

# Scilab Quick Ref-Card

## Basic operators

+ addition for scalars, vectors, matrices etc.  
- subtraction for scalars, vectors, matrices etc.  
\  $2 \setminus 7 = 3.5$  i.e. 2 divides  $7 \frac{7}{2}$   
/  $2/7 = 0.2857143$  i.e. fraction  $\frac{2}{7}$   
\* multiplication of scalar, matrices  
^  $2^3$  computes  $2^3$   
// comment line  
: Defines range 1:5 will print  
sequence of numbers as 1. 2. 3. 4. 5.  
with default increment as 1  
; to suppress output

## Data types / objects

scalar `x=3` Assigns value to variable  $x$  which becomes scalar.  
range `2 : .5 : 4` will print sequence of numbers starting from 2 with of increment .5 in the range 2 to 4.  
linspace e.g. `linspace(2,3,11)` will return sequence of equally space points in the interval [2,3]  
vector `U=[2,9,-4]`  
 $U$  becomes the vector of length 3  
matrix `A=[3,4;5,11]`  $A = \begin{bmatrix} 3 & 4 \\ 5 & 11 \end{bmatrix}$   
; separates rows.  
complex number `3+%i` This will display complex number  $3 + i$   
variable  $x$   `$x = \text{poly}(0, 'x')$`  This will declare  $x$  as a variable  $x$  which is soln of polynomial  $x = 0$ .

## Predefined constants

`%pi`  $\pi$  with numerical value assigned  
`%e`  $e$  base in natural logarithm  $e = 2.7182818$   
`%i` complex number  $\sqrt{-1}$   
`%inf` Infinity  
`%eps` machine epsilon

## Extracting elements, rows & columns

`X(n)`  $n$ th element of vector  $X$   
`X($)` last element of vector  $X$   
`X($-1)` second last element of vector  $X$   
`A(2,3)` element of matrix  $A$  at 2nd row, 3rd column  
`A(:,2)` In matrix  $A$  second column, :all rows  
`A(n,:)`  $n$ th row and all entries in  $n$ th row  
`A(:, $)` Last column of matrix  $A$   
`A($-1, :)` Second last row  
`A(2:3,1:2)` submatrix i.e. entries from 2nd to 3rd row and 1st to 2nd column of matrix  $A$

## Advanced operations

`.*` element wise multiplication, applicable to vectors, matrices  
`./`  $U, V$  are vectors(or matrices),  $U./V$  is  $u_1./v_1, \dots, u_k./v_k$ , in other words  $\frac{u_1}{v_1}, \dots, \frac{u_k}{v_k}$   
`.\`  $U, V$  are vectors,  $U.\V$  is  $v_1.\u_1, \dots, v_k.\u_k$ , in other words  $\frac{v_1}{u_1}, \dots, \frac{v_k}{u_k}$   
`A \ B` Matrix  $A$  divides matrix  $B$  i.e.  $A^{-1} \times B$   
`A / B` Matrix  $B$  divides matrix  $A$  i.e.  $A \times B^{-1}$   
`n!` returns  $n$  factorial  
; `2/3;` will suppress output

## Logical operators

Logical operations returns answers as TRUE or FALSE  
`a < b` is a strictly less than b?  
`0 > d` is d less than 0?  
`m <= n` is m is less than or equal to n?  
`a >= 0` is a great than on equal to 0?  
`A <> B` is A not equal to B  
`a == b` is a equals to b?

## Standard functions

### Trigonometric functions

Accepts input in radians. For degrees use `sind(45)`  
`sin` sin  
`cos` cos  
`tan` tan  
`sec` sec  
`csc` cosec  
`cotg` cot  
`asin` sin inverse  
`acos` cos inverse  
`atan` tan inverse  
`asec` sec inverse  
`acsc` cosec inverse  
`acot` cot inverse

### Mathematical functions

`exp` exponential  
`log` logarithm  
`round` rounding  
`floor` earlier highest integer  
`ceil` next lowest integer  
`int` only integer part  
`modulo(x,y)`  $x \pmod{y}$  gives remainder  
`factorial(n)` will output  $n!$   
`factors(a)` will factor number  $a$  in prime numbers  
`sqrt(5)` square root of a number  
`abs(-5)` absolute value of a number

### Miscellaneous functions

`clear a` delete the predefined object  $a$   
`disp(x)` Prints value of  $x$   
`disp('abc')` Prints string as it is  
`find` `find(A<3)` will return index value (positions of values) in  $A$  which are  $< 3$   
`clean(x)` will round  $x$  to 0  
`format('v',20)` set number of digits to 20  
`format('e',20)` represent number in scientific format e.g.  $2345=2.345D+03$  which is equivalent to  $2.345 \times 10^3$   
`help("plot")` display help for `plot` command

## Matrix related functions

If  $A$  is some matrix already defined.

<code>length(A)</code>	It will return number of elements in $A$ .
<code>size(A)</code>	return number of rows, columns in $A$
<code>sum(A)</code>	Addition of all elements of $A$
<code>prod(A)</code>	Product of all elements
<code>'</code>	transpose of matrix, e.g. $A'$ , where $A$ is a matrix
<code>trace(A)</code>	Addition of all diagonal elements
<code>diag(A)</code>	Extract all diagonal elements
<code>max(A)</code>	maximum element in matrix $A$
<code>min(A)</code>	minimum element in matrix $A$
<code>rank(A)</code>	rank of matrix $A$
<code>det(A)</code>	It will find the determinant of the square matrix.
<code>inv(A)</code>	if determinant is non singular (i.e. $\neq 0$ ) then it will compute the inverse of the matrix
<code>spec(A)</code>	spectrum- it will compute eigen values
<code>[V,E]=spec(A)</code>	will assign eigen values to $E$ in diagonal matrix form will assign corresponding eigen vectors in column form to matrix $V$

## Polynomial operations

<code>x=poly(0,'x')</code>	declare $x$ as poly with variable $x$ and root= 0
<code>x=poly(v,'x','coef')</code>	declare poly with variable $x$ & coefficients from vector $v$
<code>roots(f)</code>	will find roots of polynomial $f$ .
<code>polfact(f)</code>	will factorize polynomial $f$ .
<code>derivat(f)</code>	derivative of polynomial $f$
<code>horner(f,5)</code>	evaluate poly $f$ at 5.
<code>coeff(f)</code>	returns coefficient of the poly $f$ .
<code>degree(f)</code>	returns degree of poly $f$

## Special Matrices

<code>eye(3,3)</code>	Identity matrix of size $3 \times 3$
<code>ones(3,3)</code>	Matrix of size $3 \times 3$ with each element= '1'.
<code>zeros(1,2)</code>	Matrix of size $1 \times 2$ with each element = '0'.
<code>rand(2,3)</code>	Matrix of size $2 \times 3$ with entries generated randomly between 0 and 1
<code>diag([2 -5 7])</code>	will output matrix as $\begin{bmatrix} 2 & 0 & 0 \\ 0 & -5 & 0 \\ 0 & 0 & 7 \end{bmatrix}$

## Programming

Inline function definition  
`deff ('y=funname(x)', 'y=2*sin(x)')`  
 $y$  is temporary variable.  
 $funname$  is name of the function.  
 $y=2*\sin(x)$  is function definition  
For loop

```
k=0
for i=1:n
    k=3*i+1
end
```

```
if (condn) then ...end
if (condn) then...else...end
while(codn)...end
```

---

```
function[output]=funname(input)
output=calculation
endfunction
```

---

```
function[f]=fibbo(n)
f=[ 1 1]
temp=0
for i=2:n
    temp=f($)+f($-1)
    f=[f temp]
end
endfunction
continue: continues with next
counter value, skip the current counter
```

## Graphics

<code>plot(sin(x))</code>	plot sin graph Vs index value
<code>plot(x,y)</code>	graph of $x$ Vs $y$
<code>plot(x,y,x,w)</code>	
<code>plot2d</code>	
<code>fplot2d</code>	2-d function plot
<code>fplot3d</code>	3-d function plot
<code>fplot3d1</code>	colourful 3D graph
<code>subplot()</code>	divide plot windows
<code>xlabel()</code>	horizontal label to graph
<code>ylabel()</code>	vertical label
<code>legend()</code>	list of graphs with colours used
<code>clf()</code>	close graphics window
<code>pie()</code>	pie graph
<code>contour</code>	contour plot
<code>champ</code>	vector field plot
<code>champ1</code>	

## Advanced Matrix related functions

<code>rref</code>	Row reduced echelon form returns identity matrix and diagonal matrix
<code>[A B]</code>	Augmented matrix is possible by writing one matrix followed by the other one
<code>svd</code>	returns singular value decomposition
<code>LU</code>	LU decomposition returns upper triangular, lower triangular, upper triangular, & Identity matrix or pivoted matrix
<code>bdiag</code>	block matrix

## Points to be noted

- function returns more than one value.
- append operation is possible with  $a = [a, 2]$ .
- Matrix in one variable (defined by poly command).
- works in same way. Operations for matrix works with it.
- matrix, polynomial are also valid inputs for functions.
- Scilab acts on whole vector at a time, use of loops can be avoided.