

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

# Matlab variable types

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

- `sin`, `cos`, `tan`, `cot`
- `asin`, `acos`, `atan`, `acot`

But can be done in degrees

- `sind`, `cosd`, `tand`, `cotd`
- `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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x = 1.2 + 3.4
```

Despite the look `=` is not the equality operator.

`=` is **the assignment operator**.

```
>> x = 1.2 + 3.4
```

```
x =
```

```
4.6000
```

# Assignment operator

$x = 1.2 + 3.4$

Despite the look  $=$  is not the equality operator.

$=$  is **the assignment operator**.

```
>> x = 1.2 + 3.4
x =
    4.6000
```

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 side
- 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 =
    8.8000
```

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 unique)
  - 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 browser
  - usually has more information in comparison to `help name`
  - example: `doc sin`

# Operators Precedence

Look at the following Matlab expression

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

Guess the answer.

# Operators 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
```

# Operators 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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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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Guess the answer.

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

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

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

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

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

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

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

# Matrices

Recall that Matlab stands for **Matrix Laboratory**

- So deep inside **everything** is a **matrix**
  - also referred as array or table
- a number is the case of  $1 \times 1$  matrix

# Matrices

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- 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.

# 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  
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```

```
>> 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

```
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 complex conjugate 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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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
```



# 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+1*increment, ... , start+m*increment]
```

where

$m=1, 2, 3, 4, \dots$  and

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

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

```
v =
```

```
    5    7    9   11
```

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```
[ start, start+1*increment, ... , start+m*increment]
```

where

`m=1, 2, 3, 4, ...` and

`min(start, stop) ≤ start + m*increment ≤ max(start, 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
```

# Colon (:) operator continued

One can use form `start:stop` with the default `increment = 1`

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

```
v1 =
```

```
     1     2     3     4     5
```

# Colon (:) operator continued

One can use form `start : stop` with the default `increment = 1`

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

But there are some peculiarities:

```
>> v3=5:1  
  
v3 =  
  
Empty matrix: 1-by-0
```

produces somewhat unexpected result, naively you would expect `v3=5`. But there are some built extra conditions, see them by executing

```
>> help :
```



# 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

# Plotting

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

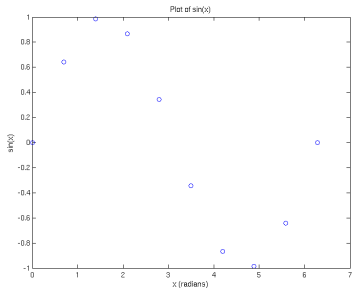
```
>> x=linspace(0,2*pi,10)
x =
0      0.6981      1.3963      2.0944      2.7925      3.4907
4.1888 4.8869      5.5851      6.2832
>> y=sin(x)
y =
0      0.6428      0.9848      0.8660      0.3420     -0.3420
-0.8660     -0.9848     -0.6428     -0.0000
>> plot(x,y,'o') % alternatively plot(x,sin(x),'o')
>> % every plot MUST have title, x and y labels
>> xlabel('x (radians)')
>> ylabel('sin(x)')
>> title('Plot of sin(x)')
```

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

# Increasing font size for plots

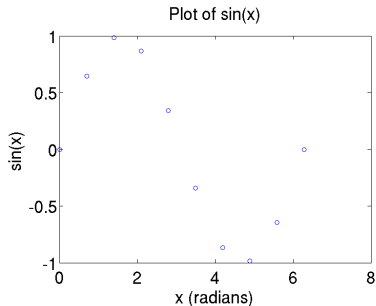
## Default font size

```
>> plot(x,y,'o')
>> % default font size
>> xlabel('x (radians)')
>> ylabel('sin(x)')
>> title('Plot of sin(x)')
```

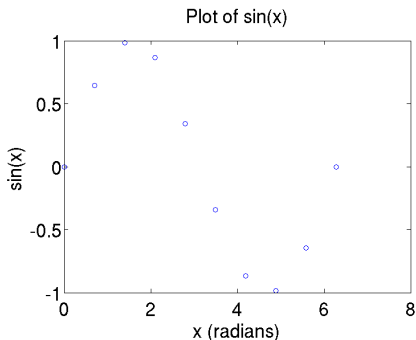


## Increased font size

```
>> plot(x,y,'o')
>> set(gca,'FontSize',24);
>> xlabel('x (radians)')
>> ylabel('sin(x)')
>> title('Plot of sin(x)')
```



# Saving plots

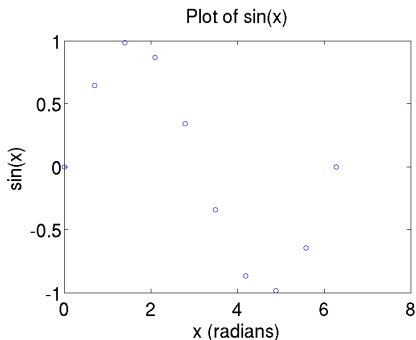


To save the figure use `print`.

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

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

# Saving plots



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The `-d` switch designates the output format:

`pdf`, `ps`, `eps`, `png`...

# Saving plots continued

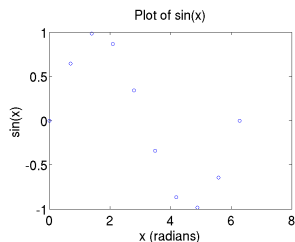
Matlab **still** generates `pdf` with a lot of empty space **unsuitable** for use as figures. It is better to save into `eps` format and then convert it to a desired one.

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

Or generate a `png` file which can be directly used with `pdflatex`

```
>> 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.



# Array element-wise arithmetic operators

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

- `.*` element-wise multiplication

```
>> 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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- `.^` element-wise power operator

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

- `.^` element-wise power operator

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

- `./` element-wise division

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

# Array element-wise 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
```

# Array element-wise 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
```

# Array element-wise 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
```