

# **MuPAD 2.0**

## **Quick Reference**

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**MuPAD**  
The Open Computer Algebra System



# MuPAD 2.0

## Quick Reference

This paper gives an overview of the data structures, constants, functions and libraries in MuPAD version 2.0. More details are available in the tutorial

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*The MuPAD Tutorial. Springer, 2000.*

This document is available online.

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## 1 Information and Help

`help, ?` : calling help pages  
`info` : print short information  
`setuserinfo` : information on algorithms

## 2 Environment Variables

Environment variables are global variables which control the operation of algorithms implemented in MuPAD-procedures. The default values can be changed by the user.

	Default Value	
DIGITS	10	significant digits in floating point operations
HISTORY	20	number of results available via <code>last</code>
LEVEL	100	evaluation depth
LIBPATH		path name of the MuPAD program and libraries
MAXDEPTH	500	maximal recursion depth
MAXLEVEL	100	maximal evaluation depth
ORDER	6	default number of terms in series expansions
PRETTYPRINT	TRUE	2-dimensional output?
READPATH		pathname for files to be read via <code>read</code>
SEED	1	seed for generating random numbers via <code>random</code>
TEXTWIDTH	75	text width for output
WRITEPATH		pathname for files to be saved via <code>write</code>

## 3 Predefined Data Types (Domains)

Data types of the MuPAD kernel:

`DOM_ARRAY` : arrays  
`DOM_BOOL` : the logical constants `TRUE`, `FALSE` and `UNKNOWN`  
`DOM_COMPLEX` : complex numbers  
`DOM_DOMAIN` : data structures  
`DOM_EXPR` : expressions  
`DOM_FAIL` : the object `FAIL`  
`DOM_FLOAT` : real floating point numbers  
`DOM_FUNC_ENV` : function environments  
`DOM_IDENT` : identifiers  
`DOM_INT` : integer numbers  
`DOM_LIST` : lists  
`DOM_NIL` : the object `NIL`  
`DOM_NULL` : the empty object `null()`  
`DOM_POINT` : points (as graphical primitives)  
`DOM_POLY` : polynomials  
`DOM_POLYGON` : polygons (as graphical primitives)  
`DOM_PROC` : procedures  
`DOM_RAT` : rational numbers

```

DOM_SET      : sets
DOM_STRING   : strings
DOM_TABLE    : tables
DOM_VAR      : local procedure variables

```

Data types of the standard library defined in the MuPAD-language:

```

Factored      : objects in factored form
0             : order term of series expansions
ode           : ordinary differential equations
piecewise     : conditionally defined objects
rec           : recurrence equations
rectform      : cartesian representation of complex numbers
Series::gseries : generalized series expansions
Series::Puisseux : series expansions

```

More data structures and their constructors are available in the library `Dom` (information via `info(Dom)`).

## 4 Generation of Data Structures

```

array         : generates an array (DOM_ARRAY)
asympt        : asymptotic expansion (generates Series::gseries)
factor, ifactor : factor into irreducible elements (generates Factored)
funcenv       : defines a function environment (DOM_FUNC_ENV)
matrix        : generates a matrix of domain type Dom::Matrix()
new           : generates domain elements
newDomain     : generates domains (DOM_DOMAIN)
null          : generates the "empty object" (DOM_NULL)
0             : generates the order term of series expansions
ode           : generates an ordinary differential equation
piecewise     : generates a conditionally defined object
point         : generates the data structure DOM_POINT for plotting points
poly          : generates a polynomial (DOM_POLY)
polygon       : generates the data structure DOM_POLYGON for
                plotting polygons
rec           : generates a recurrence equation
rectform      : cartesian representation of complex numbers
                (generates rectform)
series        : generalized series expansion (generates Series::Puisseux
                or Series::gseries)
slot          : defines or reads an attribute of a domain or
                function environment
taylor        : Taylor expansion (generates Series::Puisseux)
table         : generates a table (DOM_TABLE)

```

More constructors of special data types are defined in the library `Dom`, e.g.:

```
Dom::IntegerMod(p) : generates integer numbers modulo  $p$ 
Dom::Matrix()      : generates matrices
```

## 5 Operators

The following operators can be used to call system functions in a more intuitive way, e.g. `a+b` instead of `_plus(a,b)`, `x<1` instead of `_less(x,1)`, etc.:

operator	priority	system function	meaning
<code>::</code>	2000	<code>slot</code>	method access
<code>'</code>	1900	<code>D</code>	differential operator
<code>[]</code>	1800	<code>_index</code>	index operator
<code>.</code>	1700	<code>_concat</code>	concatenation
<code>@@</code>	1600	<code>_fnest</code>	iterated composition
<code>@</code>	1500	<code>_fconcat</code>	composition of functions
<code>!</code>	1300	<code>fact</code>	factorial function
<code>^</code>	1200	<code>_power</code>	power
<code>*</code>	1100	<code>_mult</code>	multiplication
<code>/</code>	1100	<code>_divide</code>	division
<code>+</code>	1000	<code>_plus</code>	addition
<code>-</code>	1000	<code>_subtract</code> and <code>_negate</code>	subtraction negation
<code>div</code>	900	<code>_div</code>	quotient "modulo"
<code>mod</code>	900	<code>_mod</code>	remainder "modulo"
<code>intersect</code>	800	<code>_intersect</code>	intersection of sets
<code>minus</code>	700	<code>_minus</code>	difference of sets
<code>union</code>	600	<code>_union</code>	union of sets
<code>..</code>	500	<code>_range</code>	range
<code>=</code>	400	<code>_equal</code>	equation
<code>&lt;&gt;</code>	400	<code>_unequal</code>	inequality
<code>&lt; and &gt;</code>	400	<code>_less</code>	comparisons
<code>&lt;= and &gt;=</code>	400	<code>_leequal</code>	comparisons
<code>in</code>	300	<code>_in</code>	containment
<code>\$</code>	300	<code>_seqgen</code> and <code>_seqin</code>	sequence generator
<code>not</code>	300	<code>_not</code>	logical negation
<code>and</code>	200	<code>_and</code>	logical "and"
<code>or</code>	100	<code>_or</code>	logical "or"
<code>,</code>		<code>_exprseq</code>	separator between elements of sequences
<code>; and :</code>		<code>_stmtseq</code>	command separator

Users can define their own operators via `operator`.

## 6 Arithmetical Functions

The following functions can be used via operators or keywords, e.g. **a+b** instead of **\_plus(a,b)**, **-a** instead of **\_negate(a)**, etc.:

<b>_and</b>	: logical "and"
<b>_assign</b>	: assignment function
<b>_break</b>	: interruption of loops etc.
<b>_case</b>	: branching
<b>_concat</b>	: concatenation
<b>_delete</b>	: delete values or elements
<b>_div</b>	: quotient "modulo"
<b>_divide</b>	: division
<b>_equal</b>	: equation
<b>_exprseq</b>	: sequence generator
<b>_fconcat</b>	: concatenation of functions
<b>_fnest</b>	: iteration of functions
<b>_for</b>	: loop (upwards)
<b>_for_down</b>	: loop (downwards)
<b>_for_in</b>	: loop (over the operands of an expression)
<b>_if</b>	: branch
<b>_index</b>	: indexed expression
<b>_intersect</b>	: intersection of sets
<b>_invert</b>	: inversion
<b>_lazy_and</b>	: lazily evaluated logical "and"
<b>_lazy_or</b>	: lazily evaluated logical "or"
<b>_leequal</b>	: inequality $\leq$
<b>_less</b>	: inequality $<$
<b>_minus</b>	: difference of sets
<b>_mod</b>	: remainder "modulo"
<b>_mult</b>	: multiplication
<b>_negate</b>	: multiplication with $-1$
<b>_next</b>	: jump in a loop
<b>_not</b>	: logical negation
<b>_or</b>	: logical "or"
<b>_plus</b>	: addition
<b>_power</b>	: power
<b>_procdef</b>	: procedure definition
<b>_quit</b>	: quitting a MuPAD-session
<b>_range</b>	: range
<b>_repeat</b>	: loop
<b>_seqgen</b>	: sequence generator
<b>_seqin</b>	: sequence generator
<b>_stmtseq</b>	: sequence of commands
<b>_subtract</b>	: difference
<b>_unequal</b>	: inequality $<>$
<b>_union</b>	: union of sets
<b>_while</b>	: loop

## 7 Symbols and Constants

<code>C_</code>	: mathematical set $\mathbb{C}$ of complex numbers
<code>CATALAN</code>	: Catalan constant: <code>float(CATALAN)=0.9159655941..</code>
<code>complexInfinity</code>	: the infinite point of the complex plane
<code>E</code>	: Euler number $\exp(1) = 2.718281828..$
<code>EULER</code>	: Euler constant $\gamma = 0.5772156649..$
<code>FAIL</code>	: failure object, only object of domain type <code>DOM_FAIL</code>
<code>FALSE</code>	: Boolean constant
<code>I</code>	: imaginary unit $\sqrt{-1}$
<code>infinity</code>	: infinity
<code>NIL</code>	: null object, only object of domain type <code>DOM_NIL</code>
<code>PI</code>	: $\pi = 3.141592653..$
<code>Q_</code>	: mathematical set $\mathbb{Q}$ of rational numbers
<code>R_</code>	: mathematical set $\mathbb{R}$ of real numbers
<code>TRUE</code>	: Boolean constant
<code>undefined</code>	: undefined value
<code>universe</code>	: set-theoretic universe of all objects
<code>UNKNOWN</code>	: Boolean constant
<code>Z_</code>	: mathematical set $\mathbb{Z}$ of integers

## 8 Special Mathematical Functions

The following mathematical functions are implemented in MuPAD version 2.0. They are handled by system functions such as `expand`, `float`, `simplify`, etc.:

<code>abs</code>	: absolute value
<code>arccos</code>	: inverse function of <code>cos</code>
<code>arccosh</code>	: inverse function of <code>cosh</code>
<code>arccot</code>	: inverse function of <code>cot</code>
<code>arccoth</code>	: inverse function of <code>coth</code>
<code>arccsc</code>	: inverse function of <code>csc</code>
<code>arccsch</code>	: inverse function of <code>csch</code>
<code>arcsec</code>	: inverse function of <code>sec</code>
<code>arcsech</code>	: inverse function of <code>sech</code>
<code>arcsin</code>	: inverse function of <code>sin</code>
<code>arcsinh</code>	: inverse function of <code>sinh</code>
<code>arctan</code>	: inverse function of <code>tan</code>
<code>arctanh</code>	: inverse function of <code>tanh</code>
<code>arg</code>	: polar angle of a complex number
<code>bernoulli</code>	: Bernoulli numbers and polynomials
<code>besselI</code>	: modified Bessel function of the first kind
<code>besselJ</code>	: Bessel function of the first kind
<code>besselK</code>	: modified Bessel function of the second kind
<code>besselY</code>	: Bessel function of the second kind
<code>beta</code>	: $\beta$ -function
<code>binomial</code>	: binomial expression $\binom{m}{n}$
<code>ceil</code>	: smallest integer $\geq x$



<code>Ci</code>	: $\gamma + \ln(x) + \int_0^x (\cos(t) - 1)/t \, dt$
<code>cos</code>	: cosine function
<code>cosh</code>	: hyperbolic cosine function
<code>cot</code>	: cotangent function
<code>coth</code>	: hyperbolic cotangent function
<code>csc</code>	: $1/\sin(x)$
<code>csch</code>	: $1/\sinh(x)$
<code>dilog</code>	: dilogarithm function
<code>dirac</code>	: Dirac's $\delta$ -function
<code>Ei</code>	: $\int_x^\infty e^{-t}/t \, dt$
<code>erf</code>	: $(2/\sqrt{\pi}) \int_0^x e^{-t^2} \, dt$
<code>erfc</code>	: $1 - \operatorname{erf}(x)$
<code>exp</code>	: exponential function
<code>fact</code>	: factorial function
<code>floor</code>	: Gaussian brackets: greatest integer $\leq x$
<code>frac</code>	: fractional part of a number
<code>gamma</code>	: $\Gamma$ -function
<code>heaviside</code>	: Heaviside function
<code>id</code>	: identity map $x \rightarrow x$
<code>igamma</code>	: incomplete $\Gamma$ -function
<code>Im</code>	: imaginary part
<code>lambertV</code>	: lower real branch of the Lambert function
<code>lambertW</code>	: upper real branch of the Lambert function
<code>ln</code>	: natural logarithm
<code>log</code>	: logarithm to an arbitrary base
<code>polylog</code>	: polylogarithm function
<code>psi</code>	: polygamma function
<code>Re</code>	: real part
<code>round</code>	: rounding to next number
<code>sec</code>	: $1/\cos(x)$
<code>sech</code>	: $1/\cosh(x)$
<code>Si</code>	: $\int_0^x \sin(t)/t \, dt$
<code>sign</code>	: (complex) sign
<code>signIm</code>	: sign of the imaginary part
<code>sin</code>	: sine function
<code>sinh</code>	: hyperbolic sine function
<code>sqrt</code>	: square root function
<code>tan</code>	: tangent function
<code>tanh</code>	: hyperbolic tangent function
<code>trunc</code>	: truncates a number
<code>zeta</code>	: Riemann $\zeta$ -function

## 9 Functions for Polynomials

The following functions operate on polynomials of domain type `DOM_POLY` created by `poly`. Some also operate on polynomial expressions of domain type `DOM_EXPR`:

<code>coeff</code>	: coefficients
<code>collect</code>	: collect coefficients
<code>content</code>	: greatest common divisor of all coefficients
<code>degree</code>	: degree of a polynomial
<code>degreevec</code>	: exponent(s) of the leading term
<code>diff, D</code>	: differentiation
<code>divide</code>	: division with remainder
<code>evalp</code>	: evaluation at a point
<code>expr</code>	: conversion to an expression
<code>factor</code>	: factorization
<code>gcd</code>	: greatest common divisor
<code>gcdex</code>	: extended Euclidean algorithm
<code>genpoly</code>	: generates a polynomial from a $b$ -adic expansion
<code>ground</code>	: constant coefficient of a polynomial
<code>icontent</code>	: greatest common divisor of all coefficients
<code>irreducible</code>	: test for irreducibility
<code>iszero</code>	: test for 0-polynomial
<code>lcm</code>	: least common multiple
<code>lcoeff</code>	: leading coefficient
<code>ldegree</code>	: lowest degree in a polynomial
<code>lmonomial</code>	: leading monomial
<code>lterm</code>	: leading term
<code>mapcoeffs</code>	: applying a function to the coefficients
<code>multcoeffs</code>	: multiplication with a scalar
<code>norm</code>	: norm
<code>nterms</code>	: number of terms
<code>nthcoeff</code>	: $n$ -th coefficient
<code>nthmonomial</code>	: $n$ -th monomial
<code>nthterm</code>	: $n$ -th term
<code>pdivide</code>	: pseudo division
<code>poly</code>	: generator of a polynomial
<code>poly2list</code>	: conversion to a list
<code>tcoeff</code>	: lowest coefficient

More functions operating on polynomials are available in the library `polylib`.

## 10 Handling of MuPAD-Objects

<code>alias</code>	: definition of abbreviations
<code>anames</code>	: list all identifiers which have a value
<code>append</code>	: append to a list
<code>assign</code>	: assignment function
<code>assignElements</code>	: assignment function for arrays, lists and tables
<code>assume</code>	: assumptions about properties of identifiers
<code>bool</code>	: boolean evaluation to TRUE or FALSE
<code>coerce</code>	: type conversion
<code>collect</code>	: collect coefficients of polynomial expressions

<code>combine</code>	: combine subexpressions
<code>contains</code>	: test for elements in lists, sets and tables
<code>delete</code>	: deleting the value of an identifier
<code>denom</code>	: denominator of a rational expression
<code>domain</code>	: defining a new domain
<code>domtype</code>	: domain type
<code>expand</code>	: expansion of expressions
<code>export</code>	: loading libraries
<code>expose</code>	: output of the operands of function environments and domains
<code>expr</code>	: conversion of various data structures to expressions, arrays, etc.
<code>extnops</code>	: number of operands of a domain element
<code>extop</code>	: the operands of a domain element
<code>extsubsop</code>	: substitution of operands of a domain element
<code>genident</code>	: generator of unused identifiers
<code>getprop</code>	: query of properties
<code>has</code>	: test for subexpressions
<code>hastype</code>	: test for subexpressions of a given type
<code>history</code>	: the history table of a MuPAD session
<code>indets</code>	: the indeterminates of an expression
<code>is</code>	: query of properties of an identifier
<code>lasterror</code>	: re-initiate a trapped error message
<code>length</code>	: size of an object
<code>lhs</code>	: left hand side of an expression
<code>map</code>	: mapping a function onto the operands of an object
<code>maprat</code>	: mapping a function onto a "rationalized" expression
<code>match</code>	: pattern matching in expressions
<code>nops</code>	: number of operands of an object
<code>numer</code>	: numerator of a rational expression
<code>op</code>	: operands of an object
<code>protect</code>	: write protection
<code>radsimp</code>	: simplification of expressions with radicals
<code>rationalize</code>	: conversion of arbitrary expressions into rational expressions
<code>rewrite</code>	: rewriting expressions
<code>rhs</code>	: right hand side of an expression
<code>select</code>	: selection of operands according to properties
<code>simplify</code>	: simplifier
<code>slot</code>	: defines or reads an attribute of a domain or a function environment
<code>split</code>	: splitting objects according to properties
<code>subs</code>	: substitution
<code>subsex</code>	: substitution of more complex expressions
<code>subsop</code>	: substitution of operands
<code>sysorder</code>	: information about the order of objects in the MuPAD kernel
<code>testtype</code>	: type comparison

<code>traperror</code>	: trapping errors
<code>type</code>	: type of an object
<code>unalias</code>	: deleting an abbreviation
<code>unassume</code>	: deleting assumptions about properties of identifiers
<code>unexport</code>	: unloading libraries
<code>unprotect</code>	: remove write protection of identifiers
<code>zip</code>	: merging of lists and matrices

## 11 Manipulation of Strings

<code>_concat, .</code>	: concatenation of strings
<code>expr2text</code>	: conversion of an expression to a string
<code>ftextInput</code>	: text input from a file
<code>int2text</code>	: conversion of an integer to a string
<code>length</code>	: length of a string
<code>revert</code>	: reverting a string
<code>strmatch</code>	: string matching
<code>substring</code>	: selecting substrings
<code>tbl2text</code>	: conversion of a table to a string
<code>text2expr</code>	: conversion of a string to an expression
<code>text2int</code>	: conversion of a string to an integer
<code>text2list</code>	: conversion of a string to a list
<code>text2tbl</code>	: conversion of a table to a string
<code>textInput</code>	: interactive input of strings

More functions manipulating strings are available in the library `stringlib`.

## 12 Functions for Input, Output, and Graphics

<code>error</code>	: output of an error
<code>fclose</code>	: closing a file
<code>finput</code>	: reading from a file
<code>fopen</code>	: opening a file
<code>fprint</code>	: writing into a file
<code>fread</code>	: reading from a file
<code>ftextInput</code>	: text input from a file
<code>input</code>	: interactive assignment
<code>plot</code>	: plotting graphical objects
<code>plot2d</code>	: 2-dimensional plots
<code>plot3d</code>	: 3-dimensional plots
<code>plotfunc2d</code>	: plotting the graph of a unary function
<code>plotfunc3d</code>	: plotting the graph of a binary function
<code>print</code>	: screen output
<code>protocol</code>	: opening and closing a session protocol
<code>read</code>	: reading from a file
<code>setuserinfo</code>	: setting the "information level" for <code>userinfo</code>
<code>textInput</code>	: interactive input of strings

`userinfo` : output of information on algorithms  
`warning` : output of a warning  
`write` : saving values into a file

More functions for input, output, and graphics are available in the libraries `import`, `output`, and `plot`, respectively.

## 13 Controlling Evaluation

`bool` : evaluation of boolean expressions to TRUE or FALSE  
`context` : evaluation in the context  
`eval` : forcing evaluation  
`evalassign` : assignment with evaluation of the left hand side  
`freeze` : make a function inactive  
`hold` : prevents evaluation  
`indexval` : indexed access without evaluation  
`last, %` : access to previous results  
`level` : evaluation with a given depth  
`unfreeze` : re-activate a function  
`val` : value of an identifier (equivalent to `level(.,1)`, but without internal simplification)

## 14 Functions in Procedure Definitions

`_procdef` : procedure definition  
`args` : access to procedure arguments  
`error` : output of error messages  
`return` : returning of function results  
`testargs` : controlling argument checking  
`warning` : output of a warning

## 15 Mathematical Functions and Algorithms

`abs` : absolute value  
`arg` : polar angle of a complex number  
`asympt` : asymptotic expansion  
`binomial` : binomial expression  $\binom{m}{n}$   
`ceil` : smallest integer  $\geq x$   
`conjugate` : complex conjugation  
`D and '` : differential operator  
`diff` : differentiation of expressions  
`discont` : discontinuities of a function  
`div` : division "modulo"  
`factor` : factorization of polynomials, expressions and integers  
`float` : conversion into floating point numbers  
`floor` : Gaussian brackets: greatest integer  $\leq x$

<code>frac</code>	: fractional part of a number
<code>gcd</code>	: greatest common divisor
<code>gcdex</code>	: greatest common divisor (extended Euclidean algorithm)
<code>ifactor</code>	: prime factorization
<code>igcd</code>	: greatest common divisor of integers
<code>igcdex</code>	: greatest common divisor of integers (extended)
<code>ilcm</code>	: least common multiple of integers
<code>Im</code>	: imaginary part
<code>int</code>	: integration
<code>intersect</code>	: intersection of sets
<code>isprime</code>	: prime number test
<code>isqrt</code>	: integer approximation of the square root of an integer number
<code>iszero</code>	: test for 0
<code>ithprime</code>	: $i$ -th prime number
<code>lcm</code>	: least common multiple
<code>limit</code>	: limit computation
<code>linsolve</code>	: solution of linear equations
<code>lllint</code>	: reduced basis of a lattice
<code>max</code>	: maximum
<code>min</code>	: minimum
<code>minus</code>	: difference of sets
<code>mod, modp, mods</code>	: remainder "modulo"
<code>nextprime</code>	: next prime number $\geq x$
<code>norm</code>	: norm of polynomials, vectors and matrices
<code>normal</code>	: normal form of a rational expression
<code>not</code>	: logical negation
<code>or</code>	: logical "and"
<code>pade</code>	: Padé approximation
<code>partfrac</code>	: partial fraction decomposition
<code>powermod</code>	: power "modulo"
<code>product</code>	: generator of products
<code>random</code>	: random number generator
<code>Re</code>	: real part
<code>rectform</code>	: decomposition into real and imaginary part
<code>revert</code>	: reverse function (for series, strings and lists)
<code>round</code>	: rounding to next number
<code>series</code>	: series expansion
<code>sign</code>	: (complex) sign
<code>signIm</code>	: sign of the imaginary part
<code>solve</code>	: equation solver
<code>sort</code>	: sorting lists
<code>sum</code>	: computing sums
<code>taylor</code>	: Taylor expansion
<code>trunc</code>	: truncates a number
<code>union</code>	: union of sets

More functions for special mathematical topics are available in the libraries (Section 16).

## 16 Libraries and Modules

The following libraries and modules in MuPAD version 2.0 contain many more functions and algorithms for special mathematical topics. The libraries are in a permanent development: later MuPAD versions will provide additional libraries and functions. An overview over the current installed functions is provided by `info` or `?`. Help on single functions can be obtained by `?libraryname::functionname`. Help on modules is available via `modulename::doc()`.

<code>adt</code>	: abstract data types
<code>Ax</code>	: generator of axioms
<code>Cat</code>	: generator of categories
<code>combinat</code>	: combinatorics
<code>dertools</code>	: differential equations
<code>Dom</code>	: predefined data structures: fields, rings, matrices, etc.
<code>fp</code>	: functional programming
<code>generate</code>	: generation of C, Fortran and T <sub>E</sub> X Code
<code>groebner</code>	: computation of polynomial ideals
<code>import</code>	: import external data formats
<code>intlib</code>	: integration
<code>linalg</code>	: linear algebra
<code>linopt</code>	: linear optimization
<code>listlib</code>	: manipulation of lists
<code>matchlib</code>	: pattern matching in expressions
<code>misc</code>	: miscellaneous
<code>module</code>	: module administration
<code>Network</code>	: graphs
<code>numeric</code>	: numerical algorithms
<code>numlib</code>	: number theory
<code>orthpoly</code>	: orthogonal polynomials
<code>output</code>	: output of objects
<code>plot</code>	: plotting routines
<code>polylib</code>	: algorithms for polynomials
<code>Pref</code>	: user preferences
<code>prog</code>	: programming and debugging
<code>property</code>	: properties of identifiers
<code>RGB</code>	: color names (red–green–blue values)
<code>solveib</code>	: solving equations
<code>stats</code>	: statistical functions
<code>stdlib</code>	: standard library
<code>stdmod</code>	: extended module management
<code>stringlib</code>	: manipulation of strings
<code>student</code>	: some elementary algorithms
<code>transform</code>	: integral transformations

`Type` : type specifiers  
`util` : module with utility functions

## 17 Debugging and Timing

`debug` : debugging a procedure  
`rtime` : real-time usage  
`time` : CPU-time usage

More functions for debugging are available in the library `prog`.

## 18 Technical Issues

`builtin` : functions of the MuPAD kernel  
`bytes` : memory usage  
`export` : loading libraries  
`external` : module administration  
`getpid` : process no. of MuPAD  
`loadlib` : loading libraries  
`loadmod` : loading modules  
`loadproc` : loading procedures  
`operator` : define a new operator  
`package` : loading user-defined libraries  
`patchlevel` : information on MuPAD patches  
`pathname` : setting system dependent path names  
`quit` : quit a MuPAD session  
`register` : registering MuPAD  
`reset` : resetting a MuPAD session  
`share` : create unique data representation  
`sysname` : name of the operating system  
`system` : execution of commands by the operating system  
`unexport` : unloading libraries  
`unloadmod` : removing loaded modules  
`version` : information on the MuPAD version number