

Introduction to Matlab

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Lecture 02

Matlab variable types

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 - 123, -345, 0

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 - 12.2344
 - 5.445454
 - engineering notation
 - $4.2323e-9 = 4.2323 \times 10^{-9}$

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 - $4.2323e-9 = 4.2323 \times 10^{-9}$
- complex
 - $i = \sqrt{-1} = 1i$
 - $34.23+21.21i$
 - $(1+1i) * (1-1i) = 2$

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 - 12.2344
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- 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'`

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)`

Assignment operator

```
x = 1.2 + 3.4
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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
```

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 choice

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`

Operator Precedence

Look at the following Matlab expression

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

Guess the answer.

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
```

Operator Precedence

Look at the following Matlab expression

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

Guess the answer.

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

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

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

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

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

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

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

Matrices

Recall that Matlab stands for **Matrix Laboratory**

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

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- a number is the case of 1×1 matrix

Let's create a 3×5 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.

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
```

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
```


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

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
```

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
```

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
```

More example on matrices operations

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Mz =  
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```
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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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- $1 \times m$ 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
```


Column vector

Construction of column vector

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

```
vc =
```

```
1
```

```
2
```

```
3
```

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
```

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
```

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

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

Colon (:) operator continued

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

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

```
v1 =
```

```
     1     2     3     4     5
```

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

Slicing matrices

It is handy to choose a subset (block) from the matrix

We have a matrix Mv with size 3×8 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

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)')
```

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

Saving plots

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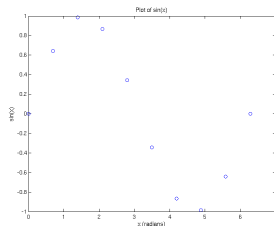
```
>> print('-dpdf', 'sin_of_x')
```

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 8×6 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 800×600 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.^2
ans = 1     4     9
```

- `./`

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


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
```

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
```

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
```