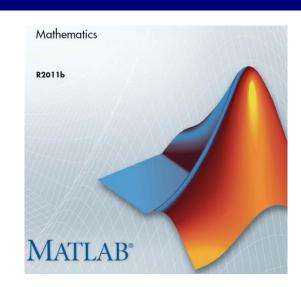
# Introduction to MATLAB

Dr.M. Ranjith Kumar

**Assistant Professor (Sr. Gr)** 

**Department of Mathematics** 

**Amrita School of Engineering – Chennai** 

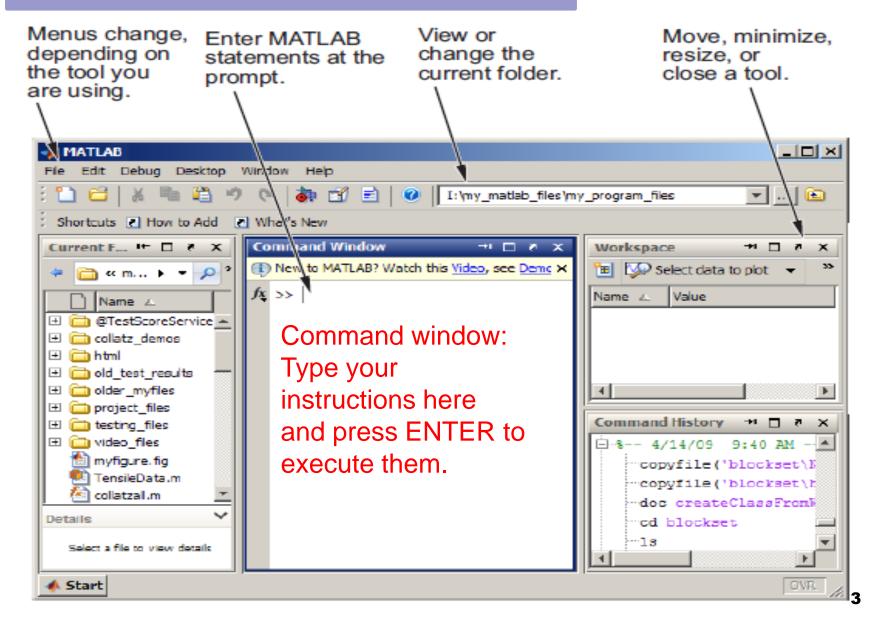


# **Out Line**

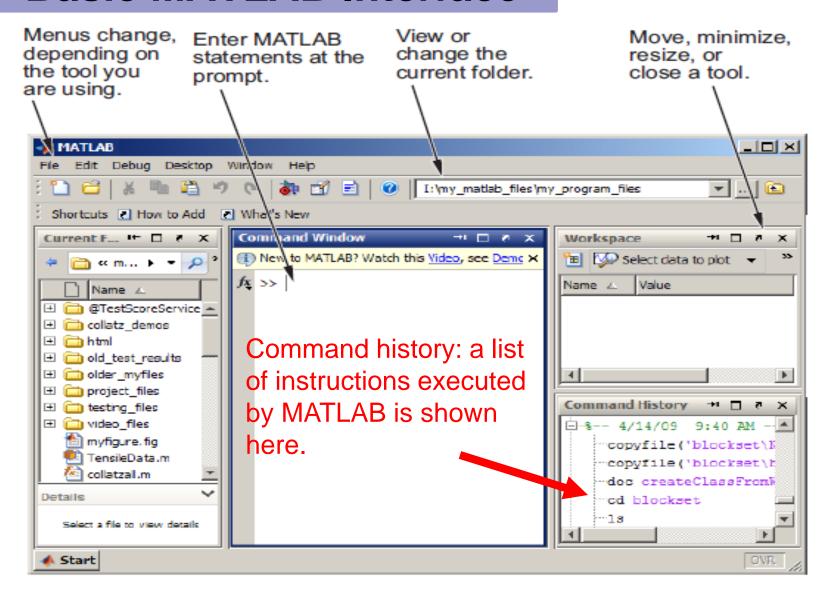
# This introduction will gives

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

#### **Basic MATLAB Interface**



#### **Basic MATLAB Interface**



#### **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
```



```
ans Most recent answer.
```

eps Floating point relative accuracy.

рі п

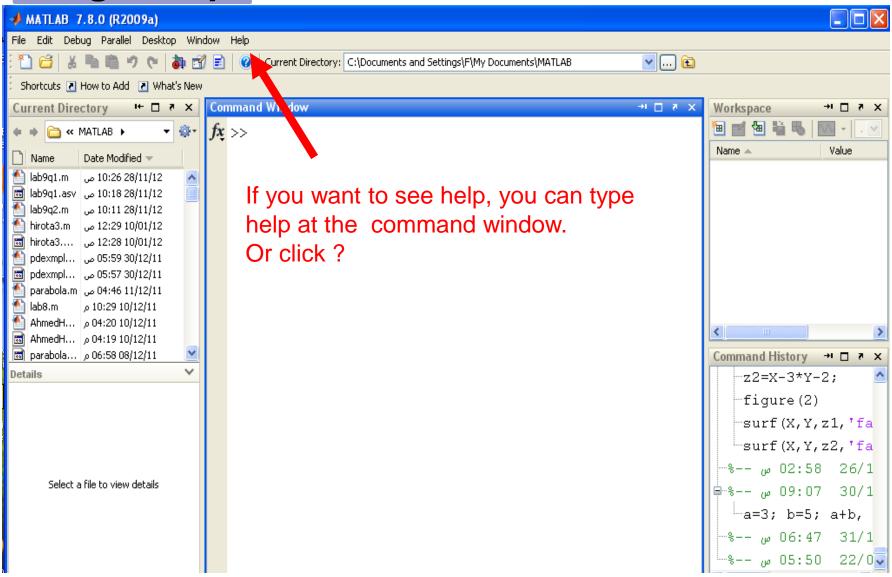
inf ∞

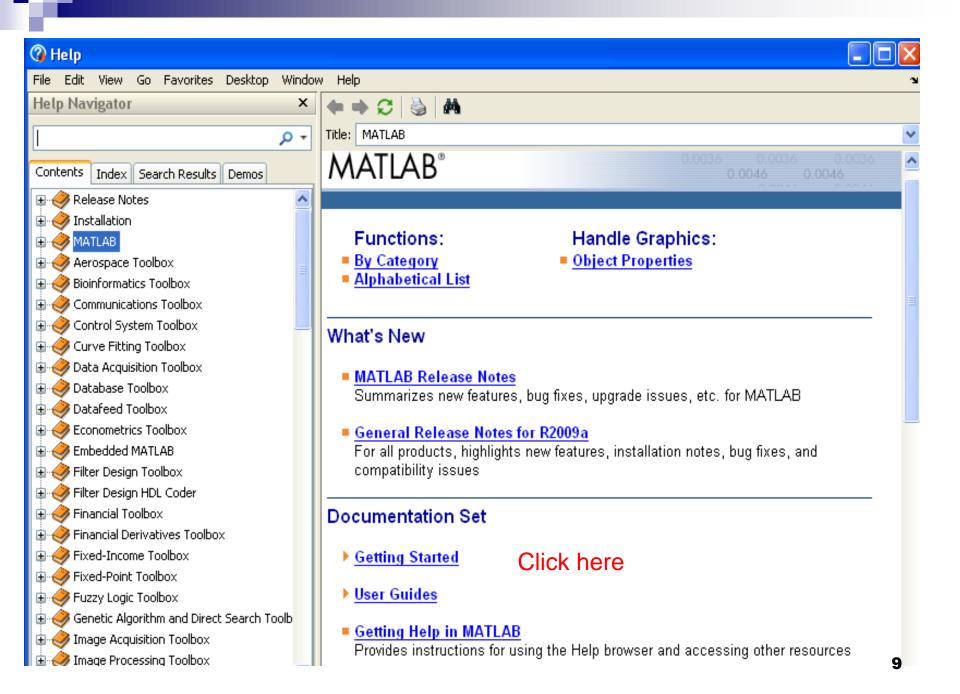
NaN Not a number.

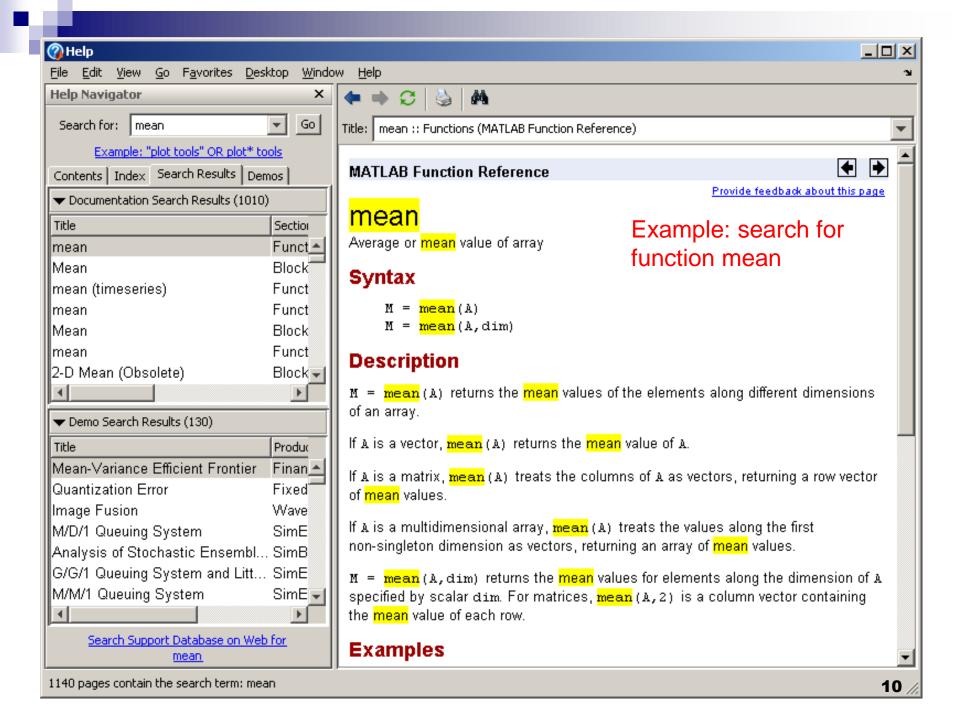
# **Some Common Mathematical Function:**

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

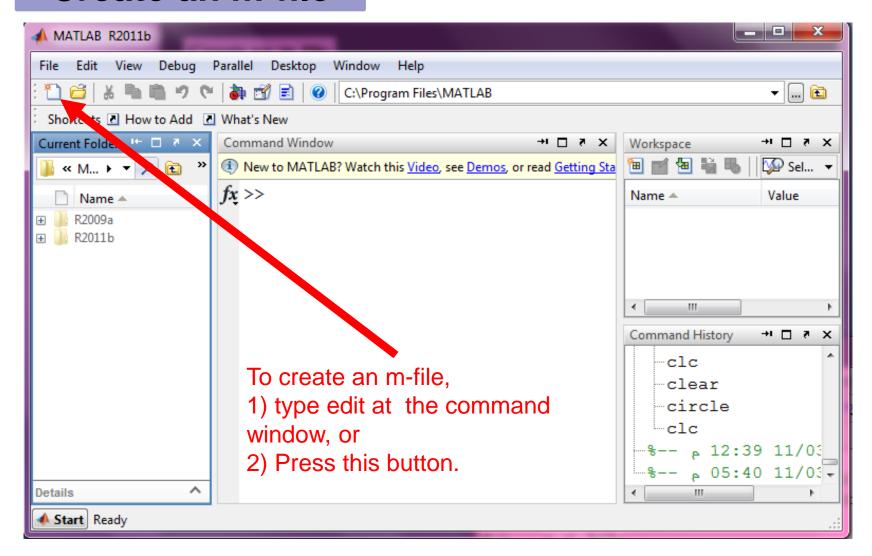
## To get help



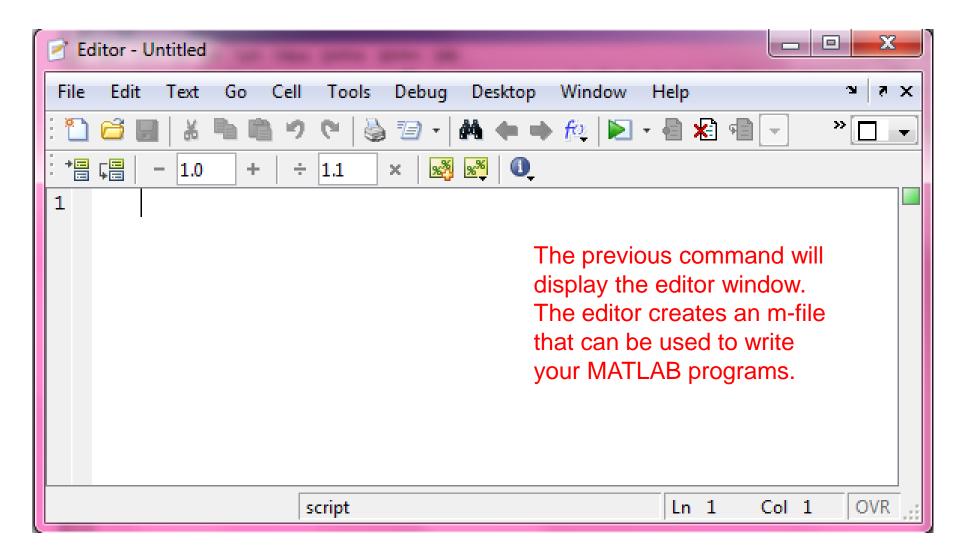




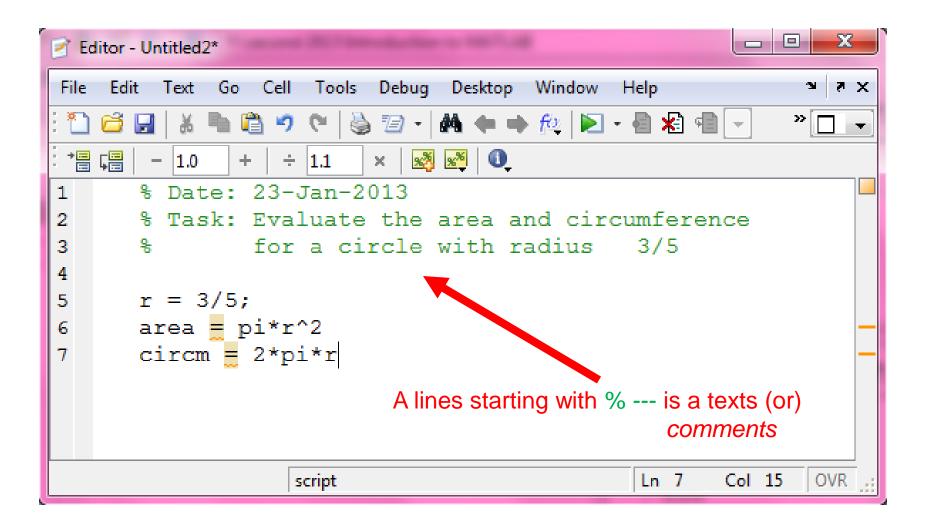
#### Create an m-file



#### Create an m-file

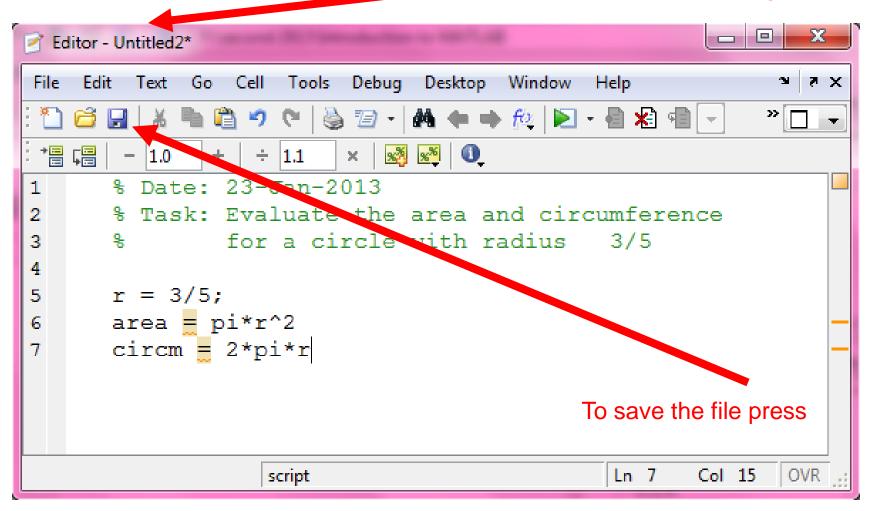


#### Create an m-file

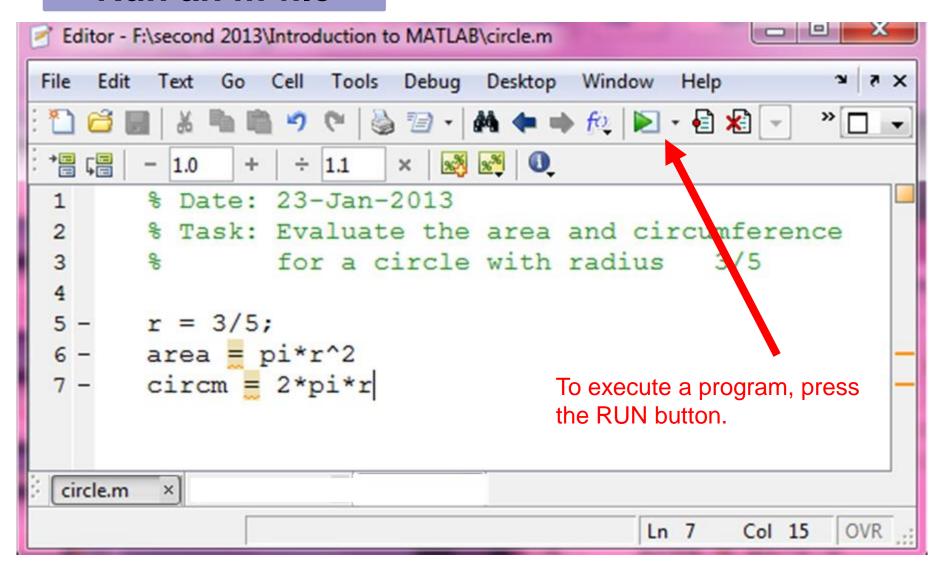


#### Save an m-file

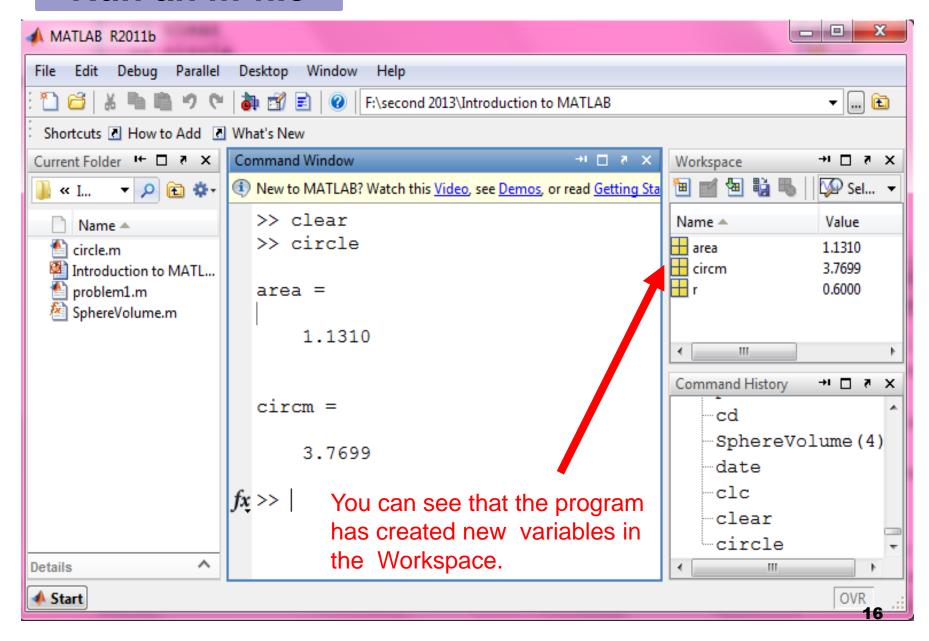
Note the file name will be changed ...



#### Run an m-file



#### Run an m-file



# 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
```



+	Addition
-	Subtraction
*	Multiplication
*	Element-by-element multiplication
/	division
1.	Element-by-element division
\	left division
\.	Element-by-element left division
٨	power
۸.	Element-by-element power
•	array transpose
	Unconjugated array transpose



# **Special Matrices and Vectors**

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

# **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		
prod	Product of array elements		
sort	Sort array elements in ascending or descending order		
sortrows	Sort rows in ascending order		
<u>sum</u>	Sum of array elements		
corrcoef	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		



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

```
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 =
   6
   6
```



#### **Representing Polynomials**

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

To enter this polynomial into MATLAB, use

$$p = [1 \ 0 \ -2 \ -5];$$



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



To evaluate p at x=5, use 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



To find the characteristic polynomial of a matrix

Use

The characteristic polynomial is  $p(x)=x^4-29x^3+72x^2-29x+1$ 

# 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

#### **Derivatives**

To obtain the derivative of the polynomial  $p = [1 \ 0 \ -2 \ -5];$ >>q = polyder(p)

$$q = 3 \quad 0 \quad -2$$

#### 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)
```

# **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	subspace	Angle between two subspaces
<u>det</u>	Determinant	<u>linsolve</u>	Solve a system of linear equations
trace	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
pinv	Pseudoinverse	<u>funm</u>	Evaluate general matrix function



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

$$A=[1 -2 3;4 0 6; 2 -1,3]$$
  
[L,U,P] = lu(A)



# **Linear system of equations**

#### The system

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

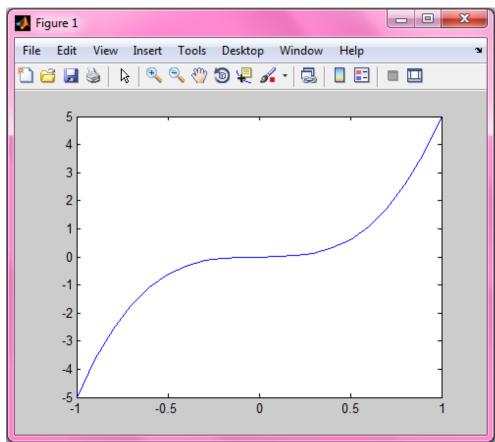
#### can be solved as:

# Plot



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

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

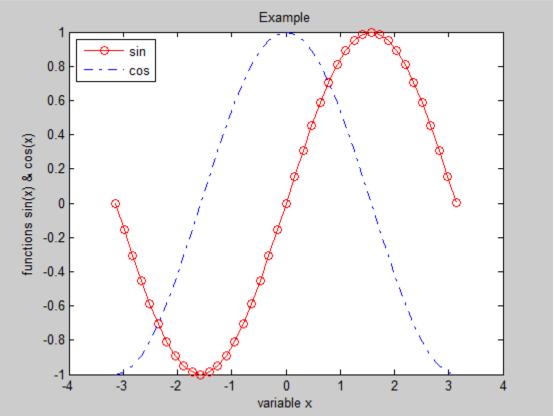


# **Changing the Appearance**

Symbol	Color	Symbol	Marker		Line style
		2		3	
b	blue		point	-	solid line
g	green	0	circle	:	dotted lin
r	red	x	x-mark		dash-dot line
С	cyan	+	plus		dashed line
m	magent	*	star		
	a				
y	yellow	S	square		
k	black	d	diamond		
W	white	٨	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);
```

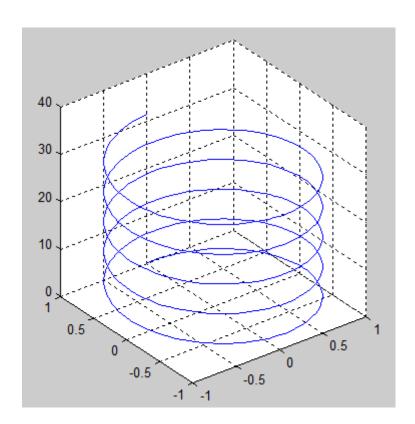


#### **Three-Dimensional Graphics**

#### 1. Line plotes

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
```

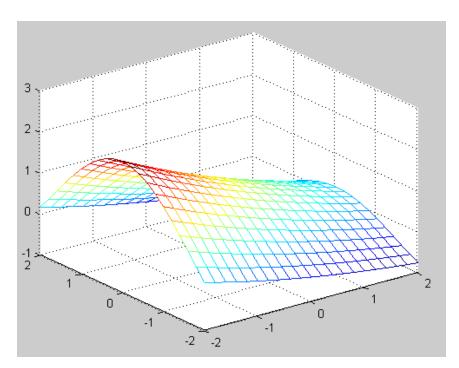


#### **Three-Dimensional Graphics**

#### 2. Mesh and Surface Plot

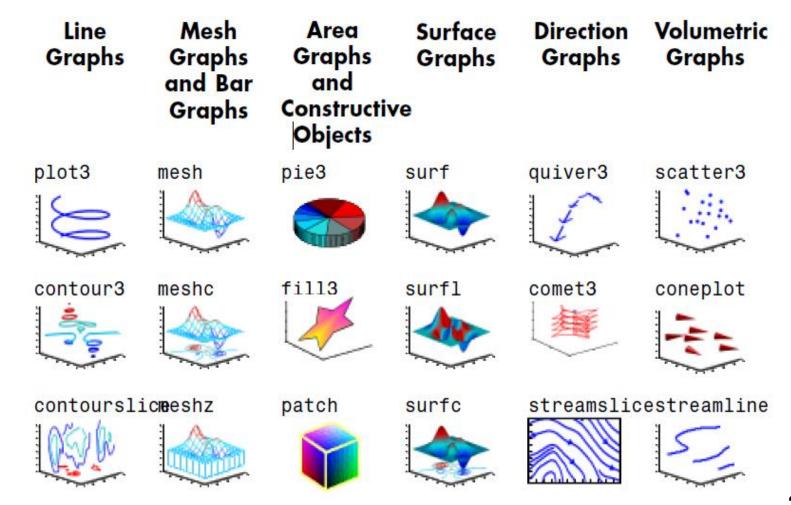
Matlab defines a mesh surface by the z-coordinates of points above a rectangular grid in the xy-plane. The result looks like a fishing net. Here is an example:

```
[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.



# 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**



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

· if, else, and elseif

A simple example is to evaluate

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

at a given points:

# 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 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



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
```

#### **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**

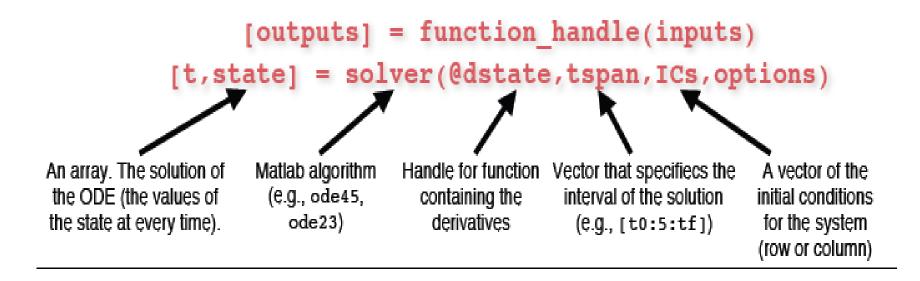
This function calculates the mean and standard deviation of a vector:

```
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



#### ... Solving first-order ODEs

#### **Example**

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

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



### Output

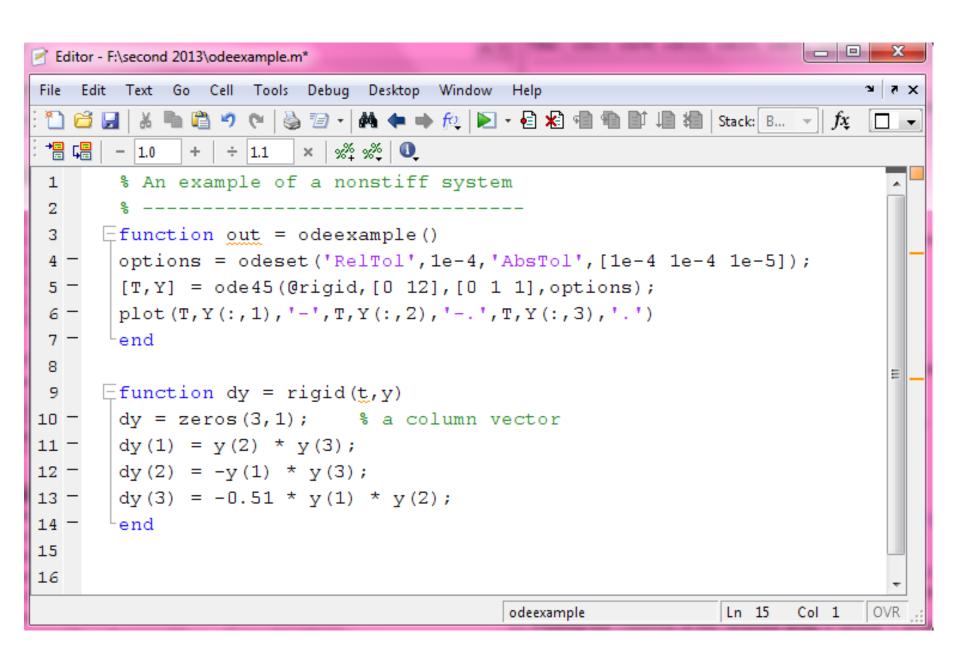
R =

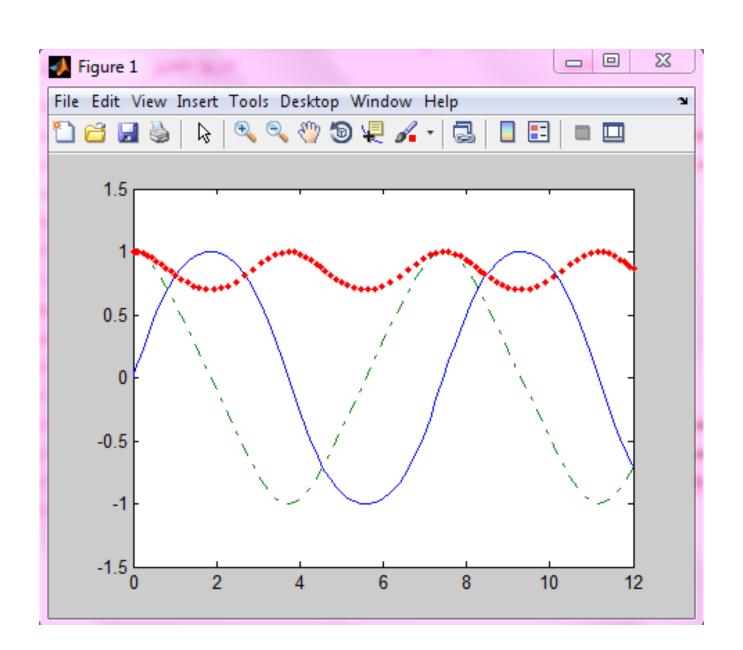
_		
0	1.0000000000000000	1.0000000000000000
0.250000000000000	0.941182215257514	0.941176467656496
0.500000000000000	0.800022805971222	0.799999996783799
0.750000000000000	0.640017884104867	0.639999987757363
1.0000000000000000	0.499996585223659	0.500000004711942



#### **Example**

$$y'_1 = y_2y_3 y_1(0) = 0$$
  
 $y'_2 = -y_1y_3 y_2(0) = 1$   
 $y'_3 = -0.51y_1y_3 y_3(0) = 1$ 





# **Problems**



Problem 1

Write a program that plots the function:

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

for values of x = -50 to 50



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.

The formula for volume is:

$$v = \frac{3}{4}\pi r^2$$

### ×

#### **Problem 3** Matrix-Vector Products

- (a) Create a matrix A=[1 0 -1; 2 1 -1; 3 2 -1].
- (b) Create a vector u=[1 2 3]. Is u a row vector (1x3) or a column vector (3x1)?
- (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 10x10 matrix B of 1's, and a vector w with 10 entries 1 through 10. Calculate Bw.

## M

#### Problem 4 Dot Product

- (a) Define the vector  $x=[-1 \ 0 \ -1]$
- (b) We want to calculate the dot product u · 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 transpose(u)
- (e) Compute x\*transpose(u) and u\*transpose(x) and 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=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?

## м

#### **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  $M \sim x = \sim v$  ( $\sim v$  is defined in Problem 3) using a matrix inverse.
- (f) Calculate M\v Then Google "matrix inverse matlab" and read the "Tips" section of the Matlab documentation on Matrix inverse. What's the difference between M\x and inv(M)\*x
- (e) Find Characteristic Polynomial, Eigen values and Eigen vectors of M.