

Sintaxis

Code take the script in the description and try to convert it into a SMath function

```

test(a,b#) // fn name
// Code
x:=a+1
y:=b#-1 // subs # by local
cond:=1

// while loop
while cond1
  // for loop
  for k,rng
    r:=19
    s:=20
    try a
      b
    if cond2 // if(2)
      t:=21
    if cond3 // if(3)
      t:=21
    else
      u:=22
    if cond4 // f(4)
      t:=21
    elif cond4'
      u:=22
    else
      v#:=23

m:=mat( ... // continue
x,y, ... // in
r,s, ... // next line
2,2)

m+v#

test := 1

```

```

C := Code (description(test))    C = "line(test(a,b_local_test):line
=> test(a, b_local_test) :=
x := a + 1
y := b_local_test - 1
cond := 1
while cond1
  for k ∈ rng
    r := 19
    s := 20
    try
      a
    on error
      b
    if cond2
      t := 21
    if cond3
      t := 21
    else
      u := 22
    if cond4
      t := 21
    else if cond4'
      u := 22
    else
      v_local_test := 23

m := [ x y
      r s ]
m + v_local_test

```

```

RREF(M) // Rew reduced echelon form
r:=1 & c:=1 // use and or stack() for
A:=M & B:=A // simulate line break
m:=rows(A) & n:=cols(A)

ro:=range(1,m)
while (r≤m) & (c≤n)
  if el(A,r,c)≡0
    h:=range(r,m)
    el(A,h,c):0
    c:=c+1
  else
    k:=range(c,n)
    f:=el(A,r,c)
    el(A,r,k):el(A,r,k)/f
    el(B,ro,k):el(A,ro,k)- ...
      if(ro≠r,el(A,ro,c)*el(A,r,k),0)
    el(A,ro,k):el(B,ro,k)
    r:=r+1 & c:=c+1

```

A

RREF := 1

$$\text{str2num}(\text{Code}(\text{description}(\text{RREF}))) = 1$$

$$M := \text{augment} \left(\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{bmatrix}, \text{identity}(3) \right)$$

$$\text{RREF}(M) = \begin{bmatrix} 1 & 0 & -1 & 0 & -2.6667 & 1.6667 \\ 0 & 1 & 2 & 0 & 2.3333 & -1.3333 \\ 0 & 0 & 0 & 1 & -2 & 1 \end{bmatrix}$$

```

Bisection(f(1),α,β,ε) // Bisection method
a:α & b:β
fa:f(a) & fb:f(b)
if sign(fa)*sign(fb)>0
  error("Wrong interval")
else
  if fa≡0
    c:a
  else
    if fb≡0
      c:b
    else
      N:1+trunc(log(abs({b-a}/ε),2))
      for iter, range(1,N)
        c:{a+b}/2 & fc:f(c)
        if fc≡0
          break
        else
          if sign(fa)*sign(fc)>0
            a:c & fa:fc
          else
            b:c & fb:fc
c

```

Bisection := Bisection

```

RK(D#(2),xo#,to#,te#,N#,ε#)

// Runge-Kutta method
// with adaptive step

X#:xo#
h#{te#-to#}/{N#+1}
for t#:to#+h#,t#≤te#+to#+h#,t#:t#+h#
  x#:col(X#,cols(X#))
  k1#:h#/3*eval(D#(t#,x#))
  k2#:h#/3*eval(D#(t#+h#/3,x#+k1#))
  k3#:h#/3*eval(D#(t#+h#/3,x#+{k1#+k2#}/2))
  k4#:h#/3*eval(D#(t#+h#/2,x#+{3*k1#+9*k3#}/8))
  k5#:h#/3*eval(D#(t#+h#,x#+{3*k1#-9*k3#}/2+6*k4#))
  δ#:k1#-9/2*k3#+4*k4#-1/2*k5#
  if normi(δ#)≤5*ε#
    X#:augment(X#,x#+1/2*(k1#+4*k4#+k5#))
    el(T#,1,cols(X#)):t#
    h#:h#*2
  else
    t#:t#+h#
    h#:h#/2
transpose(stack(T#,X#))

```

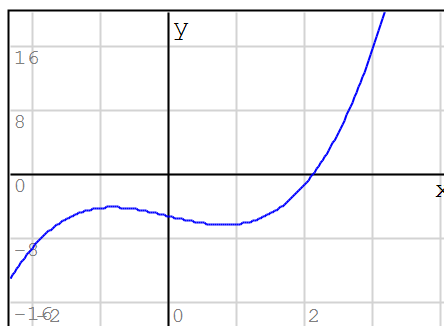
RK := RK

If the name is undefined, can use it instead description()

str2num(Code(Bisection))=1

$$f(x) := x^3 - 2 \cdot x - 5$$

$$Bisection(f(x), 1, 4, 10^{-7}) = 2.0946$$

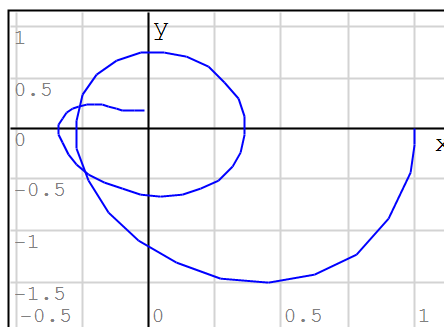


f(x)

str2num(Code(RK))=1

$$D(t, x) := \begin{bmatrix} x_2 \\ -\left(5 \cdot x_1 + x_2 - \sin(t)\right) \end{bmatrix}$$

$$RK := RK\left(D(t, x), \begin{bmatrix} 1 \\ 0 \end{bmatrix}, 0, 6, 200, 10^{-5}\right)$$



augment(col(RK, 2), col(RK, 3))

new if

*IF2(x) := if x > 0
ln(x)*

*IF3(x) := if x > 0
ln(x)
else
ln(-x)*

*IF4(x) := if x > 0
ln(x)
else if x < 0
ln(-x)
else
-∞*

```

if2(x)

if x>0
  ans:ln(x)
ans

```

if2 := if2

```

if3(x)

if x>0
  ans:ln(x)
else
  ans:ln(-x)
ans

```

if3 := if3

```

if4(x)

if x>0
  ans:ln(x)
elif x<0
  ans:ln(-x)
else
  ans:-∞
ans

```

if4 := if4

$\text{str2num}(\text{Code}(if2)) = 1$

$if2(3) = 1.0986$

$if2(-3) = \blacksquare$

$if2(0) = \blacksquare$

$\text{str2num}(\text{Code}(if3)) = 1$

$if3(3) = 1.0986$

$if3(-3) = 1.0986$

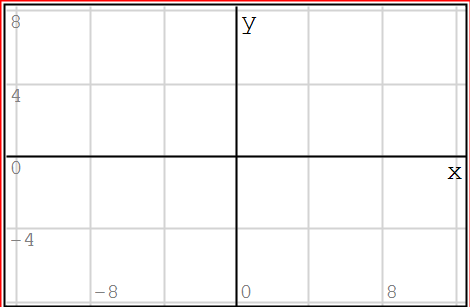
$if3(0) = \blacksquare$

$\text{str2num}(\text{Code}(if4)) = 1$

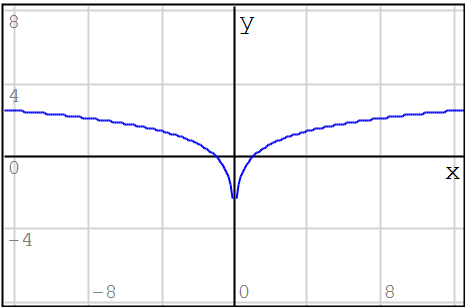
$if4(3) = 1.0986$

$if4(-3) = 1.0986$

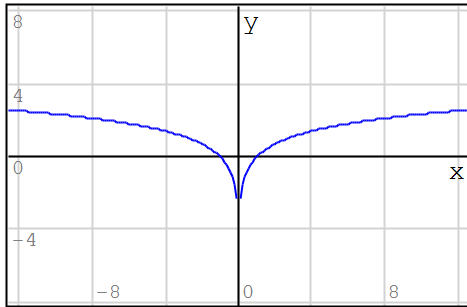
$if4(0) = -\infty$



$if2(x)$



$if3(x)$



$if4(x)$

Alvaro