

Informatics 1 CG

Introduction to Matlab

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Lab 1 – Week 3

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Matlab

- a high-level language
- interactive environment (you can program on the fly)
- for numerical computation, visualization, programming
- command-line interface and GUI
- commercially developed by MathWorks
- open source variant: GNU octave
highly compatible with Matlab

Getting started

Starting Matlab

From Dice terminal - opens GUI

```
[<name>]<studentID>: matlab
```

or for command-line interface

```
[<name>]<studentID>: matlab -nodisplay
```

Exiting Matlab

```
>> exit
```

Arithmetic Operations and Functions

Operations

 $8 + 10$ $8 - 10$ $5 * 14$ $7/8$ 7^3 $3.8 * 10^3$ $3.8 * 10^{-3}$

Built-in in matlab

```
>> 8+10
```

```
>> 8-10
```

```
>> 5*14
```

```
>> 7/8
```

```
>> 7^3
```

```
>> 3.8e3
```

```
>> 3.8e-3
```

Some built-in functions in matlab

```
>> sin(x)
```

```
>> exp(x)
```

To list all built-in elementary functions

```
>> help elfun
```

Data Types (1)

Numeric Types – Integer and floating-point numbers

```
>> 344  
>> 3.44
```

Booleans (logicals): 0 or 1 (false or true)

Characters and Strings

```
>> 'this is a string'
```

Matrices and Vectors ([More later](#))

Use variables to store values.

```
>> a = 300/15-15  
>> b = a*2.5  
>> s = 'Hello, I am another string.'
```

Logical Operators

not
or
and

equal to
not equal to
less than
greater than or equal to

```
>> ~1  
>> 0 | 1  
>> 0 & 1
```

```
>> 3 == 4  
>> a ~= b  
>> a < b  
>> a >= b
```

IF Statements

```
if CONDITION
    EXP
end
```

```
>> a = 3;
>> if a>2
    disp('Decreasing a by 1.')
    a = a-1;
end
```

```
if CONDITION
    EXP
else
    EXP
end
```

```
>> if a>2
    disp('Decreasing a by 1.')
    a = a-1;
else
    disp('a is smaller than or equal to 2.')
end
```

Loops

FOR-loop

for INDEX=START:END
 Execute this block
 for a fixed number
 of times.
end

```
>> a = 0;  
>> for i=1:10  
    disp('Increasing a by 1.')
```

a = a+1;
end

WHILE-loop

while CONDITION
 Execute this block
 as long as condition
 is met.
end

```
>> a = 0;  
>> while a<10  
    disp('Increasing a by 1.')
```

a = a+1;
end

Use break statement to leave loop mid-way;

Useful Commands

Use ; to suppress answer on display.

```
>> a = 300/15;
```

Use disp() to display content.

```
>> disp(a)  
20
```

Ask for value of variable.

```
>> a
```

Use clear to remove variable from memory.

```
>> clear a
```

Clear complete memory.

```
>> clear all
```

Use % for comments.

```
>> c = (10-13)*5 % should be -15
```

Data Types (2) – Matrices

Vectors

$$V1 = (1 \quad 2.1 \quad -3)$$
$$V2 = \begin{pmatrix} 1 \\ 2.1 \\ -3 \end{pmatrix}$$

```
>> V1 = [1,2.1,-3]
>> V2 = [1;2.1;-3]
```

Vectors are one-dimensional matrices.

Matrices

$$M = \begin{pmatrix} 1 & 2 & 3 & 4 \\ 2 & 3 & 1 & 1 \\ 3 & 1 & 2 & 2 \end{pmatrix}$$

```
>> M = [1,2,3,4; 2,3,1,1; 3,1,2,2]
>> M = [1 2 3 4; 2 3 1 1; 3 1 2 2]
```

Commas separating column elements can be omitted.

Accessing Matrix Elements (1)

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

Use indexing to access matrices, where index starts from 1.

$M_{i,j}$, i.e. element in row i , column j

```
>> M(2,3) % row 2, column 3  
7  
>> M(3) % row 3, column 1  
5
```

Use `end` keyword to indicate last index.

```
>> M(3,end) % row 3, last column  
3  
>> M(end-1,2) % row 2, column 2  
4
```

Accessing Matrix Elements (2)

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

Use colon : to select columns or rows.

$M_{i,:}$ complete row i
 $M_{:,j}$ complete column j

```
>> M(2,:) % row 2
ans =
     2     4     7

>> M(:,3) % column 3
ans =
     6
     7
     3
```

$M_{s:e,j}$ rows s to e of column j
 $M_{i,c:d}$ columns c to d of row i

```
>> M(2:3,:)
ans =
     2     4     7
     5     9     3

>> S = M(2:end,1:2)
S =
     2     4
     5     9
```

Side note on Colon

With colon a new vector can be created ranging from a:c

```
>> V = 10:15 % a = 10, c = 15  
V =  
    10    11    12    13    14    15
```

With a:b:c an increment is specified.

```
>> W = 10:1.5:15 % b = 1.5  
W =  
10.0000  11.5000  13.0000  14.5000
```

Modifying Matrices (1)

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

Replace items directly.

M_{row,column} = *new_value*

M_{s:e,c:d} = *new_values*

```
>> M(2,3) = 22;
```

```
>> M(1:2,2:3) = [8 9; 7 6];
```

Add or remove a column or row.

M_{:,end+1} = *new_column*

M_{end+1,:} = *new_row*

M_{:,j} = []

M_{i,:} = []

```
>> M(:,end+1) = [4; 5; 4];
```

```
>> M(2,:) = [];
```

```
>> disp(M)
```

1	8	9	4
5	9	3	4

Modifying Matrices (2)

```
>> M = [1 8; 2 7]; V1 = [5; 9]; V2 = [13 0 0]; V3 = [0 1 2];
```

Concatenate matrices (or vectors).

[,] Concatenate horizontally

```
>> M2 = [M, V1]; disp(M2)
```

1	8	5
2	7	9

[;] Concatenate vertically

```
>> M3 = [M2; V2; V3]; disp(M3)
```

1	8	5
2	7	9
13	0	0
0	1	2

Mathematical Operations with Matrices (1)

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

Sum and difference works just as with scalars.

A + B

A - B

```
>> disp(A - B)
```

```
1    -3  
-3    6
```

Beware that matrices need to be of same dimensions.

```
>> disp(A - C)
```

```
??? Error using ==> plus
```

```
Matrix dimensions must agree.
```

```
>> disp(size(A))
```

```
2    2
```

```
>> disp(size(C))
```

```
2    3
```

Mathematical Operations with Matrices (2)

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

Product

A · B Matrix product
A · b Product with scalar
A^b Matrix power

```
>> disp(A*B)
    57    37
    81    55

>> disp(A*C)
    33    37    21
    47    53    31

>> P = B^3;
>> S = B*1.3;
```

Element-wise operations

(A_{ij} × B_{ij})_{i=1,...,n;j=1,...,m}
(A_{ij}^b)_{i=1,...,n;j=1,...,m}
(A_{ij} ÷ B_{ij})_{i=1,...,n;j=1,...,m}

```
>> disp(A.*B)
    12    40
    54     7

>> disp(A.*C)
??? Error using ==> times
Matrix dimensions must agree.

>> P2 = A.^3;
>> D = A./B;
```

Useful Matrix Functions (1)

```
>> M = [2,3,4;5,5,1];
```

Size of M.

```
>> size(M);
```

Transpose of M.

```
>> disp(M') % == transpose(M);
      2      5
      3      5
      4      1
```

$\sum_{i=1}^n M_{i,:}$ Sum of rows.
 $\sum_{j=1}^m M_{:,j}$ Sum of columns.

```
>> sum(M); % == sum(M,1);
      7      8      5

>> sum(M'); % == sum(M,2);
      9
     11
```

Useful Matrix Functions (2)

```
>> M = [2,3,4;5,5,1;8,0,1]; V1 = [1;44;3]; V2 = [9;8;7];
```

Diagonal of M.

```
>> disp(diag(M))  
2  
5  
1
```

Upper triangular part of M.

Lower triangular part of M.

```
>> disp(triu(M))  
2      3      4  
0      5      1  
0      0      1
```

```
>> tril(M);
```

$\sum_{i=1}^n V1_i V2_i$ Vector dot product.

```
>> disp(dot(V1,V2))  
382
```

Useful Matrix Functions (3)

```
>> M = [2,3,4;5,5,1;8,0,1];
```

Replicate and tile matrices: `repmat(M, [a,b])`

```
>> disp(repmat(M, [1,3])) % 1-by-3 tiling
```

2	3	4	2	3	4	2	3	4
5	5	1	5	5	1	5	5	1
8	0	1	8	0	1	8	0	1

```
>> disp(repmat(M, [2,1])) % 2-by-1 tiling
```

2	3	4
5	5	1
8	0	1
2	3	4
5	5	1
8	0	1

Useful Matrix Functions (4)

Create specialized n-by-m matrices with *func*(n, m)

$$M = \begin{pmatrix} 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 \end{pmatrix}$$

```
>> ones(3,4);
```

$$M = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

```
>> eye(3); % n=m=3
```

$$M = (0 \quad 0 \quad 0 \quad 0)$$

```
>> zeros(1,4);
```

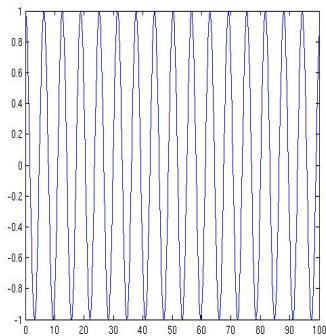
Create pseudorandom matrix.

```
>> disp(rand(3,4))  
    0.3922    0.7060    0.0462  
    0.6555    0.0318    0.0971  
    0.1712    0.2769    0.8235
```

Plotting Functions

Plot 2-D lines with `plot(X,Y)`

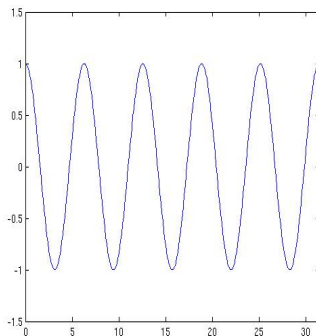
X specifies locations along x-axis, and Y gives data values to plot.



```
>> X = 1:.1:100;  
>> Y = cos(X);  
>> figure  
>> plot(X,Y)
```

Plotting Functions

Set axis limits with `axis([x1 x2 y1 y2])`

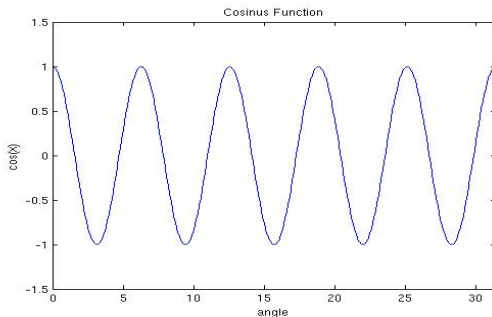


```
>> X = 1:.1:100;  
>> Y = cos(X);  
>> figure;  
>> plot(X,Y)  
>> axis([0 10*pi -1.5 1.5]);
```

Plotting Functions

Add title and labels with `title(str)`, `xlabel(str)`, `ylabel(str)`

```
>> X = 1:.1:100; Y = cos(X); figure; plot(X,Y)
>> axis([0 10*pi -1.5 1.5]);
>> title('Cosinus Function', 'fontsize', 10);
>> xlabel('angle');
>> ylabel('cos(x)');
```



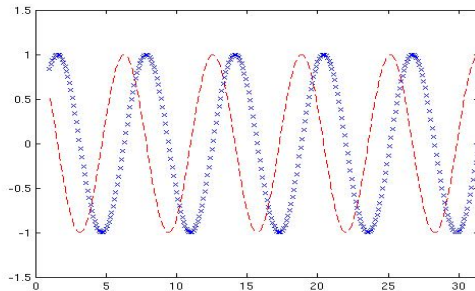
Plotting Functions

Plot several 2-D lines with `plot(X1,Y1, ..., Xn,Yn)`

```
>> X = 1:.1:100; Y1 = cos(X); Y2 = sin(X); figure;  
>> plot(X,Y1,X,Y2)
```

Specify line style, marker, and colour with
`plot(X1,Y1,'LSpec', ..., Xn,Yn,'LSpec')`

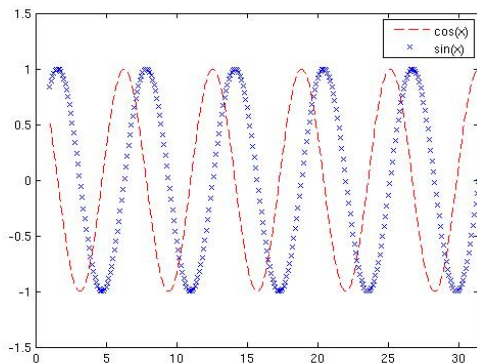
```
>> plot(X,Y1,'--r',X,Y2,'x') % red, dashed line; crosses
```



Plotting Functions

Add legend with `legend('Legend1', ..., 'Legendn')`

```
>> legend('cos(x)', 'sin(x)')
```



Plotting Discrete Data

Plot discrete data as a bar chart with `bar(Y)` or `bar(X,Y)`

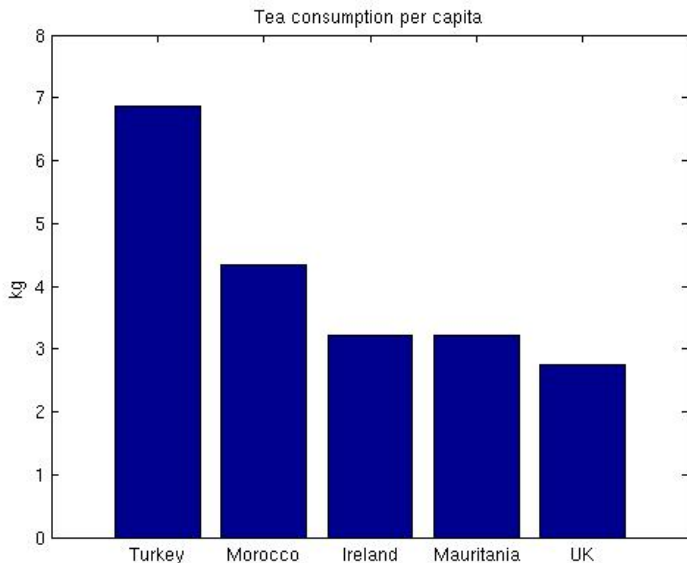
The table lists the countries with the highest annual per capita consumption of tea in kg (2009)^a:

country	Turkey	Morocco	Ireland	Mauritania	UK
kg	6.87	4.34	3.22	3.22	2.74

^awikipedia.org/wiki/List_of_countries_by_tea_consumption_per_capita

```
>> Y = [6.87, 4.34, 3.22, 3.22, 2.74];
>> X = {'Turkey', 'Morocco', 'Ireland', 'Mauritania', 'UK'};
>> bar(Y)
>> ylabel('kg')
>> title('Tea consumption per capita')
>> axis([0 length(X)+1 0 8])
>> set(gca, 'XTickLabel', X) % set country labels
```

Plotting Discrete Data



Defining Functions

Declare function name, inputs and outputs with

`function [y1,...,yN] = func_name(x1,...,xM)`

- Function codes are saved in files with extension `.m`.
- Multiple functions can be declared in one file.
- The file name should match the name of the first function in the file.

Define function in file `my_sum.m`

```
function [sum] = my_sum(x)
    sum = 0;
    for i=1:length(x)
        sum = sum+x(i);
    end
```

Call function from command line

```
>> s = my_sum([1,2,3,4.4]);
>> s
s =
    10.4000
```

Exercise

The previously defined function `my_sum` only works for row vectors (1-by-m matrices):

```
>> s = my_sum([1,2;4,5])  
s =  
    5
```

Modify the code so that it can compute the sum of the rows of n-by-m matrices:

```
>> s = my_sum([1,2;4,5])  
s =  
    5    7
```