

第一讲: MatLab 基础  
Matlab 编程与模型 / 算法实现

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Part I  
MatLab 快速入门

Notes

Notes

简介, 界面和帮助  
基本命令和语句  
M 文件与 M 函数

简介  
获得帮助

简介

简史

MATLAB (矩阵实验室) 是 **MAT**rix **LAB**oratory 的缩写;  
最初由美国的 Clever Moler 教授于 1980 年开发, 初衷是为了解决“线性代数”课程的矩阵运算问题;  
是一款由 MathWorks 公司 (1984 年成立) 出品的数学软件.

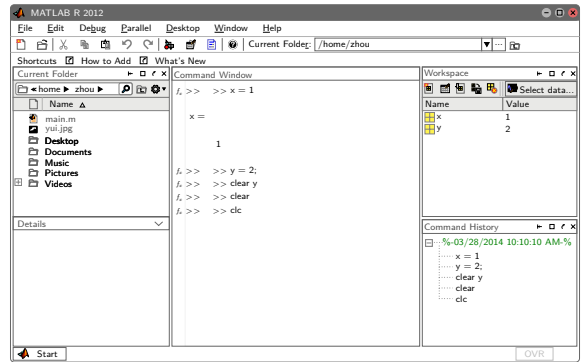
特性

MATLAB 是一种用于算法开发, 数据可视化, 数据分析以及数值计算的高级技术计算语言和交互式环境.  
MATLAB 可用来创建用户界面及调用其它语言编写的程序.  
MATLAB 中包含众多的附加工具箱, 适合不同领域的应用.

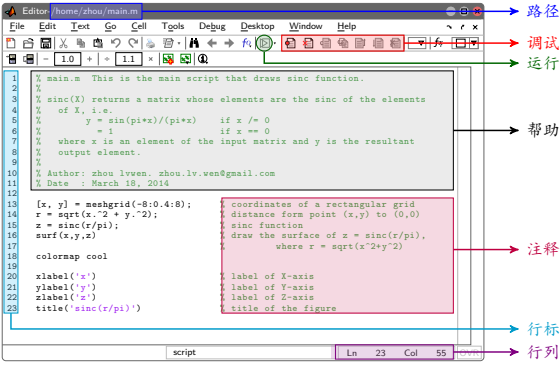
简介, 界面和帮助  
基本命令和语句  
M 文件与 M 函数

简介  
获得帮助

主窗介绍



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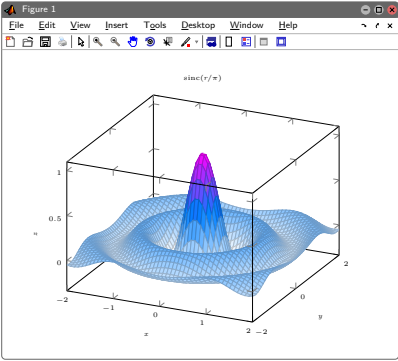
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帮助文档

如果你知道一个函数名, 想了解它的用法, 你可以用 'help' 命令得到它的帮助文档:  
`>> help functionname`  
如果你了解含某个关键词的函数, 你可以用 'lookfor' 命令得到相关的函数:  
`>> lookfor keyword`

网络资源

Mathworks 文件交流中心: [Mathworks](#)  
Github 代码托管网站: [Github](#)

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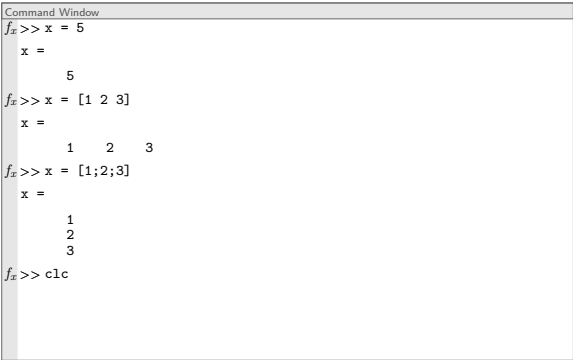
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```
Command Window
fx>> x = [1 2 3; 4 5 6; 7 8 9]
x =
     1     2     3
     4     5     6
     7     8     9

fx>> y = [1 2 3; 4 5 6]
y =
     1     2     3
     4     5     6

fx>>
```

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```
Command Window
fx>> x = [0:2]
x =
    0.00    1.00    2.00

fx>> x = [0:2]'
x =
    0.00
    1.00
    2.00

fx>> x = [0:0.5:2]
x =
    0.00    0.50    1.00    1.50    2.00

fx>> x = linspace(0, 2, 5)
x =
    0.00    0.50    1.00    1.50    2.00

fx>>
```

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```
Command Window
fx>> x = zeros(2,3)
x =
    0.00    0.00    0.00
    0.00    0.00    0.00

fx>> y = ones(2)
x =
    1.00    1.00
    1.00    1.00

fx>> x = eye(2)
x =
    1.00    0.00
    0.00    1.00

fx>>
```

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```
Command Window
fx>> pi
ans =
    3.1416

fx>> z = i
z =
    0.00 + 1.00i

fx>> x = 1/0
x =
    Inf

fx>> 0/0
ans =
    NaN

fx>>
```

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```
Command Window
fz>> A = [1 2 3; 4 5 6; 7 8 9];
fz>> B = [1 3 5; 6 9 0; 2 4 6];
fz>> C = A + B

C =

     2     5     8
    10    14     6
     9    12    15

fz>> D = A - B

D =

     0    -1    -2
    -2    -4     6
     5     4     0

fz>> clc
```

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```
Command Window
fz>> A = [1 2 3; 4 5 6; 7 8 9];
fz>> B = [1 3 5; 6 9 0; 2 4 6];
fz>> E = A * B

E =

    19    33    23
    46    81    56
    73   129    89

fz>> F = A.* B

F =

     1     6    15
    24    45     0
    14    32    54

fz>> clc
```

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```
Command Window
fz>> A = [1 2 3; 4 5 6; 7 8 9];
fz>> B = [1 3 5; 6 9 0; 2 4 6];
fz>> G = A / B

G =

     0     0    0.50
   -3.00    0.00    3.50
   -6.00    0.00    6.50

fz>> H = A ./ B

H =

    1.00    0.67    0.60
    0.67    0.56    inf
    3.50    2.00    1.50

fz>> clc
```

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```
Command Window
fz>> A = [1 2 3; 4 5 6; 7 8 9];
fz>> B = [1 3 5; 6 9 0; 2 4 6];
fz>> I = A ^ 2

I =

    30    36    42
    66    81    96
   102   126   150

fz>> J = A.^ 2

J =

     1     4     9
    16    25    36
    49    64    81

fz>> clc
```

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```
Command Window
fj>> A = [1 2 3; 4 5 6; 7 8 9];
fj>> x = A(1, 3)
x =
    3
fj>> y = A(2, :)
y =
    4    5    6
fj>> z = A(1:2, 1:3)
z =
    1    2    3
    4    5    6
fj>>
```

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```
Command Window
fj>> A = [1 2 3; 4 5 6; 7 8 9];
fj>> A(1, 3) = 0
A =
    1    2    0
    4    5    6
    7    8    9
fj>> A(2, :) = [6 5 4]
A =
    1    2    0
    6    5    4
    7    8    9
fj>> A(1:2, 1:2) = [-1 -2; -3 -4]
A =
   -1   -2    0
   -3   -4    4
    7    8    9
fj>>
```

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```
Command Window
fj>> A = [1 2 3; 4 5 6; 7 8 9];
fj>> B = flipud(A)
A =
    7    8    9
    4    5    6
    1    2    3
fj>> C = rot90(A)
C =
    3    6    9
    2    5    8
    1    4    7
fj>>
```

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```
Command Window
fj>> A = [1 2 3];
fj>> sum(A)
ans =
    6
fj>> B = [1 2 3; 4 5 6; 7 8 9];
fj>> sum(B)
ans =
    12    15    18
fj>> sum(B,2)
ans =
    6
    15
    25
fj>>
```

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```
Command Window
fx>> A = [1 2 3];
fx>> max(A)
ans =
     3
fx>> max(A,2)
ans =
     2     2     3
fx>> B = [1 3 9; 4 8 6];
fx>> max(B)
ans =
     4     8     9
fx>> max(B, [], 2)
ans =
     9
     8
```

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```
Command Window
fx>> x = 0:pi/6:pi;
x =
    0.00    0.52    1.05    1.57    2.09    2.62    3.14
fx>> y = sin(x)
y =
    0.00    0.50    0.87    1.00    0.87    0.50    0.00
fx>> z = asin(y)
z =
    0.00    0.52    1.05    1.57    2.09    2.62    3.14
fx>>
```

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```
Command Window
fx>> x = [-4 9 -16 25];
x =
    -4     9    -16    25
fx>> y = abs(x)
y =
     4     9    16    25
fx>> z = sqrt(y)
z =
     1     3     4     5
fx>>
```

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```
Command Window
fx>> x = [-1.6 -0.2 1.2 0.6];
fx>> y = ceil(x)
y =
    -1     0     2     1
fx>> z = floor(x)
z =
    -2    -1     1     0
fx>> g = fix(x)
g =
    -1     0     1     0
fx>> f = round(x)
f =
    -2     0     1     1
fx>>
```

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## 基本语句

### 基本语句

```
for .. end
if .. else .. end
while .. end
switch .. case .. end
```

### 举例: 求 1-10 以内的奇数和

```
1 % sum of the odd numbers between 1 and 10
2 x = 0;
3 for i = 1:10
4     if mod(i,2)
5         x= x + i;
6     end
7 end
```

## Notes

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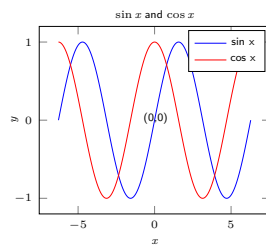
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## 简单作图

```
1 x = -2*pi:0.1:2*pi;
2 y1 = sin(x);
3 y2 = cos(x);
4 plot(x, y1, '-b');
5 hold on
6 plot(x, y2, '-r');
7 xlabel('x');
8 ylabel('y');
9 text(0,0, '(0,0)');
10 legend('sin x', 'cos x')
```



## Notes

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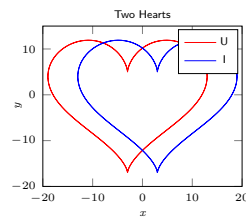
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## 简单作图

```
1 t = 0:pi/180:4*pi;
2 x = 16*sin(t).^3;
3 y = 13*cos(t)-5*cos(2*t)...
4     -2*cos(3*t)-cos(4*t);
5 plot(x-3,y,'-r', x+3,y,'-b');
6 xlabel('x');
7 ylabel('y');
8 axis([-20, 20, -20, 15]);
9 title('Two Heart');
10 legend('U', 'I')
```



## Notes

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## 简单作图

曲线图 plot: plot(x,y); plot(x,y,s); plot(x1,y1,s1,x2,y2,s2,...)

1	b	blue	.	point	-	solid
2	g	green	o	circle	:	dotted
3	r	red	x	x-mark	-.	dashdot
4	c	cyan	+	plus	--	dashed
5	m	magenta	*	star	(none)	no line
6	y	yellow	s	square		
7	k	black	d	diamond		
8	w	white	v	triangle (down)		
9			^	triangle (up)		
10			<	triangle (left)		
11			>	triangle (right)		
12			p	pentagram		
13			h	hexagram		

## Notes

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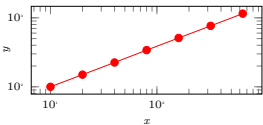
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```
title(图形名称)
xlabel(x 轴说明); ylabel(y 轴说明)
text(x,y, 图形说明)
legend(图例 1, 图例 2, ...)
grid on / grid off / grid minor
axis([xmin xmax ymin ymax]), xlim([xmin, xmax])
```

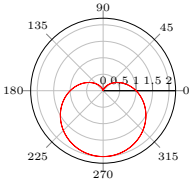
对数坐标: loglog, semilogx

```
1 x = 10*2.^[0:6];
2 y = [100 150 225 340 ...
3      510 765 1150];
4 loglog(x,y,'-r')
5 xlim([0.5e1,0.8e3])
6 ylim([0.8e2,1.4e3])
7 xlabel('x'); ylabel('y')
```

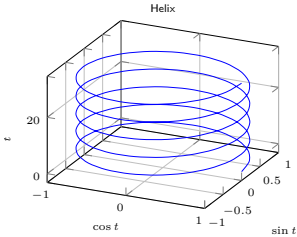


极坐标: polar

```
1 theta=0:pi/180:4*pi;
2 r=1-sin(theta);
3 polar(theta,r,'-r');
```



```
1 t=0:pi/50:10*pi;
2 x = sin(t);
3 y = cos(t);
4 z = t;
5 plot3(x,y,z)
6 title('Helix')
7 xlabel('sin t')
8 ylabel('cos t')
9 zlabel('t')
10 grid on
```



```
Command Window
fx>> [x, y] = meshgrid(1:3, 1:3)
x =
     1     2     3
     1     2     3
     1     2     3
y =
     1     1     1
     2     2     2
     3     3     3
fx>> rsq = (x-2).^2 + (x-2).^2
rsq =
     2     1     2
     1     0     1
     2     1     2
fx>> r = sqrt(rsq)
r =
     1.4142     1.0000     1.4142
     1.0000         0     1.0000
     1.4142     1.0000     1.4142
```

(1,1)	(2,1)	(3,1)
(1,2)	(2,2)	(3,2)
(1,3)	(2,3)	(3,3)

2	1	2
1	0	1
2	1	2

$\sqrt{2}$	1	$\sqrt{2}$
1	0	1
$\sqrt{2}$	1	$\sqrt{2}$

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## Notes

```
1 function area = rectarea(L, W)
2 % rectarea Area of a rectangle
3 %
4 % rectarea(l, w) calculate the area of a rectangle
5 % with a length of L and a width of W
6
7 area = L .* W
```

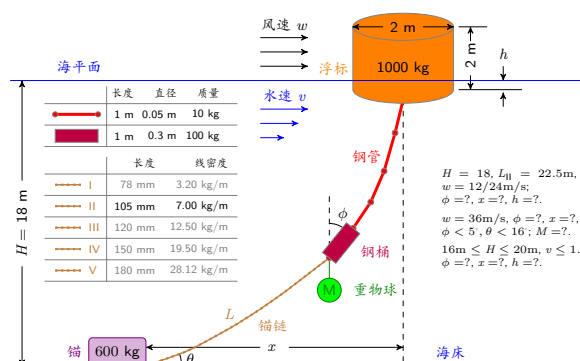
## Notes

## Part II

## MatLab 编程实例：系泊系统的设计

## Notes

## 问题分析

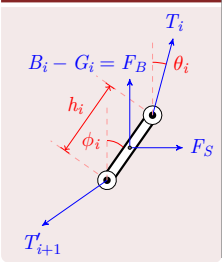


## Notes

Notes

单杆的平衡条件

单杆的受力分析



受力平衡:  $F_x = 0, F_y = 0$

$$F_x = F_S + T_i \sin \theta_i - T_{i+1} \sin \theta_{i+1}$$
$$F_y = F_B + T_i \cos \theta_i - T_{i+1} \cos \theta_{i+1}$$

力矩平衡:  $M_+ = M_-$

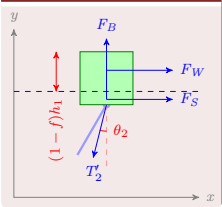
$$M_+ = (T_i \cos \theta_i + F_B/2) h_i \sin \phi_i$$
$$M_- = (T_i \sin \theta_i + F_S/2) h_i \cos \phi_i$$

递推关系:  $i > 1$

$$\mathbf{T}_{i+1} = (F_S + T_i \sin \theta_i, F_B + T_i \cos \theta_i), \tan \phi_i = \frac{T_i \sin \theta_i + F_S/2}{T_i \cos \theta_i + F_B/2}$$

Notes

受力分析图



受力平衡:  $F_x = 0, F_y = 0$

$$F_x = -T_2 \sin \theta_2 + F_W + F_D$$
$$F_y = -T_2 \cos \theta_2 + F_B$$

计算力

$$F_B = \rho_{sea} f \pi (d/2)^2 h g - mg$$
$$F_W = C_W (1-f) h d v^2, F_S = C_S f h d v^2$$

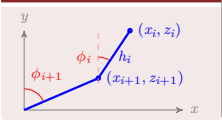
递推首项:  $i = 1$

$$\mathbf{T}_2 = (F_W + F_S, F_B), \tan \phi_1 = \frac{f/2 F_S + [f + (1-f)/2] F_W}{f/2 F_B}$$

Notes

各杆位置的确定

两杆的相对位置图



相对位置递推关系

$$x_{n+1} = 0, y_{n+1} = 0$$
$$x_i = x_{i+1} + h_i \sin \theta_i$$
$$y_i = y_{i+1} + h_i \cos \theta_i$$

二分法求解浮标吃水比例  $f$ :  $f_{\min} = 0, f_{\max} = 1$

$$f = (f_{\min} + f_{\max}) \Rightarrow \begin{cases} y_1 - (1-f)h_1 > H & f \rightarrow f_{\max} \\ y_1 - (1-f)h_1 < H & f \rightarrow f_{\min} \end{cases}$$

Notes

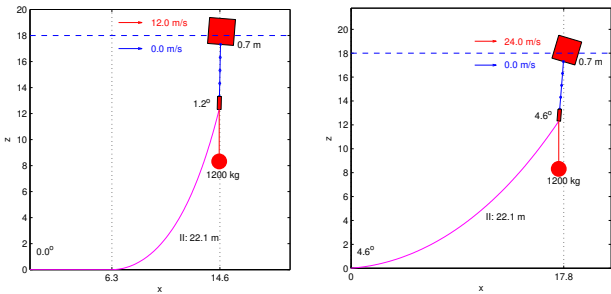
初始设置  $f_{\min} = 0, f_{\max} = 1$

- 1 由浮标吃水比例  $f = (f_{\min} + f_{\max})/2$  计算浮标所受.
- 2 由浮标浮力, 重力, 风力, 拉力四力平衡求得浮标对一号钢管 (第 2 节杆) 的拉力.
- 3 迭代递推出出各节杆所受拉力和倾角  $\phi$ .
- 4 根据  $\phi$  将各杆长度投影到竖直方向, 求得浮标吃水线距离海床的高度  $Z_w$ .
- 5 如果  $Z_w > 18$ , 则  $f_{\max} = f$ ; 否则  $f_{\min} = f$ .
- 6 如果  $f_{\max} - f_{\min} < E$ , 输出结果; 否则回到 1.

问题和分析  
模型和结果  
程序实现

受力分析  
计算流程  
计算结果

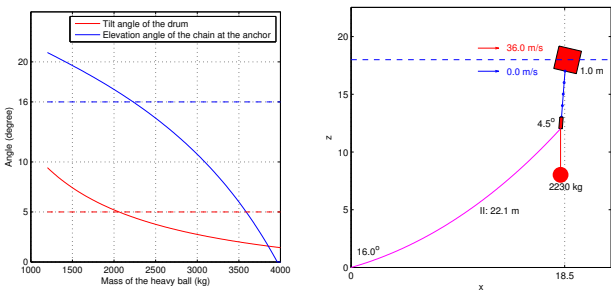
结果: 问题一



问题和分析  
模型和结果  
程序实现

受力分析  
计算流程  
计算结果

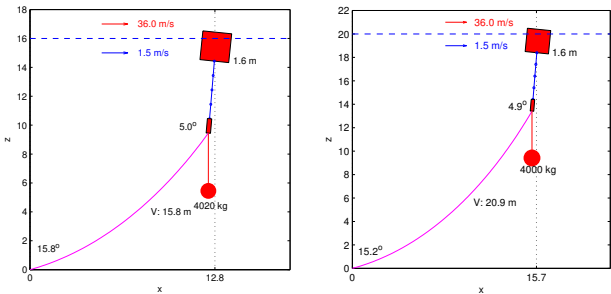
结果: 问题二



问题和分析  
模型和结果  
程序实现

受力分析  
计算流程  
计算结果

结果: 问题三



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## 主函数

```
moor
01 function [tilt,elev,xbuoy,f] = moor(Lc,chain,vw,vs,M,depth)
02 g = 9.81; rho = 1.025e3; rhoFe = 7.9e3; cdwin = 0.625;
03 [lc, mc, dc] = chainpara(chain); nc = round(Lc/lc);
04 m = [1000, 10*ones(1,4), 100, mc*ones(1,nc)];
05 h = [ 2, ones(1,4), 1, lc*ones(1,nc)];
06 d = [ 2, 5e-2*ones(1,4), 0.3, dc*ones(1,nc)];
07 Fb = pi*(d/2).^2.*h.*rho*g - m*g;
08 phi = zeros(1,length(h)); fmin = 0; fmax = 1;
09 while fmax-fmin>1e-10
10     f = (fmax+fmin)/2;
11     Fb(1) = rho * f*pi*(d(1)/2).^2.*h(1) * g - m(1)*g;
12     Fw = cdwin * (1-f)*h(1).*d(1) * vw.^2;
13     Fs = waterload(vs, h, d, phi, depth, f);
14     phi = solvequileq(Fb, Fw, Fs, M, f);
15     x = h.*sin(phi); z = h.*cos(phi);
16     if sum(z(2:end))+h(1)*f>depth; fmax=f; else; fmin=f; end
17 end
18 x = cumsum([0 fliplr(x)]); z = cumsum([0 fliplr(z)]);
19 tilt = phi(6)*180/pi; elev = 90- phi(end)*180/pi;
20 xsbed = max(x(z<1e-10)); xbuoy = x(end-1);
```

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## 锚链参数和近海风荷载

```
chainpara
01 function [lc, mc, dc] = chainpara(typeid)
02 rhoFe = 7.9e3; % kg/m^3
03 rho= [3.2 7.0 12.5 19.5 28.12]; % kg/m
04 lc = [ 78 105 120 150 180]*1e-3; % m
05 mc = rho.*lc; % kg
06 lc = lc(typeid); mc = mc(typeid);
07 dc = 2*sqrt(rho(typeid)/rhoFe/pi);
```

```
waterload
08 function Fs = waterload(vs, h, d, phi, depth, f)
09 cd = 374;
10 z = h.*cos(phi);
11 zi = fliplr(cumsum(fliplr(z))) - z/2;
12 zi(1) = depth - f*h(1)/2;
13 vsi = vs./sqrt(depth)*sqrt(zi);
14 Fs = cd * h.*d.*cos(phi) .* vsi.^2;
15 Fs(1) = Fs(1)*f;
```

```
solvequileq
01 function phi = solvequileq(Fb, Fw, Fs, M, f)
02 g = 9.81; N = length(Fb);
03 rho = 1.025e3; rhoFe = 7.9e3
04 [theta, phi, Ft] = deal(zeros(1,N));
05 for i = 1:N-1
06     fx = Ft(i)*sin(theta(i)) + Fs(i);
07     if i==1; fx = fx + Fw; end
08     fz = Fb(i) + Ft(i)*cos(theta(i));
09     if i==6; fz = fz -M*g + rho*(M/rhoFe)*g; end
10     Ft(i+1) = sqrt(fx^2+fz^2);
11     theta(i+1) = acos(fz/Ft(i+1));
12     if theta(i+1)>pi/2; theta(i+1) = pi/2; end
13 end
14 phi =atan2( Ft.*sin(theta)+Fs/2, Ft.*cos(theta)+Fb/2);
15 phi(phi>pi/2) = pi/2;
16 phi(1) = atan2( Fs(1)*f/2+Fw(1)*(f+(1-f)/2), Fb(1)*f/2 );
```

## 解平衡方程求倾斜角度

## 主程序

```
问题一
01 Lc = 22.05;chain = 2; M = 1200; depth = 18; vs = 0;
02 [tilt,elev,xbuoy,f] = moor(Lc, chain, 12, vs, M, depth);
03 [tilt,elev,xbuoy,f] = moor(Lc, chain, 24, vs, M, depth);
```

```
问题二
04 Mi = 1200:10:4000; tilti = []; elevi = [];
05 for mi = Mi
06     [tilt,elev,xbuoy,f] = moor(Lc,chain,36,0,mi,depth);
07     tilti = [tilti,tilt]; elevi = [elevi,elev];
08 end
09 plot(Mi, tilti,'r', Mi, elevi, 'b');
```

```
问题三: 一个符合条件的算例
10 Lc = 20.88;chain = 5; M = 4000; depth = 20; vw = 36;vs = 1.5;
11 [tilt,elev,xbuoy,f] = moor(Lc,chain,vw,vs,M,depth);
```

Thank You!!!

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