

# MATLAB CHEAT SHEET - ENGINEERED-MIND.COM



Small variables like  $x$  and  $y$  will be either row or column vectors and  $A$  will always be a matrix.

## Basic Commands

<code>clc</code>	Clear command window
<code>clear (all)</code>	Clear all variables
<code>close all</code>	Close all plots
<code>clf</code>	Clear all plots
<code>doc command</code>	Extensive help page for command
<code>help command</code>	Quick help page for command
<code>%This is a comment</code>	Indicates a comment
<code>a = 5;</code>	Semicolon suppresses output
<code>whos</code>	Lists all variables defined
<code>disp('text')</code>	Print text
<code>save 'file.mat'</code>	Save variables to file.mat
<code>load 'file.mat'</code>	Load variables from file.mat
<code>diary on</code>	Record input/output to file diary

## Keyboard Shortcuts

F1	Help/documentation for <u>highlighted</u> function
F5	Run Code
F9	Run <u>highlighted</u> code
F10	Run code line
F11	Run code line, enter functions
F12	Insert break point
Ctrl-D	Open highlighted codes file
Ctrl-R	Comment code
Ctrl-T	Uncomment code
Ctrl-N	Open new script
Ctrl-W	Close script
Ctrl-C	Abort operation

## Entries of Matrices and Vectors

<code>abs(x)</code>	The absolute value of $x$
<code>eps</code>	Floating point accuracy
<code>1e6</code>	$10^6$
<code>sum(x)</code>	Sums elements in $x$
<code>round</code>	Rounds to the nearest integer
<code>ceil</code>	Rounds to nearest integer greater than or equal to that element
<code>fix</code>	Rounds to the nearest integer toward zero
<code>floor</code>	Rounds to the nearest integer less than or equal to that element

## Cell Manipulation

<code>x = cell(a, b)</code>	$a \times b$ cell array
<code>x{n,m}</code>	Access cell element $n,m$
<code>cell2mat(x)</code>	Transforms cell to matrix

## Manipulation of Variables

<code>a = 500</code>	Define variable $a$ to be 500
<code>x = [3, 1, 4]</code>	Set $x$ to be the row vector $[3, 1, 4]$
<code>x = [3; 1; 4]</code>	Set $x$ to be the column vector $[3, 1, 4]^T$
<code>A = [3, 1, 4, 1; 5, 9, 2, 6; 5, 3, 5, 8]</code>	Set $A$ to be a $3 \times 4$ matrix
<code>x(2) = 7</code>	Change $x$ from $[3, 1, 4]$ to $[3, 7, 4]$
<code>A(2,1) = 0</code>	Change $A_{2,1}$ from 5 to 0

## Basic Arithmetic and Functions

<code>1*2, 3+4, 5-6, 7/8</code>	Multiply, add, subtract and divide
<code>2^8</code>	Compute $2^8$
<code>sqrt(16)</code>	Compute $\sqrt{16}$
<code>log(5)</code>	Compute $\ln(5)$
<code>log10(100)</code>	Compute $\log_{10}(100)$
<code>abs(-10)</code>	Compute $ -10 $
<code>sin(2*pi/6)</code>	Compute $\sin(2\pi/6)$
<code>ceil(3.8)</code>	Outputs 4.0
<code>floor(3.8)</code>	Outputs 3.0

## Construct Matrices and Vectors

<code>zeros(5, 5)</code>	Create a $5 \times 5$ matrix of zeros ( <b>Pre-Allocation!</b> )
<code>ones(6, 7)</code>	Create a $6 \times 7$ matrix of ones
<code>eye(3)</code>	Create a $3 \times 3$ identity matrix
<code>eye(9, 10)</code>	Make a $9 \times 10$ identity matrix
<code>linspace(X, Y, N)</code>	Generates $N$ points between $X$ and $Y$
<code>logspace(X1, Y1, N1)</code>	Creates a vector with $N1$ elements where the log of the spacing is evenly increasing between $X1$ and $Y1$
<code>1:99</code>	Row vector of 1, 2, ..., 88, 99

## Operations on Matrices and Vectors

<code>x + 5</code>	Add 5 to every element of $x$
<code>x + y</code>	Elementwise addition of two vectors $x$ and $y$
<code>10 * x</code>	Multiply every element of $x$ by 10
<code>A * y</code>	Product of a matrix and vector
<code>A * B</code>	Product of two matrices
<code>A .* B</code>	Element-wise product of two matrices (Important if matrices are not quadratic)
<code>A ^ 4</code>	Square matrix $A$ to the fourth power
<code>A .^ 4</code>	Every element of $A$ to the fourth power
<code>cos(A)</code>	Compute the cosine of every element of $A$
<code>abs(A)</code>	Compute the absolute values of every element of $A$
<code>A'</code>	Transpose of $A$
<code>det(A)</code>	Compute the determinant of $A$
<code>size(A)</code>	Get the size of $A$

# MATLAB CHEAT SHEET - MODELING AND SIMULATION

## Plotting

<code>plot(x,y)</code>	Plot $y$ versus $x$ (same dimension!)
<code>loglog(x,y)</code>	Plot $y$ versus $x$ on a log-log scale (both axes have a log scale)
<code>semilogx(x, y)</code>	Plot $y$ versus $x$ with $x$ on a log scale
<code>semilogy(x, y)</code>	Plot $y$ versus $x$ with $y$ on a log scale
<code>axis equal</code>	Force the $x$ and $y$ axes to be scaled equally
<code>title('A Title')</code>	Add a title to the plot
<code>xlabel('x text')</code>	Add a label to the $x$ axis
<code>ylabel('y text')</code>	Add a label to the $y$ axis
<code>legend('foo', 'bar')</code>	Label 2 curves for the plot
<code>grid on/off</code>	Add a grid to the plot
<code>figure</code>	Start a new plot
<code>figure(i)</code>	$i^{th}$ figure
<code>subplot(a,b,c)</code>	For multiple figures in one plot
<code>hold on</code>	Retains current figure when adding new stuff
<code>hold off</code>	Default settings (no hold on!)
<code>set(fig1, 'LineWidth', 2)</code>	Change line width
<code>set(fig1, 'LineStyle', '-')</code>	Change dot marker
<code>set(fig1, 'Marker', '.')</code>	Change marker type
<code>set(fig1, 'MarkerSize', 10)</code>	Change marker size
<code>set(fig1, 'FontSize', 14)</code>	Change font size

## Entries of Matrices and Vectors

<code>x(5:8)</code>	The 5 <sup>th</sup> to the 8 <sup>th</sup> elements of $x$
<code>x(5:end)</code>	The 5 <sup>th</sup> to the last elements of $x$
<code>x(1:2:end)</code>	Every second element of $x$ from the first to last
<code>A(3,:)</code>	Get the third row of $A$
<code>A(:,5)</code>	Get the 5 <sup>th</sup> column of $A$
<code>A(5, 2:5)</code>	Get the first to fifth elements in the 5 <sup>th</sup> row

## Constants

<code>pi</code>	$\pi = 3.1415926533$
<code>Inf</code>	Infinity
<code>NaN</code>	Not a number (i.e. 0/0)
<code>realmax</code>	Largest positive floating-point number $1.7977 \cdot 10^{308}$
<code>realmin</code>	Smallest positive floating-point number $2.2251 \cdot 10^{-308}$

## Debugging

<code>tic</code>	Starts timer
<code>toc</code>	Stops timer
<code>try/catch</code>	Good to track errors
<code>dbclear</code>	Clears breakpoints
<code>break</code>	Terminates execution of for/while loop

## Data Import & Export

<code>xlsread/xlswrite</code>	Spreadsheets (.xls, .xlsm)
<code>load/save -ascii</code>	Text files (txt, csv)
<code>load/save</code>	Matlab Files (.m)
<code>imread/imwrite</code>	Image Files

## Solving linear equations

<code>inv(A)</code>	Compute the inverse $A^{-1}$
<code>eig(A)</code>	Compute the eigenvalues of $A$
<code>[L,U,P] = lu(A)</code>	The LU factorization $PA = LU$
<code>[V,D] = eig(A)</code>	$V$ are the eigenvectors of $A$ , and the diagonals $diag(D)$ are the eigenvalues of $A$
<code>A\b</code>	Compute the solution $x$ to $Ax = b$

# MATLAB CHEAT SHEET - MODELING AND SIMULATION

## Logicals

```
a = 20; % Assign a the value of 10
a == 5 % Test if a is equal to 5
    false
a == 20 % Test if a is equal to 10
    true
a >= 5 % Test if a is greater than or equal to 5
    true
a < 11 % Test if a is less than 11
    false
a ~= 4 % Test if a is not equal to 4
    true
a > 1 && a ~= 10 % Test if a is greater than 1 AND
    false % not equal to 10
a > 1 || a ~= 5 % Test if a is greater than 1 OR
    true % not equal to 10
```

## For loops

```
for k = 1:10
    disp(k);
end
```

## Conditional Statements

```
if a > 90
    disp('Greater than 90');
elseif a == 90
    disp('a is 90');
else
    disp('None of the conditions is mets');
end
```

## While loops

```
k = 0;
while k < 5
    k = k + 1;
end
```

## Functions

```
function [a, b] = testfct(x, y)
    a = x + y;
    b = x * y;
end

testfct(2, 3) %Call function in script or command window
```

## Function Handles

```
sqr = @() n.^2;
x = sqr(3) %Outputs 9
```

## Plotting & Subplot

```
x = linspace(-5*pi, 5*pi, 1000);
y1 = sin(x);
y2 = cos(x);

plot(x, y1, 'g-', 'LineWidth', 3); % Plot black sin(x) curve
hold on % Adding additional curve
plot(x, y2, 'r-', 'LineWidth', 3); % Plot red cos(x) curve
grid on
set(gca, 'fontSize', 20)

% Set the axis limits
axis([-5*pi, 5*pi, -1.5, 1.5])

% Add axis labels
xlabel('x', 'FontSize', 20);
ylabel('y', 'FontSize', 20);

% Add a title
title('A plot of cos(x) and sin(x)', 'FontSize', 20);

% Add a legend
legend('sin(x)', 'cos(x)');
-----
% Code for Subplots

x = linspace(0, 10, 50);
y = rand(50, 1);

subplot(2, 2, 1), plot(x, sin(x), 'Color', 'red', 'LineWidth', 3)
set(gca, 'fontSize', 14)
axis([0, 2*pi, -1, 1]), axis square

subplot(2, 2, 2), plot(x, cos(x), 'Linewidth', 3, 'Color', 'blue')
set(gca, 'fontSize', 14)
axis([0, 2*pi, -1, 1]), axis square

subplot(2, 2, 3:4)
y2 = rand(50, 1); plot(x, y2, 'LineWidth', 3)
set(gca, 'fontSize', 14)
```

