

PSYCH 20A (PROF. FRANE) – LECTURE 1

INTRODUCTION TO MATLAB

Basic arithmetic

<code>3 + 7</code>	addition
<code>3 - 7</code>	subtraction
<code>3 * 7</code>	multiplication
<code>5 / 2</code>	division
<code>3^2</code>	exponentiation
<code>(3 + 7) * 2</code>	Matlab follows order-of-operations (compare to $3 + 7 * 2$)

Defining (assigning values to) variables

<code>x = 4</code>	the = sign means set the variable on the left of the = sign equal to what's on the right
<code>x</code>	now when you type x, Matlab outputs what x is (4)

Now you can use x just like any other number:

<code>x + 1</code>	outputs 5 (note that this doesn't change what x is; it just tells you what $x + 1$ is)
<code>x + 2</code>	outputs 6
<code>x * 2</code>	outputs 8
<code>x^2</code>	outputs 16

<code>y = 2 + 3</code>	sets y equal to 5
<code>y</code>	outputs what y is (5)
<code>x + y</code>	outputs 9 (because x is 4 and y is 5)
<code>x + z</code>	here we get an error because we haven't defined z as anything

<code>x = x + 1</code>	changes x to the current value plus 1 (so after this command runs x will be 5)
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<code>myAge = 19</code>	variable names should typically be more descriptive than just a single letter
<code>myAge</code>	outputs what myAge is (19)
<code>Myage</code>	here we get an error, because variable names are case-sensitive and we haven't defined Myage as anything

Vectors

A vector is a series of values in some particular order. Vectors are useful when we have a set of measurements of a single variable (such as 4 students' scores on a math test).

Defining vectors using square brackets:

<code>mathScore = [84 75 72 82.5]</code>	define a vector called mathScore containing those 4 values
<code>mathScore = [84, 75, 72, 82.5]</code>	same as above (commas between values are optional)
<code>mathScore</code>	outputs the values in mathScore to the command window

Arithmetic operations using a vector and a constant:

<code>mathScore + 1</code>	outputs mathScore but with 1 added to each value
<code>mathScore * 10</code>	outputs mathScore but with each value multiplied by 10

Defining vectors of equally spaced values using the colon shortcut:

To make a vector of values that increase in increments of positive 1, enter the lower bound, followed by a colon, followed by the upper bound. For example:

<code>0:10</code>	outputs the vector [0 1 2 3 4 5 6 7 8 9 10]
<code>oneToFour = 1:4</code>	defines <code>oneToFour</code> as the vector [1 2 3 4]

To make a vector of equally spaced values using an increment other than positive 1, enter the lower bound, followed by a colon, followed by the increment, followed by a colon, followed by the upper bound. For example:

<code>zeroToTenByTwos = 0:2:10</code>	defines <code>zeroToTenByTwos</code> as the vector [0 2 4 6 8 10]
<code>tenToOne = 10:-1:1</code>	defines <code>tenToOne</code> as the vector [10 9 8 7 6 5 4 3 2 1]

Example exercise (defining a vector of transit times in minutes, then converting those times to hours):

```
transitMin = [15 17 5 7 8 22 40 2 18 6 23 11 15 16 35]
transitHour = transitMin / 60
```

Indexing

The *index* is the position of a value in the vector.

<code>transitTime(3)</code>	outputs the 3 rd value in the vector
<code>transitTime(end)</code>	outputs the last value in the vector
<code>transitTime(3:5)</code>	outputs the 3 rd through 5 th values in the vector
<code>transitTime([2 5 6])</code>	outputs the 2 nd , 5 th , and 6 th values in the vector
<code>transitTime(7:end)</code>	outputs the 7 th through last values in the vector
<code>transitTime(end-1)</code>	outputs the next-to-last value in the vector
 <code>transitTime(2) = 12</code>	 changes the 2 nd value in the vector to 12

Note that unlike in some programming languages, in Matlab the first index is 1 (not 0).

Vector orientation and transposition

Generally speaking, a vector doesn't necessarily have a particular orientation (e.g., horizontal or vertical); it can just be a series of values in a particular order. However, in Matlab, a vector always has an orientation.

So far, the vectors we've defined have been *row vectors*. That is, they are oriented horizontally from left to right. We can convert a row vector to a *column vector* (or vice versa) by *transposing* it. We do this using the straight single-quote (apostrophe) symbol. For instance, if we define `mathScore` as the vector [84 75 72 82.5] then `mathScore'` outputs the following column vector:

```
84
75
72
82.5
```