

Lecture 1: Fundamentals of Matlab

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What Is Matlab:

- High-level programming language: between C++ and Stata
- Commonly used in numerical analysis, and visualization.
- Data are stored as matrices (for the purpose of this course)
- Learning by doing

Pros:

- Vectorization
- Powerful toolbox (including visualization, and optimization.
- Relatively low cost of learning.
- Flexible and consistent; good for DIY

Cons:

- Vectorization
- Not fool-proof
- Not fast enough
- Not as specialized as Stata

Types of files:

- Scripts: executable scripts
- Functions: called by scripts and other functions
 - Example: `1 + sqrt(2)`
- Data: affix `.mat`, store variables in workspace (save)

Interface:

- Command window: for simple use
- Text editors: create/edit .m file
- Variable editors: display variables in **current** workspace

variables:

- vectors

```
x = zeros(5,2) + 2*ones(5,2);  
%matrix size must matches.  
y = zeros(4,1);  
%always preallocate variables  
y(1) = 1; y(2:3) = 4; y(4) = []; y(5) = 2==3;  
%what does y look like?
```

- Cells: a = cell(5); a{1} = 'Name', a{2} = age;

Basic Operations:

- Scalar operators: $(+ - * / ^)$
- Matrix operators: $(.* ./ * / .^ \backslash)$
 - Quiz: How to express $X = (A)^{-1}B$?

- If arguments:

```
if a<b
    a = 1;
elseif a==b
    a = 2;
else
    a = 3;
end
```

- For Loop:

```
for i=1:size(x,1)
    for j=1:size(x,2)
        x(i,j) = (i-1)*size(x,2) + j;
    end
end
```

Iterations:

- While loop:

```
dist = 1; %initial value must not satisfy condition
x0 = 1
while dist>0.01 %don't mess up the sign
    x_new = 0.9*x0 + 0.1*f(x0);
    dist = abs(x_new-x0); %remember abs
    x0 = x_new; %don't mess up order
end
```

- Try to vectorize whenever possible (mostly replace for loop):

```
y = 0;  
for i=1:4  
    y = y + x1(i) + x2(i);  
end  
y = x1*x2';
```

Run Into Problem?:

- use function **help**

```
help sum
```

- Google search
- Read documentation
- Ask your friends/me

Some Useful Commands:

- `clc`: clear display
- `clear`: clear variables
- `clear all`: clear more than just variables.
- `Ctrl+c`: stop ongoing execution
- `A(:,1)` : “:” stands for all
- `A(index,end-1)`: index is a vector of indexes or logics, “end-1” second to last column
- `C = [A B]; C=[A;B]`: append matrices
- `kron(A,B)`: Kronecker product of A and B

Some Useful Commands:

- $a \leq b$: a less than or equal to b
- $a \neq b$: a not equal to b
- $a \& b$: and condition
- $a \mid b$: or condition
- $\sim a$: not condition
- Comment/uncomment: %
- Section: %%

Some Useful Commands:

- `eye(n)`: create identity matrix
- `diag(A)`: return diagonal of A
- `1:2:8` [1 3 5 7]: create a matrix that starts with 1 with interval 2, up to 8. Note that 8 is not
- `isempty(A)`: whether elements in A are empty?
 - Quiz: how to evaluate whether A is empty matrix?
- `isnan(A)`: whether elements in A are NaN
- `ans`: display most recently unassigned evaluation

Some Useful Commands:

- `log(A)`: element by element log of A
- `exp(A)`, `sqrt(A)`, `abs(A)`
- `ceil(A)`: round towards $+\infty$
- `floor(A)`: round toward $-\infty$
- `round(A)`: round toward nearest integer
- `norm(A)`: norm of A
- `sum(A,d)`, `min(A)`, `max(A)`

Random Numbers:

- `rng(1)`
- `rand(n,m)`
- `randn(n,m)`
- `randsample(population,k,true,w)`
- `mvnrnd(mu,sigma)`
- Quiz: how to generate binomial distribution samples without using `mvnrnd`?