Notes on Mathematica

Mathematica is a general purpose mathematics software system. You can think of it as a powerful graphing calculator. When it originated, Mathematica was often referred to as a computer algebra system (CAS). CAS programs are characterized by allowing for symbolic calculations in contrast to numeric calculations. The phrase CAS does not fully describe the capabilities of Mathematica or other similar programs.

Other similar commercial programs/packages include Matlab and Maple. Sage is an open source system that is being developed as a freely available alternative to commercial products. You can learn more about Sage at sagemath.org

These systems have different origins but have converged to include roughly the same capabilities. Different points of origin mean each has different relative strengths and weaknesses. I have not carefully evaluated those strengths and weaknesses. I use Mathematica primarily because it is the system I learned first and now know best.

Here’s some quick notes on getting started:

- basic operation: type input, hit enter or shift-return for output
- two pieces: front end and kernel
- note In[] and Out[] labels added
- can refer to previous output using Out[x] or %x
- % refers to the most recent output
- note cell structure
- can edit, copy and paste
- order of execution is what matters, not order of appearance in the notebook
- multiple notations: keyboard, palettes, Esc
- multiplication with * or space
- role of brackets: square, curly, rounded
- distinguish among = and := and ==
- built-in values and commands use upper case (Pi, E, I, Factor)
- built-in functions have required arguments and optional arguments
- assignments are global and persistent unless you say otherwise
- assignments are not automatically initialized unless you say otherwise
- documentation is available

The accompanying handout lists a variety of inputs for you to try. For each, you should type in the given input and then have Mathematica produce the corresponding output. Study the output to see how it relates to the input. Experiment with variations on the input to see what each piece of the input does.