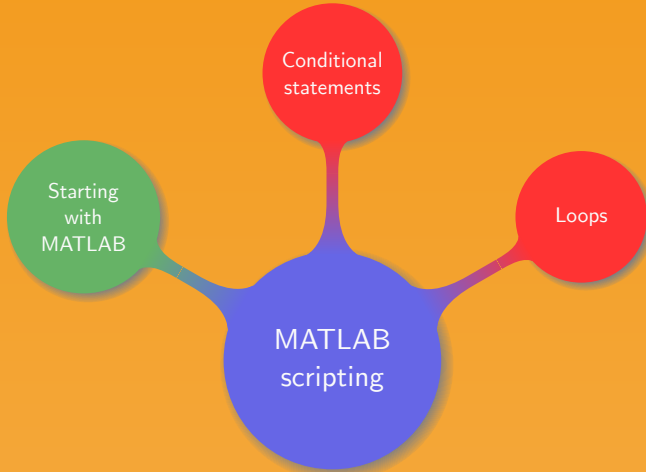




Introduction to Computer and Programming

2. MATLAB scripting

Manuel – Summer 2019



Two modes to start MATLAB:

- Desktop: graphical user interface
- Terminal: allows remote access, no mouse support

View in desktop mode:

- | | |
|-------------------|------------------|
| ① Command history | ③ Command window |
| ② Workspace | ④ Help |

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Files must be in the current directory or a directory listed in the path

MATLAB as a simple calculator:

- Addition: +
- Subtraction: -
- Multiplication: *
- Power: ^
- Right division: /
- Left division: \
- Order: ()
- π : pi
- $\sqrt{-1}$: i or j
- Infinity: Inf

MATLAB as an advanced calculator:

- Hide the result: end the line with ";"
- Variables: must start with a letter, e.g. a=1+2; A=3+2; a1_=4+5;
- Comments: ignore everything after "%"
- Write two commands on a same line: separate them with a ","
- Split a line over several lines: end a partial line with "...", e.g.
very long line easier ...
to read over two lines

MATLAB code to input in the workspace window:

```
1 r=1.496*10^11; c=4.379*10^9; G=6.674*10^-11;  
2 T=365*24*3600;  
3 V=4*pi/3*(c/(2*pi))^3;  
4 M=4*pi^2*r^3/(G*T^2);  
5 M/V
```

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5 M/V
```

Understanding the code:

- How are variables named and used?
- Could the code be shorter?

MATLAB script:

- Write the code in a file and load it
- Variables are added to the workspace
- To avoid variable conflicts use: `clear`, `clear all`, `clc`
- Add *cell breaks* to debug the code

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Exercise.

Write a script which prompts the user for two numbers, stores their sum in a variable, and displays the result.

MATLAB script:

- Write the code in a file and load it
- Variables are added to the workspace
- To avoid variable conflicts use: `clear`, `clear all`, `clc`
- Add *cell breaks* to debug the code

Exercise.

Write a script which prompts the user for two numbers, stores their sum in a variable, and displays the result.

```
1 clear all, clc;
2 number1=input('Input a number: ');
3 number2=input('Input a number: ');
4 numbers=number1+number2;
5 disp(numbers);
```

Arrays are of a major importance in MATLAB

Generating arrays and matrices:

- Obtain a sequence of numbers: `a:b` or `a:b:c`
- Concatenate (join) elements: `[]`
- Define a 1-dimensional array: `[a:b]` or `[a:b:c]`
- Define a 2-dimensional array: `[a b c; d e f;]`
- Get n equidistant elements in $[a, b]$: `linspace(a, b, n)`
- Get an $n \times m$ array of 0: `zeros(n,m)`
- Get an $n \times m$ array of 1: `ones(n,m)`

Explain each of the following commands:

```
1 clear all
2 a=magic(5)
3 a=[a;a+2], pause
4 a(:,3)=[]
5 a(:,3)=5
6 a(7,3), pause
```

```
1 a=reshape(a,5,8)
2 a', pause
3 sum(a)
4 sum(a(:,1))
5 sum(a(1,:))
```

Explain each of the following commands:

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2 a=magic(5)
3 a=[a;a+2], pause
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```
1 a=reshape(a,5,8)
2 a', pause
3 sum(a)
4 sum(a(:,1))
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```

Difference between arrays and matrices:

- Arrays:
 - Processed element by element
 - Add a "." in front of each operation, e.g. .*
- Matrices:
 - Default operations
 - Conjugate transpose: '
 - Determinant: det
 - Inverse: inv
 - Eigenvalues: eig

Explain each of the following commands:

```
1  A = [2 7 9 7 ; 3 1 5 6 ; 8 1 2 5]
2  A(:,[1 4]), pause
3  A([2 3],[3 1]), pause
4  reshape(A,2,6), pause
5  A(:), pause
6  flipud(A), pause
7  fliplr(A), pause
8  [A A(:,end)], pause
9  A(1:3,:), pause
10 [A ; A(1:2,:)], pause
11 sum(A),pause
12 sum(A'), pause
13 sum(A,2), pause
14 [ [ A ; sum(A) ] [ sum(A,2) ; sum(A(:)) ] ], pause
15 A.'
```

Accessing elements in a matrix

Given a matrix, elements can be accessed by:

- Coordinates: use the (row,column) position
- Indices:
 - Use a single number representing a position
 - The top left element has index 1
 - The bottom right “number of elements”

Accessing elements in a matrix

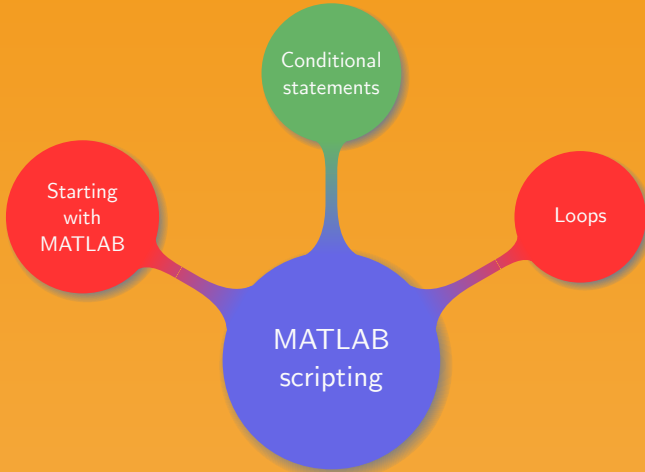
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- Indices:
 - Use a single number representing a position
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 - The bottom right “number of elements”

Example.

Explain each of the following commands:

```
1 A=magic(5)
2 A(3,2)
3 A(6)
4 numel(A)
```

Run instructions based on the truth value of a given expression

Truth table for the three common operations:

A	B	$A \wedge B$	$A \vee B$	$A \oplus B$
0	0	0	0	0
0	1	0	1	1
1	0	0	1	1
1	1	1	1	0

Relational operators in MATLAB

Comparative operators:

- Less than: <
- Less or equal: <=
- Greater than: >
- Greater or equal: >=
- Equal to: ==
- Not equal to: ~=

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Logical operators:

- And: &
- Or: |
- Not: ~
- Xor: xor(·,·)

Comparative operators:

- Less than: `<`
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- Equal to: `==`
- Not equal to: `~=`

Logical operators:

- And: `&`
- Or: `|`
- Not: `~`
- Xor: `xor(·,·)`

Short-circuit operators:

- Evaluate expression B if and only if A is true: `A && B`
- Evaluates expression B only if A is false: `A || B`

The if and switch statements

If it rains, then I take my umbrella

```
1  if expression1
2      statements1
3  elseif expression2
4      statements2
5  else
6      statements
7  end
```

The if and switch statements

If it rains, then I take my umbrella

```
1  if expression1
2      statements1
3  elseif expression2
4      statements2
5  else
6      statements
7  end
```

```
1  switch variable
2      case value1
3          statements1
4      case value2
5          statements2
6      otherwise
7          statements
8  end
```

When it rains, I take my umbrella, and my hat when it's sunny

Simple application scripts

Example.

```
1 exist('./file') & load('./file')
2 exist('./file') && load('./file')
3 k=input('Press a key: ','s');
4 if k>='0' && k<='9'
5     disp('Digit')
6 else
7     disp('Not a digit')
8 end
```

Understanding the code:

- Explain this script
- How to request a user input?
- What is 's' on line 3?
- What is a digit?

Simple application scripts

Example.

```
1 exist('./file') & load('./file')
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```

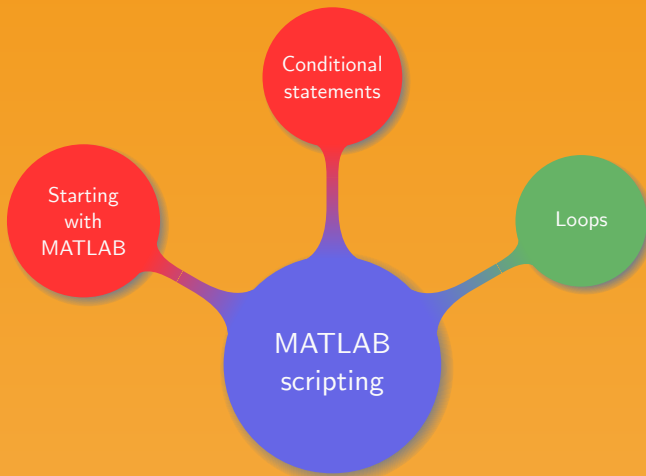
```
1 i=input('Input a digit: ');
2 switch i
3     case 0
4         disp('0')
5     case {1,2,3,4}
6         disp('<5')
7     otherwise
8         disp('>=5')
9 end
```

Understanding the code:

- Explain this script
- How to request a user input?
- What is 's' on line 3?
- What is a digit?

Understanding the code:

- Explain this script
- How is the code aligned?
- Why is input used without the parameter 's'?



Loops in MATLAB:

- Definition: group of statements repeatedly executed as long as a given conditional expression remains true
- Types: `while`, `for`, and vectorizing
- Vectorizing: generate a vector containing all elements
- For loop: clear steps and predefined end
- While loop: end based on a boolean expression
- Order of preference: vectorizing, `for`, and `while`

The while loop

```
1 while expression
2   statements
3 end
```

```
1 i=0
2 while true
3   i=i+1
4 end
```

```
1 while expression
2   statements
3 end
```

```
1 i=0
2 while true
3   i=i+1
4 end
```

Example.

```
1 i=1; o=input('Input a basic arithmetic operation: ','s');
2 while (o(i) >= '0' && o(i) <= '9') i = i+1; end
3 n1=str2num(o(1:i-1)); n=o(i); n2=str2num(o(i+1:end));
4 switch n
5   case '+', n1+n2
6   case '-', n1-n2
7   case '*', n1*n2
8   case '/', n1/n2
9   otherwise, disp('Not a basic arithmetic operation')
10 end
```

Understanding the code:

- How well is the code formatted?
- Reformat the code with more spacing
- What is the user expected to input?
- What is the purpose of the `while` loop?
- How is `switch` used?
- What is happening if something else that an integer is input?

```
1 for i=start:increment:end
2     statements
3 end
```

```
1 a=[]
2 for i=0:2:100
3     a=[a i]
4 end
```

Understanding the code:

- How is the code indented?
- What is the role of the increment?
- What is this code doing?
- Can you think of a faster way to obtain the same result?

Use MATLAB optimizations for vectors and array to construct lists

Example.

```
1  a=zeros(1,100000000); i=1;
2  tic; while i<=100000000; a(i)=2*(i-1); i=i+1; end; toc;
3  a=zeros(1,100000000);
4  tic; for i=1:100000000; a(i)=2*(i-1); end; toc;
5  tic; [0:2:199999999]; toc;
```

Understanding the code:

- Reformat and indent the code with one instruction per line
- What is this code doing?

The `continue` and `break` commands

More advanced loop commands:

- Directly jump to the next iteration: `continue`
- Exit the loop early: `break`

The continue and break commands

More advanced loop commands:

- Directly jump to the next iteration: `continue`
- Exit the loop early: `break`

Example.

```
1 d={'1','2','3','4','5','6','7','8','9','0'}; cnt=0;
2 w=input('Input a word: ','s');
3 for i=1:length(w);
4     switch w(i);
5         case d;
6             continue;
7         case ' ';
8             break;
9         otherwise
10            cnt=cnt+1;
11     end,
12 end
13 cnt
```

The `continue` and `break` commands

Understanding the code:

- What is this code doing?
- How is the code indented?
- What is the variable `d`?
- How are `continue` and `break` used?

Arrays are stored *linearly* inside memory:

- Row first: elements are read by row
- Column first: elements are read by column
- MATLAB uses the *column-major order*
- When using MATLAB the column should be in the outer loop

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- Row first: elements are read by row
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- MATLAB uses the *column-major order*
- When using MATLAB the column should be in the outer loop

Exercise.

Does MATLAB store $\begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{pmatrix}$ as 1,2,3,4,5,6 or 1,4,2,5,3,6?

Example.

```
1 N = 10000; a = zeros(N);  
2 tic;  
3     for j = 1:N  
4         for i=1:N  
5             a(j,i) = 1;  
6         end  
7     end  
8 toc;
```

Example.

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1 N = 10000; a = zeros(N);  
2 tic;  
3     for j = 1:N  
4         for i=1:N  
5             a(j,i) = 1;  
6         end  
7     end  
8 toc;
```

Understanding the code:

- What is this code doing?
- Is *j* representing the rows or the columns, what about *i*?
- What is happening if *i* and *j* are switched on line 5?

Accessing specific elements in a matrix

Access elements depending on a *logical mask*:

- 1 Generate an logical array depending on some condition
- 2 Apply a transformation only on a 1 in the logical array

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- 1 Generate an logical array depending on some condition
- 2 Apply a transformation only on a 1 in the logical array

Example.

- For a matrix *A* set all its elements larger than 10 to 0
- Given a vector square all its even values and cube the others

```
1 A=magic(5); B=A >10;A(B)=0
2 a=input('Vector: ')
3 b=(mod(a,2)==0);
4 c=a.^2;
5 c(~b)=a(~b).^3
```

Understanding the code:

- What is the result of `whos B`?
- What does `B=A > 10` mean?
- What is the goal of line 3?
- After line 4 what is in `c`?
- Why is `~b` used?

