

Pari-GP reference card

(PARI-GP version 2.12.0)

Note: optional arguments are surrounded by braces {}.
To start the calculator, type its name in the terminal: **gp**
To exit **gp**, type **quit**, **\q**, or **<C-D>** at prompt.

Help

describe function	<code>?function</code>
extended description	<code>??keyword</code>
list of relevant help topics	<code>???pattern</code>
name of GP-1.39 function f in GP-2.*	<code>whatnow(f)</code>

Input/Output

previous result, the result before	<code>%, %', %'', etc.</code>
n -th result since startup	<code>%n</code>
separate multiple statements on line	<code>;</code>
extend statement on additional lines	<code>\</code>
extend statements on several lines	<code>{seq1; seq2;}</code>
comment	<code>/* ... */</code>
one-line comment, rest of line ignored	<code>\\ ...</code>

Metacommands & Defaults

set default d to val	<code>default({d}, {val})</code>
toggle timer on/off	<code>#</code>
print time for last result	<code>##</code>
print defaults	<code>\d</code>
set debug level to n	<code>\g n</code>
set memory debug level to n	<code>\gm n</code>
set n significant digits / bits	<code>\p n, \pb n</code>
set n terms in series	<code>\ps n</code>
quit GP	<code>\q</code>
print the list of PARI types	<code>\t</code>
print the list of user-defined functions	<code>\u</code>
read file into GP	<code>\r filename</code>

Debugger / break loop

get out of break loop	<code>break</code> or <code><C-D></code>
go up/down n frames	<code>dbg_up({n}), dbg_down</code>
set break point	<code>breakpoint()</code>
examine object o	<code>dbg_x(o)</code>
current error data	<code>dbg_err()</code>
number of objects on heap and their size	<code>getheap()</code>
total size of objects on PARI stack	<code>getstack()</code>

PARI Types & Input Formats

t_INT . Integers; hex, binary	<code>±31; ±0x1F, ±0b101</code>
t_REAL . Reals	<code>±3.14, 6.022 E23</code>
t_INTMOD . Integers modulo m	<code>Mod(n, m)</code>
t_FRAC . Rational Numbers	<code>n/m</code>
t_FFELT . Elt in finite field \mathbf{F}_q	<code>ffgen(q, 't)</code>
t_COMPLEX . Complex Numbers	<code>x + y * I</code>
t_PADIC . p -adic Numbers	<code>x + 0(p~k)</code>
t_QUAD . Quadratic Numbers	<code>x + y * quadgen(D, 'w)</code>
t_POLMOD . Polynomials modulo q	<code>Mod(f, g)</code>
t_POL . Polynomials	<code>a * x^n + ... + b</code>
t_SER . Power Series	<code>f + 0(x~k)</code>
t_RFRAC . Rational Functions	<code>f/g</code>
t_QFI / t_QFR . Imag/Real binary quad. form	<code>Qfb(a, b, c, {d})</code>
t_VEC / t_COL . Row/Column Vectors	<code>[x, y, z], [x, y, z]~</code>
t_VEC integer range	<code>[1..10]</code>

t_VECSMALL . Vector of small ints	<code>Vecsmall([x, y, z])</code>
t_MAT . Matrices	<code>[a, b; c, d]</code>
t_LIST . Lists	<code>List([x, y, z])</code>
t_STR . Strings	<code>"abc"</code>
t_INFINITY . $\pm\infty$	<code>+oo, -oo</code>

Reserved Variable Names

$\pi = 3.14\dots, \gamma = 0.57\dots, C = 0.91\dots$	<code>Pi, Euler, Catalan</code>
square root of -1	<code>I</code>
Landau's big-oh notation	<code>O</code>

Information about an Object

PARI type of object x	<code>type(x)</code>
length of x / size of x in memory	<code>#x, sizebyte(x)</code>
real precision / bit precision of x	<code>precision(x), bitprecision</code>
p -adic, series prec. of x	<code>padicprec(x), serprec</code>

Operators

basic operations	<code>+, -, *, /, ^, sqr</code>
$i=i+1, i=i-1, i=i*j, \dots$	<code>i++, i--, i*=j, ...</code>
euclidean quotient, remainder	<code>x\y, x%y, x%y, divrem(x, y)</code>
shift x left or right n bits	<code>x<<n, x>>n</code> or <code>shift(x, ±n)</code>
multiply by 2^n	<code>shiftmul(x, n)</code>
comparison operators	<code><=, <, >=, >, ==, !=, ==, lex, cmp</code>
boolean operators (or, and, not)	<code> , &&, !</code>
bit operations	<code>bitand, bitxor, bitneg, bitor, bitnreg, bitnand, bitnorr</code>
maximum/minimum of x and y	<code>max, min(x, y)</code>
sign of $x = -1, 0, 1$	<code>sign(x)</code>
binary exponent of x	<code>exponent(x)</code>
derivative of f	<code>f'</code>
differential operator	<code>diffop(f, v, d, {n = 1})</code>
quote operator (formal variable)	<code>'x</code>
assignment	<code>x = value</code>
simultaneous assignment $x \leftarrow v_1, y \leftarrow v_2$	<code>[x, y] = v</code>

Select Components

n -th component of x	<code>component(x, n)</code>
n -th component of vector/list x	<code>x[n]</code>
components $a, a + 1, \dots, b$ of vector x	<code>x[a..b]</code>
(m, n) -th component of matrix x	<code>x[m, n]</code>
row m or column n of matrix x	<code>x[m,], x[, n]</code>
numerator/denominator of x	<code>numerator(x), denominator</code>

Random Numbers

random integer/prime in $[0, N]$	<code>random(N), randomprime</code>
get/set random seed	<code>getrand, setrand(s)</code>

Conversions

to vector, matrix, vec. of small ints	<code>Col/Vec, Mat, Vecsmall</code>
to list, set, map, string	<code>List, Set, Map, Str</code>
create PARI object (x mod y)	<code>Mod(x, y)</code>
make x a polynomial of v	<code>Pol(x, {v})</code>
as <code>Pol</code> , etc., starting with constant term	<code>Polrev, Vecrev, Colrev</code>
make x a power series of v	<code>Ser(x, {v})</code>
string from bytes / from format+args	<code>Strchr, Strprintf</code>
TeX string	<code>Strtex(x)</code>
convert x to simplest possible type	<code>simplify(x)</code>
object x with real precision n	<code>precision(x, n)</code>
object x with bit precision n	<code>bitprecision(x, n)</code>
set precision to p digits in dynamic scope	<code>localprec(p)</code>
set precision to p bits in dynamic scope	<code>localbitprec(p)</code>

Conjugates and Lifts

conjugate of a number x	<code>conj(x)</code>
norm of x , product with conjugate	<code>norm(x)</code>
L^p norm of x (L^∞ if no p)	<code>normlp(x, {p})</code>
square of L^2 norm of x	<code>norml2(x)</code>
lift of x from Mods and p -adics	<code>lift, centerlift(x)</code>
recursive lift	<code>liftall</code>
lift all t_INT and t_PADIC (\rightarrow t_INT)	<code>liftint</code>
lift all t_POLMOD (\rightarrow t_POL)	<code>liftpol</code>

Lists, Sets & Maps

Sets (= row vector with strictly increasing entries w.r.t. <code>cmp</code>)	
intersection of sets x and y	<code>setintersect(x, y)</code>
set of elements in x not belonging to y	<code>setminus(x, y)</code>
union of sets x and y	<code>setunion(x, y)</code>
does y belong to the set x	<code>setsearch(x, y, {flag})</code>
set of all $f(x, y), x \in X, y \in Y$	<code>setbinop(f, X, Y)</code>
is x a set ?	<code>setisset(x)</code>

Lists. create empty list: $L = \text{List}()$

append x to list L	<code>listput(L, x, {i})</code>
remove i -th component from list L	<code>listpop(L, {i})</code>
insert x in list L at position i	<code>listinsert(L, x, i)</code>
sort the list L in place	<code>listsort(L, {flag})</code>

Maps. create empty dictionary: $M = \text{Map}()$

attach value v to key k	<code>mapput(M, k, v)</code>
recover value attach to key k or error	<code>mapget(M, k)</code>
is key k in the dict ? (set v to $M(k)$)	<code>mapisdefined(M, k, {\&v})</code>
remove k from map domain	<code>mapdelete(M, k)</code>

GP Programming

User functions and closures

x, y are formal parameters; y defaults to `Pi` if parameter omitted;
 z, t are local variables (lexical scope), z initialized to 1.

```
fun(x, y=Pi) = my(z=1, t); seq
fun = (x, y=Pi) -> my(z=1, t); seq
```

attach a help message to f	<code>addhelp(f)</code>
undefine symbol s (also kills help)	<code>kill(s)</code>

Control Statements (X : formal parameter in expression seq)

if $a \neq 0$, evaluate seq_1 , else seq_2	<code>if(a, {seq1}, {seq2})</code>
eval. seq for $a \leq X \leq b$	<code>for(X = a, b, seq)</code>
... for primes $a \leq X \leq b$	<code>forprime(X = a, b, seq)</code>
... for primes $\equiv a \pmod{q}$	<code>forprimestep(X = a, b, q, seq)</code>
... for composites $a \leq X \leq b$	<code>forcomposite(X = a, b, seq)</code>
... for $a \leq X \leq b$ stepping s	<code>forstep(X = a, b, s, seq)</code>
... for X dividing n	<code>fordiv(n, X, seq)</code>
... $X = [n, factor(n)], a \leq n \leq b$	<code>forfactored(X = a, b, seq)</code>
... as above, n squarefree	<code>forsquarefree(X = a, b, seq)</code>
... $X = [d, factor(d)], d n$	<code>fordivfactored(n, X, seq)</code>
multivariable for , lex ordering	<code>forvec(X = v, seq)</code>
loop over partitions of n	<code>forpart(p = n, seq)</code>
... permutations of S	<code>forperm(S, p, seq)</code>
... subsets of $\{1, \dots, n\}$	<code>forsubset(n, p, seq)</code>
... k -subsets of $\{1, \dots, n\}$	<code>forsubset({n, k}, p, seq)</code>
... vectors $v, q(v) \leq B; q > 0$	<code>forqfvec(v, q, b, seq)</code>
... $H < G$ finite abelian group	<code>for subgroup(H = G)</code>

evaluate seq until $a \neq 0$	<code>until(a, seq)</code>
while $a \neq 0$, evaluate seq	<code>while(a, seq)</code>
exit n innermost enclosing loops	<code>break({n})</code>
start new iteration of n -th enclosing loop	<code>next({n})</code>
return x from current subroutine	<code>return({x})</code>

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Exceptions, warnings

raise an exception / warn `error()`, `warning()`
type of error message `E` `errname(E)`
try `seq1`, evaluate `seq2` on error `iferr(seq1, E, seq2)`

Functions with closure arguments / results

select from v according to f `select(f, v)`
apply f to all entries in v `apply(f, v)`
evaluate $f(a_1, \dots, a_n)$ `call(f, a)`
evaluate $f(\dots f(f(a_1, a_2), a_3) \dots, a_n)$ `fold(f, a)`
calling function as closure `self()`

Sums & Products

sum $X = a$ to $X = b$, initialized at x `sum(X = a, b, expr, {x})`
sum entries of vector v `vecsum(v)`
product of all vector entries `vecprod(v)`
sum $expr$ over divisors of n `sumdiv(n, X, expr)`
... assuming $expr$ multiplicative `sumdivmult(n, X, expr)`
product $a \leq X \leq b$, initialized at x `prod(X = a, b, expr, {x})`
product over primes $a \leq X \leq b$ `prodeuler(X = a, b, expr)`

Sorting

sort x by k -th component `vecsort(x, {k}, {fl = 0})`
min. m of x ($m = x[i]$), max. `vecmin(x, {&i}), vecmax`
does y belong to x , sorted wrt. f `vecsearch(x, y, {f})`

Input/Output

print with/without $\backslash n$, \TeX format `print, print1, printtex`
pretty print matrix `printp`
print fields with separator `printsep(sep, ...), printsep1`
formatted printing `printf()`
write $args$ to file `write, write1, writetex(file, args)`
write x in binary format `writebin(file, x)`
read file into GP `read({file})`
... return as vector of lines `readvec({file})`
... return as vector of strings `readstr({file})`
read a string from keyboard `input()`

Files and file descriptors

File descriptors allows efficient small consecutive reads or writes from or to a given file. The argument n below is always a descriptor, attached to a file in `r(ead)`, `w(rite)` or `a(ppend)` mode.

get descriptor n for file $path$ in given $mode$ `fileopen(path, mode)`
... from shell cmd output (pipe) `fileextern(cmd)`

close descriptor `fileclose(n)`
commit pending write operations `fileflush(n)`
read logical line from file `fileread(n)`
... raw line from file `filereadstr(n)`
write $s \backslash n$ to file `filewrite(n, s)`
... write s to file `filewrite1(n, s)`

Timers

CPU time in ms and reset timer `gettime()`
CPU time in ms since gp startup `getabstime()`
time in ms since UNIX Epoch `getwalltime()`
timeout command after s seconds `alarm(s, expr)`

Interface with system

allocates a new stack of s bytes `allocatemem({s})`
alias old to new `alias(new, old)`
install function from library `install(f, code, {gpf}, {lib})`
execute system command a `system(a)`
... and feed result to GP `extern(a)`
... returning GP string `externstr(a)`

get $\$VAR$ from environment `getenv("VAR")`
expand env. variable in string `Strexpend(x)`

Parallel evaluation

These functions evaluate their arguments in parallel (pthreads or MPI); args. must not access global variables and must be free of side effects. Enabled if threading engine is not *single* in gp header.

evaluate f on $x[1], \dots, x[n]$ `parapply(f, x)`
evaluate closures $f[1], \dots, f[n]$ `pareval(f)`
as `select` `parselect(f, A, {flag})`
as `sum` `parsum(i = a, b, expr, {x})`
as `vector` `parvector(n, i, {expr})`
eval f for $i = a, \dots, b$ `parfor(i = a, {b}, f, {r}, {f2})`
... for p prime in $[a, b]$ `parforprime(p = a, {b}, f, {r}, {f2})`
... multivariate `parforvec(X = v, f, {r}, {f2}, {flag})`
declare x as inline (allows to use as global) `inline(x)`
stop inlining `uninline()`

Linear Algebra

dimensions of matrix x `matsize(x)`
multiply two matrices `x * y`
... assuming result is diagonal `matmultodiagonal(x, y)`
concatenation of x and y `concat(x, {y})`
extract components of x `vecextract(x, y, {z})`
transpose of vector or matrix x `mattranspose(x)` or x -
matadjoint(x)
eigenvectors/values of matrix x `mateigen(x)`
characteristic/minimal polynomial of x `charpoly(x)`, `minpoly`
trace/determinant of matrix x `trace(x)`, `matdet`
permanent of matrix x `matpermanent(x)`
Frobenius form of x `matfrobenius(x)`
QR decomposition `matqqr(x)`
apply `matqqr`'s transform to v `mathouseholder(Q, v)`

Constructors & Special Matrices

$\{g(x): x \in v \text{ s.t. } f(x)\}$ `[g(x) | x <- v, f(x)]`
 $\{x: x \in v \text{ s.t. } f(x)\}$ `[x | x <- v, f(x)]`
 $\{g(x): x \in v\}$ `[g(x) | x <- v]`
row vec. of $expr$ eval'ed at $1 \leq i \leq n$ `vector(n, {i}, {expr})`
col. vec. of $expr$ eval'ed at $1 \leq i \leq n$ `vectorv(n, {i}, {expr})`
vector of small ints `vectorsmall(n, {i}, {expr})`
 $[c, c \cdot x, \dots, c \cdot x^n]$ `powers(x, n, {c = 1})`
matrix $1 \leq i \leq m, 1 \leq j \leq n$ `matrix(m, n, {i}, {j}, {expr})`
define matrix by blocks `matconcat(B)`
diagonal matrix with diagonal x `matdiagonal(x)`
is x diagonal? `matisdiagonal(x)`
 $x \cdot \text{matdiagonal}(d)$ `matmuldiagonal(x, d)`
 $n \times n$ identity matrix `matid(n)`
Hessenberg form of square matrix x `mathess(x)`
 $n \times n$ Hilbert matrix $H_{ij} = (i + j - 1)^{-1}$ `mathilbert(n)`
 $n \times n$ Pascal triangle `matpascal(n - 1)`
companion matrix to polynomial x `matcompanion(x)`
Sylvester matrix of x `polsylvestermatrix(x)`

Gaussian elimination

kernel of matrix x `matker(x, {flag})`
intersection of column spaces of x and y `matintersect(x, y)`
solve $MX = B$ (M invertible) `matsolve(M, B)`
one sol of $M * X = B$ `matinverseimage(M, B)`
basis for image of matrix x `matimage(x)`
columns of x *not* in `matimage` `matimagecompl(x)`
supplement columns of x to get basis `mataugment(x)`
rows, cols to extract invertible matrix `matindexrank(x)`
rank of the matrix x `matrank(x)`
solve $MX = B \bmod D$ `matmod(M, D, B)`
image mod D `matimageremod(M, D)`
kernel mod D `matkermod(M, D)`
inverse mod D `matinvmod(M, D)`
determinant mod D `matdetmod(M, D)`

Lattices & Quadratic Forms

Quadratic forms

evaluate ${}^t x Q y$ `qfeval({Q = id}, x, y)`
evaluate ${}^t x Q x$ `qfeval({Q = id}, x)`
signature of quad form ${}^t y * x * y$ `qfsign(x)`
decomp into squares of ${}^t y * x * y$ `qfgaussred(x)`
eigenvalues/vectors for real symmetric x `qfjacobi(x)`

HNF and SNF

upper triangular Hermite Normal Form `mathnf(x)`
HNF of x where d is a multiple of $\det(x)$ `mathnfmod(x, d)`
multiple of $\det(x)$ `matdetint(x)`
HNF of $(x \mid \text{diagonal}(D))$ `mathnfmodid(x, D)`
elementary divisors of x `matsnf(x)`
elementary divisors of $\mathbf{Z}[a]/(f'(a))$ `poldiscreduced(f)`
integer kernel of x `matkerint(x)`
 \mathbf{Z} -module \leftrightarrow \mathbf{Q} -vector space `matrixqx(x, p)`

Lattices

LLL-algorithm applied to columns of x `qflll(x, {flag})`
... for Gram matrix of lattice `qflllgram(x, {flag})`
find up to m sols of $\text{qfnorm}(x, y) \leq b$ `qfminim(x, b, m)`
 $v, v[i] :=$ number of y s.t. $\text{qfnorm}(x, y) = i$ `qfrep(x, B, {flag})`
perfection rank of x `qfperfection(x)`
find isomorphism between q and Q `qfisom(q, Q)`
precompute for isomorphism test with q `qfisominit(q)`
automorphism group of q `qfauto(q)`
convert `qfauto` for GAP/Magma `qfautoexport(G, {flag})`
orbits of V under $G \subset \text{GL}(V)$ `qforbits(G, V)`

Polynomials & Rational Functions

all defined polynomial variables `variables()`
get var. of highest priority (higher than v) `varhigher(name, {v})`
... of lowest priority (lower than v) `varlower(name, {v})`

Based on an earlier version by Joseph H. Silverman
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Coefficients, variables and basic operators

degree of f	<code>poldegree(f)</code>
coef. of degree n of f , leading coef.	<code>polcoef(f, n)</code> , <code>pollead</code>
main variable / all variables in f	<code>variable(f)</code> , <code>variables(f)</code>
replace x by y in f	<code>subst(f, x, y)</code>
evaluate f replacing vars by their value	<code>eval(f)</code>
replace polynomial expr. $T(x)$ by y in f	<code>substpol(f, T, y)</code>
replace x_1, \dots, x_n by y_1, \dots, y_n in f	<code>substvec(f, x, y)</code>
reciprocal polynomial $x^{\deg f} f(1/x)$	<code>polrecip(f)</code>
gcd of coefficients of f	<code>content(f)</code>
derivative of f w.r.t. x	<code>deriv(f, {x})</code>
formal integral of f w.r.t. x	<code>intformal(f, {x})</code>
formal sum of f w.r.t. x	<code>sumformal(f, {x})</code>

Constructors & Special Polynomials

interpolating pol. eval. at a	<code>polinterpolate(X, {Y}, {a})</code>
$P_n, T_n/U_n, H_n$	<code>pollegendre</code> , <code>polchebyshev</code> , <code>polhermite</code>
n -th cyclotomic polynomial Φ_n	<code>polcyclo(n, {v})</code>
return n if $f = \Phi_n$, else 0	<code>poliscyclo(f)</code>
is f a product of cyclotomic polynomials?	<code>poliscycloprod(f)</code>
Zagier's polynomial of index (n, m)	<code>polzagier(n, m)</code>

Resultant, elimination

discriminant of polynomial f	<code>poldisc(f)</code>
find factors of <code>poldisc(f)</code>	<code>poldiscfactors(f)</code>
resultant $R = \text{Res}_v(f, g)$	<code>polresultant(f, g, {v})</code>
$[u, v, R], xu + yv = \text{Res}_v(f, g)$	<code>polresultantext(x, y, {v})</code>
solve Thue equation $f(x, y) = a$	<code>thue(t, a, {sol})</code>
initialize t for Thue equation solver	<code>thueinit(f)</code>

Roots and Factorization (Complex/Real)

complex roots of f	<code>polroots(f)</code>
bound complex roots of f	<code>polrootsbound(f)</code>
number of real roots of f (in $[a, b]$)	<code>polsturm(f, {[a, b]})</code>
real roots of f (in $[a, b]$)	<code>polrootsreal(f, {[a, b]})</code>
complex embeddings of t .POLMOD z	<code>conjvec(z)</code>

Roots and Factorization (Finite fields)

factor f mod p , roots	<code>factormod(f, p)</code> , <code>polrootsmod</code>
factor f over $\mathbf{F}_p[x]/(T)$, roots	<code>factormod(f, [T, p])</code> , <code>polrootsmod</code>
squarefree factorization of f in $\mathbf{F}_q[x]$	<code>factormodSQF(f, {D})</code>
distinct degree factorization of f in $\mathbf{F}_q[x]$	<code>factormodDDF(f, {D})</code>

Roots and Factorization (p -adic fields)

factor f over \mathbf{Q}_p , roots	<code>factorpadic(f, p, r)</code> , <code>polrootspadic</code>
p -adic root of f congruent to a mod p	<code>padicappr(f, a)</code>
Newton polygon of f for prime p	<code>newtonpoly(f, p)</code>
Hensel lift $A/lc(A) = \prod_i B[i] \bmod p^e$	<code>polhensellift(A, B, p, e)</code>
extensions of \mathbf{Q}_p of degree N	<code>padicfields(p, N)</code>

Roots and Factorization (Miscellaneous)

symmetric powers of roots of f up to n	<code>polysym(f, n)</code>
Graeffe transform of $f, g(x^2) = f(x)f(-x)$	<code>polgraeffe(f)</code>
factor f over coefficient field	<code>factor(f)</code>
cyclotomic factors of $f \in \mathbf{Q}[X]$	<code>polcyclofactors(f)</code>

Finite Fields

A finite field is encoded by any element (`t_FFELT`).

find irreducible $T \in \mathbf{F}_p[x]$, $\deg T = n$	<code>ffinit(p, n, {x})</code>
Create t in $\mathbf{F}_q \simeq \mathbf{F}_p[t]/(T)$	<code>t = ffgen(T, 't)</code>
... indirectly, with implicit T	<code>t = ffgen(q, 't); T = t.mod</code>
map m from $\mathbf{F}_q \ni a$ to $\mathbf{F}_{q^k} \ni b$	<code>m = ffembed(a, b)</code>
build $K = \mathbf{F}_q[x]/(P)$ extending $\mathbf{F}_q \ni a$,	<code>ffextend(a, P)</code>
evaluate map m on x	<code>ffmap(m, x)</code>
inverse map of m	<code>ffinvmap(m)</code>
compose maps $m \circ n$	<code>ffcompomap(m, n)</code>
F^n over $\mathbf{F}_q \ni a$	<code>fffrobenius(a, n)</code>
$\#\{\text{monic irred. } T \in \mathbf{F}_q[x], \deg T = n\}$	<code>ffnbirred(q, n)</code>

Formal & p -adic Series

truncate power series or p -adic number	<code>truncate(x)</code>
valuation of x at p	<code>valuation(x, p)</code>
Dirichlet and Power Series	
Taylor expansion around 0 of f w.r.t. x	<code>taylor(f, x)</code>
Laurent series expansion around 0 up to x^k	<code>laurentseries(f, k)</code>
$\sum a_k b_k t^k$ from $\sum a_k t^k$ and $\sum b_k t^k$	<code>serconvol(a, b)</code>
$f = \sum a_k t^k$ from $\sum (a_k/k!) t^k$	<code>serlaplace(f)</code>
reverse power series F so $F(f(x)) = x$	<code>serreverse(f)</code>
remove terms of degree $< n$ in f	<code>serchop(f, n)</code>
Dirichlet series multiplication / division	<code>dirmul, dirdiv(x, y)</code>
Dirichlet Euler product (b terms)	<code>direuler(p = a, b, expr)</code>

Transcendental and p -adic Functions

real, imaginary part of x	<code>real(x)</code> , <code>imag(x)</code>
absolute value, argument of x	<code>abs(x)</code> , <code>arg(x)</code>
square/nth root of x	<code>sqrt(x)</code> , <code>sqrtn(x, n, {&z})</code>
trig functions	<code>sin, cos, tan, cotan, sinc</code>
inverse trig functions	<code>asin, acos, atan</code>
hyperbolic functions	<code>sinh, cosh, tanh, cotanh</code>
inverse hyperbolic functions	<code>asinh, acosh, atanh</code>
$\log(x)$, $\log(1+x)$, e^x , $e^x - 1$	<code>log, log1p, exp, expm1</code>
Euler Γ function, $\log \Gamma$, Γ'/Γ	<code>gamma, lngamma, psi</code>
half-integer gamma function $\Gamma(n+1/2)$	<code>gammah(n)</code>
Riemann's zeta $\zeta(s) = \sum n^{-s}$	<code>zeta(s)</code>
Hurwitz's $\zeta(s, x) = \sum (n+x)^{-s}$	<code>zetahurwitz(s, x)</code>
multiple zeta value (MZV), $\zeta(s_1, \dots, s_k)$	<code>zetamult(s, {T})</code>
... init T for MZV with $s_1 + \dots + s_k \leq w$	<code>zetamultinit(w)</code>
all MZVs for all weights $\sum s_i \leq n$	<code>zetamultall(n)</code>
convert MZV id to $[s_1, \dots, s_k]$	<code>zetamultconvert(f, {flag})</code>
incomplete Γ function ($y = \Gamma(s)$)	<code>incgam(s, x, {y})</code>
complementary incomplete Γ	<code>incgamc(s, x)</code>
$\int_x^\infty e^{-t} dt/t$, $(2/\sqrt{\pi}) \int_x^\infty e^{-t^2} dt$	<code>eint1, erfc</code>
dilogarithm of x	<code>dilog(x)</code>
m -th polylogarithm of x	<code>polylog(m, x, {flag})</code>
U -confluent hypergeometric function	<code>hyperu(a, b, u)</code>
Bessel $J_n(x)$, $J_{n+1/2}(x)$	<code>besselj(n, x)</code> , <code>besseljh(n, x)</code>
Bessel I_ν , K_ν , H_ν^1 , H_ν^2 , N_ν	<code>(bessel)i, k, h1, h2, n</code>
Lambert $W: x$ s.t. $xe^x = y$	<code>lambertw(y)</code>
Teichmuller character of p -adic x	<code>teichmuller(x)</code>

Iterations, Sums & Products

Numerical integration for meromorphic functions

Behaviour at endpoint for Double Exponential (DE) methods: either a scalar ($a \in \mathbf{C}$, regular) or $\pm\infty$ (decreasing at least as x^{-2}) or $(x-a)^{-\alpha}$ singularity	<code>[a, a]</code>
exponential decrease $e^{-\alpha x }$	<code>[\pm\infty, a]</code> , $\alpha > 0$
slow decrease $ x ^\alpha$	$\dots \alpha < -1$
oscillating as $\cos(kx)$	$\alpha = kI$, $k > 0$
oscillating as $\sin(kx)$	$\alpha = -kI$, $k > 0$
numerical integration	<code>intnum(x = a, b, f, {T})</code>
weights T for intnum	<code>intnuminit(a, b, {m})</code>
weights T incl. kernel K	<code>intfuncinit(a, b, K, {m})</code>
integrate $(2i\pi)^{-1} f$ on circle $ z-a = R$	<code>intcirc(x = a, R, f, {T})</code>

Other integration methods

n -point Gauss-Legendre	<code>intnumgauss(x = a, b, f, {n})</code>
weights for n -point Gauss-Legendre	<code>intnumgaussinit({n})</code>
Romberg integration (low accuracy)	<code>intnumromb(x = a, b, f, {flag})</code>

Numerical summation

sum of series $f(n)$, $n \geq a$ (low accuracy)	<code>suminf(n = a, expr)</code>
sum of alternating/positive series	<code>sumalt, sumpos</code>
sum of series using Euler-Maclaurin	<code>sumnum(n = a, f, {T})</code>
$\sum_{n \geq a} F(n)$, F rational function	<code>sumnumrat(F, a)</code>
$\dots \sum_{n \geq a} (-1)^n F(n)$	<code>sumaltrat(F, a)</code>
$\dots \sum_{p \geq a} F(p^s)$	<code>sumeulerrat(F, {s = 1}, {a = 2})</code>
weights for <code>sumnum</code> , a as in DE	<code>sumnuminit({\infty, a})</code>
sum of series by Monien summation	<code>sumnummonien(n = a, f, {T})</code>
weights for <code>sumnummonien</code>	<code>sumnummonieninit({\infty, a})</code>
sum of series using Abel-Plana	<code>sumnumap(n = a, f, {T})</code>
weights for <code>sumnumap</code> , a as in DE	<code>sumnumapinit({\infty, a})</code>
sum of series using Lagrange	<code>sumnumlagrange(n = a, f, {T})</code>
weights for <code>sumnumlagrange</code>	<code>sumnumlagrangeinit</code>

Products

product $a \leq X \leq b$, initialized at x	<code>prod(X = a, b, expr, {x})</code>
product over primes $a \leq X \leq b$	<code>prodeuler(X = a, b, expr)</code>
infinite product $a \leq X \leq \infty$	<code>prodinf(X = a, expr)</code>
$\prod_{n \geq a} F(n)$, F rational function	<code>prodnumrat(F, a)</code>
$\dots \prod_{p \geq a} F(p^s)$	<code>prodeulerrat(F, {s = 1}, {a = 2})</code>

Other numerical methods

real root of f in $[a, b]$; bracketed root	<code>solve(X = a, b, f)</code>
... by interval splitting	<code>solvestep(X = a, b, f, {flag = 0})</code>
limit of $f(t)$, $t \rightarrow \infty$	<code>limitnum(f, {k}, {alpha})</code>
asymptotic expansion of f at ∞	<code>asypnum(f, {k}, {alpha})</code>
numerical derivation w.r.t $x: f'(a)$	<code>derivnum(x = a, f)</code>
evaluate continued fraction F at t	<code>contfracval(F, t, {L})</code>
power series to cont. fraction (L terms)	<code>contfracinit(S, {L})</code>
Padé approximant (deg. denom. $\leq B$)	<code>bestapprPade(S, {B})</code>

Elementary Arithmetic Functions

vector of binary digits of $ x $	<code>binary(x)</code>
bit number n of integer x	<code>bittest(x, n)</code>
Hamming weight of integer x	<code>hammingweight(x)</code>
digits of integer x in base B	<code>digits(x, {B = 10})</code>
sum of digits of integer x in base B	<code>sumdigits(x, {B = 10})</code>
integer from digits	<code>fromdigits(v, {B = 10})</code>
ceiling/floor/fractional part	<code>ceil, floor, frac</code>
round x to nearest integer	<code>round(x, {&e})</code>
truncate x	<code>truncate(x, {&e})</code>
gcd/LCM of x and y	<code>gcd(x, y), lcm(x, y)</code>
gcd of entries of a vector/matrix	<code>content(x)</code>

Primes and Factorization

extra prime table	<code>addprimes()</code>
add primes in v to prime table	<code>addprimes(v)</code>
remove primes from prime table	<code>removeprimes(v)</code>
Chebyshev $\pi(x)$, n -th prime p_n	<code>primepi(x), prime(n)</code>
vector of first n primes	<code>primes(n)</code>
smallest prime $\geq x$	<code>nextprime(x)</code>
largest prime $\leq x$	<code>preprime(x)</code>
factorization of x	<code>factor(x, {lim})</code>
... selecting specific algorithms	<code>factorint(x, {flag = 0})</code>
$n = df^2$, d squarefree/fundamental	<code>core(n, {fl}), coredisc</code>
certificate for (prime) N	<code>primecert(N)</code>
verifies a certificate c	<code>primecertisvalid(c)</code>
convert certificate to Magma/PRIMO	<code>primecertexport</code>
recover x from its factorization	<code>factorback(f, {e})</code>
$x \in \mathbf{Z}$, $ x \leq X$, $\gcd(N, P(x)) \geq N$	<code>zncoppersmith(P, N, X, {B})</code>
divisors of N in residue class $r \bmod s$	<code>divisorslenstra(N, r, s)</code>

Divisors and multiplicative functions

number of prime divisors $\omega(n)$ / $\Omega(n)$	<code>omega(n), bigomega</code>
divisors of n / number of divisors $\tau(n)$	<code>divisors(n), numdiv</code>
sum of (k -th powers of) divisors of n	<code>sigma(n, {k})</code>
Möbius μ -function	<code>moebius(x)</code>
Ramanujan's τ -function	<code>ramanujantau(x)</code>

Combinatorics

factorial of x	<code>x!</code> or <code>factorial(x)</code>
binomial coefficient $\binom{x}{k}$	<code>binomial(x, {k})</code>
Bernoulli number B_n as real/rational	<code>bernreal(n), bernfrac</code>
Bernoulli polynomial $B_n(x)$	<code>bernpol(n, {x})</code>
n -th Fibonacci number	<code>fibonacci(n)</code>
Stirling numbers $s(n, k)$ and $S(n, k)$	<code>stirling(n, k, {flag})</code>
number of partitions of n	<code>numbpart(n)</code>
k -th permutation on n letters	<code>numtoperm(n, k)</code>
convert permutation to (n, k) form	<code>permtotnum(v)</code>
order of permutation p	<code>permorder(p)</code>
signature of permutation p	<code>permsign(p)</code>

Multiplicative groups $(\mathbf{Z}/N\mathbf{Z})^*$, \mathbf{F}_q^*

Euler ϕ -function	<code>eulerphi(x)</code>
multiplicative order of x (divides ϕ)	<code>znorder(x, {o}), fforder</code>
primitive root mod q / x .mod	<code>znprimroot(q), ffprimroot(x)</code>
structure of $(\mathbf{Z}/n\mathbf{Z})^*$	<code>znstar(n)</code>
discrete logarithm of x in base g	<code>znlog(x, g, {o}), fflag</code>
Kronecker-Legendre symbol $\left(\frac{x}{y}\right)$	<code>kronecker(x, y)</code>
quadratic Hilbert symbol (at p)	<code>hilbert(x, y, {p})</code>

Miscellaneous

integer square / n -th root of x	<code>sqrtint(x), sqrtntint(x, n)</code>
largest integer e s.t. $b^e \leq b$, $e = \lfloor \log_b(x) \rfloor$	<code>logint(x, b, {&z})</code>
CRT: solve $z \equiv x$ and $z \equiv y$	<code>chinese(x, y)</code>
minimal u, v so $xu + yv = \gcd(x, y)$	<code>gcdext(x, y)</code>
continued fraction of x	<code>contfrac(x, {b}), {lmax}</code>
last convergent of continued fraction x	<code>confracpnqn(x)</code>
rational approximation to x (den. $\leq B$)	<code>bestappr(x, {B})k</code>
recognize $x \in \mathbf{C}$ as polmod mod $T \in \mathbf{Z}[X]$	<code>bestapprnf(x, T)</code>

Characters

Let $cyc = [d_1, \dots, d_k]$ represent an abelian group $G = \bigoplus (\mathbf{Z}/d_j\mathbf{Z}) \cdot g_j$ or any structure G affording a `.cyc` method; e.g. `znstar(q, 1)` for Dirichlet characters. A character χ is coded by $[c_1, \dots, c_k]$ such that $\chi(g_j) = e(n_j/d_j)$.
 $\chi \cdot \psi$; χ^{-1} ; $\chi \cdot \psi^{-1}$; χ^k `charm, charconj, chardiv, charpow`
order of χ `charorder(cyc, \chi)`
kernel of χ `charker(cyc, \chi)`
 $\chi(x)$, G a GP group structure `chareval(G, \chi, x, {z})`
Galois orbits of characters `chargalois(G)`

Dirichlet Characters

initialize $G = (\mathbf{Z}/q\mathbf{Z})^*$	<code>G = znstar(q, 1)</code>
convert datum D to $[G, \chi]$	<code>znchar(D)</code>
is χ odd?	<code>zncharisodd(G, \chi)</code>
real $\chi \rightarrow$ Kronecker symbol $(D/.)$	<code>znchartokronecker(G, \chi)</code>
conductor of χ	<code>zncharconductor(G, \chi)</code>
$[G_0, \chi_0]$ primitive attached to χ	<code>znchartoprimitive(G, \chi)</code>
induce $\chi \in \hat{G}$ to $\mathbf{Z}/N\mathbf{Z}$	<code>zncharinduce(G, \chi, N)</code>
χ_p	<code>znchardecompose(G, \chi, p)</code>
$\prod_p (Q, N) \chi_p$	<code>znchardecompose(G, \chi, Q)</code>
complex Gauss sum $G_a(\chi)$	<code>znchargauss(G, \chi)</code>

Conrey labelling

Conrey label $m \in (\mathbf{Z}/q\mathbf{Z})^* \rightarrow$ character	<code>znconreychar(G, m)</code>
character \rightarrow Conrey label	<code>znconreyexp(G, \chi)</code>
log on Conrey generators	<code>znconreylog(G, m)</code>
conductor of χ (χ_0 primitive)	<code>znconreyconductor(G, \chi, {\chi_0})</code>

True-False Tests

is x the disc. of a quadratic field?	<code>isfundamental(x)</code>
is x a prime?	<code>isprime(x)</code>
is x a strong pseudo-prime?	<code>ispseudoprime(x)</code>
is x square-free?	<code>issquarefree(x)</code>
is x a square?	<code>issquare(x, {\&n})</code>
is x a perfect power?	<code>ispower(x, {k}, {\&n})</code>
is x a perfect power of a prime? ($x = p^n$)	<code>isprimepower(x, {\&n})</code>
... of a pseudoprime?	<code>ispseudoprimepower(x, {\&n})</code>
is x powerful?	<code>ispowerful(x)</code>
is x a totient? ($x = \varphi(n)$)	<code>istotient(x, {\&n})</code>
is x a polygonal number? ($x = P(s, n)$)	<code>ispolygonal(x, s, {\&n})</code>
is pol irreducible?	<code>polisirreducible(pol)</code>

Graphic Functions

crude graph of $expr$ between a and b	<code>plot(X = a, b, expr)</code>
High-resolution plot (immediate plot)	
plot $expr$ between a and b	<code>plot(X = a, b, expr, {flag}, {n})</code>
plot points given by lists lx, ly	<code>plthrow(lx, ly, {flag})</code>
terminal dimensions	<code>plotsizes()</code>

Rectwindow functions

init window w , with size x, y	<code>plotinit(w, x, y)</code>
erase window w	<code>plotkill(w)</code>
copy w to w_2 with offset (dx, dy)	<code>plotcopy(w, w_2, dx, dy)</code>
clips contents of w	<code>plotclip(w)</code>
scale coordinates in w	<code>plotscale(w, x_1, x_2, y_1, y_2)</code>
<code>plot</code> in w	<code>plotrecth(w, X = a, b, expr, {flag}, {n})</code>
<code>plot</code> draw in w	<code>plotrecthdraw(w, data, {flag})</code>
draw window w_1 at $(x_1, y_1), \dots$	<code>plotdraw([[w_1, x_1, y_1], ...])</code>

Low-level Rectwindow Functions

set current drawing color in w to c	<code>plotcolor(w, c)</code>
current position of cursor in w	<code>plotcursor(w)</code>
write s at cursor's position	<code>plotstring(w, s)</code>
move cursor to (x, y)	<code>plotmove(w, x, y)</code>
move cursor to $(x + dx, y + dy)$	<code>plotrmove(w, dx, dy)</code>
draw a box to (x_2, y_2)	<code>plotbox(w, x_2, y_2)</code>
draw a box to $(x + dx, y + dy)$	<code>plotrbox(w, dx, dy)</code>
draw polygon	<code>plotlines(w, lx, ly, {flag})</code>
draw points	<code>plotpoints(w, lx, ly)</code>
draw line to $(x + dx, y + dy)$	<code>plotrline(w, dx, dy)</code>
draw point $(x + dx, y + dy)$	<code>plotrpoint(w, dx, dy)</code>
draw point $(x + dx, y + dy)$	<code>plotrpoint(w, dx, dy)</code>

Convert to Postscript or Scalable Vector Graphics

The format f is either "ps" or "svg".

as <code>plot</code>	<code>plotexport(f, X = a, b, expr, {flag}, {n})</code>
as <code>plot</code> draw	<code>plotrexport(f, lx, ly, {flag})</code>
as <code>plot</code> draw	<code>plotexport(f, [[w_1, x_1, y_1], ...])</code>

Based on an earlier version by Joseph H. Silverman
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