

Matlab Basics

Lecture 1

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Meet the IDE

Getting Help

Basic scalar variables.

1. What, where, how

- **Matrix laboratory** [Cleve Moler, Mathworks inc.]
- Language and tool for numerical computation
- Large number of mathematical and other functions.
- Functional programming language, user can extend Matlab by defining (programming) own functions.
- Application specific toolboxes
- <http://se.mathworks.com/help/matlab/index.html>
- <http://www.mathworks.se/academia/>
- <http://se.mathworks.com/help/matlab/examples/basic-matrix-operations.html?prodcode=ML>
- **google:** [learn matlab](#), [matlab <keyword>](#)

- help, doc
 - >> doc starts help system, same as `?`
 - >> help name >> doc name
help is faster, **doc** is more comprehensive.
 - Some search words for help/doc:
elfun – elementary functions
general, ops, elmat, ... More on next slide
- **lookfor**
 - >> lookfor sum, lookfor solve
 - >> lookfor optimize, lookfor equation
 - Beware:** Some searches may give too many hits.
- google Matlab,<keywords, phrases>

Some help-keywords »help

general	- General purpose commands
ops	- Operators and spec. chars
lang	- Programming language constructs
elmat	- Elementary matrices
elfun	- Elementary functions
specfun	- Special functions
matfun	- Matrix functions
datafun	- Data analysis and Fourier transform
graph2d	- 2d graphics
graph3d	- 3d graphics
graphics	- Handle graphics
imagesci	- Image and scientific data
demos	- Examples and demo's

First steps and concepts

- Workspace, command window
 - Matrices and other datatypes are stored in memory, contents are shown in **workspace..**
 - » `who`, `whos`
- Commands (functions) are applied to variables in the workspace.
 - Matlab *interprets* and returns the result(s) in the workspace. (Or displays an error

First steps and concepts

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1. Start Matlab
2. Create a working directory: Either File-menu or command
`>> mkdir mydir a)`
3. `>> cd mydir`
4. Create variable:
`>> x=5`
5. Do: `>> y=exp(x)`
6. Try `>> who, whos`

^aSome Unix/Linux-commands can be given in the Matlab command window

Working in the command window

- “Undoc” command window (or make it large enough)
- Here's a possible first session, try yourself!

```
>> 3/4
ans =
    0.7500
>> 4*ans
ans =
     3
>> r=3/4; % Suppress output
>> r      % Show result
r =
    0.7500
>> Area=pi*r^2
Area =
```


Arithmetic operations, examples

- Multiplication and division from left to right, equal precedence.
- Ordinary precedence rules. **Use parentheses** for clarity !

```
>> 6/3*2
ans = 4
>> 6/(3*2)
ans = 1
```

```
>> 6/3/2
ans = 1
>> 6/(3/2)
ans = 4
```

Exercise

Make the following variables:

- $a = 10$
- $b = 2.5 \cdot 10^{23}$
- $c = 2 + 3i$ (i being the imaginary unit)
- $d = e^{\frac{2}{3}\pi i}$

Scalar arithmetic operations

Symbol	Name	Math	Matlab
+,-	add/subtract	$a \pm b$	a+b, a-b
*	multiply	ab	a*b
/	Right divide	$\frac{a}{b}$	a/b ¹
\	Left divide	$\frac{b}{a}$	a\b ²
^	power	a^b	a^b

¹Recommendation: Use this for scalar division

²Recommendation: Use this for "matrix division"

Command window:

- Use the up-arrow key to scroll back through the commands.
- Use the down-arrow key to scroll forward
- Edit a line using the left- and right-arrow keys.
- Press the Enter key to execute the command

Create script from command history:

- Choose commands from the history with `CTR + mouse left`.
Mouse right lets you choose “create script”. (More on scripts soon.)
- Execute commands from the editor: `CTR-Enter`.


Little scalar task, work together

- The volume of a circular cylinder of height h and radius r is given by $V = \pi r^2 h$. A particular cylindrical tank is 15 m high and has a radius of 8 m. We want to construct another cylindrical tank with a volume 20 percent greater but having the same height. How large must its radius be?

Solution, command history, make script

Here's the Matlab-session:

```
>>r = 8;
>>h = 15;
>>V = pi*r^2*h;
>>V = 1.2*V;           % 20% increase in V
>>r = sqrt(V/(pi*h))
r =
8.7636
```

Use  for command history. With CTR+Mouse left paint commands you want to save, press mouse right and choose “make script”.

You can perform operations in MATLAB in two ways:

- In the interactive mode, in which all commands are entered directly in the Command window.
- By running a MATLAB program stored in a script file. This type of file contains MATLAB commands, so running it is equivalent to typing all the commands—one at a time—at the Command window prompt. You can run the file by typing its name at the Command window prompt.
- The script file commands can also be executed directly from Matlab's editor window either by parts or all of them.
- `publish` produces a well structured document of running the script.

Examples of expressions

```
>> 6*sqrt(2)+pi^2
ans=18.3549
>> one=sin(pi/3)^2 + cos(pi/3)^2
one = 1
>> 1==sin(pi/3)^2 + cos(pi/3)^2      % Equal?
ans = 1                                % Logical: true
>> exp(i*pi)                          % Not e^x !!
>> 1.0/0.0 -> Inf
>> -4/Inf -> 0
>> 0/0 -> NaN % "Not-a-number".
>> format long % Show max number of digits.
>> [1+eps,1+3*eps] % eps: Limit of rel. accuracy.
>> format short % Back to default display.
>> clc % Clean display
```


Workspace

- Variables are stored in the memory and accessed in the workspace
- Commands for managing the workspace are called here “system commands”, perhaps a little “unofficially”. For instance `who`, `whos` show variables in the workspace, latter with sizes.
- `clear` erases all variables from the workspace (memory), `clear var1 var2` erases these variables.
- The syntax of “system commands” differs from computational and other `functions`. System commands don't use parentheses or commas.

Some “system commands”

Some commands for managing the workspace

Matlab command	Description
<code>clc</code>	Clear command window (visually).
<code>clear</code>	Clear all variables (from memory).
<code>clear var1 var2</code>	Clear these variables.
<code>who</code>	List variables in memory
<code>whos</code>	List variables with sizes in memory
<code>format</code>	Display format of numbers
<code>clf</code>	Clear current graphics window.
<code>close all</code>	Close all graphics windows.
<code>shg</code>	Show Graphics.

Comparison, relations, scalar case

- Remember: `name = expression` means assignment of the value of expression to variable `name`.
- `lhs == rhs` Returns 1 if equal, 0 if not.
- `<`, `<=`, `>`, `>=`, `~=` are other arithmetic comparisons.
- The value of a comparison is true (1) or false (0).
- Precedence of arithmetics is higher than that of comparisons

```
>> 1==0 % --> ans = 0
>> E = 1.733>tan(pi/3) % --> E = 1
```

What are the results ? : `>> E=4>5-2` , `(4>5)-2`

Expression, variable, special variable *ans*

- An expression consists of numbers, variables, functions, operators such as `+, -, *, /, ^, ()`, `sin`, `cos`, `exp`, `abs`, ...
- `help/doc ops,elfun` [See previous slide for more searchwords.]
- `>> var=expression`
assigns the value of *expression* to variable *var*.
- If the expression is written without an assignment, the result is assigned to the special variable *ans*.
Note: *ans* holds just the *previous result*, the next such computation overwrites it.

Variable names and types

Variable names:

- Start with a letter, then letters, numbers, underscore(_)
- Other special characters not allowed, especially minus (-) is not possible, as it means subtraction.
- CASE SENSITIVE! (var1 is different from Var1)

NOTE: Matlab help texts: old style (from 1980's) of capitalized NAME meaning **name**, Let's abandon this usage.

```
>> number=-2.345
>>           % Note: period (.), not comma (,)
>> complex_number=3+4*i
>> n=1;n=n+1;
```

Variable names and types

- No need to initialize or define a variable, if efficiency is not an issue (return to this later).
- Default type is 64 bits floating point number ("double"), about 16 decimal digits.

```
>> 2.345
```

- Characters are of type 'char' (16 bits)

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

- Change numeric data into character

```
>> num2str(2.3)
```

```
>> str2num(ans)    % and back
```

- Other types: logical, single, int-types
help datatypes

<https://se.mathworks.com/help/matlab/numeric-types.html>

Complex numbers

- All arithmetic in Matlab works on complex numbers as well. Matlab has special variables `i` and `j` for $\sqrt{-1}$.
- All special variables can be overwritten, so:

```
>> 2+3*i
ans =
    2.0000 + 3.0000i
>> i=1;
>> 2+3*i
ans =
     5
>> clear i
>> i
ans =
    0.0000 + 1.0000i
```

Complex numbers continued

```
>> sqrt(-1)
ans =
    0.0000 + 1.0000i
>> 4 + 6*j;
>> 4 + 6j;    % Correct, I don't recommend:
>> 4+j6    % -> Undefined function or variable 'j6'
>> x=1;y=2;x+y*i
>> x+yi;          % Same error.
>> C=1 - 2*i;
>> real(C), imag(C)
>> abs(C)
>> angleDegrees=angle(C)*180/pi
>> exp(i*pi)    % Matlab meets Euler!
ans =
```


Vectors

Matrices

Arrays.

Vectors, arrays, matrices

Basic data structure: Matrix (array), elements: complex numbers.
Let's limit ourselves at first to two-dimensional arrays.

```
>> rowvect=[1 2 3 4] % List of elements
>> 1:4 % Same with colon(:)-operator
ans = 1 2 3 4
      % ans:previous non-assigned result
>> colvect=[1;2;3;4]
>> v' % Transpose of row-vector
>> length(rowvect) % Nr. of elements
ans = 4
```

Vectors, matrices, arrays (continued)

```
% Matrix and its size
>> A=[1 2 3 4 ;5 6 7 8; 9 10 11 12]
>> [m,n]=size(A)
    m=3,n=4
>> [size(A,1) size(A,2)]
ans =
     3     4
>> who, whos      % show workspace variables
```

- Column vector: $(m,1)$ -matrix
- Row vector: $(1,n)$ -matrix
- Scalar: $(1,1)$ -matrix
- Empty: $(m,0)$ or $(0,n)$ matrix

Calculus with vectors

- The numbers $0, 0.1, 0.2, \dots, 10$ can be assigned to the variable u by typing `u = 0:0.1:10;`
- `length(u)` reveals us that there are 101 elements in u .
- To compute $w = 5 \sin u$ for $u = 0, 0.1, 0.2, \dots, 10$, the session is;

```
>>u = 0:0.1:10;           % By 'misuse' of Matlab:  
>>w = 5*sin(u);         >>for k=1:length(u)  
                           w(k)=5*sin(u(k));  
                           end;toc
```

- This was our first acquaintance with “vectorization”.

Vector exercise

Make the following variables:

- $aVec = [3.14 \ 15 \ 9 \ 26]$

- $bVec = \begin{bmatrix} 2.71 \\ 8 \\ 28 \\ 182 \end{bmatrix}$

- $cVec = [5, 4.8, \dots, -4.8, -5]$ (all the numbers from 5 to -5 with increments of -0.2)

- $dVec = [10^0 \ 10^{0.01} \ \dots \ 10^{0.99} \ 10^1]$ logarithmically spaced numbers between 1 and 10.

- $eVec = \text{'Hello there'}$ (eVec is a string, which is a vector of characters)

“Scalar functions” support vectorization

The previous example leads us to the following general idea: Functions which applied to a scalar produce a scalar result are called *scalar functions* (perhaps a bit misleadingly). When such functions are applied to a vector, they operate on every element of the vector. Mathematical functions `help elfun`, `specfun` among others are of this type.

```
>> t = [-1 0 1];  
>> y = exp(t)  
y =  
    0.3679    1.0000    2.7183  
>> [exp(-1) exp(0) exp(1)]  
ans =
```

“Scalar functions” support vectorization (contnd.)

Assume we want to compute values of

$$y = e^{-x} \sin x$$

at a vector x . We need the vector

$$y = (e^{-x(1)} \sin(x(1)), e^{-x(2)} \sin(x(2)), \dots, e^{-x(n)} \sin(x(n)))$$

Here we need the pointwise product (`.*`) of two vectors:

```
>> x=-pi:.1:pi;  
>> y=exp(-x).*sin(x);
```

This is just the data we need for plotting. `>> plot(x,y)`

Functions for building vectors

colon(:), linspace, logspace

- `v=a:b`, `w=a:h:b`; default: `h=1`
- `v=linspace(a,b,N)`; default: `N=100`
- `v=logspace(a,b,N)`; $10^a, \dots, 10^b$, `N` points

```
>> 0:10; 0:.1:1;
>> 10:-2:0
ans =
    10     8     6     4     2     0
>> logspace(0,1,4)
ans =
    1.0000    2.1544    4.6416   10.0000
>> 10.^linspace(0,1,4)
ans =
    1.0000    2.1544    4.6416   10.0000
```