

Indexing expressions in Grapher 2.1

Coefficients are functions of the index.

example for two coefficients :

$$\begin{aligned} a(i) &= 0,5i - 2 \\ b(i) &= -3i + 1 \\ f(i) &= a(i)x + b(i) \\ y &= f(0) & \text{that is } y &= -2x + 1 \\ y &= f(1) & \text{« « } y &= -1,5x - 2 \\ y &= f(2) & \text{« « } y &= -x - 5 \\ &\text{etc.} \end{aligned}$$

Each coefficient is function of his own index.

example for three coefficients :

$$\begin{aligned} a(i) &= 0,5i - 2 \\ b(j) &= -3j + 1 \\ c(k) &= k \\ f(i, j, k) &= a(i)x + b(j) + c(k) \\ y &= f(0, 0, 0) & \text{that is } y &= -2x + 1 \\ y &= f(1, 0, 1) & \text{« « } y &= -1,5x + 2 \\ y &= f(2, 1, 2) & \text{« « } y &= -x \\ &\text{etc.} \end{aligned}$$

Coefficient are not functions (maximum : 3).

we already tried Grapher matrices for three or less coefficients. Example :

$$\begin{aligned} A &= \left\{ \begin{bmatrix} -1 \\ 1 \end{bmatrix}, \begin{bmatrix} 2 \\ 3 \end{bmatrix}, \begin{bmatrix} 4 \\ 2 \end{bmatrix} \right\} & \text{3 pairs of coefficients in 3 matrices } 2 \times 1 \\ y &= A^T \cdot \begin{bmatrix} x \\ 1 \end{bmatrix} & \text{3 equations } y = ax + b \end{aligned}$$

Coefficient are not functions (more than 3).

using your second solution may be easier that way (copy - paste is useful !)

$$\begin{aligned} a_1 &= -1 \\ a_2 &= 2 \\ a_3 &= 4 \\ b_1 &= 1 \\ b_2 &= 3 \\ b_3 &= 2 \\ y &= a_1x + b_1 \\ y &= a_2x + b_2 \\ y &= a_3x + b_3 \end{aligned}$$

many lines but less signs and very easy to type.

But don't you think it's better to write straight the 3 or more equations $y = -1x + 1$ etc. ?

Grapher and indices.

Grapher shows indices in three places :

- coefficients of regression polynomial equations a_1 to a_N but we cannot use their names in other expressions ;
- in series equations there is one index for the two or three coordinates ; in a 2D window, a serie plots only points, not curves ;
- when using the signs :

$$\sum \quad \prod$$

Unfortunately we can't use the point sets data, they don't have indices, and matrices are 3×3 maximum.

Animation of an index.

I think there is one way only for that : your idea, using conditions, congratulations ! Example, animating circles, four step with four centers and four radiuses :

⚠ Essai d'animation d'index

$$a_1(n) := \begin{cases} 0,5 & n==0 \\ 0 & n==1 \\ -0,5 & n==2 \\ 0 & n==3 \end{cases}$$
$$a_2(n) := \begin{cases} 0 & n==0 \\ 0,5 & n==1 \\ 0 & n==2 \\ -0,5 & n==3 \end{cases}$$
$$a_3(n) := \begin{cases} 0,25 & n==0 \\ 0,5 & n==1 \\ 0,75 & n==2 \\ 1 & n==3 \end{cases}$$

► k

☒ $x+iy=a_1(k)+i \cdot a_2(k)+a_3(k) \cdot e^{it}, t=0 \dots 2\pi$

Many coefficients and many index values need time for writing equations, but it works.

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