MATLAB: Introduction Part 1

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Outline

What is MATLAB?

MATLAB Windows

MATLAB as a Calculator

MATLAB Classes

Scripts and Functions Writing MATLAB Programs Code Cells and Publishing

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A powerful tool!

- MATLAB stands for Matrix Laboratory
- Enhanced by toolboxes (specific routines for an area of application)
 - Optimization
 - Statistics
 - Control System
 - Bioinformatics
 - ▶ ...
- Excellent for numerical computations
- Commonly regarded as a 'Rapid Prototyping Tool'

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Used in industry and academia

-What is MATLAB?

Help with MATLAB?

- MATLAB's Help
- Google
- A book about MATLAB

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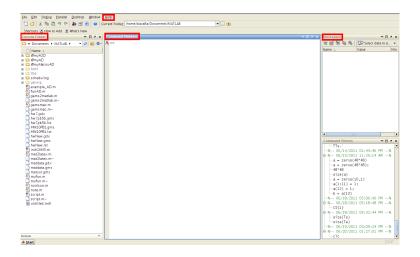
Main Window I

- Command Window (prompt >>)
- Current Directory
- Workspace (contains variables stored in memory)

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Help Menu

Main Window II



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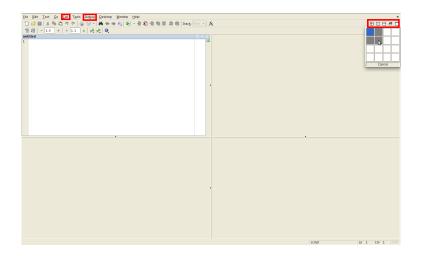


- Window Menu (Tile)
- Debug Menu (Run, Step, Step In, Step Out...)

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Cell Menu (Cell Mode)

Editor Window II



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MATLAB supports the following mathematical operators

Operator	Operation
+	Addition
_	Subtraction
*	Multiplication
/	Division
^	Exponentiation

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- Some examples:
 - ▶ >> 1 + 2

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- Some examples:
 - ▶ >> 1 + 2
 - ▶ >> 2 * 3 + 4

MATLAB supports the following mathematical operators

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Some examples:

Beware of operator precedence rules!

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► >> 2 * 3 + 4

Beware of operator precedence rules!

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- ▶ >> 2 * 3 + 4
- ▶ >> 2*(3 + 4)

Beware of operator precedence rules!

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- ▶ >> 2 * 3 + 4
- ► >> 2 * (3 + 4)
- ▶ >> 4.2/3 + 1.2

Beware of operator precedence rules!

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- ▶ >> 2 * 3 + 4
- >> 2 ★ (3 + 4)
- ▶ >> 4.2/3 + 1.2
- ► >> 4.2/(3 + 1.2)

Beware of operator precedence rules!

- ▶ >> 2 * 3 + 4
- ► >> 2 * (3 + 4)
- ▶ >> 4.2/3 + 1.2
- ► >> 4.2/(3 + 1.2)
- >> 15/(2 + 3) ★ (4 1)

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Beware of operator precedence rules!

- ▶ >> 2 * 3 + 4
- ▶ >> 2*(3 + 4)
- ▶ >> 4.2/3 + 1.2
- ► >> 4.2/(3 + 1.2)
- >> 15/(2 + 3) ★ (4 1)
- >> 15/((2 + 3) ★ (4 1))

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Beware of operator precedence rules!

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Beware of operator precedence rules!

- ► >> 2 * (3 + 4)
- ▶ >> 4.2/3 + 1.2
- ► >> 4.2/(3 + 1.2)
- >> 15/(2 + 3) ★ (4 1)
- >>15/((2 + 3) * (4 1))
- ► >> 2^3/2
- ► >> 2^ (3/2)
- Use parentheses to enforce the desired order

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All Matrices!

- "Everything" in MATLAB is a matrix
 - A scalar is a 1-by-1 matrix
 - A 1D array of n elements can be a n-by-1 (row vector) or a 1-by-n (column vector) matrix
 - A string of n characters is a 1-by-n matrix
 - ▶ ...
- Some MATLAB classes:
 - double (Double-precision floating-point number array) (default)
 - single (Single-precision floating-point number array)
 - char (Character array)
 - cell (Cell array)
 - struct (Structure array)
 - function_handle (Array of values for calling functions
 indirectly)

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- Use the '=' sign for assignment
 - >> a = 1 % The scalar variable 'a' stores the value 1

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Use the '=' sign for assignment

- >> a = 1 % The scalar variable 'a' stores the value 1
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>> sin(a) % Sine of 'a' = 0.8415

- >> a = 1 % The scalar variable 'a' stores the value 1
- >> % This is a *comment* and is ignored by the interpreter
- >> sin(a) % Sine of 'a' = 0.8415
- >> sin(a); % ';' avoids displaying the result of the command

- >> a = 1 % The scalar variable 'a' stores the value 1
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- >> sin(a) % Sine of 'a' = 0.8415
- >> sin(a); % ';' avoids displaying the result of the command
- >> size(a) % = [1,1], *i.e.* 1-by-1 matrix

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- ► >> % This is a *comment* and is ignored by the interpreter
- >> sin(a) % Sine of 'a' = 0.8415
- >> sin(a); % ';' avoids displaying the result of the command
- >> size (a) % = [1, 1], *i.e.* 1-by-1 matrix
- >> b = a + 2% b = 3

Use the '=' sign for assignment

- >> a = 1 % The scalar variable 'a' stores the value 1
- ► >> % This is a *comment* and is ignored by the interpreter
- >> sin(a) % Sine of 'a' = 0.8415
- >> sin(a); % ';' avoids displaying the result of the command
- >> size (a) % = [1, 1], *i.e.* 1-by-1 matrix
- >> b = a + 2% b = 3
- >> c = cos (b*pi/.2) % 'pi' is the builtin constant π

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Use the '=' sign for assignment

- >> a = 1 % The scalar variable 'a' stores the value 1
- ► >> % This is a *comment* and is ignored by the interpreter
- >> sin(a) % Sine of 'a' = 0.8415
- >> sin(a); % ';' avoids displaying the result of the command
- >> size (a) % = [1, 1], *i.e.* 1-by-1 matrix
- >>b = a + 2%b = 3
- >> c = cos (b*pi/.2) % 'pi' is the builtin constant π

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>> d = rand % A random scalar

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- >> sin(a); % ';' avoids displaying the result of the command
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- >> d = rand % A random scalar
- Use the commands who or whos to list the variables defined in the Workspace

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- >> c = cos (b*pi/.2) % 'pi' is the builtin constant π
- >> d = rand % A random scalar
- Use the commands who or whos to list the variables defined in the Workspace
- Other common functions are available: exp, tan, sinh, acos, ...

1D Arrays: Real Vectors (or *Matrices*!)

Use [..., ...] or [....] for *horizontal stacking* and [...; ...] for *vertical stacking* >> v1 = [1 2 3] % Row vector, same as v1 = [1,2,3]

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1D Arrays: Real Vectors (or Matrices!)

Use [..., ...] or [....] for horizontal stacking and [...; ...] for vertical stacking

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- >>v1 = [1 2 3] % Row vector, same as v1 = [1,2,3]
- >v2 = [4;5;6] % Column vector

- Use [..., ...] or [....] for horizontal stacking and [...;...] for vertical stacking
 - >>v1 = [1 2 3] % Row vector, same as v1 = [1,2,3]
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 - >> v3 = v2 v1 % Error! Incompatible matrix dimensions

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 - >v3 = v2 v1.' % Transpose a real matrix with .'

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>v4 = v1*v2 % Dot product, also dot (v1, v2)

- Use [..., ...] or [....] for horizontal stacking and [...;...] for vertical stacking
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- >v4 = v1*v2 % Dot product, also dot (v1, v2)
- >v7 = .1*v4 % Scalar-vector multiplication

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- >v7 = .1*v4 % Scalar-vector multiplication
- >> v7 (1) % First element of array 'v7'

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 - >> v7 (1) % First element of array 'v7'
 - >> v8 = exp(v7) % Element-wise operation

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 - >v9 = rand(1,5) % Random 1-by-5 array

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 - [...; ...] for vertical stacking
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 - >v7 = .1*v4 % Scalar-vector multiplication
 - >> v7 (1) % First element of array 'v7'
 - >>v8 = exp(v7) % Element-wise operation
 - ▶ >> sz8 = size(v8) % = [1 3]
 - >> v9 = rand(1,5) % Random 1-by-5 array
 - >> p = prod(v1) % Product of elements = 6

Use horizontal stacking and vertical stacking likewise

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▶ >> m1 = [1 2 3; 4 5 6] % 2-by-3

Use horizontal stacking and vertical stacking likewise

- ▶ >> m1 = [1 2 3; 4 5 6] % 2-by-3
- >> m1p = [1,2,3; 4,5,6] % 2-by-3, same as m1

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Use horizontal stacking and vertical stacking likewise

- ▶ >> m1 = [1 2 3; 4 5 6] % 2-by-3
- >> m1p = [1,2,3; 4,5,6] % 2-by-3, same as m1

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>> m2 = rand(2,3) % Random 2-by-3 matrix

Use horizontal stacking and vertical stacking likewise

- ▶ >> m1 = [1 2 3; 4 5 6] % 2-by-3
- >> m1p = [1,2,3; 4,5,6] % 2-by-3, same as m1

- >m2 = rand(2,3) % Random 2-by-3 matrix
- >> m3 = m1 + m2 % Matrix addition

Use horizontal stacking and vertical stacking likewise

- ▶ >> m1 = [1 2 3; 4 5 6] % 2-by-3
- >> m1p = [1,2,3; 4,5,6] % 2-by-3, same as m1

- >> m2 = rand(2,3) % Random 2-by-3 matrix
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- >> m4 = m1 *m2 % Error! Dimensions don't agree

Use horizontal stacking and vertical stacking likewise

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>> m4 (1, 2) % Element in row 1 and column 2 of 'm4'

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- >> m1 = [1 2 3; 4 5 6] % 2-by-3
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- >> m4 (1, 2) % Element in row 1 and column 2 of 'm4'
- >> len4 = length(m4) % Size of longest dimension

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- >> m1 = [1 2 3; 4 5 6] % 2-by-3
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- >> m4 = m1*m2 % Error! Dimensions don't agree
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- >> m4 (1, 2) % Element in row 1 and column 2 of 'm4'
- >>len4 = length(m4) % Size of longest dimension
- >> m5 = m3/2 % Element-wise division

Use horizontal stacking and vertical stacking likewise

- >> m1 = [1 2 3; 4 5 6] % 2-by-3
- >> m1p = [1,2,3; 4,5,6] % 2-by-3, same as m1
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- >> m3 = m1 + m2 % Matrix addition
- >> m4 = m1*m2 % Error! Dimensions don't agree
- >> m4 = m1 * m2.' % OK! Transpose a real matrix with .'
- >> m4 (1, 2) % Element in row 1 and column 2 of 'm4'
- >> len4 = length(m4) % Size of longest dimension
- >> m5 = m3/2 % Element-wise division
- >>m6 = tan (m5) % Element-wise operation

The following are element-wise mathematical operators

Operator	Operation
• *	Element-wise Multiplication
./	Element-wise Division
• ^	Element-wise Exponentiation

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- More examples:
 - ► >> v1 = [1 2 3] % 1-by-3

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 - ▶ >> v1 = [1 2 3] % 1-by-3
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- More examples:
 - ► >> v1 = [1 2 3] % 1-by-3
 - ► >> v2 = [2 4 6] % 1-by-3
 - ► >> v3 = v1.*v2 % = [2 8 18]

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 >> v5 = v1.^v4 % = [1 4 9]

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▶ >> m2 = [3 5; 7 2] % 2-by-2
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- Use it extensively!
 - >v1 = 1:10 % Same as v1 = [1,2,3,...,10]

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- Use it extensively!
 - >v1 = 1:10 % Same as v1 = [1, 2, 3, ..., 10]
 - >v2 = 0:.1:1 % Same as v2 = [0,.1,.2,...,1]

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- Use it extensively!
 - >v1 = 1:10 % Same as v1 = [1,2,3,...,10]
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>>m1 = rand(5) % Random 5-by-5 matrix

- Use it extensively!
 - >v1 = 1:10 % Same as v1 = [1,2,3,...,10]
 - >v2 = 0:.1:1 % Same as v2 = [0,.1,.2,...,1]

- >>m1 = rand(5) % Random 5-by-5 matrix
- >> v3 = v1(5:end) % v3 = [5,6,7,8,9,10]

- Use it extensively!
 - >v1 = 1:10 % Same as v1 = [1,2,3,...,10]
 - >v2 = 0:.1:1 % Same as v2 = [0,.1,.2,...,1]
 - >>m1 = rand(5) % Random 5-by-5 matrix
 - ► >> v3 = v1(5:end) % v3 = [5,6,7,8,9,10]
 - >> v4 = m1(:,3) % 'v4' has the elements in column 3 of 'm1'

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 - >v5 = m1(1,:) % 'v5' has the elements in row 1 of 'm1'
- Do not forget linspace to generate linearly spaced vectors!
 - >> v6 = linspace(0,1,10) % =
 [0,0.1111,0.2222,...,1]

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 - >> v7 = linspace(0,10,5) % =
 [0,2.5,5,7.5,10]

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 [0,0.1111,0.2222,...,1]
 - >> v7 = linspace(0,10,5) % =
 [0,2.5,5,7.5,10]
 - >> v8 = linspace(0,1,100) % = [0,0.0101,0.0202,...,1]

Remember that strings are also matrices in MATLAB!

>> str1 = 'Hello, world!' % A simple string

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>> sz1 = size(str1) % = 1-by-13

Remember that strings are also matrices in MATLAB!

- >> str1 = 'Hello, world!' % A simple string
- >> sz1 = size(str1) % = 1-by-13
- >> a = rand; str2 = ['a = ' num2str(a)] %
 Horizontal stacking concatenates strings

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- >> b = str2num('500') *rand % MATLAB has many handy *2* functions!

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- Format your strings with sprintf
 - >> sprintf('Volume of reactor = %.2f', 10.23451) % Floating-point format with two decimal digits

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Format your strings with sprintf

- >> sprintf('Volume of reactor = %.2f', 10.23451) % Floating-point format with two decimal digits
- >> str3 = sprintf('A large number = %e', rand*10^5) % Exponential notation format
- >> sprintf('Another large number = %g', rand*10^5) % More compact format between %e and %f

Used in calling functions indirectly

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- Used in calling functions indirectly
 - >> Sin = @sin; % The variable 'Sin' points to the function 'sin'

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>> Sin (pi) % Evaluates the sine of π

- Used in calling functions indirectly
 - >> Sin = @sin; % The variable 'Sin' points to the function 'sin'
 - Sin (pi) % Evaluates the sine of π
- Can be used to create 'anonymous functions'
 - ➤ >> myfun = @(x) 1./(x.^3 + 3*x 5) % Anonymous function

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- Used in calling functions indirectly
 - >> Sin = @sin; % The variable 'Sin' points to the function 'sin'
 - >> Sin (pi) % Evaluates the sine of π
- Can be used to create 'anonymous functions'
 - ▶ >> myfun = @(x) 1./(x.^3 + 3*x 5) % Anonymous function
 - >> quad (myfun, 0, 1) % Adaptive Simpson quadrature to integrate 'myfun'

Outline

What is MATLAB?

MATLAB Windows

MATLAB as a Calculator

MATLAB Classes

Scripts and Functions Writing MATLAB Programs Code Cells and Publishing

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Writing MATLAB Programs

M-Files

- The file with source code is called M-File (*.m)
- Scripts: No input and no output arguments. Contain a series of commands that may call other scripts and functions.
- Functions: Accept input and output arguments. Usually called program *routines* and have a special definition syntax.
- Inside scripts and functions you may use programming statements, such as flow, loop, and error control
- Open the Editor Window and start coding!

Writing MATLAB Programs

Function M-Files

```
General form:
```

```
function [out1, out2, ...] = funname(in1, in2, ...)
    statement
    ...
end % Optional
> Example:
```

```
function Z = virialgen(P,Pc,T,Tc,omega)
Pr = P/Pc;
Tr = T/Tc;
[B0,B1] = virialB(Tr);
Z = 1 + Pr/Tr*(B0 + omega*B1);
function [B0,B1] = virialB(Tr)
B0 = 0.083 - 0.422/Tr^1.6;
B1 = 0.139 - 0.172/Tr^4.2;
```

Code Cells and Publishing

Code Cells

- Allow you to divide your M-files into sections (cells)
- Enable you to execute cell by cell
- Foundations for *publishing* your M-file to HTML, PDF, and other formats
- ► To begin a code cell, type %% at the beginning of a line
- ► The first line after the %% is the title of the code cell
- The next lines starting with % are a description of the code cell
- Place your code in the next lines
- ► A new code cell starts at the next %% at the beginning of a line

Code Cells and Publishing

Code Cells: Example

Simple example:

```
%% 99-999: Homework 1
% Bruno Abreu Calfa
%% Problem 1
x = linspace(0,1);
y = sin(x.^2).*exp(-x.*tan(x));
plot(x,y);
%% Problem 2
a = 0;
b = 1;
f = Q(t) \exp(-t^{2});
intf = quad(f,a,b);
sprintf('Integral of f from %g to %g = %g',a,b,intf)
```

Publishing your Code

- Saves output of your code to a specific file type
- Formats available:

File Format	Description
doc	Microsoft Word ¹
latex	LATEX1
ppt	Microsoft Powerpoint ¹
xml	Extensible Markup Language
pdf	Portable Document Format
html	Hypertext Markup Language

- MATLAB evaluates your M-file and generates the output
- To publish your M-file, go to: File -> Publish

¹Syntax highlighting not preserved