

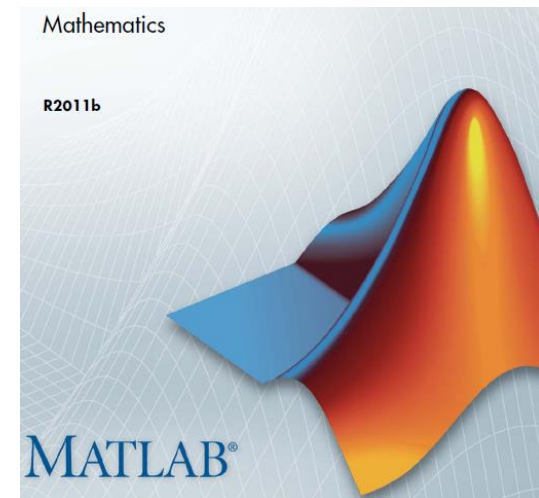
# Introduction to MATLAB

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# Out Line

## **This introduction will gives**

- Starting a MATLAB
- Matrices and Arrays
- Graphics
- Symbolic Math Toolbox
- Control Flow and if Statement
- Functions

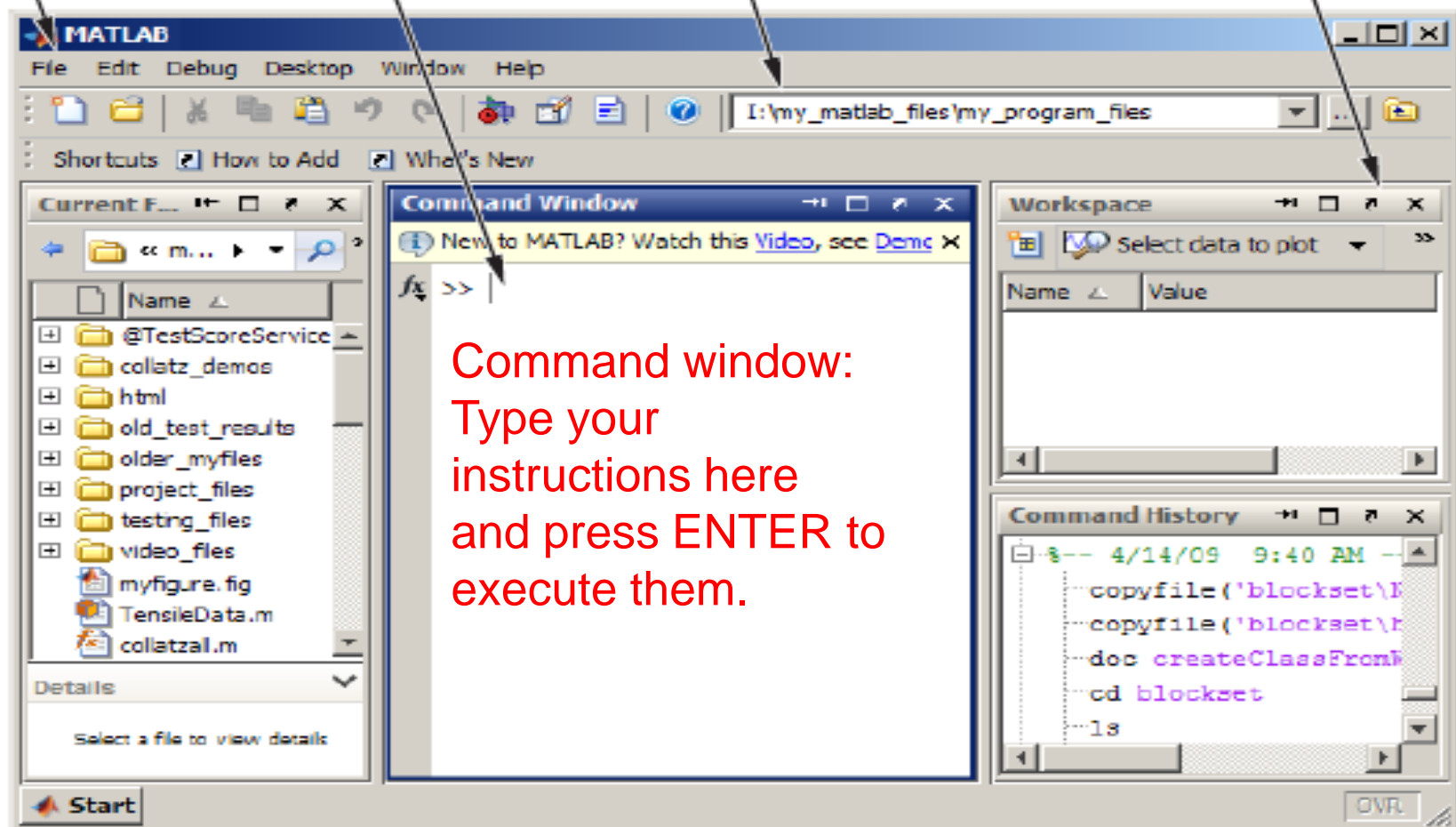
# Basic MATLAB Interface

Menus change, depending on the tool you are using.

Enter MATLAB statements at the prompt.

View or change the current folder.

Move, minimize, resize, or close a tool.



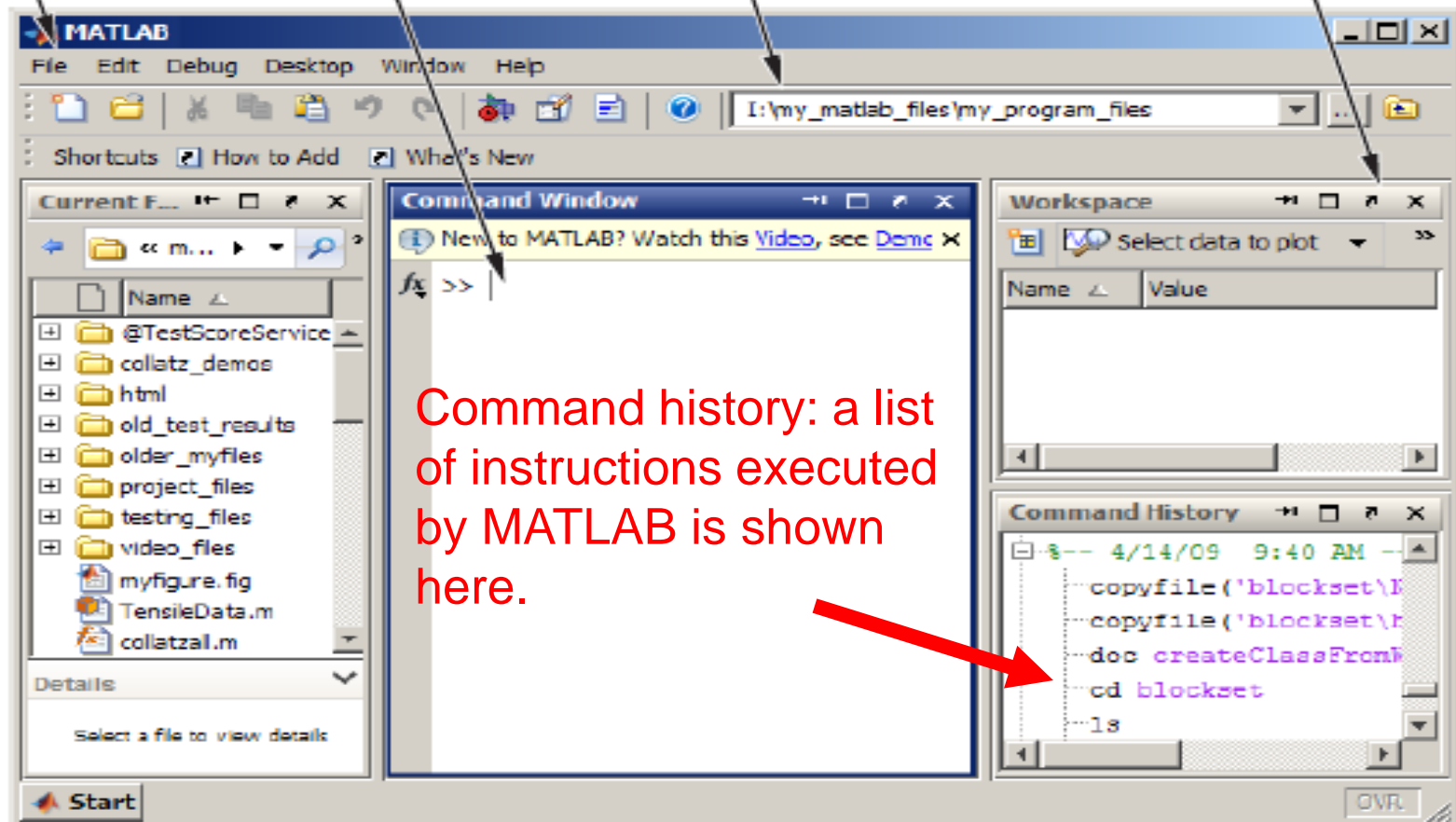
# Basic MATLAB Interface

Menus change, depending on the tool you are using.

Enter MATLAB statements at the prompt.

View or change the current folder.

Move, minimize, resize, or close a tool.



## Simple calculations

### Command Window

```
>> a=3; b=5; a+b, c=a*b, d1=a/b, d2=a\b
```

```
ans =
```

```
8
```

```
c =
```

```
15
```

```
d1 =
```

```
0.6000
```

```
d2 =
```

```
1.6667
```

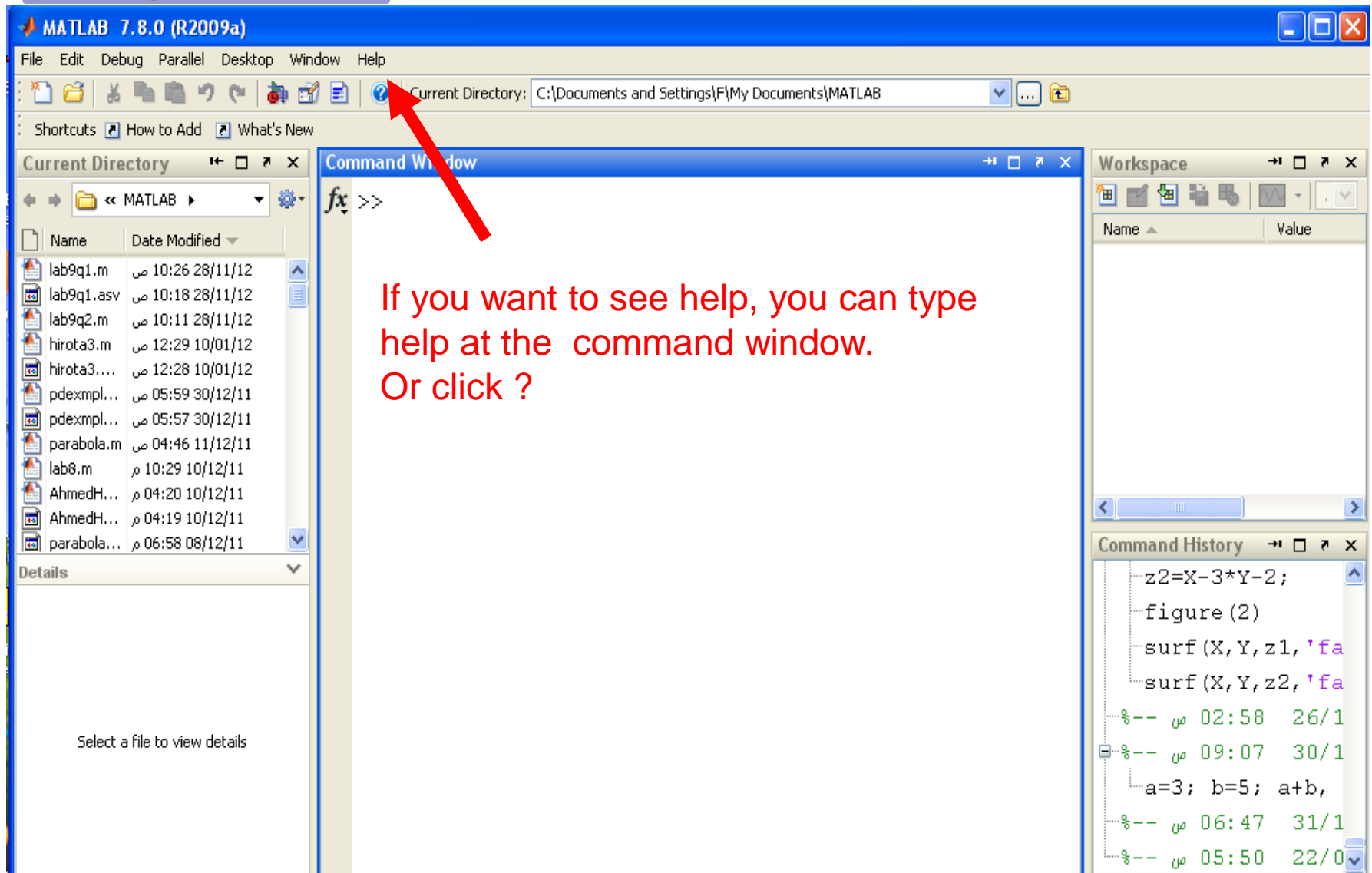
## Some special variables and constants are:

<b>ans</b>	Most recent answer.
<b>eps</b>	Floating point relative accuracy.
<b>pi</b>	$\pi$
<b>inf</b>	$\infty$
<b>NaN</b>	Not a number.

## Some Common Mathematical Function:

<code>abs(x)</code>	Absolute value	<code>sqrt(x)</code>	Square root
<code>sin(x)</code>	Sine	<code>asin(x)</code>	Inverse sine
<code>cos(x)</code>	Cosine	<code>acos(x)</code>	Inverse cosine
<code>tan(x)</code>	Tangent	<code>atan(x)</code>	Inverse tangent
<code>log(x)</code>	Natural logarithm	<code>exp(x)</code>	Exponential
<code>log10(x)</code>	Base 10 logarithm	<code>sign(x)</code>	Sign (or) Signum function

# To get help



The image shows the MATLAB 7.8.0 (R2009a) interface. A red arrow points to the help icon (a question mark) in the Command Window toolbar. The Command Window displays the prompt `fx >>`. The Workspace window is empty. The Command History window shows a list of commands and their execution times.

If you want to see help, you can type `help` at the command window.  
Or click ?

Name	Date Modified
lab9q1.m	10:26 28/11/12
lab9q1.asv	10:18 28/11/12
lab9q2.m	10:11 28/11/12
hirota3.m	12:29 10/01/12
hirota3...	12:28 10/01/12
pdexmpl...	05:59 30/12/11
pdexmpl...	05:57 30/12/11
parabola.m	04:46 11/12/11
lab8.m	10:29 10/12/11
AhmedH...	04:20 10/12/11
AhmedH...	04:19 10/12/11
parabola...	06:58 08/12/11

Name	Value
------	-------

Command History
z2=X-3*Y-2;
figure(2)
surf(X,Y,z1,'fa
surf(X,Y,z2,'fa
%-- 02:58 26/1
%-- 09:07 30/1
a=3; b=5; a+b,
%-- 06:47 31/1
%-- 05:50 22/0



Help

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Help Navigator

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Release Notes

Installation

MATLAB

Aerospace Toolbox

Bioinformatics Toolbox

Communications Toolbox

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Curve Fitting Toolbox

Data Acquisition Toolbox

Database Toolbox

Datafeed Toolbox

Econometrics Toolbox

Embedded MATLAB

Filter Design Toolbox

Filter Design HDL Coder

Financial Toolbox

Financial Derivatives Toolbox

Fixed-Income Toolbox

Fixed-Point Toolbox

Fuzzy Logic Toolbox

Genetic Algorithm and Direct Search Toolb

Image Acquisition Toolbox

Image Processing Toolbox

← → ↺ ↻ 🔍

Title: MATLAB

MATLAB®

0.0036 0.0036 0.0036  
0.0046 0.0046

Functions:

■ [By Category](#)

■ [Alphabetical List](#)

Handle Graphics:

■ [Object Properties](#)

What's New

■ [MATLAB Release Notes](#)  
Summarizes new features, bug fixes, upgrade issues, etc. for MATLAB

■ [General Release Notes for R2009a](#)  
For all products, highlights new features, installation notes, bug fixes, and compatibility issues

Documentation Set

▶ [Getting Started](#)

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■ [Getting Help in MATLAB](#)  
Provides instructions for using the Help browser and accessing other resources

Click here

Help

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Help Navigator

Search for: mean Go

Example: "plot tools" OR plot\* tools

Contents Index Search Results Demos

Documentation Search Results (1010)

Title	Section
mean	Function
Mean	Block
mean (timeseries)	Function
mean	Function
Mean	Block
mean	Function
2-D Mean (Obsolete)	Block

Demo Search Results (130)

Title	Product
Mean-Variance Efficient Frontier	Financial
Quantization Error	Fixed
Image Fusion	Wave
M/D/1 Queuing System	SimE
Analysis of Stochastic Ensembl...	SimB
G/G/1 Queuing System and Litt...	SimE
M/M/1 Queuing System	SimE

Search Support Database on Web for mean

1140 pages contain the search term: mean

mean :: Functions (MATLAB Function Reference)

MATLAB Function Reference

[Provide feedback about this page](#)

mean

Average or mean value of array

Syntax

$$M = \text{mean}(A)$$
$$M = \text{mean}(A, \text{dim})$$

Description

$M = \text{mean}(A)$  returns the mean values of the elements along different dimensions of an array.

If  $A$  is a vector,  $\text{mean}(A)$  returns the mean value of  $A$ .

If  $A$  is a matrix,  $\text{mean}(A)$  treats the columns of  $A$  as vectors, returning a row vector of mean values.

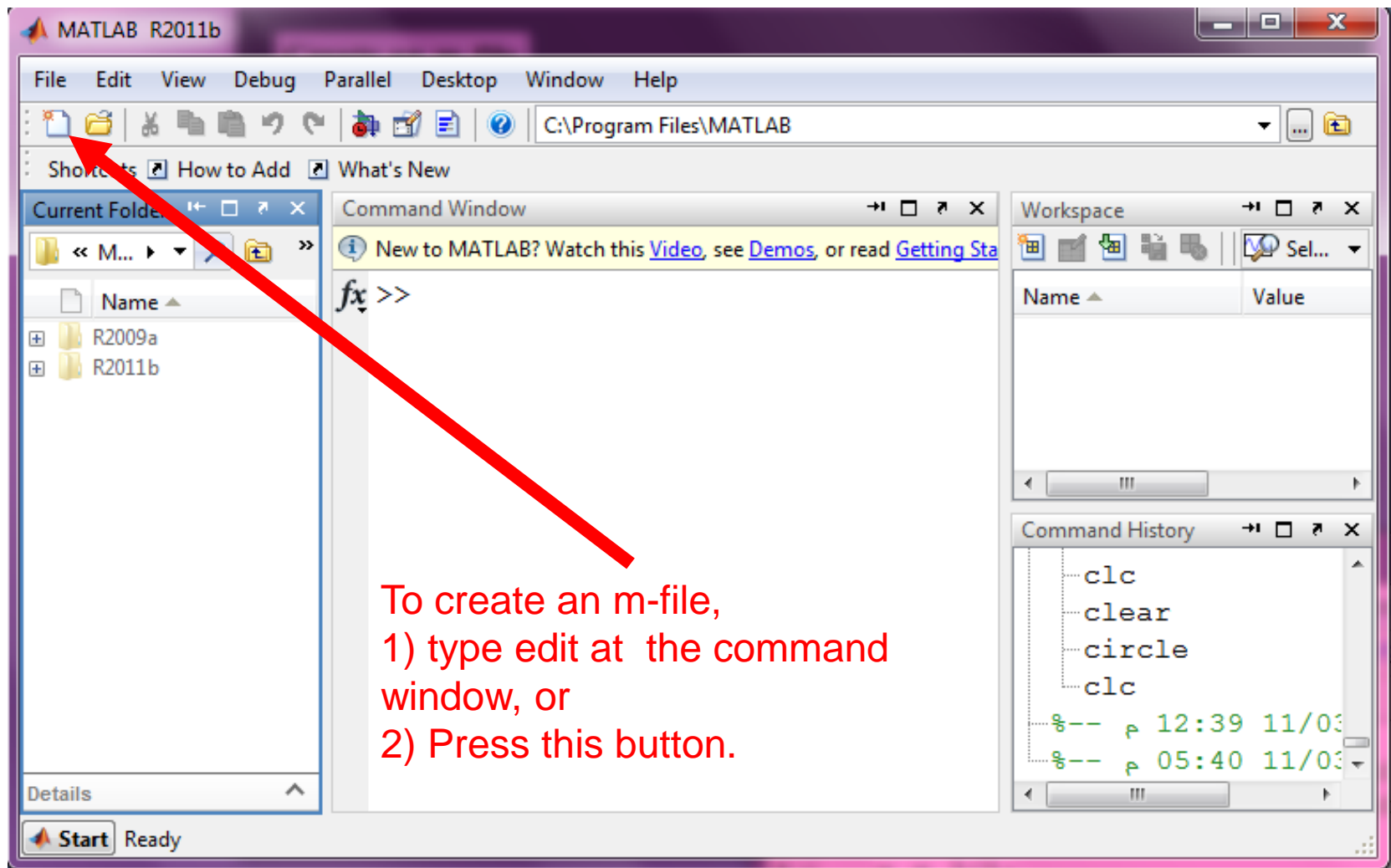
If  $A$  is a multidimensional array,  $\text{mean}(A)$  treats the values along the first non-singleton dimension as vectors, returning an array of mean values.

$M = \text{mean}(A, \text{dim})$  returns the mean values for elements along the dimension of  $A$  specified by scalar  $\text{dim}$ . For matrices,  $\text{mean}(A, 2)$  is a column vector containing the mean value of each row.

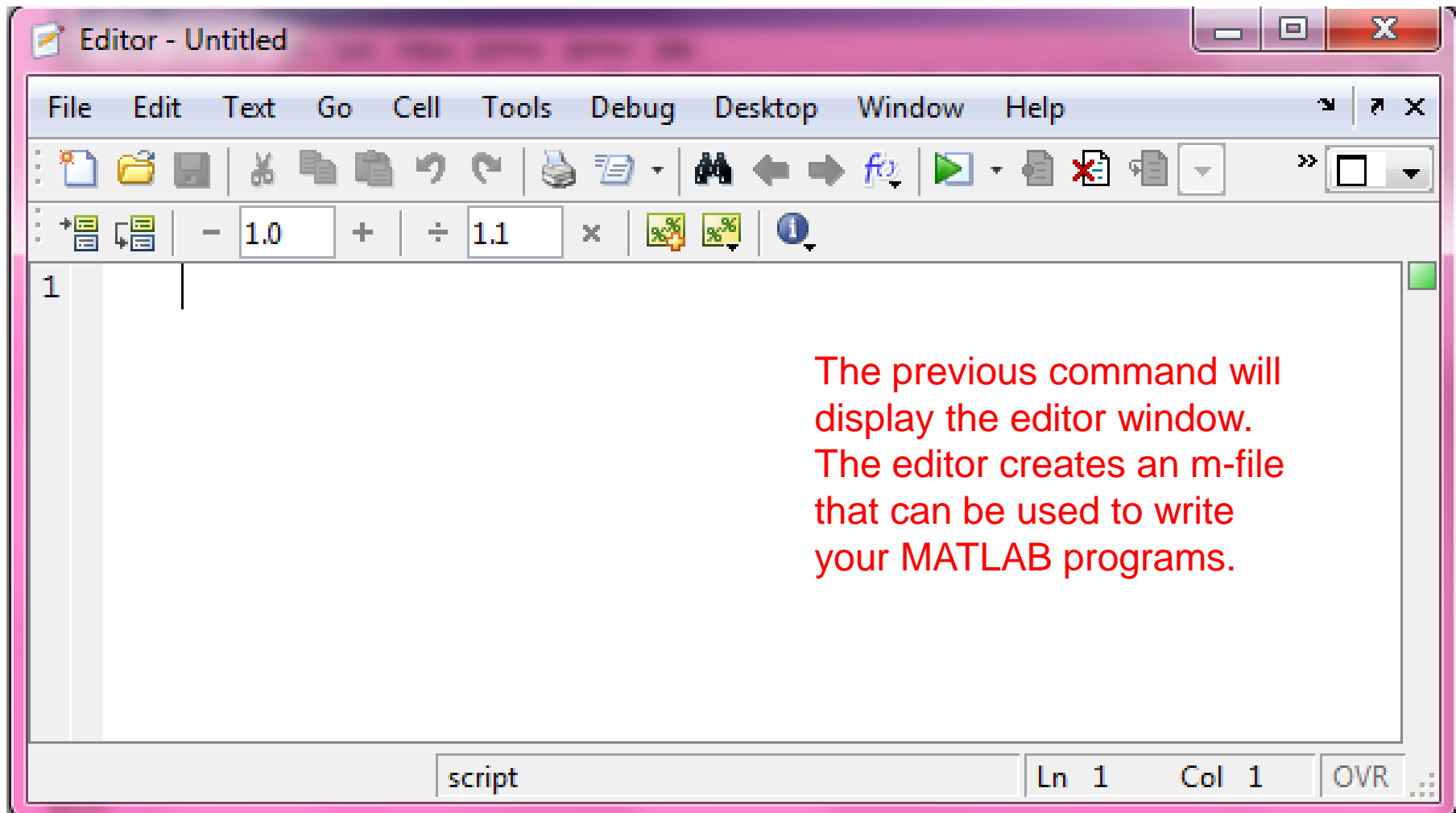
Examples

Example: search for function mean

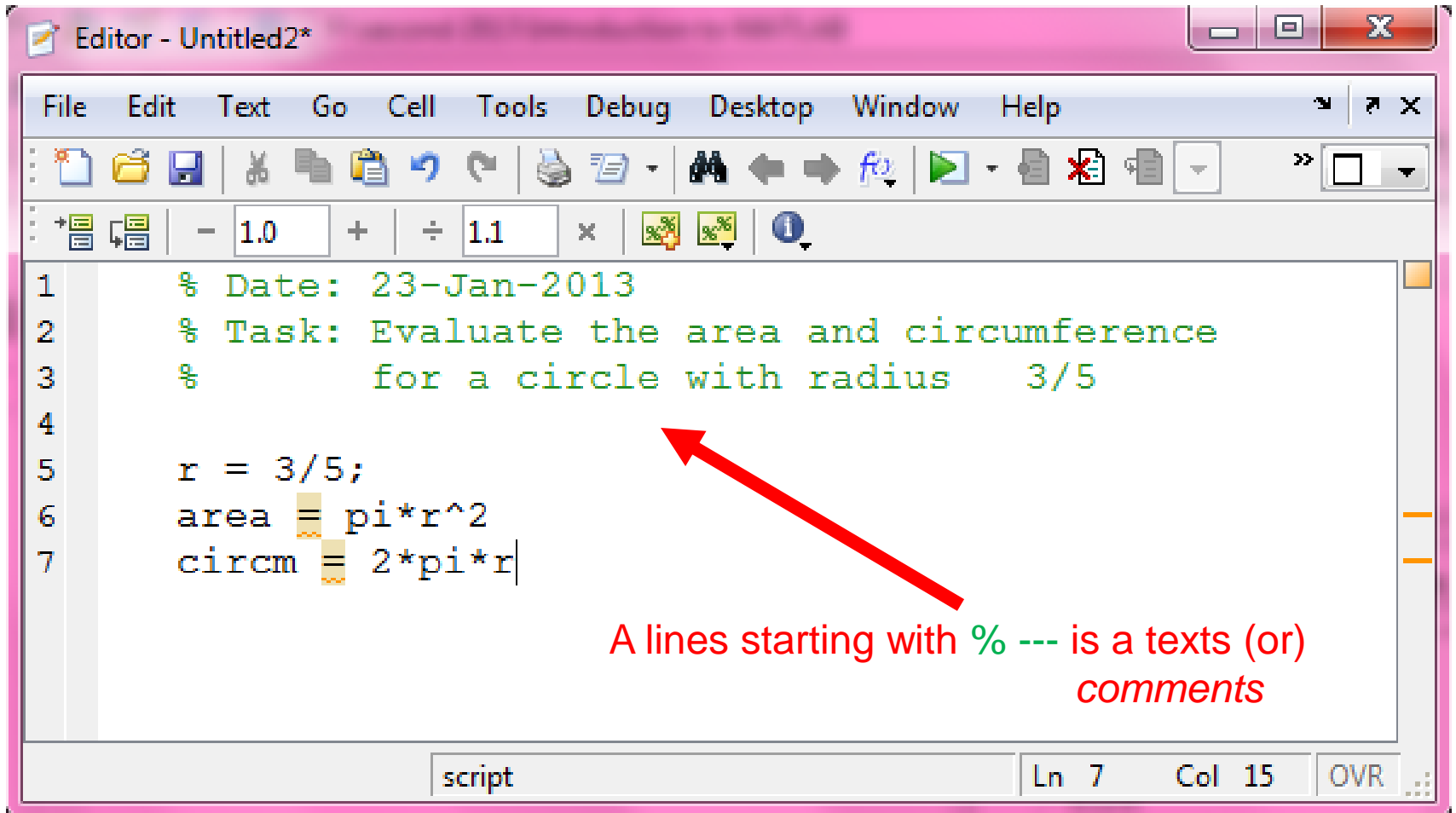
# Create an m-file



# Create an m-file



# Create an m-file



The image shows a MATLAB Editor window titled "Editor - Untitled2\*". The window has a menu bar with "File", "Edit", "Text", "Go", "Cell", "Tools", "Debug", "Desktop", "Window", and "Help". Below the menu bar is a toolbar with various icons for file operations, editing, and execution. A numeric keypad is visible below the toolbar. The main text area contains the following code:

```
1 % Date: 23-Jan-2013
2 % Task: Evaluate the area and circumference
3 %     for a circle with radius    3/5
4
5 r = 3/5;
6 area = pi*r^2
7 circm = 2*pi*r
```

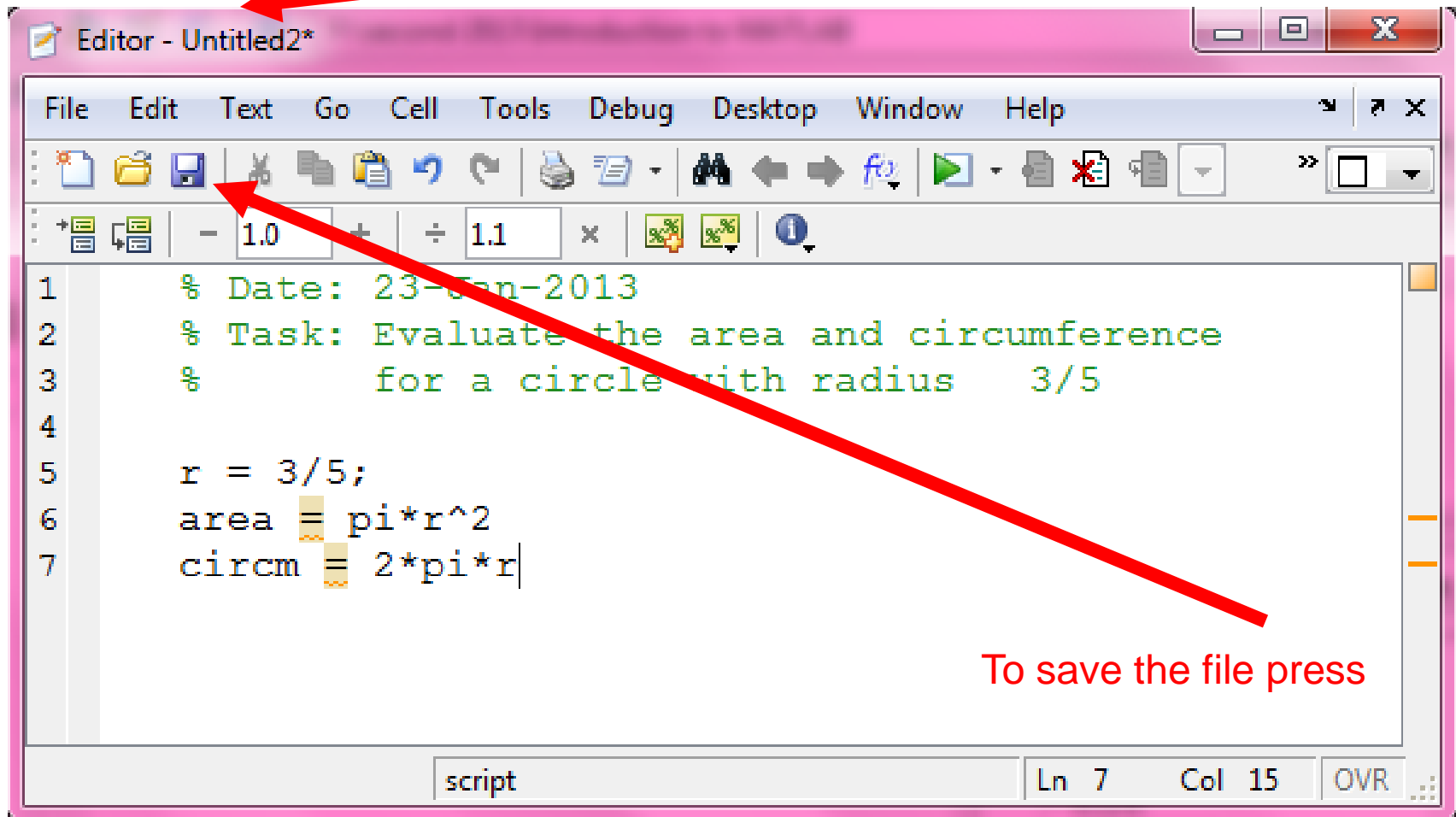
A red arrow points from the text "A lines starting with % --- is a texts (or) comments" to the first three lines of code, which are comments.

A lines starting with % --- is a texts (or) comments

script Ln 7 Col 15 OVR

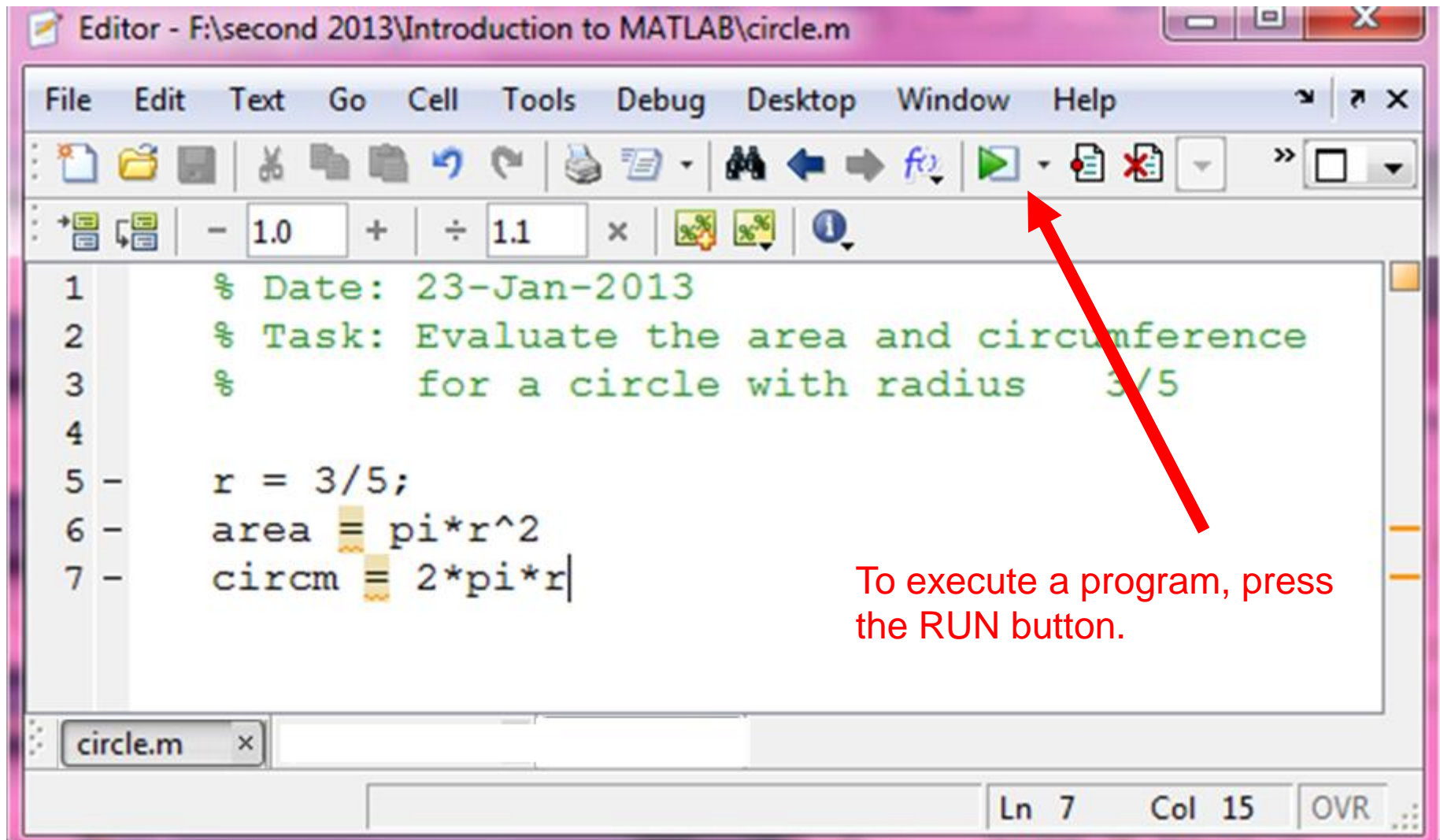
# Save an m-file

Note the file name will be changed ...



To save the file press

# Run an m-file



# Run an m-file

The image shows the MATLAB R2011b interface. The Command Window displays the following commands and output:

```
>> clear
>> circle

area =
    1.1310

circm =
    3.7699

fx>> |
```

The Workspace window shows the following variables:

Name	Value
area	1.1310
circm	3.7699
r	0.6000

The Command History window shows the following commands:

```
cd
SphereVolume(4)
date
clc
clear
circle
```

A red arrow points from the text "You can see that the program has created new variables in the Workspace." to the Workspace window.

You can see that the program has created new variables in the Workspace.





# Matrices and Arrays

# Simple Arrays

```
>> V = [1 3, sqrt(5)]
```

```
V =
```

```
1.0000 3.0000 2.2361
```

```
>> A = [1 2 3;4 5 6;7 8 0]
```

```
A =
```

```
1 2 3  
4 5 6  
7 8 0
```

# Arrays operators

+	Addition
-	Subtraction
*	Multiplication
*.	Element-by-element multiplication
/	division
/.	Element-by-element division
\	left division
\.	Element-by-element left division
^	power
^.	Element-by-element power
'	array transpose
'. '	Unconjugated array transpose

## Arrays operators Example

$A = [1 \ 2 \ 3; 4 \ 5 \ 6; 7 \ 8 \ 0]$

$A =$

1	2	3
4	5	6
7	8	0

$A * A =$

30	36	15
66	81	42
39	54	69

$A .* A =$

1	4	9
16	25	36
49	64	0

# Special Matrices and Vectors

Function	Description
<u><a href="#">zeros</a></u>	All zeros
<u><a href="#">ones</a></u>	All ones
<u><a href="#">rand</a></u>	Uniformly distributed random elements
<u><a href="#">randne</a></u>	Normally distributed random elements
Eye(n)	Returns the n-by-n identity matrix.

**Z = zeros (2 , 4)**

**Z =**

0	0	0	0
0	0	0	0

**F = 5\*ones (3 , 3)**

**F =**

5	5	5
5	5	5
5	5	5

# Basic Operations and Descriptive Statistics

Function	Description
<u>brush</u>	Interactively mark, delete, modify, and save observations in graphs
<u>cumprod</u>	Cumulative product
<u>cumsum</u>	Cumulative sum
<u>linkdata</u>	Automatically update graphs when variables change
<u>prod</u>	Product of array elements
<u>sort</u>	Sort array elements in ascending or descending order
<u>sortrows</u>	Sort rows in ascending order
<u>sum</u>	Sum of array elements
<u>corrcoef</u>	Correlation coefficients
<u>max</u>	Largest elements in array
<u>mean</u>	Average or mean value of array
<u>median</u>	Median value of array

# Basic Operations and Descriptive Statistics

Function	Description
<u>cov</u>	Covariance matrix
<u>min</u>	Smallest elements in array
<u>mode</u>	Most frequent values in array
<u>std</u>	Standard deviation
<u>var</u>	Variance

## Example

```
A = [1 2 3; 3 3 6; 4 6 8; 4 7 7]; B = [2,7,8,3];
```

```
prod(B)
```

```
ans =  
    336
```

```
mean(A)
```

% mean of each column

```
ans =  
    3.0000    4.5000    6.0000
```

```
mean(A,2)
```

% mean of each row

```
ans =  
     2  
     4  
     6  
     6
```



# Polynomials

## Representing Polynomials

Consider the equation  $p(x) = x^3 - 2x - 5$

To enter this polynomial into MATLAB, use

**p = [1 0 -2 -5];**

# Polynomial Functions

Function	Description
<u>conv</u>	Multiply polynomials
<u>deconv</u>	Divide polynomials
<u>poly</u>	Polynomial with specified roots
<u>polyder</u>	Polynomial derivative
<u>polyfit</u>	Polynomial curve fitting
<u>polyval</u>	Polynomial evaluation
<u>polyvalm</u>	Matrix polynomial evaluation
<u>residue</u>	Partial-fraction expansion (residues)
<u>roots</u>	Find polynomial roots

## Examples

To evaluate  $p$  at  $x=5$ ,  $p(x) = x^3 - 2x - 5$   
use

```
>>p = [1 0 -2 -5];  
>>polyval(p,5)  
ans = 110
```

```
X = [2 4 5; -1 0 3; 7 1 5];
```

```
Y = polyvalm(p,X)
```

```
Y =
```

```
377 179 439
```

```
111 81 136
```

```
490 253 639
```

## Examples

To find the characteristic polynomial of a matrix

$$A = \begin{bmatrix} 1 & 1 & 1 & 1 \\ 1 & 2 & 3 & 4 \\ 1 & 3 & 6 & 10 \\ 1 & 4 & 10 & 20 \end{bmatrix}$$

Use

```
>>p=poly(A)
```

```
ans =
```

```
p=1X5
```

```
1 -29 72 -29 1
```

$$\therefore |A - xI| = 0$$

The characteristic polynomial is

$$p(x) = x^4 - 29x^3 + 72x^2 - 29x + 1$$

## Examples

**Roots of Polynomials**  $p(x) = x^3 - 2x - 5$

To find the roots p:

```
>>r = roots(p)
```

```
r =
```

```
2.0946
```

```
-1.0473 + 1.1359i
```

```
-1.0473 - 1.1359i
```

To find a polynomial that have the roots r:

```
>>p2 = poly(r)
```

```
p2 =
```

```
1.0000 -0.0000 -2.0000 -5.0000
```

## Examples

$$p(x) = x^3 - 2x - 5$$

### Derivatives

To obtain the derivative of the polynomial  $p = [1 \ 0 \ -2 \ -5]$ ;

```
>>q = polyder(p)
```

```
q =  
    3     0    -2
```

### Polynomial curve fitting

`>>p = polyfit(x,y,n)` finds the coefficients of a polynomial  $p(x)$  of degree  $n$  that fits the data,  $x(i)$  ,  $y(i)$

```
>>x = 0: 0.1: 2.5; y = erf(x);
```

```
>>p = polyfit(x,y,4)
```

```
p =  
    0.0238   -0.0262   -0.4343    1.2840   -0.0096
```

The error function erf of  $x$  is

$$\text{erf}(x) = \frac{2}{\sqrt{\pi}} \int_0^x e^{-t^2} dt.$$

# Linear Algebra Functions

Function	Description	Function 2	Description 3
<u>norm</u>	Matrix or vector norm	<u>inv</u>	Matrix inverse
<u>rank</u>	Matrix rank	<u>subspace</u>	Angle between two subspaces
<u>det</u>	Determinant	<u>linsolve</u>	Solve a system of linear equations
<u>trace</u>	Sum of diagonal elements	<u>lu</u>	LU factorization
<u>null</u>	Null space	<u>chol</u>	Cholesky factorization
<u>orth</u>	Orthogonalization	<u>eig</u>	Eigenvalues and eigenvectors
<u>rref</u>	Reduced row echelon form	<u>expm</u>	Matrix exponential
<u>pinv</u>	Pseudoinverse	<u>funm</u>	Evaluate general matrix function

# Examples

$$A = \begin{bmatrix} 1 & -2 & 3 \\ 4 & 0 & 6 \\ 2 & -1 & 3 \end{bmatrix}$$

$$A = [1 \ -2 \ 3; 4 \ 0 \ 6; 2 \ -1 \ 3]$$

$$[L, U, P] = \text{lu}(A)$$

$$A =$$

$$\begin{bmatrix} 1 & -2 & 3 \\ 4 & 0 & 6 \\ 2 & -1 & 3 \end{bmatrix}$$

$$L =$$

$$\begin{bmatrix} 1.0000 & 0 & 0 \\ 0.2500 & 1.0000 & 0 \\ 0.5000 & 0.5000 & 1.0000 \end{bmatrix}$$

$$U =$$

$$\begin{bmatrix} 4.0000 & 0 & 6.0000 \\ 0 & -2.0000 & 1.5000 \\ 0 & 0 & -0.7500 \end{bmatrix}$$

$$P =$$

$$\begin{bmatrix} 0 & 1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$



# Linear system of equations

The system

$$\begin{bmatrix} 1 & 0 & 3 \\ 0 & 5 & 6 \\ 7 & 8 & 0 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 5 \\ -2 \\ 3 \end{bmatrix}$$

can be solved as:

`A = [1 0 3;0 5 6;7 8 0];b = [5;-2;3];`

`x = inv(A)*b`

`x =`

2.1765

-1.5294

0.9412

**Or**

`y=linsolve(A,b)`

`y =`

2.1765

-1.5294

0.9412

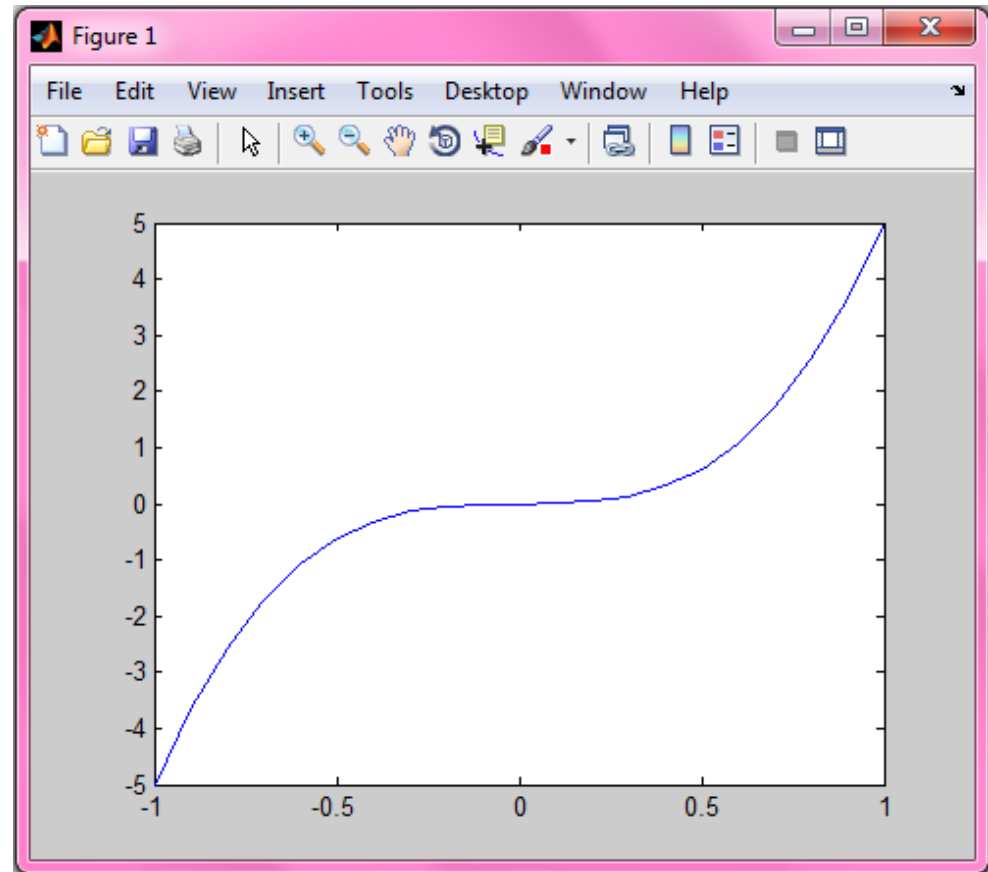


# Plot

# Two-Dimensional Graphics

Suppose we want to graph the function  $y = 5x^3$  over the  $x$  domain -1 to 1 .

```
x = -1:0.1:1;  
y = 5*x^3;  
plot(x,y)
```

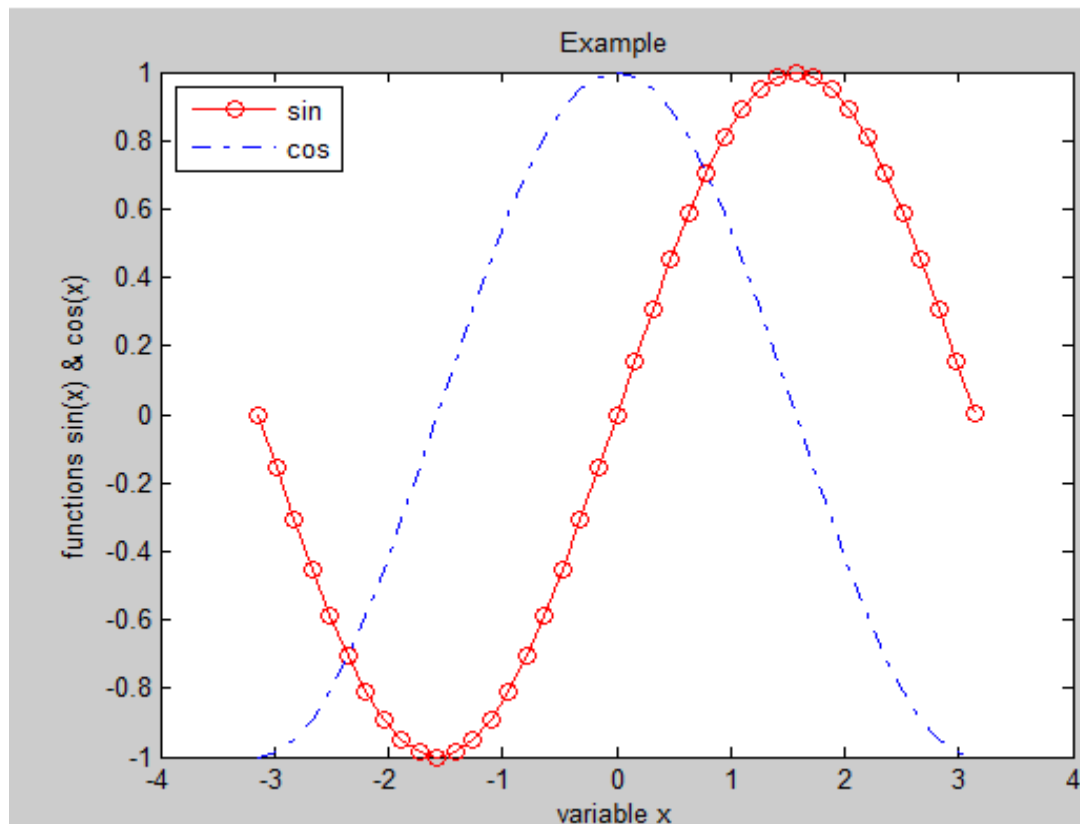


# Changing the Appearance

Symbol	Color	Symbol 2	Marker	Symbol 3	Line style
b	blue	.	point	-	solid line
g	green	o	circle	:	dotted line
r	red	x	x-mark	.-	dash-dot line
c	cyan	+	plus	--	dashed line
m	magenta	*	star		
y	yellow	s	square		
k	black	d	diamond		
w	white	^	triangle		
		>	triangle left		
		<	triangle right		
		P	pentagram		
		h	hexagram		

## To add a title and axis labels write

```
x = -pi:pi/20:pi;  
f1 = sin(x);  
f2 = cos(x);  
plot(x,f1,'-ro',x,f2,'-.b')  
xlabel('variable x')  
ylabel('functions sin(x) & cos(x)')  
title('Example')  
legend('sin','cos',2);
```

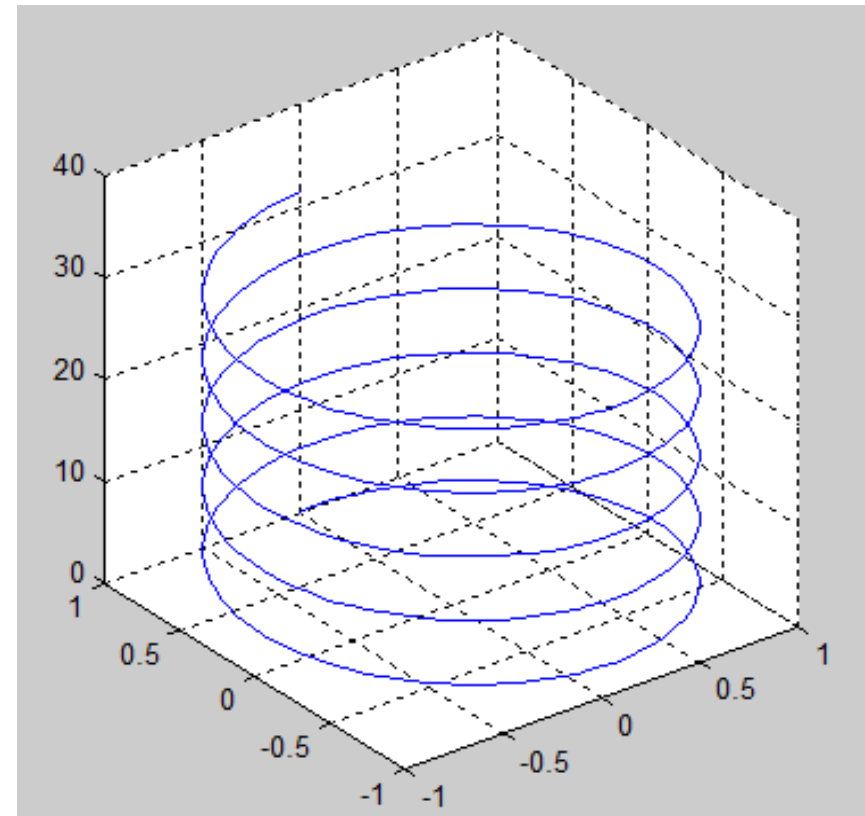


# Three-Dimensional Graphics

## 1. Line plots

The `plot3` function displays a three-dimensional plot of a set of data points. Here is an example of a three-dimensional helix:

```
t = 0:pi/50:10*pi;  
plot3(sin(t), cos(t), t)  
grid on, axis square
```



# Three-Dimensional Graphics

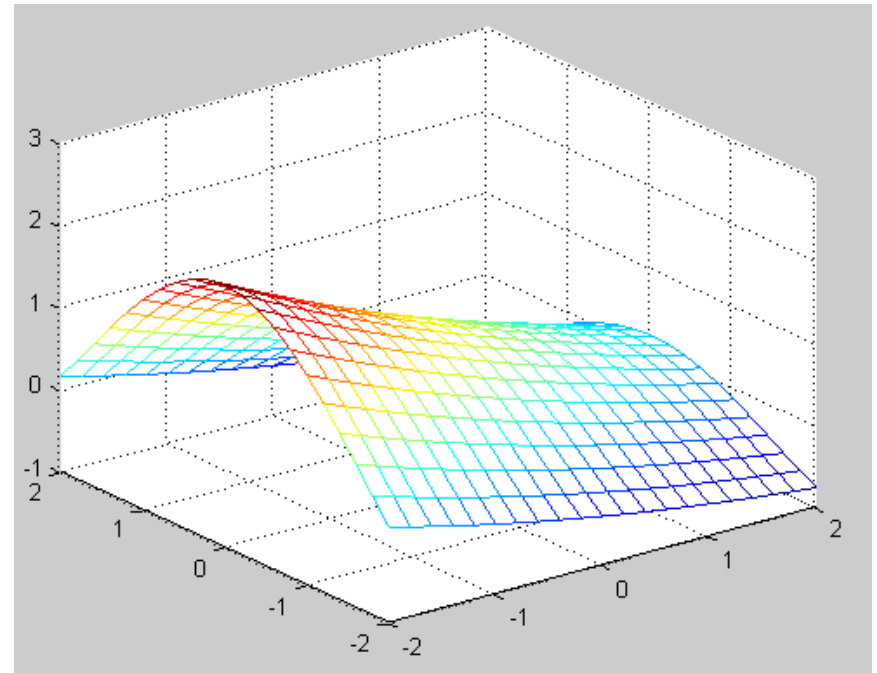
## 2. Mesh and Surface Plot

MATLAB defines a **mesh surface** by the z-coordinates of points above a rectangular grid in the xy-plane.

The result looks like a fishing net.

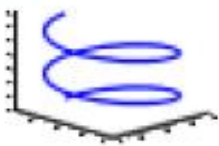
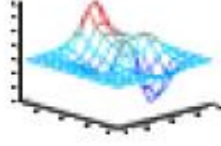

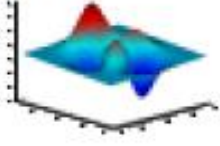
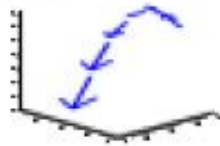
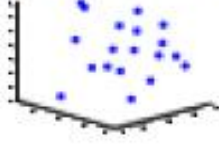



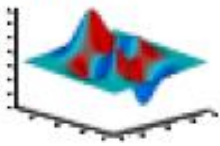
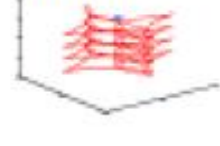

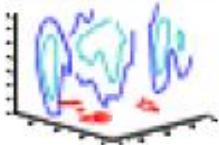
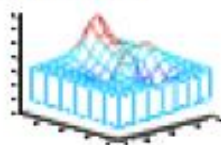

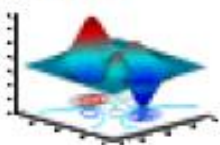
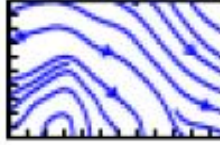

Here is an example:

```
[X,Y] = meshgrid(-2:.2:2);  
R = sqrt(X + Y.^2);  
Z = cos(R);  
mesh(X,Y,Z)
```



# Three-Dimensional Graphics

The table below shows **SOME** available MATLAB 3-D and volumetric plot functions.

Line Graphs	Mesh Graphs and Bar Graphs	Area Graphs and Constructive Objects	Surface Graphs	Direction Graphs	Volumetric Graphs
<code>plot3</code> 	<code>mesh</code> 	<code>pie3</code> 	<code>surf</code> 	<code>quiver3</code> 	<code>scatter3</code> 
<code>contour3</code> 	<code>meshc</code> 	<code>fill3</code> 	<code>surf1</code> 	<code>comet3</code> 	<code>coneplot</code> 
<code>contourslicemeshz</code> 	<code>meshz</code> 	<code>patch</code> 	<code>surfc</code> 	<code>streamslice</code> 	<code>streamline</code> 





# **Symbolic Math Toolbox**

## Using symbolic math toolbox we can do:

- Differentiation
- Integration
- Linear algebraic operations
- Simplification
- Transforms
- Variable-precision arithmetic
- Equation solving
- .....
- .....

# Examples

```
>> syms x;  
g = x^3 + 6*x^2 + 11*x + 6;  
factor(g)  
ans =  
(x + 3)*(x + 2)*(x + 1)
```

```
>> diff(g)  
ans =  
3*x^2 + 12*x + 11
```

```
>> int(g)  
ans =  
x^4/4 + 2*x^3 + (11*x^2)/2 + 6*x
```

```
>> solve( 'x^2 + 4*x + 1' )
```

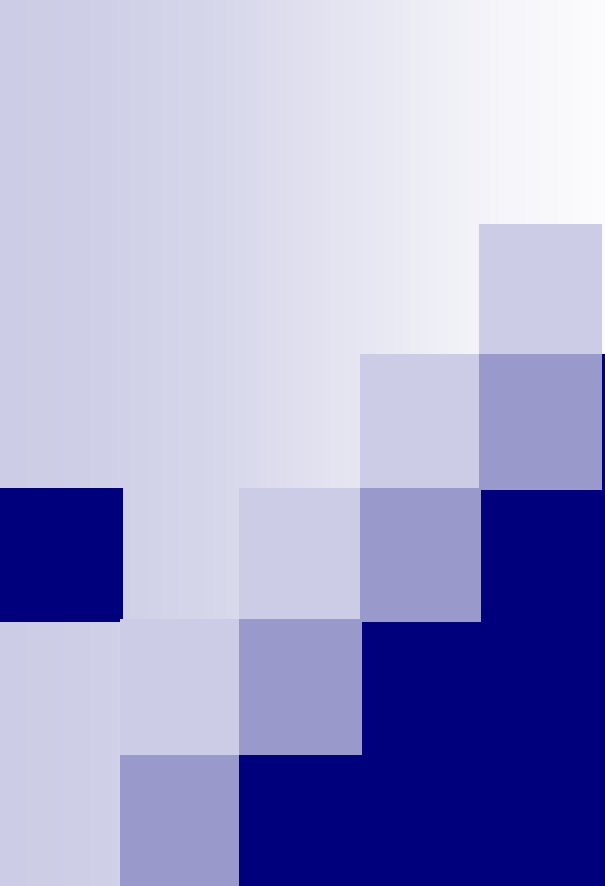
```
ans =
```

```
3^(1/2) - 2  
- 3^(1/2) - 2
```

```
>> y = dsolve('D2y-2*Dy-3*y=0','y(0)=0','y(1)=1')
```

```
y =
```

```
1/(exp(-1)-exp(3))*exp(-t)-1/(exp(-1)-exp(3))*exp(3*t)
```



# Control Flow and if Statement

**Control flow is extremely powerful; it lets past computations influence future operations. MATLAB has several flow control constructs:**

**if, switch and case, for, while continue, break, try-catch, return.**

- if, else, and elseif**

**A simple example is to evaluate**

$$f(x) = \begin{cases} x^2 & \text{if } x \leq 2 \\ x^3 & \text{if } x > 2 \end{cases}$$

**at a given points:**

```
if      x<=2 f=x^2  
else    f=x^3  
end
```

# Operators

Often we need some relational or logical operators to companion if statement. Operators are shown in the following table:

Relational Operators		Logical Operators	
>	Less than	& &	Logical AND
= >	Less than or equal to		Logical OR
<	Greater than	&	Logical AND for arrays
= <	Greater than or equal to		Logical OR for arrays
==	Equal to	~	Logical NOT
= ~	Not equal to		

## for loop

for loop allow a group of commands to be repeated a fixed, predetermined number of times. For example:

```
for i = 1: 4  
    x(i) = i^2  
end
```

```
for k = 2:5:20, y = k^3 - 7, end
```

```
for x = [2 0 3], y = x^3 - 5*x, end
```



## while loop

A while loop evaluates a group of statements an indefinite number of times such as

```
c = 0; i=1;  
while c==0  
    i=i+2  
    s=1/i  
    if s<=0.1    c=1  
end  
end
```



# Problems

## Sample Problems

### Problem 1

Write a program that plots the function:

$$y = x^3 + x^2 + 3x + 6$$

for values of  $x = -50$  to  $50$

## Problem 2

Write a program that calculates and displays the volume of a sphere when given the radius. The volume calculation must be performed in a function called Sphere Volume.

### Problem 3

### Matrix-Vector Products

- (a) Create a matrix  $A = \begin{bmatrix} 1 & 0 & -1 \\ 2 & 1 & -1 \\ 3 & 2 & -1 \end{bmatrix}$ .
- (b) Create a vector  $u = [1 \ 2 \ 3]$ . Is  $u$  a row vector ( $1 \times 3$ ) or a column vector ( $3 \times 1$ )?
- (c) Create a vector  $v = [1; 2; 3]$ . Is  $v$  a row vector or a column vector?
- (d) Try computing  $A*u$  and  $A*v$ . One works and one doesn't. Which one does? Why does this make sense? (Comment out the one that doesn't work so the script file runs without an error.)
- (e) Try computing  $A.*u$ . What does this operation do?
- (f) Create a  $10 \times 10$  matrix  $B$  of 1's, and a vector  $w$  with 10 entries 1 through 10. Calculate  $Bw$ .

## Problem 4                      Dot Product

- (a) Define the vector  $x = [-1 \ 0 \ -1]$
- (b) We want to calculate the dot product  $u \cdot x$ . Try  $u * x$ . Why doesn't this work? (After you try it and see the error, comment out the line of code so the script file runs.)
- (c) Try  $u.' * x$ . This doesn't give an error, but it also doesn't calculate the dot product. Why?
- (d) The transpose of a vector or matrix flips the matrix over its diagonal. For vectors, this means it makes a row vector into a column vector or vice versa. Compute  $\text{transpose}(u)$
- (e) Compute  $x * \text{transpose}(u)$  and  $u * \text{transpose}(x)$  and  $\text{transpose}(u) * x$ ? Which of these gives the dot product and which doesn't?
- (f) Use Google and find another way of calculating the transpose in Matlab. Calculate the transpose of  $A$  from problem 3.

## Problem 5 Matrix-Matrix Products

(a) Define matrices  $C = \begin{bmatrix} 1 & 2 \\ 3 & 4 \\ 5 & -6 \end{bmatrix}$  and  $D = \begin{bmatrix} 1 & -2 & 3 \\ 4 & 5 & -6 \end{bmatrix}$

(b) Calculate  $C*D$  and  $D*C$ .

(c) Create a matrix  $I = \text{eye}(3)$ . What matrix is this?

(d) Calculate  $AI$  and  $A - I$  where  $A$  is the matrix defined in problem 3

(e) Calculate  $A.*(5*I)$  What is  $5I$  and what does the  $.*$  operation do?

## Problem 6 Matrix Inverses

(a) Define

$$M = \begin{bmatrix} 1 & 2 & 1 \\ 2 & -1 & 6 \\ 1 & 1 & 2 \end{bmatrix}$$

(b) Calculate `inv(M)`

(c) Calculate  $M^{-1}$

(d) What's the difference between the two commands?

(e) Solve the system  $Mx = v$  ( $v$  is defined in Problem 3) using a matrix inverse.

(f) Calculate  $M \backslash v$  Then Google "matrix inverse matlab" and read the "Tips" section of the Matlab documentation on Matrix inverse. What's the difference between  $M \backslash x$  and  $\text{inv}(M) * x$

(e) Find Characteristic Polynomial, Eigen values and Eigen vectors of  $M$ .



## Problem 7

Solve the following linear problem in MATLAB (enter the matrix using the special matrix functions and partitioning if you like):

$$\begin{pmatrix} 3 & 2 & 0 & 0 & 0 & 1 \\ 2 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 7 & 0 & 0 & 0 \\ 0 & 0 & 0 & 7 & 0 & 0 \\ 0 & 0 & 0 & 0 & 7 & 2 \\ 0 & 0 & 0 & 0 & 1 & 3 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \\ x_5 \\ x_6 \end{pmatrix} = \begin{pmatrix} -1 \\ 2 \\ 3 \\ -2 \\ -1 \\ 0 \end{pmatrix}$$

How can you check that your computed solution is correct?

# Bisection Method Example

Here is a complete program, illustrating while, if, else, and end, which uses interval bisection to find a zero of a polynomial:

```
a = 0; fa = -Inf;
b = 3; fb = Inf;
while b-a > eps*b
    x = (a+b)/2;
    fx = x^3-2*x-5;
    if fx == 0
        break
    elseif sign(fx) == sign(fa)
        a = x; fa = fx;
    else
        b = x; fb = fx;
    end
end
x
```



# Functions

You will often need to build your own MATLAB functions as you use MATLAB to solve problems.

- **Inline**

```
g = inline('t^2')
```

```
g(3)
```

```
f = inline('sin(alpha*x)')
```

```
f(3,pi/2)
```

- **function\_handle (@)**

```
sqr = @(x) x.^2
```

```
Sqr(5)
```

```
sqrpy = @(x,y) x.^2+y
```

```
srtpy(2,1)
```

```
function [out1, out2, ...] = funname(in1, in2, ...)
```

# Functions

This function calculates the mean and standard deviation of a vector:

```
function [mean,stdev] = stat(x)
n = length(x);
mean = sum(x)/n;
stdev = sqrt(sum((x-mean).^2/n));
```

```
[mean stdev] = stat( [12.7  45.4  98.9  26.6  53/1] )
mean =
    47.3200
stdev =
    29.4085
```

# ODE function

## Defining an ODE function in an M-file

```
[outputs] = function_handle(inputs)  
[t,state] = solver(@dstate,tspan,ICs,options)
```

An array. The solution of the ODE (the values of the state at every time).

Matlab algorithm (e.g., ode45, ode23)

Handle for function containing the derivatives

Vector that specifies the interval of the solution (e.g., [t0:tf])

A vector of the initial conditions for the system (row or column)

## ... Solving first-order ODEs

### Example

$$y' = -2ty^2, \quad y(0) = 1$$

```
1  function [T,Y] = eq2()
2  -      format long
3  -      tspan = [0 .25 .5 .75 1]; y0 = 1;
4  -      [t1 y1] = ode23(@odeq, tspan, y0);
5  -      [t2 y2] = ode45(@odeq', tspan, y0);
6  -      R = [t1 y1 y2]
7  -  end
8
9  function dy = odeq(t,y)
10 -      % The m-file for the ODE y' = -2ty^2.
11 -      dy = -2*t*y(1).^2;
12 -  end
```

# Output

R =

0	1.0000000000000000	1.0000000000000000
0.2500000000000000	0.941182215257514	0.941176467656496
0.5000000000000000	0.800022805971222	0.799999996783799
0.7500000000000000	0.640017884104867	0.639999987757363
1.0000000000000000	0.499996585223659	0.500000004711942



## Example

$$\begin{array}{llll} y_1' & = & y_2 y_3 & y_1(0) = 0 \\ y_2' & = & -y_1 y_3 & y_2(0) = 1 \\ y_3' & = & -0.51 y_1 y_3 & y_3(0) = 1 \end{array}$$

```
1      % An example of a nonstiff system
2      % -----
3      function out = odeexample()
4      options = odeset('RelTol',1e-4,'AbsTol',[1e-4 1e-4 1e-5]);
5      [T,Y] = ode45(@rigid,[0 12],[0 1 1],options);
6      plot(T,Y(:,1),'-',T,Y(:,2),'-.',T,Y(:,3),'.')
7      end
8
9      function dy = rigid(t,y)
10     dy = zeros(3,1);      % a column vector
11     dy(1) = y(2) * y(3);
12     dy(2) = -y(1) * y(3);
13     dy(3) = -0.51 * y(1) * y(2);
14     end
```

