

# Introduction to Matlab

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Lecture 02

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## Matlab variable types

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## Matlab variable types

- integer
  - 123, -345, 0

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## Matlab variable types

- integer
  - 123, -345, 0
- real or float
  - 12.2344
  - 5.445454
  - engineering notation
    - $4.2323e-9 = 4.2323 \times 10^{-9}$

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## Matlab variable types

- integer
  - 123, -345, 0
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  - 12.2344
  - 5.445454
  - engineering notation
    - $4.2323e-9 = 4.2323 \times 10^{-9}$
- complex
  - $i = \sqrt{-1} = 1i$
  - $34.23+21.21i$
  - $(1+1i) * (1-1i) = 2$

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## Matlab variable types

- integer
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  - engineering notation
    - $4.2323e-9 = 4.2323 \times 10^{-9}$
- complex
  - $i = \sqrt{-1} = 1i$
  - $34.23+21.21i$
  - $(1+1i) * (1-1i) = 2$
- strings (put your words inside apostrophes)
  - handy for file names and messages
  - 'programming is fun'
  - s='Williamsburg'

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## Some built in constants and functions

- $\pi = 3.141592653589793238462643383279502 \dots$ 
  - use `pi`
- trigonometry functions
  - By default angle is in **radians** But can be done in degrees
  - `sin, cos, tan, cot`      `sind, cosd, tand, cotd`
  - `asin, acos, atan, acot`      `asind, acosd, atand, acotd`
  - `sin(pi/2)=1`      `sind(90)=1`
- hyperbolic functions
  - `sinh, cosh, tanh, coth`
  - `asinh, acosh, atanh, acoth`
- logarithms
  - natural `log`
  - base of 10 `log10`
- power
  - $x^y$  use `x^y` or alternatively `power(x,y)`
  - $e^y$  use `exp(y)`

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## Assignment operator

`x = 1.2 + 3.4`

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## Assignment operator

```
x = 1.2 + 3.4
```

Despite the look = is not an equality operator.  
= is an **assignment operator**.

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## Assignment operator

```
x = 1.2 + 3.4
```

Despite the look = is not an equality operator.  
= is an **assignment operator**.

The expression above should be read as

- evaluate expression at the right hand side of equality symbol
- assign the result of the RHS to the variable on the left hand sign
- now variable `x` holds the value `4.6`

We are free to use the **value** of the variable `x` in any further expressions

```
> x + 4.2  
ans = 8.8
```

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## Efficient editing - Tab-completion

Once you typed some expressions in "Command window"

- type couple of first symbols of variable or function name
- hit tab and you will get
  - either fully typed name (if it is uniq)
  - or little chart with choices
    - use <up> or <down> arrows to choose
    - alternatively <Ctrl-p>, <Ctrl-n>
    - then hit <enter> to make your choise

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## Help related commands

These are the most important commands

- `docsearch word`
  - will search for `word` in the help files and show up matched help files
  - example: `docsearch trigonometry`
- `help name`
  - output short help text into "Command window" about function/method named `name`
  - example: `help sin`
- `doc name`
  - show a reference page about function/method named `name` in the help vrowser
  - usually has more information compare to `help name`
  - example: `doc sin`

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## Operator Precedence

Look at the following Matlab expression

$$-2^4*5 + \tan(\pi/8+\pi/8)^2$$

Guess the answer.

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## Operator Precedence

Look at the following Matlab expression

$$-2^4*5 + \tan(\pi/8+\pi/8)^2$$

Guess the answer.

$$-(2^4)*5 + (\tan(\pi/8+\pi/8))^2$$

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$$-2^4*5 + \tan(\pi/8+\pi/8)^2$$

Guess the answer.

$$-(2^4)*5 + (\tan(\pi/8+\pi/8))^2$$

$$-(16)*5 + (\tan(\pi/4))^2$$

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$$-(16)*5 + (\tan(\pi/4))^2$$

$$-80 + (1)^2$$

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Look at the following Matlab expression

$$-2^4*5 + \tan(\pi/8+\pi/8)^2$$

Guess the answer.

$$- (2^4)*5 + (\tan(\pi/8+\pi/8))^2$$

$$- (16)*5 + (\tan(\pi/4))^2$$

$$-80 + (1)^2 = -80 + 1$$

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$$- (16)*5 + (\tan(\pi/4))^2$$

$$-80 + (1)^2 = -80 + 1 = -79$$

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Guess the answer.

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$$-80 + (1)^2 = -80 + 1 = -79$$

Rule of thumb: **if not sure use extra parentheses ()**

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Look at the following Matlab expression

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Guess the answer.

$$- (2^4)*5 + (\tan(\pi/8+\pi/8))^2$$

$$- (16)*5 + (\tan(\pi/4))^2$$

$$-80 + (1)^2 = -80 + 1 = -79$$

Rule of thumb: **if not sure use extra parentheses ()**

- Read more by executing `doc precedence`
- or searching for 'precedence' in the help browser.

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## Matrices

Recall that Matlab stands for **Matrix Laboratory**

- So deep inside **everything** is a **matrix** (array)
- a number is the case of  $1 \times 1$  matrix

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## Matrices

Recall that Matlab stands for **Matrix Laboratory**

- So deep inside **everything** is a **matrix** (array)
- a number is the case of  $1 \times 1$  matrix

Let's create a  $3 \times 5$  matrix (3 rows and 5 columns)

```
>> Mz=zeros(3,5)
```

```
Mz =  
0 0 0 0 0  
0 0 0 0 0  
0 0 0 0 0
```

This is not the only way, but it is one which make sure that matrix is filled with zeros

Note: it is possible to have more than 2 dimensional arrays.

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## Matrix elements assignment

```
>> Mz(2,4)=1 % 2nd row, 4th column
```

```
Mz =  
0 0 0 0 0  
0 0 0 1 0  
0 0 0 0 0
```

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## Matrix elements assignment

```
>> Mz(2,4)=1 % 2nd row, 4th column
```

```
Mz =  
0 0 0 0 0  
0 0 0 1 0  
0 0 0 0 0
```

```
>> Mz(3,5)=4 % 3rd row, 5th column
```

```
Mz =  
0 0 0 0 0  
0 0 0 1 0  
0 0 0 0 4
```

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## Alternative way to assign a matrix

- comma separates column elements
- semicolon separates row elements

```
>> Mz=[ ...  
0, 0, 0, 0, 0; ...  
0, 0, 0, 1, 0; ...  
0, 0, 0, 0, 4]  
  
Mz =  
  
0     0     0     0     0  
0     0     0     1     0  
0     0     0     0     4
```

Notice ... mark, which means that input continues on the next line

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## Strength of Matlab

### Native matrix operations

```
Mz =  
0 0 0 0 0  
0 0 0 1 0  
0 0 0 0 4  
  
>> Mz+5  
ans =  
5     5     5     5     5  
5     5     5     6     5  
5     5     5     5     9
```

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## Strength of Matlab

### Native matrix operations

```
Mz =  
0 0 0 0 0  
0 0 0 1 0  
0 0 0 0 4  
  
>> Mz+5  
ans =  
5     5     5     5     5  
5     5     5     6     5  
5     5     5     5     9  
  
>> Mz*2  
ans =  
0     0     0     0     0  
0     0     0     2     0  
0     0     0     0     8
```

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## More example on matrices operations

```
Mz =  
0 0 0 0 0  
0 0 0 1 0  
0 0 0 0 4  
  
>> Mz+Mz  
ans =  
0     0     0     0     0  
0     0     0     2     0  
0     0     0     0     8
```

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## More example on matrices operations

```
Mz =  
0 0 0 0 0  
0 0 0 1 0  
0 0 0 0 4
```

```
>> Mz+Mz  
ans =  
0 0 0 0 0  
0 0 0 2 0  
0 0 0 0 8
```

Matrix multiplication according to the linear algebra rules

```
>> Mz*Mz'  
ans =  
0 0 0  
0 1 0  
0 0 16
```

Here  $Mz'$  corresponds to transposed matrix  $Mz$ , i.e.  $Mz'(i, j) = Mz(j, i)$

## Matrix as a function argument

A function can take a matrix as the function argument, it will evaluate the value of the function for each matrix element

```
Mz =  
0 0 0 0 0  
0 0 0 1 0  
0 0 0 0 4
```

```
>> sin(Mz)  
ans =  
0 0 0 0 0  
0 0 0 0.8415 0  
0 0 0 0 -0.7568
```

## Vectors and column vector

A special case of the matrix is it has only one dimension. Such matrices generally called vectors

- $m \times 1$  column vector
- $1 \times m$  just a vector

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A special case of the matrix is it has only one dimension. Such matrices generally called vectors

- $m \times 1$  column vector
- $1 \times m$  just a vector

To create a vector

```
>> % use comma to separate column elements  
>> v=[1, 2, 3, 4, 5, 6, 7, 8]  
v =  
1 2 3 4 5 6 7 8  
>> % alternatively you can use spaces  
>> v=[1 2 3 4 5 6 7 8];  
>> % or mix of these two notations (NOT RECOMMENDED)  
>> v=[1 2 3, 4, 5, 6 7 8]  
v =  
1 2 3 4 5 6 7 8
```

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## Column vector

### Construction of column vector

```
>> vc=[1; 2; 3]
% use semicolon to separate row elements

vc =

1
2
3
```

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## Yet one more way to create matrix

If you have prearranged vectors or column vectors you can use them

```
>> vc=[1; 2; 3];
>> % note that ; after a statement suppresses output
>> Mc=[vc, vc, vc]

Mc =

1 1 1
2 2 2
3 3 3
```

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## Yet one more way to create matrix

If you have prearranged vectors or column vectors you can use them

```
>> vc=[1; 2; 3];
>> % note that ; after a statement suppresses output
>> Mc=[vc, vc, vc]

Mc =

1 1 1
2 2 2
3 3 3

v =

1 2 3 4 5 6 7 8
>> Mv=[v; 2*v; 3*v]

Mv =

1 2 3 4 5 6 7 8
2 4 6 8 10 12 14 16
3 6 9 12 15 18 21 24
```

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## Colon (:) operator

The `:` operator is **extremely useful** to create vectors or matrix indexes  
It usually take form `start:increment:stop`  
and creates a vector with following values

```
[ start, start+increment, ... , start+m*increment]
```

where  
 $\min(\text{start}, \text{stop}) \leq m \cdot \text{increment} \leq \max(\text{start}, \text{stop})$

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[ start, start+increment, ... , start+m*increment]
```

where

$\min(\text{start}, \text{stop}) \leq m \cdot \text{increment} \leq \max(\text{start}, \text{stop})$

```
>> v=5:2:11
```

```
v =  
    5    7    9   11
```

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```

where

$\min(\text{start}, \text{stop}) \leq m \cdot \text{increment} \leq \max(\text{start}, \text{stop})$

```
>> v=5:2:11
```

```
v =  
    5    7    9   11
```

It is also possible to have negative `increment`

```
>> v2=12:-3:1
```

```
v2 =  
   12    9    6    3
```

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## Colon (:) operator continued

Another form `start:stop` in this case `increment = 1`

```
>> v1=1:5
```

```
v1 =  
    1    2    3    4    5
```

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## Colon (:) operator continued

Another form `start:stop` in this case `increment = 1`

```
>> v1=1:5
```

```
v1 =  
    1    2    3    4    5
```

Notice that

```
>> v3=5:1
```

```
v3 =  
  
Empty matrix: 1-by-0
```

Produce somewhat unexpected result, since default increment is positive

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## Slicing matrices

It is handy to choose a subset (block) from the matrix  
We have a matrix  $Mv$  with size  $3 \times 8$  and we want to choose all elements from columns 2,5,6

```
>> Mv
Mv =
 1   2   3   4   5   6   7   8
 2   4   6   8  10  12  14  16
 3   6   9  12  15  18  21  24

>> Mv(:, [2, 5, 6])
ans =
 2   5   6
 4  10  12
 6  15  18
```

The meaning of the `:` now is **choose all**. Notice also that we use vector to specify desired columns

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## Plotting

Suppose you have a vector with values of  $x$  coordinates and we want to plot  $\sin(x)$ .

```
>> x=linspace(0,2*pi,10)
x =
 0   0.6981   1.3963   2.0944   2.7925   3.4907
 4.1888  4.8869   5.5851   6.2832

>> y=sin(x)
y =
 0   0.6428   0.9848   0.8660   0.3420  -0.3420
-0.8660  -0.9848  -0.6428  -0.0000

>> plot(x,y,'o') % alternatively plot(x,sin(x),'o')
>> % every plot MUST have title, x and y labels
>> xlabel('x (radians)')
>> ylabel('sin(x)')
>> title('Plot of sin(x)')
```

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## Saving plots

Now we want to save the figure, use `print`

```
>> print('-dpdf', 'sin_of_x')
```

This will generate file `sin_of_x.pdf` notice automatic fileextension addition.

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## Saving plots

Now we want to save the figure, use `print`

```
>> print('-dpdf', 'sin_of_x')
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This will generate file `sin_of_x.pdf` notice automatic fileextension addition.

The `'-d'` switch stands for output format (`'pdf'`, `'ps'`, `'eps'`, `'png'`...)

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## Saving plots

Now we want to save the figure, use `print`

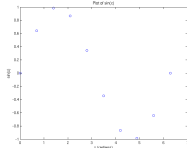
```
>> print('-dpdf', 'sin_of_x')
```

This will generate file `sin_of_x.pdf` notice automatic fileextension addition.

The '-d' switch stands for output format ('pdf', 'ps', 'eps', 'png'...)  
To generate 'png' file

```
>> print('-dpng', '-r100', 'sin_of_x')
```

By default figure size is  $8 \times 6$  inches, the '-r' switch tells the figure resolution in dpi (dots per inch). In this case it is 100 dpi so resulting image will be  $800 \times 600$  pixels.



For 3D plots, please see help files for `plot3`, `mesh`, `surf`

## Special array arithmetic operators

There are special arithmetic operators which applied to the elements of matrices (disregard linear algebra rules), they start with `.`

- `.*`

```
>> x=1:3
x = 1     2     3
>> x*x    % will generate an error
>> x.*x   % equivalent to x.^2 (see below)
ans = 1     4     9
```

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```

- `.^`

```
>> x.^2
ans = 1     4     9
```

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x = 1     2     3
>> x*x    % will generate an error
>> x.*x   % equivalent to x.^2 (see below)
ans = 1     4     9
```

- `.^`

```
>> x.^2
ans = 1     4     9
```

- `./`

```
>> x./x
ans = 1     1     1
```

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## Special array arithmetic operators continued

```
>> m=[1,2,3;4,5,6;7,8,9]
m =
     1     2     3
     4     5     6
     7     8     9
```

### Linear algebra rules

```
>> m*m
ans =
    30    36    42
    66    81    96
   102   126   150
```

### Element wise operation

```
>> m.*m
ans =
     1     4     9
    16    25    36
    49    64    81
```

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## Special array arithmetic operator .^

```
>> m=[1,2,3;4,5,6;7,8,9]
m =
     1     2     3
     4     5     6
     7     8     9
```

### Linear algebra rules

```
>> m^m % undefined
```

### Element wise operation

```
>> m.^m
ans =
     1         4         27
    256       3125      46656
  823543   16777216  387420489
```

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## Special array arithmetic operator ./

```
>> m=[1,2,3;4,5,6;7,8,9]
m =
     1     2     3
     4     5     6
     7     8     9
```

### Linear algebra rules

```
>> m/m % unity matrix
ans =
     1     0     0
     0     1     0
     0     0     1
```

### Element wise operation

```
>> m./m %matrix of ones
ans =
     1     1     1
     1     1     1
     1     1     1
```

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