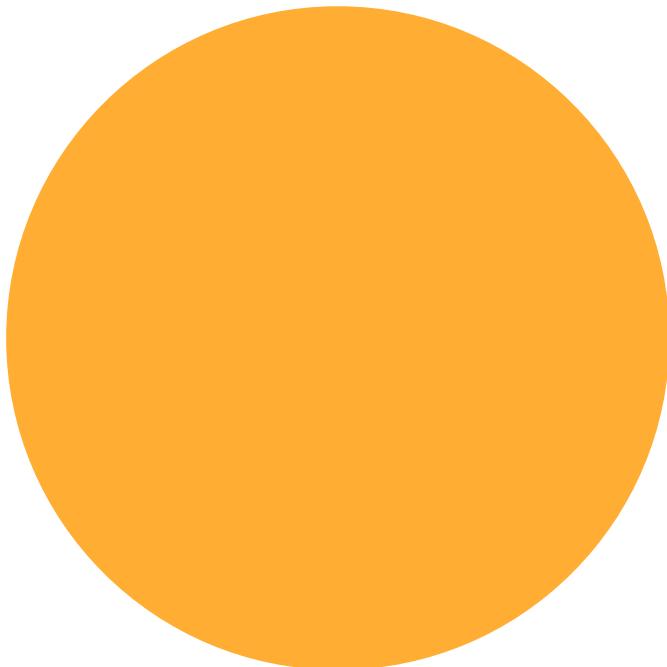


```
In[146]:= Graphics[{RGBColor[1, 0.3, 0], Disk[]}]
```



Out[146]=

```
In[147]:= Graphics[{Hue[0.1, 0.8, 1], Disk[]}]
```

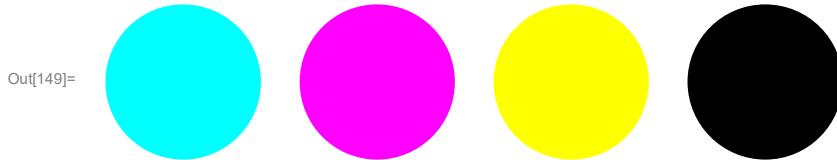


Out[147]=

```
In[148]:= IdentityMatrix[4]
```

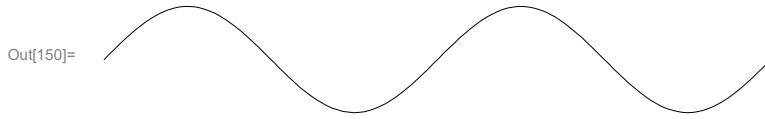
```
Out[148]= {{1, 0, 0, 0}, {0, 1, 0, 0}, {0, 0, 1, 0}, {0, 0, 0, 1}}
```

```
In[149]:= Graphics[
  MapThread[{CMYKColor[#1], Disk[{#2, 0}, 0.4]} &, {IdentityMatrix[4], Range[4]}],
  ImageSize -> 400]
```



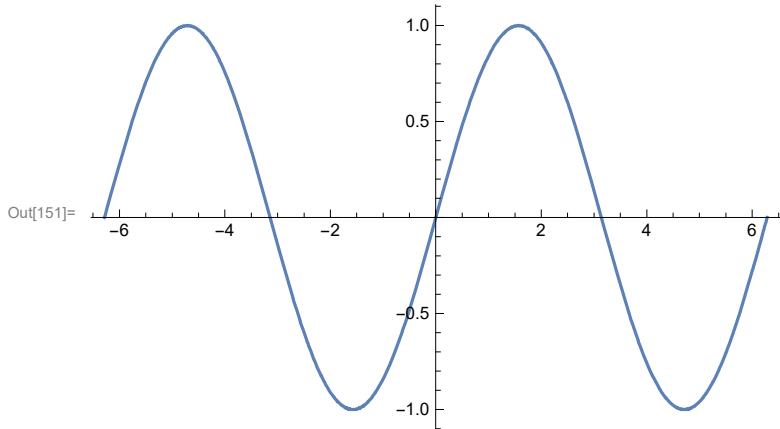
Magasabb szintű grafikus függvények

```
In[150]:= Graphics@Line@Table[{x, Sin[x]}, {x, -2 π, 2 π, 0.1}]
```

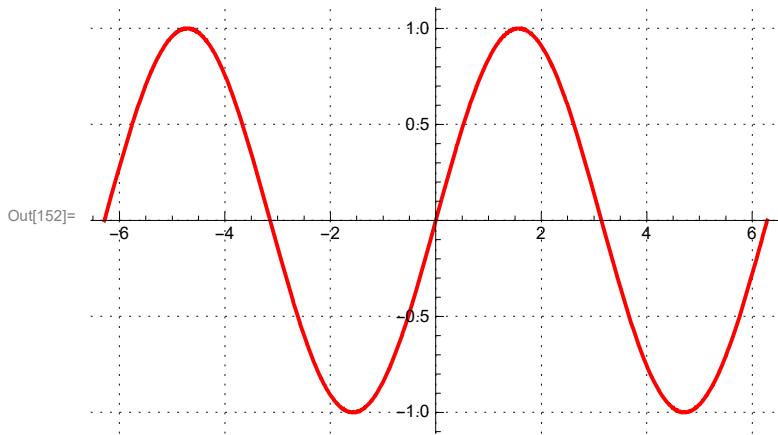


Valós egy változós függvény ábrázolása

```
In[151]:= Plot[Sin[x], {x, -2 π, 2 π}]
```

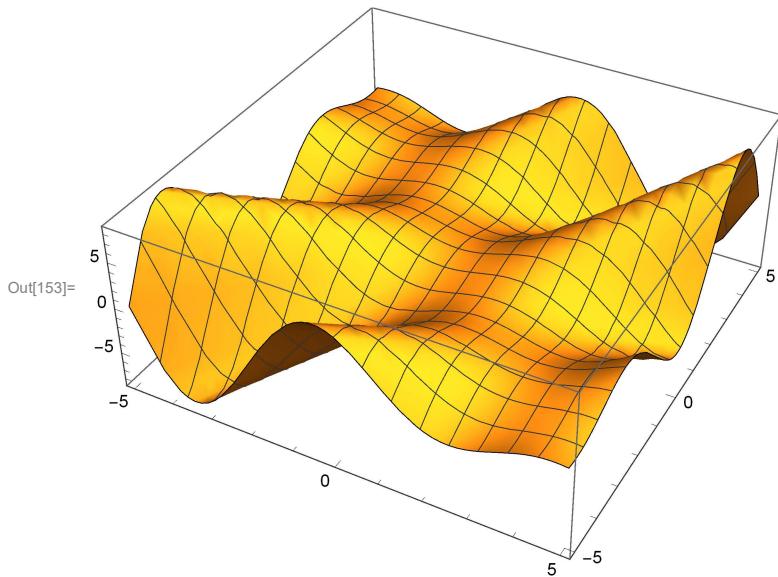


```
In[152]:= Plot[Sin[x], {x, -2 π, 2 π}, PlotStyle -> {Thick, Red},
GridLines -> Automatic, GridLinesStyle -> Dotted]
```



Valós kétváltozós függvények ábrázolása

```
In[153]:= Plot3D[(x + y) Sin[x - y], {x, -5, 5}, {y, -5, 5}]
```

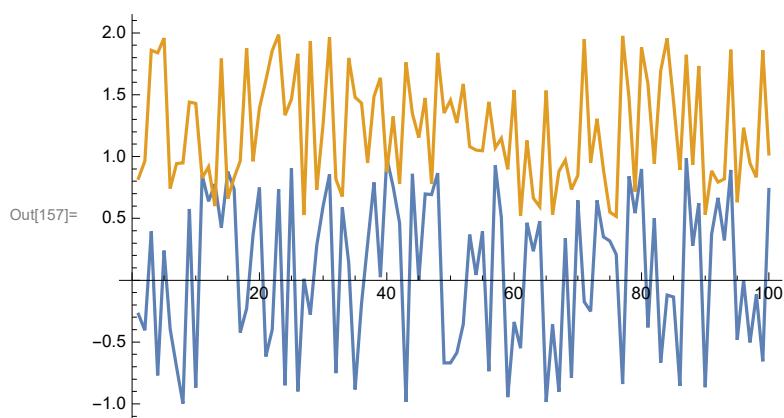
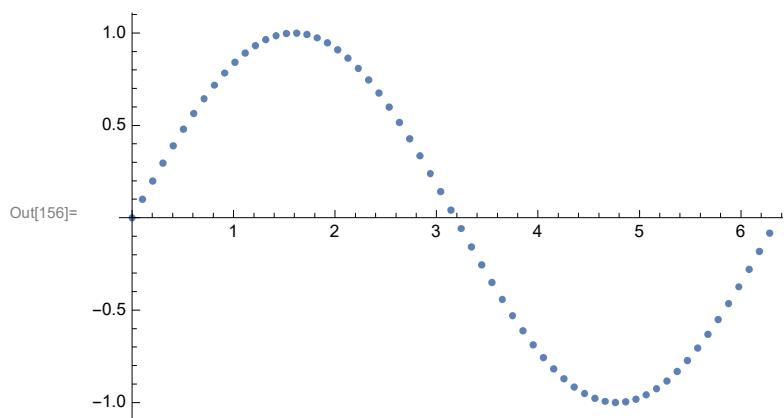
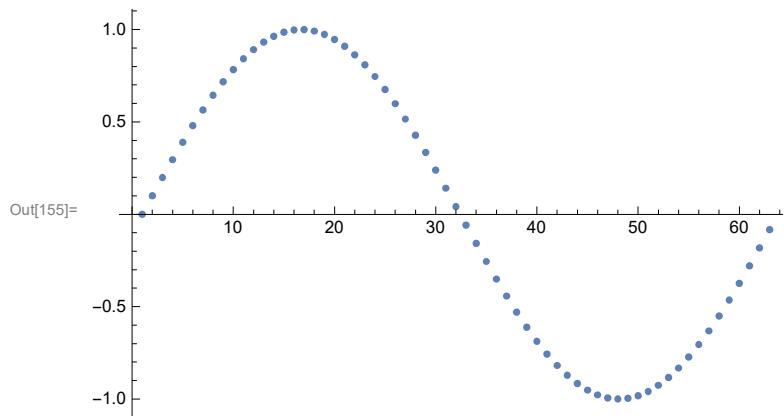


Lista elemeinek ábrázolása

```
In[154]:= Sin[Range[0, 2π, 0.1]]
```

```
Out[154]= {0., 0.0998334, 0.198669, 0.29552, 0.389418, 0.479426, 0.564642, 0.644218,  
0.717356, 0.783327, 0.841471, 0.891207, 0.932039, 0.963558, 0.98545,  
0.997495, 0.999574, 0.991665, 0.973848, 0.9463, 0.909297, 0.863209,  
0.808496, 0.745705, 0.675463, 0.598472, 0.515501, 0.42738, 0.334988,  
0.239249, 0.14112, 0.0415807, -0.0583741, -0.157746, -0.255541, -0.350783,  
-0.44252, -0.529836, -0.611858, -0.687766, -0.756802, -0.818277, -0.871576,  
-0.916166, -0.951602, -0.97753, -0.993691, -0.999923, -0.996165, -0.982453,  
-0.958924, -0.925815, -0.883455, -0.832267, -0.772764, -0.70554, -0.631267,  
-0.550686, -0.464602, -0.373877, -0.279415, -0.182163, -0.0830894}
```

```
In[155]:= ListPlot[Sin[Range[0, 2 π, 0.1]]]
ListPlot[Sin[Range[0, 2 π, 0.1]], DataRange → {0, 2 π}]
ListLinePlot[{RandomReal[{-1, 1}, 100], RandomReal[{0.5, 2}, 100]}]
```



Interakció

Input

Az inputba bármilyen *Mathematica* kifejezés beírható.

```
In[158]:= r = Input["Add meg a kör sugarát", 0];
Print["A kör területe: ", r2 π, "\nA kör kerülete: ", 2 r π]
Clear[r]

A kör területe: 25 π
A kör kerülete: 10 π
```

Manipulate

```
In[161]:= Manipulate[
  Sqrt[a2 + b2],
  {a, 3}, {b, 4}]
```

Out[161]=

A Manipulate interface with two input fields labeled 'a' and 'b'. The 'a' field contains the value 3, and the 'b' field contains the value 4. Below the inputs is a large output field containing the value 5.

```
In[162]:= Manipulate[Sqrt[a2 + b2], {a, Range[5]}, {b, {3, 5, 8}}]
```

Out[162]=

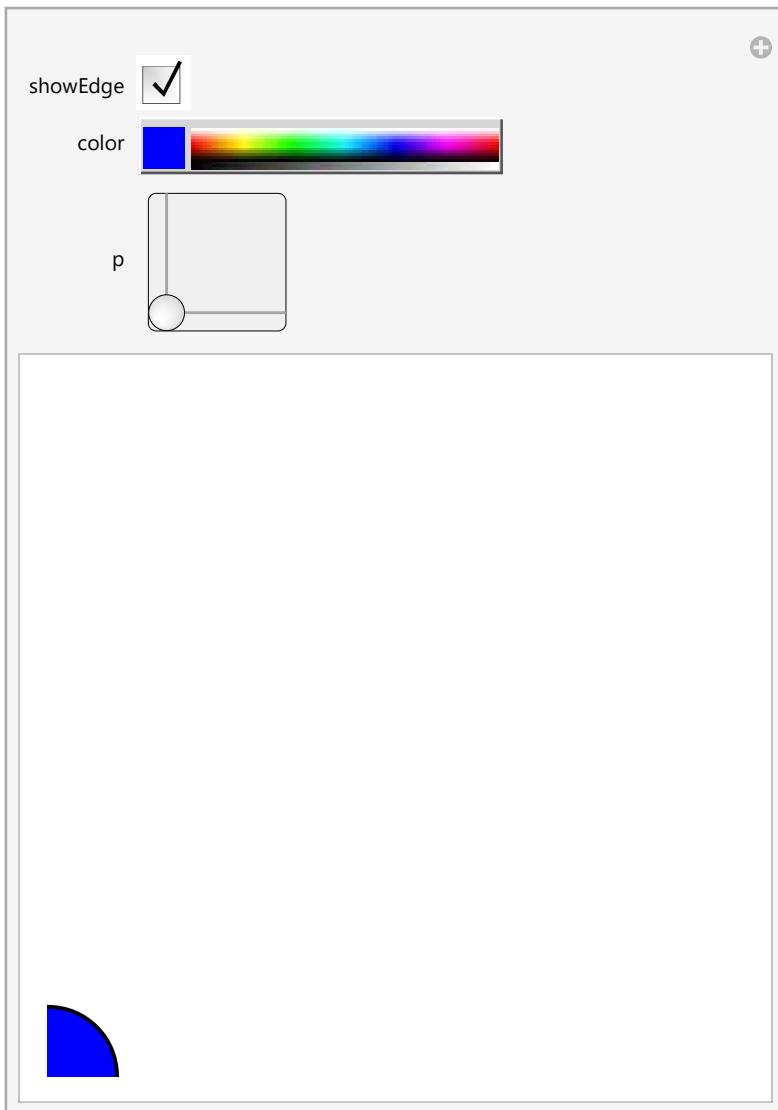
A Manipulate interface with two input fields labeled 'a' and 'b'. The 'a' field has a slider with tick marks at 1, 2, 3, 4, and 5. The 'b' field has a dropdown menu with options 3, 5, and 8. Below the inputs is a large output field containing the value $\sqrt{10}$.

```
In[163]:= Manipulate[Sqrt[a2 + b2], {a, 0, 5, 0.1}, {b, 0, 4, 0.5}]
```

Out[163]=

A Manipulate interface with two input fields labeled 'a' and 'b'. Both fields have sliders ranging from 0 to 5 or 4 respectively, with major tick marks every 0.1 or 0.5 units. Below the inputs is a large output field containing the value 0.

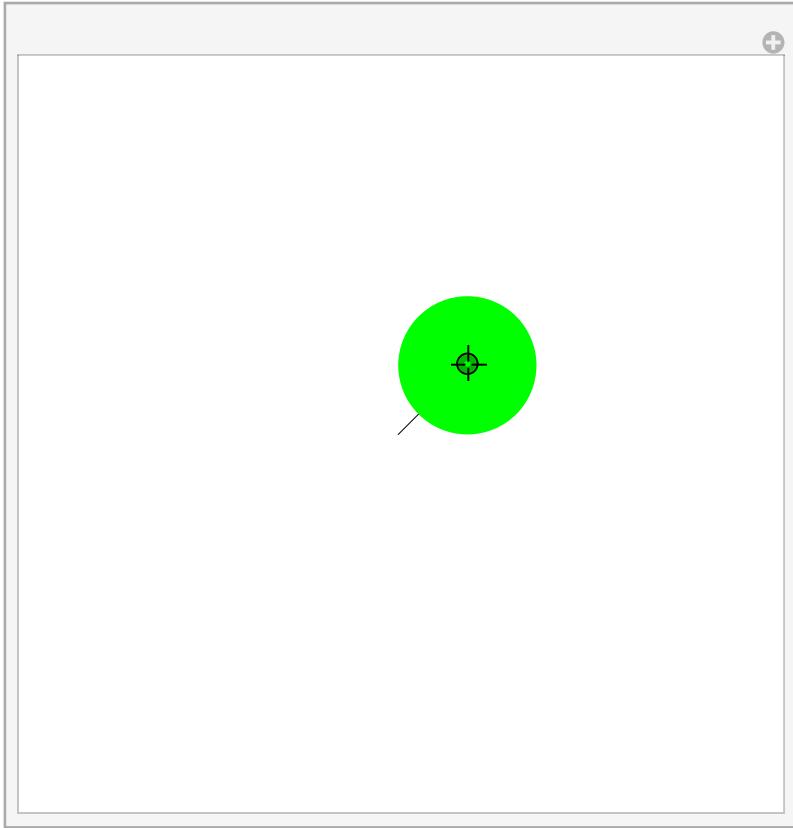
```
In[164]:= Manipulate[
Graphics[
{color, EdgeForm[If[showEdge, {Thick, Black}, {}]], Disk[p]},
PlotRange -> 5
],
{showEdge, {True, False}}, {color, Blue}, {p, {-5, -5}, {5, 5}}]
```



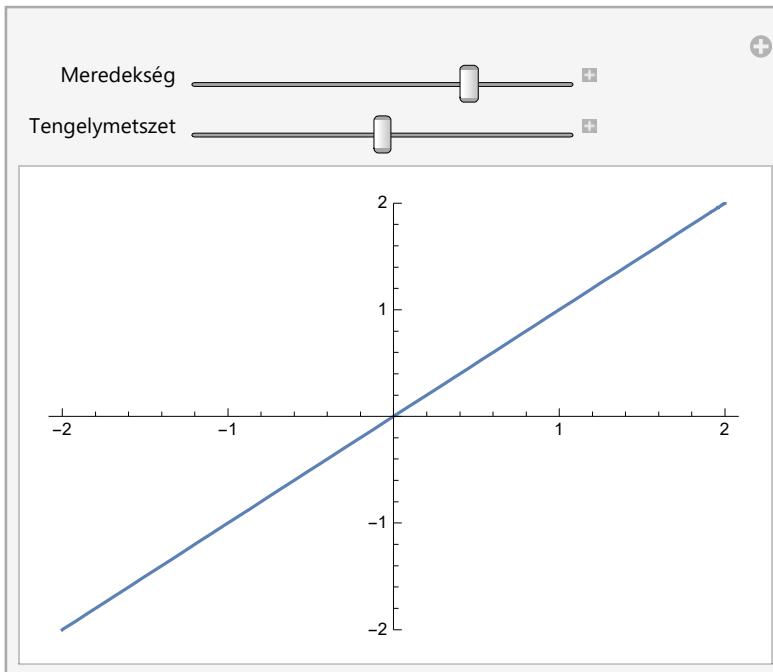
Out[164]=

```
In[165]:= Manipulate[Graphics[{Line[{{0, 0}, p}], Green, Disk[p]}, PlotRange -> 5],  
 {{p, {1, 1}}, Locator}]
```

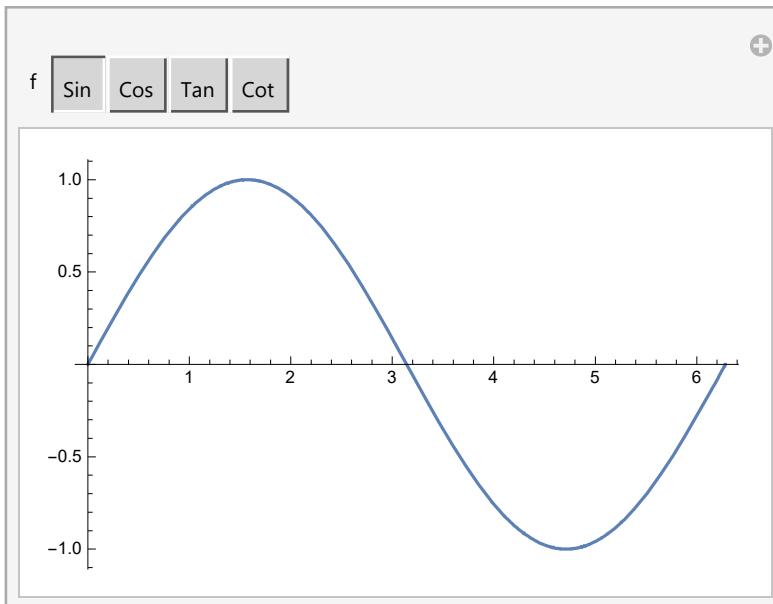
Out[165]=



```
In[166]:= Manipulate[Plot[m x + b, {x, -2, 2}, PlotRange -> 2],
{m, 1, "Meredekség"}, -2, 2], {{b, 0, "Tengelymetszet"}, -2, 2}]
```



```
In[167]:= Manipulate[Plot[f[x], {x, 0, 2 Pi}], {f, {Sin, Cos, Tan, Cot}}]
```



```
In[168]:= Manipulate[Expand[(x + 1/2)^n], {n, 0, 10, 1}]
```

