

Package: symengine (via r-universe)

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Title Interface to the 'SymEngine' Library

Version 0.2.13

Description Provides an R interface to 'SymEngine' <<https://github.com/symengine/>>, a standalone 'C++' library for fast symbolic manipulation. The package has functionalities for symbolic computation like calculating exact mathematical expressions, solving systems of linear equations and code generation.

Depends R (>= 4.2)

Imports methods, Rcpp

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LinkingTo Rcpp

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URL <https://github.com/symengine/symengine.R>

BugReports <https://github.com/symengine/symengine.R/issues>

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Contents

==,Basic,Basic-method	2
as.character,Basic-method	4
as.matrix.DenseMatrix	5
cbind.SymEngineDataType	6
codegen	7
D,SymEngineDataType-method	8
det	8
DoubleVisitor	9
evalf	10
expand	11
Function	11
get_type	12
lambdify	13
LCM	14
length,VecBasic-method	15
Matrix	16
S	17
solve	18
subs	19
symengine	20
symengine_version	22
t	22
use_vars	23
Vector	24

Index	25
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==,Basic,Basic-method *Bindings for Operators and Math Functions*

Description

These are S4 methods defined for Basic, VecBasic and DenseMatrix.

Usage

```
## S4 method for signature 'Basic,Basic'  
e1 == e2  
  
## S4 method for signature 'Basic,Basic'  
e1 != e2  
  
## S4 method for signature 'SymEngineDataType,SymEngineDataType'  
Arith(e1, e2)  
  
## S4 method for signature 'SymEngineDataType,vector'  
Arith(e1, e2)  
  
## S4 method for signature 'vector,SymEngineDataType'  
Arith(e1, e2)  
  
## S4 method for signature 'SymEngineDataType,missing'  
e1 - e2  
  
## S4 method for signature 'SymEngineDataType,missing'  
e1 + e2  
  
## S4 method for signature 'DenseMatrix,DenseMatrix'  
x %*% y  
  
## S4 method for signature 'VecBasic,VecBasic'  
x %*% y  
  
## S4 method for signature 'DenseMatrix,VecBasic'  
x %*% y  
  
## S4 method for signature 'DenseMatrix,vector'  
x %*% y  
  
## S4 method for signature 'VecBasic,DenseMatrix'  
x %*% y  
  
## S4 method for signature 'vector,DenseMatrix'  
x %*% y  
  
## S4 method for signature 'SymEngineDataType'  
Math(x)  
  
## S4 method for signature 'SymEngineDataType'  
sinpi(x)  
  
## S4 method for signature 'SymEngineDataType'  
cospi(x)
```

```
## S4 method for signature 'SymEngineDataType'
tanpi(x)

## S4 method for signature 'SymEngineDataType'
log(x, base)

## S4 method for signature 'SymEngineDataType'
log2(x)

## S4 method for signature 'SymEngineDataType'
log10(x)

## S4 method for signature 'SymEngineDataType'
log1p(x)

## S4 method for signature 'SymEngineDataType'
expm1(x)

## S4 method for signature 'SymEngineDataType'
sum(x, ..., na.rm = FALSE)

## S4 method for signature 'SymEngineDataType'
prod(x, ..., na.rm = FALSE)
```

Arguments

e1, e2, x, y, base, ...
 Objects.
 na.rm Ignored

Value

== and != will return a logical vector. Other functions will return a Basic, VecBasic or DenseMatrix.

as.character,Basic-method

Some Conversion Methods

Description

Miscellaneous S4 methods defined for converting a Basic or VecBasic object to R number/string/language object.

Usage

```
## S4 method for signature 'Basic'  
as.character(x)  
  
## S4 method for signature 'Basic'  
as.numeric(x)  
  
## S4 method for signature 'Basic'  
as.integer(x)  
  
## S4 method for signature 'VecBasic'  
as.character(x)  
  
## S4 method for signature 'VecBasic'  
as.numeric(x)  
  
## S4 method for signature 'VecBasic'  
as.integer(x)  
  
as.language(x)  
  
## S4 method for signature 'Basic'  
as.language(x)
```

Arguments

x The object to be converted.

Value

Same as default methods of these generics. `as.language()` may return symbol, integer, double or call.

as.matrix.DenseMatrix *Methods Related to DenseMatrix*

Description

These are miscellaneous S3/S4 methods defined for DenseMatrix class.

Usage

```
## S3 method for class 'DenseMatrix'  
as.matrix(x, ...)  
  
## S4 method for signature 'DenseMatrix'  
dim(x)
```

```

## S4 replacement method for signature 'DenseMatrix'
dim(x) <- value

## S4 replacement method for signature 'VecBasic'
dim(x) <- value

## S4 replacement method for signature 'Basic'
dim(x) <- value

## S4 replacement method for signature 'DenseMatrix'
dimnames(x) <- value

## S4 method for signature 'DenseMatrix'
dimnames(x)

## S4 method for signature 'DenseMatrix'
length(x)

## S4 method for signature 'DenseMatrix,ANY'
x[[i, j, ...]]

## S4 replacement method for signature 'DenseMatrix'
x[[i, j, ...]] <- value

## S4 method for signature 'DenseMatrix'
x[i, j, ..., drop = TRUE]

## S4 replacement method for signature 'DenseMatrix'
x[i, j, ...] <- value

```

Arguments

x A `DenseMatrix` object.
i, j, value, ..., drop
 Arguments for subsetting, assignment or replacing.

Value

Same or similar with the generics of these methods.

cbind.SymEngineDataType

Joining DenseMatrix

Description

S3 methods of `cbind` and `rbind` defined for `DenseMatrix` and `VecBasic`.

Usage

```
## S3 method for class 'SymEngineDataType'  
cbind(..., deparse.level)
```

```
## S3 method for class 'SymEngineDataType'  
rbind(..., deparse.level)
```

Arguments

... DenseMatrix, VecBasic or R objects.
deparse.level Not used.

Value

DenseMatrix S4 object.

codegen

Code Generation

Description

Generate C/MathML/LaTeX/JavaScript code string from a Basic or VecBasic object.

Usage

```
codegen(x, type = c("ccode", "mathml", "latex", "jscode"))
```

Arguments

x A Basic or a VecBasic object.
type One of "ccode", "mathml", "latex" and "jscode".

Value

A character vector.

D, SymEngineDataType-method

Derivatives of a Symbolic Expression

Description

S4 method of D defined for Basic. It returns the derivative of expr with regards to name. name may be missing if there is only one symbol in expr.

Usage

```
## S4 method for signature 'SymEngineDataType'
D(expr, name)
```

Arguments

expr A Basic object.
name A character vector or a Basic object of type Symbol.

Value

Same type as expr argument.

Examples

```
expr <- S(~ exp(x))
D(expr) == expr
expr <- S(~ x^2 + 2*x + 1)
D(expr)
```

det

Calculate the Determinant of DenseMatrix

Description

S4 method of det defined for DenseMatrix.

Usage

```
det(x, ...)
```

```
## S4 method for signature 'DenseMatrix'
det(x, ...)
```

Arguments

x	A DenseMatrix object.
...	Unused.

Value

A Basic object.

Examples

```
mat <- Matrix(LETTERS[1:9], 3)
det(mat)
```

DoubleVisitor

Double Visitor

Description

Construct DoubleVisitor object from Basic or VecBasic and use it to numerically evaluate symbolic expressions.

Usage

```
DoubleVisitor(
  exprs,
  args,
  perform_cse = TRUE,
  llvm_opt_level = if (symengine_have_component("llvm")) 3L else -1L
)

visitor_call(visitor, input, do_transpose = FALSE)
```

Arguments

exprs	A Basic object or a VecBasic object to be evaluated.
args	A VecBasic object indicating order of input arguments. Can be missing.
perform_cse	Boolean.
llvm_opt_level	Integer. If negative, it will return a LambdaDoubleVisitor, otherwise it will return a LLVMDoubleVisitor with the specified optimization level.
visitor	A DoubleVisitor object.
input	A numeric matrix. Each row is input value for one argument.
do_transpose	Boolean. Matters when exprs is a VecBasic. If true, output will have each column for one symbolic expression, otherwise each row for one symbolic expression.

Details

DoubleVisitor constructs the visitor and visitor itself is callable. visitor_call is the low level function to call the visitor with input.

Value

DoubleVisitor returns a callable LambdaDoubleVisitor or LLVMDoubleVisitor. visitor_call returns a numeric vector or matrix.

See Also

[lambdify](#).

Examples

```
a <- S("a")
b <- S("b")
c <- S("c")
vec <- c(log(a), log(a)/log(b) + c)
func <- DoubleVisitor(vec, args = c(a, b, c))
args(func)

## Use closure
func(a = 1:10, b = 10:1, c = 1.43)

## Use visitor_call
input <- rbind(a = 1:10, b = 10:1, c = 1.43)
visitor_call(func, input, do_transpose = TRUE)
```

evalf

Evaluating a SymEngine Object

Description

This function will evaluate a SymEngine object to its "numerical" form with given precision. User may further use as.double() to convert to R value.

Usage

```
evalf(expr, bits = 53L, complex = FALSE)
```

Arguments

expr	A SymEngine object.
bits	The precision.
complex	Whether or not to be evaluated as a complex number.

Value

Same type as expr argument.

Examples

```
expr <- Constant("pi")
evalf(expr)
as.double(evalf(expr)) == pi
```

 expand

Expand a Symbolic Expression

Description

This function takes a SymEngine object and return its expanded form.

Usage

```
expand(x)
```

Arguments

x A Basic/VecBasic/DenseMatrix S4 object.

Value

Same type as input.

Examples

```
expr <- S(~ (x + y) ^ 3)
expand(expr)
```

 Function

Create a FunctionSymbol

Description

FunctionSymbol creates a Basic object with type FunctionSymbol. Function returns a generator.

Usage

```
Function(name)
```

```
FunctionSymbol(name, args)
```

Arguments

name	Name of the function symbol
args	Dependent symbols

Value

FunctionSymbol returns a Basic. Function returns a function that will return a Basic

See Also

[S](#)

Examples

```
f <- Function("f")
a <- Symbol("a")
b <- Symbol("b")
f(a, b)
e <- f(a, f(a + b))
D(e, a)
FunctionSymbol("f", c(a,b))
```

get_type

Get Information about Basic Object

Description

These functions are used to access the underlying properties of a Basic object.

Usage

get_type(x)

get_args(x)

get_hash(x)

get_str(x)

free_symbols(x)

function_symbols(x)

get_name(x)

get_prec(x)

Arguments

x A Basic object.

Details

get_type Return the internal type

get_args Return the internal arguments of a Basic object as a VecBasic

get_hash Return the hash as a string

get_str Return the string representation of the Basic object

free_symbols Return free symbols in an expression

function_symbols Return function symbols in an expression

get_name Return name of a Basic object of type FunctionSymbol

get_prec Return precision of a Basic object of type RealMPFR

Value

- `get_type()`, `get_hash()`, `get_str()`, `get_name()` return a string.
- `get_args()`, `free_symbols()`, `function_symbols()` return a VecBasic S4 object.
- `get_prec()` returns an integer.

lambdify

Convert A Basic/VecBasic Object to R Function

Description

These functions currently use [DoubleVisitor](#) to convert a Basic/VecBasic object to a DoubleVisitor which essentially is a S4 class extending R function.

Usage

```
lambdify(x, args, backend = c("auto", "lambda", "llvm"), perform_cse = TRUE)
```

```
## S3 method for class 'BasicOrVecBasic'
as.function(x, args, backend = "auto", perform_cse = TRUE, ...)
```

Arguments

x A Basic object or a VecBasic object.

args A VecBasic object specifying the arguments of the resulted function. It will be passed to [DoubleVisitor](#) and can be missing.

backend One of "auto", "lambda" and "llvm". If "auto", `getOption("lambdify.backend")` will be used to determine the value. If that option is not set, it will be determined based on `symengine_have_component("llvm")`.

perform_cse Passed to [DoubleVisitor](#).

... Not used

Value

A DoubleVisitor S4 object.

See Also

[DoubleVisitor](#)

LCM

Some Special Math Functions

Description

These are some special mathematical functions and functions related to number theory.

Usage

LCM(a, b)

GCD(a, b)

nextprime(a)

factorial(x)

S4 method for signature 'SymEngineDataType'
factorial(x)

choose(n, k)

S4 method for signature 'SymEngineDataType'
choose(n, k)

zeta(a)

lambertw(a)

dirichlet_eta(a)

erf(a)

erfc(a)

S4 method for signature 'SymEngineDataType,SymEngineDataType'
atan2(y, x)

kronecker_delta(x, y)

```

lowergamma(x, a)

uppergamma(x, a)

## S4 method for signature 'SymEngineDataType,SymEngineDataType'
beta(a, b)

## S4 method for signature 'SymEngineDataType'
psigamma(x, deriv = 0L)

## S4 method for signature 'SymEngineDataType'
digamma(x)

## S4 method for signature 'SymEngineDataType'
trigamma(x)

```

Arguments

a, b, x, y, n, k, deriv
 SymEngine objects (Basic/VecBasic/DenseMatrix). Some functions require Integer type.

Value

Same type as input.

length, VecBasic-method

Methods Related to VecBasic

Description

Miscellaneous S4 methods defined for VecBasic class.

Usage

```

## S4 method for signature 'VecBasic'
length(x)

## S3 method for class 'VecBasic'
rep(x, ...)

## S3 method for class 'Basic'
rep(x, ...)

## S3 method for class 'VecBasic'
unique(x, ...)

```

```
## S4 method for signature 'BasicOrVecBasic'
c(x, ...)

## S4 method for signature 'VecBasic,numeric'
x[[i, j, ...]]

## S4 method for signature 'VecBasic'
x[i, j, ..., drop = TRUE]

## S4 replacement method for signature 'VecBasic'
x[[i]] <- value

## S4 replacement method for signature 'VecBasic'
x[i, j, ...] <- value
```

Arguments

`x` Basic object or Vecbasic object.
`i, j, ..., drop, value` Arguments for subsetting or replacing.

Value

Same or similar to the generics.

Matrix

DenseMatrix Constructor

Description

This function constructs a symbolic matrix (`DenseMatrix` S4 object) with a similar interface with R's `matrix` function.

Usage

```
Matrix(data, nrow = 1L, ncol = 1L, byrow = FALSE)
```

Arguments

`data` A R object.
`nrow, ncol` Number of rows and columns.
`byrow` Boolean value. Whether the data should be filled by row or by column.

Value

`DenseMatrix` S4 object.

S *Converting R object to Basic*

Description

'S' and 'Basic' converts a R object to a Basic object. 'Symbol', 'Real' and 'Constant' construct a Basic object with type "Symbol", "RealDouble"/"RealMPFR" and "Constant", respectively.

Usage

S(x)

Basic(x)

Symbol(x)

Constant(x)

Real(x, prec = NULL)

Arguments

x	A R object.
prec	If supplied, the argument will be parsed as a Basic object of type RealMPFR.

Details

For double vector, 'S' will check whether it is a whole number – if true, it will be converted to a Integer type. If this behavior is not desired, you can use 'Basic' or 'as(x, "Basic")'.

Value

A Basic S4 object.

Examples

```
S("(x + y)^2")
S(~ (x + y)^2)
S(NaN)
S(42)
Basic(42)
as(42, "Basic")
pi <- Constant("pi")
evalf(pi)
if (symengine_have_component("mpfr"))
  evalf(pi, 300)
Real(42)
if (symengine_have_component("mpfr"))
  Real(42, prec = 140)
```

 solve

Solve Symbolic Equations

Description

Solve system of symbolic equations or solve a polynomial equation. Depending on types of arguments, it supports different modes. See Details and Examples.

Usage

```
solve(a, b, ...)
```

```
## S4 method for signature 'DenseMatrix'
```

```
solve(a, b, ...)
```

```
## S4 method for signature 'VecBasic'
```

```
solve(a, b, ...)
```

```
## S4 method for signature 'Basic'
```

```
solve(a, b, ...)
```

Arguments

a, b	Objects, see details.
...	Not used.

Details

`solve` is a generic function dispatched on the class of the first argument.

- If `a` is a (square) `DenseMatrix`, it solves the equation $a x = b$ for x . (similar to `solve.default()`)
- If `a` is a `DenseMatrix` and `b` is missing, `b` is taken to be an identity matrix and `solve` will return the inverse of `a`. (similar to `solve.default()`)
- If `a` is a `VecBasic`, it solves the system of linear equations represented by `a` with regards to symbols represented in `b`.
- If `a` is a `Basic`, it solves the polynomial equation represented by `a` with regards to the symbol represented in `b`.

Value

A `VecBasic` or `DenseMatrix` S4 object.

Examples

```
## Inverse of a symbolic matrix
mat <- Matrix(c("A", "B", "C", "D"), 2)
solve(mat)

## Solve a %% x == b
a <- Matrix(c("a11", "a21", "a12", "a22"), 2) # a is a 2x2 matrix
b <- Vector("b1", "b2") # b is a length 2 vector
solve(a, b) # Solution of x (2x1 matrix)

## Solve the system of linear equations represented by a with regards to
## symbols in b
a <- Vector(~ -2*x + y - 4, # A system of linear equations
           ~ 3*x + y - 9)
b <- Vector(~x, ~y) # Symbols to solve (x and y)
solve(a, b) # Solution of x and y
```

subs

Substitute Expressions in SymEngine Objects

Description

This function will substitute `expr` with pairs of values in the dot arguments. The length of dot arguments must be a even number.

Usage

```
subs(expr, ...)
```

Arguments

<code>expr</code>	A Basic S4 object.
<code>...</code>	Pairs of Basic objects or values can be converted to Basic. In the order of "from1, to1, from2, to2, ...".

Value

Same type as `expr`.

symengine	<i>symengine: R interface to SymEngine C++ library for symbolic computation</i>
-----------	---

Description

symengine is a R package for symbolic computation.

Details

SymEngine library is a standalone fast symbolic manipulation library written in C++. It allows computation over mathematical expressions in a way which is similar to the traditional manual computations of mathematicians and scientists. The R interface of the library tries to provide a user-friendly way to do symbolic computation in R and can be integrated into other packages to help solve related tasks. The design of the package is somehow similar to the **SymPy** package in Python. Unlike some other computer algebra systems, it does not invent its own language or domain specific language but uses R language to manipulate the symbolic expressions.

symengine uses the S4 dispatch system extensively to differentiate between calculation over normal R objects and symengine objects. For example, the semantics of `sin` in `expr <- Symbol("x"); sin(expr)` is different from the `sin` used over normal R numbers.

Basic class

Basic is simply a S4 class holding a pointer representing a symbolic expression in symengine. Basic objects have the same S4 class but can have different C-level representations which can be accessed via `get_type()`. For example, `Basic(~ 1/2)` will have "Rational" type and `Basic(1/2)` will have "RealDouble" type.

A Basic object will also have a list of associated sub-components which can be accessed via `get_args()`. For example, `(expr <- S("x") * 3L * S("a"))` will have type "Mul", and `as.list(get_args(expr))` will show the three factors of the multiplication.

A Basic object can be constructed via `Basic()`, `S()`, `Symbol()`, `Constant()` or `Real()`.

VecBasic and DenseMatrix class

VecBasic and DenseMatrix are S4 classes representing a symbolic vector or matrix. They can be constructed with `Vector()`, `V()`, `Matrix()`, `c()`, `rbind()` or `cbind()`. For example the following code will construct a 2x3 matrix.

```
vec <- Vector("a", "b")
cbind(vec, vec^2L, c(S("c"), S("d")))
```

The following functions are expected to work naturally with VecBasic and DenseMatrix classes.

- `[], [[, [<-` and `[[<-` for subsetting and assignment.
- `dim()`, `dim<-`, `length()`, `t()`, `det()`, `rbind()`, `cbind()`, `c()`, `rep()`
- `%*%` for matrix multiplication

- `solve(a, b)`: solve $a \%*\% x = b$ where a is a square `DenseMatrix` and b is a `VecBasic/DenseMatrix`.
- `solve(a)`: find the inverse of a where a is a square `DenseMatrix`.
- `solve(a, b)`: solve system of linear equations represented by a (`VecBasic`) with regards to symbols in b (`VecBasic`).

Further, the R functions that work on `Basic` objects (e.g. `sin`) are expected work on `VecBasic` and `DenseMatrix` objects as well in a vectorized manner.

Function bindings

The following is a (incomplete) list of functions that are expected to work with `symengine` objects. Note that these functions can also be used inside a formula or R language objects and passed to `S` or `Basic` or `Vector` to construct `symengine` objects. For example `S(~ sin(x) + 1)` and `S(quote(sin(x) + 1))`.

- `+`, `-`, `*`, `/`, `^`
- `abs`, `sqrt`, `exp`, `expm1`, `log`, `log10`, `log2`, `log1p`
- `cos`, `cosh`, `sin`, `sinh`, `tan`, `tanh`, `acos`, `acosh`, `asin`, `asinh`, `atan`, `atanh`
- `cospi`, `sinpi`, `tanpi`, `gamma`, `lgamma`, `digamma`, `trigamma`
- `lambertw`, `zeta`, `dirichlet_eta`, `erf`, `erfc`
- `atan2`, `kronecker_delta`, `lowergamma`, `uppergamma`, `psigamma`, `beta`

Author(s)

Maintainer: Jialin Ma <marlin@inventati.org>

Authors:

- Isuru Fernando <isuruf@gmail.com>
- Xin Chen <xinchen.tju@gmail.com>

See Also

Useful links:

- <https://github.com/symengine/symengine.R>
- Report bugs at <https://github.com/symengine/symengine.R/issues>

symengine_version	<i>Information about SymEngine Library</i>
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Description

Functions to get symengine logo, version and external libraries built with.

Usage

```

symengine_version()

symengine_ascii_art()

symengine_have_component(
  which = c("mpfr", "flint", "arb", "mpc", "ecm", "primesieve", "piranha", "boost",
            "pthread", "llvm")
)

symengine_compilation_notes()

```

Arguments

`which` A character vector.

Value

Character vector.

t	<i>Transpose (as) a DenseMatrix</i>
---	-------------------------------------

Description

S4 methods of t defined for Basic, VecBasic and DenseMatrix.

Usage

```

t(x)

## S4 method for signature 'Basic'
t(x)

## S4 method for signature 'VecBasic'
t(x)

## S4 method for signature 'DenseMatrix'
t(x)

```

Arguments

x A SymEngine object.

Value

A DenseMatrix S4 object.

use_vars *Initializing Variables*

Description

This is a convenient way to initialize variables and assign them in the given environment.

Usage

```
use_vars(..., .env = parent.frame(), .quiet = FALSE)
```

Arguments

... All the arguments will be quoted and parsed, if a argument is named, the name will be used as the name of variable to assign, otherwise the argument can only be a symbol.

.env Environment to assign.

.quiet Whether to supress the message.

Value

Invisibly returns a list of assigned variables.

Examples

```
use_vars(x, y, expr = "a + b", p = 3.14)
p * x + y
expand(expr^2L)
rm(x, y, expr, p)
```

Vector

Symbolic Vector

Description

A symbolic vector is represented by `VecBasic` S4 class. `Vector` and `V` are constructors of `VecBasic`.

Usage

```
Vector(x, ...)
```

```
V(...)
```

Arguments

`x, ...` R objects.

Details

There are some differences between `Vector` and `V`.

- For double values, `V` will check whether they are whole number, and convert them to integer if so. `Vector` will not.
- `V` does not accept "non-scalar" arguments, like `Vector(c(1, 2, 3))`.

Value

A `VecBasic`.

Examples

```
a <- S("a")
b <- S("b")
Vector(a, b, a + b, 42L)
Vector(list(a, b, 42L))
```

```
Vector(1, 2, a)
V(1, 2, a)
```

Index

- !=, Basic, Basic-method
 (==, Basic, Basic-method), 2
- +, SymEngineDataType, missing-method
 (==, Basic, Basic-method), 2
- , SymEngineDataType, missing-method
 (==, Basic, Basic-method), 2
- ==, Basic, Basic-method, 2
- [, DenseMatrix-method
 (as.matrix.DenseMatrix), 5
- [, VecBasic-method
 (length, VecBasic-method), 15
- [<-, DenseMatrix-method
 (as.matrix.DenseMatrix), 5
- [<-, VecBasic-method
 (length, VecBasic-method), 15
- [[, DenseMatrix, ANY-method
 (as.matrix.DenseMatrix), 5
- [[, VecBasic, numeric-method
 (length, VecBasic-method), 15
- [[<-, DenseMatrix-method
 (as.matrix.DenseMatrix), 5
- [[<-, VecBasic-method
 (length, VecBasic-method), 15
- %%%, DenseMatrix, DenseMatrix-method
 (==, Basic, Basic-method), 2
- %%%, DenseMatrix, VecBasic-method
 (==, Basic, Basic-method), 2
- %%%, DenseMatrix, vector-method
 (==, Basic, Basic-method), 2
- %%%, VecBasic, DenseMatrix-method
 (==, Basic, Basic-method), 2
- %%%, VecBasic, VecBasic-method
 (==, Basic, Basic-method), 2
- %%%, vector, DenseMatrix-method
 (==, Basic, Basic-method), 2

- Arith, SymEngineDataType, SymEngineDataType-method
 (==, Basic, Basic-method), 2
- Arith, SymEngineDataType, vector-method
 (==, Basic, Basic-method), 2

- Arith, vector, SymEngineDataType-method
 (==, Basic, Basic-method), 2
- as.character, Basic-method, 4
- as.character, VecBasic-method
 (as.character, Basic-method), 4
- as.function.BasicOrVecBasic (lambdify),
 13
- as.integer, Basic-method
 (as.character, Basic-method), 4
- as.integer, VecBasic-method
 (as.character, Basic-method), 4
- as.language
 (as.character, Basic-method), 4
- as.language, Basic-method
 (as.character, Basic-method), 4
- as.matrix.DenseMatrix, 5
- as.numeric, Basic-method
 (as.character, Basic-method), 4
- as.numeric, VecBasic-method
 (as.character, Basic-method), 4
- atan2, SymEngineDataType, SymEngineDataType-method
 (LCM), 14

- Basic, 21
- Basic (S), 17
- Basic(), 20
- beta, SymEngineDataType, SymEngineDataType-method
 (LCM), 14

- c, BasicOrVecBasic-method
 (length, VecBasic-method), 15
- cbind.SymEngineDataType, 6
- choose (LCM), 14
- choose, SymEngineDataType-method (LCM),
 14
- codegen, 7
- constant (S), 17
- Constant(), 20
- cospi, SymEngineDataType-method
 (==, Basic, Basic-method), 2

- D, SymEngineDataType-method, 8
- det, 8
- det, DenseMatrix-method (det), 8
- digamma, SymEngineDataType-method (LCM), 14
- dim, DenseMatrix-method (as.matrix.DenseMatrix), 5
- dim<- , Basic-method (as.matrix.DenseMatrix), 5
- dim<- , DenseMatrix-method (as.matrix.DenseMatrix), 5
- dim<- , VecBasic-method (as.matrix.DenseMatrix), 5
- dimnames, DenseMatrix-method (as.matrix.DenseMatrix), 5
- dimnames<- , DenseMatrix-method (as.matrix.DenseMatrix), 5
- dirichlet_eta (LCM), 14
- DoubleVisitor, 9, 13, 14
- erf (LCM), 14
- erfc (LCM), 14
- evalf, 10
- expand, 11
- expm1, SymEngineDataType-method (==, Basic, Basic-method), 2
- factorial (LCM), 14
- factorial, SymEngineDataType-method (LCM), 14
- free_symbols (get_type), 12
- Function, 11
- function_symbols (get_type), 12
- FunctionSymbol (Function), 11
- GCD (LCM), 14
- get_args (get_type), 12
- get_args(), 20
- get_hash (get_type), 12
- get_name (get_type), 12
- get_prec (get_type), 12
- get_str (get_type), 12
- get_type, 12
- get_type(), 20
- kronecker_delta (LCM), 14
- lambdify, 10, 13
- lambertw (LCM), 14
- LCM, 14
- length, DenseMatrix-method (as.matrix.DenseMatrix), 5
- length, VecBasic-method, 15
- log, SymEngineDataType-method (==, Basic, Basic-method), 2
- log10, SymEngineDataType-method (==, Basic, Basic-method), 2
- log1p, SymEngineDataType-method (==, Basic, Basic-method), 2
- log2, SymEngineDataType-method (==, Basic, Basic-method), 2
- lowergamma (LCM), 14
- Math, SymEngineDataType-method (==, Basic, Basic-method), 2
- Matrix, 16
- Matrix(), 20
- nextprime (LCM), 14
- prod, SymEngineDataType-method (==, Basic, Basic-method), 2
- psigamma, SymEngineDataType-method (LCM), 14
- rbind.SymEngineDataType (cbind.SymEngineDataType), 6
- Real (S), 17
- Real(), 20
- rep.Basic (length, VecBasic-method), 15
- rep.VecBasic (length, VecBasic-method), 15
- S, 12, 17, 21
- S(), 20
- sinpi, SymEngineDataType-method (==, Basic, Basic-method), 2
- solve, 18
- solve, Basic-method (solve), 18
- solve, DenseMatrix-method (solve), 18
- solve, VecBasic-method (solve), 18
- subs, 19
- sum, SymEngineDataType-method (==, Basic, Basic-method), 2
- Symbol (S), 17
- Symbol(), 20
- symengine, 20
- symengine-package (symengine), 20

symengine_ascii_art
 (symengine_version), 22
symengine_compilation_notes
 (symengine_version), 22
symengine_have_component
 (symengine_version), 22
symengine_version, 22

t, 22
t, Basic-method (t), 22
t, DenseMatrix-method (t), 22
t, VecBasic-method (t), 22
tanpi, SymEngineDataType-method
 (==, Basic, Basic-method), 2
trigamma, SymEngineDataType-method
 (LCM), 14

unique.VecBasic
 (length, VecBasic-method), 15
uppergamma (LCM), 14
use_vars, 23

V (Vector), 24
V(), 20
Vector, 21, 24
Vector(), 20
visitor_call (DoubleVisitor), 9

zeta (LCM), 14