

**Differential Equations with Linear Algebra**  
**Math 3280**  
**Lab #1: Introduction to *Mathematica* Software**  
B. Peckham

**Directions:** Turn in a short written lab report dealing with the tasks below. Your report should include goals, description of the procedures you used in the lab, *Mathematica* output with comments, and conclusions, as indicated on the “Lab Procedures and Guidelines” file. The writeup may be typed as *Mathematica* text, added neatly by hand to *Mathematica* output, or done with a word processor. Grading: Goals (G) 1, Procedures (Pro) 1, *Mathematica* tasks (Ma) 5, Conclusions (C) 1, Presentation and Organization (P+O) 2, Total 10.

1. *Mathematica*. This software is a huge multipurpose computational software package. We will use a small subset of its capabilities in this class. As with learning any computer software, there is a significant startup effort. The goal is to have you learn enough about *Mathematica* to be able to aid you in performing computations not only for Differential Equations and Linear Algebra, but for many of your math, science and engineering courses at UMD, and possibly beyond in your career.

Sources of help: instructor, TA, fellow students, lab consultant, *Mathematica* HELP menu.

- (a) Read carefully the *Mathematica* Notes/Hints for Lab 1 obtained online at the course homepage.
- (b) “Open” *Mathematica*. Depending on the machine and lab, you may need to search to find it. Ask if you have trouble.
- (c) Numerical computations. Open a Mathematica Notebook. Use *Mathematica* to do the Algebra computations on the Lab 1 task sheet. Type SHIFT-RETURN or ENTER to tell *Mathematica* to evaluate an expression you have typed in.
- (d) Insert a heading, including your name(s), at the beginning of the notebook. You will need to change the Format Style of your heading (and any comments) to anything other than Input (using the Format → Style → ...).
- (e) Save your current *Mathematica* “notebook” to your UMD account using *myfiles*, or email a copy of your lab to yourself. Note: If you merely save a file on the machine’s hard disk, there is no guarantee it will still be there when you come back. It is STRONGLY recommended learn how to save it on your UMD account. (Ask the lab consultant on duty for help.) Shut Down the PC/Mac, restart it, open your saved notebook, and reevaluate all your input commands (using Evaluation → Evaluate Notebook).
- (f) Do the Calculus tasks on the Lab 1 Tasks sheet.
- (g) Make sure your notebook is up to date by again choosing Evaluate Notebook and checking to see that the output is what you expected.
- (h) Create a pdf of the final version of your lab. If you have any handwritten parts, you will need to scan a printout of your lab. Otherwise you can save the lab as a pdf. Submit to GTA Noah Wong via Canvas.

## Lab 1 Tasks

### 1. Algebra computations. Compute the following expressions.

- (a)  $2 + 3$
- (b)  $\frac{2 \cdot 3^4}{10}$
- (c) a representation for the exact value of  $\sqrt{50}$  using the Sqrt function (Hint: Look up the format for Sqrt using Help  $\rightarrow$  Documentation Center and search for *square root*, or continue  $\rightarrow$  Mathematics and Algorithms  $\rightarrow$  Mathematical Functions and look for *Sqrt*.)
- (d) a representation for the exact value of  $\sqrt{50}$  using the Arithmetic and Numbers section of the Basic Math Assistant Palette (Palettes  $\rightarrow$  Basic Math Assistant).
- (e) the numerical value of  $\sqrt{50}$ . (Hint: N[*blob*] produces the numerical value of *blob*. OR, select the *numerical value* tab below the output.)
- (f) the numerical value of  $e$  to 10 digits. Remember that reserved words in *Mathematica* always begin with capital letters. Or select *e* from the Basic Math Assistant Palette. (Hint: Use N[E,10] or “Search” for the N command using the input window on the Help  $\rightarrow$  Documentation Center.)
- (g) Solve  $x^2 = 1$ . Look up the Solve command. Note the use of the double equals sign to distinguish from an assignment like  $x=3$  which uses a single equals sign. Example: `sln=Solve[x^2 == 4, x]`. Note that *Mathematica* gives a list of solutions. (Lists are contained in “curly” brackets.) Type in `sln[[2]]`. Explain the output you get. (Recall that double square brackets are used for subscripts.)
- (h) Solve the system of equations  $y - 3x = 2$  and  $2y + x = 1$  for  $x$  and  $y$ . (Look up the Solve command on the Help  $\rightarrow$  Documentation Center. Example: `Solve[{y - 3x == 2, 2y + x == 1}, {x, y}]`. Notice the use of the braces so that the solve function takes on only two arguments: the equation(s) and the variable(s) for which you are solving. whether you are solving one equation or a system of equations.

### 2. Calculus tasks.

- (a) Compute the derivative of  $e^{4x}$  using the D command directly: `D[E^(4x), x]` Note: The second argument tells the variable with respect to which we are taking the derivative. Why are the parentheses around  $4x$  necessary?
- (b) Compute the derivative of  $e^{4x}$  using the derivative template from Basic Math Assistant Palette. The template uses partial derivative notation for its derivatives:  $\partial_x f(x)$  denote the (partial) derivative of  $f$  with respect to  $x$ .
- (c) Compute the derivative of  $e^{4x}$  by assigning the function to a new variable, say  $y$  ( $y = E^{(4x)}$ ), and then using the command `D[y, x]` to differentiate.
- (d) Compute the derivative of  $e^{4x}$  by defining the function with a replaceable variable via `f[x_]:=E^(4x)`, and then using `f'[x]` for its derivative. See more on defining functions in the *Mathematica* Hints link from the course web page.
- (e) Compute the second derivative of  $e^{4x}$  using any method you can find.
- (f) Compute  $\int e^{4x} dx$ . (Hint: Look up integrate, or use the integral template from the Basic Math Assistant Palette.)