### DIP 55:148

# Introduction to Matlab: 1) Basics



## Matlab



- General tool for "technical computing"
- Very powerful due to toolbox concept
- Usage:
  - Interactively typing commands
  - Scripts ("m"-files)
  - Functions (local variables, parameters, and return values)
  - MEX-functions (integration of C/C++ code)
- · Nearly everything is represented as a Matrix
  - Images are represented as matrices too!

### Matlab



- Advantages:
  - Usually very short programs
  - Short development time
  - Powerful commands → rapid prototyping
  - No declaration of variables (+/- ?)
  - Built-in editor: MATLAB> edit
  - Free code available on the Internet

DIP'07 / 3

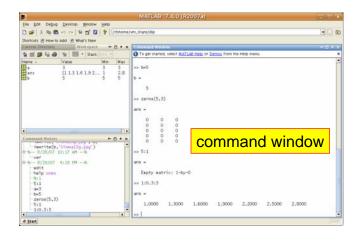
## Matlab - Script Files



- Scripts: all commands can be used as in interactive mode
- Script files are ASCII-files (\*.m)
  - e.g., program1.m
  - execution of script: MATLAB> program1
- Comments start with "%"
- A ";" at the end of a command suppresses the output of the result

## Matlab GUI





DIP'07 / 5

## **Getting Help**



- Getting information about functions:
  - MATLAB> help sqrt
  - MATLAB> help plot
  - MATLAB> help \*
- Help browser:
  - MATLAB> helpdesk
- More info on getting help:
  - MATLAB> help help
- web

## **Matrix Initialization**



• Definition of a matrix:

Matlab > A=[1 3 5 7; 2 4 6 8] 
$$A = \begin{pmatrix} 1 & 3 & 5 & 7 \\ 2 & 4 & 6 & 8 \end{pmatrix};$$

Creating a matrix of ones/zeros:

MATLAB> B = ones(2,4) 
$$B = \begin{pmatrix} 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 \end{pmatrix};$$
 MATLAB> C = zeros(1,3)  $C = \begin{pmatrix} 0 & 0 & 0 \end{pmatrix};$ 

DIP'07 / 7

## **Matrix Initialization**



• Creating series of numbers (middle number is the step size):

Matlab 
$$\mathbf{D} = \mathbf{1:5}$$
  $D = \begin{pmatrix} 1 & 2 & 3 & 4 & 5 \end{pmatrix};$  Matlab  $\mathbf{E} = \mathbf{5:-0.5:4}$   $E = \begin{pmatrix} 5 & 4.5 & 4 \end{pmatrix};$ 

Note that 1:5 is a shortcut for 1:1:5. Also, 5:1 produces the empty matrix.

Creating a diagonal matrix:

MATLAB> 
$$\mathbf{F} = \text{diag}(1:3)$$
 
$$F = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 2 & 0 \\ 0 & 0 & 3 \end{pmatrix};$$

## Manipulation of Matrix Elements



 Accessing single elements: A(row, column) = value NOTE: index starts with 1!

Matlab> A = zeros(2,4);  
Matlab> A(2,3) = 5
$$A = \begin{pmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 5 & 0 \end{pmatrix};$$

- $A(1,:) \rightarrow$  gets first row
- A(:,1) → gets first column
- Accessing an undefined element expands the matrix!

Matlab> 
$$A(3,1)=2$$
 
$$A = \begin{pmatrix} 0 & 0 & 0 & 0 \\ 0 & 0 & 5 & 0 \\ 2 & 0 & 0 & 0 \end{pmatrix};$$

## Manipulation of Matrix Elements



• Accessing a matrix area:

MATLAB> A(1:2,1:2) = ones(2,2) 
$$A = \begin{pmatrix} 1 & 1 & 0 & 0 \\ 1 & 1 & 5 & 0 \\ 2 & 0 & 0 & 0 \end{pmatrix};$$

• Filling a matrix area with a single value:

MATLAB> A(1:end,[2 4]) = 9 
$$A = \begin{pmatrix} 1 & 9 & 0 & 9 \\ 1 & 9 & 5 & 9 \\ 2 & 9 & 0 & 9 \end{pmatrix};$$

## Vectors



- Vector == 1D Matrix
- column vector != row vector
- Creating a transposed vector/matrix: MATLAB> A'
- column vector == (row vector)'

MATLAB> 
$$\mathbf{A} = \mathbf{1}:\mathbf{3}$$
  
MATLAB>  $\mathbf{B} = \mathbf{A'}$   $A = \begin{pmatrix} 1 & 2 & 3 \end{pmatrix}; B = \begin{pmatrix} 1 & 2 & 3 \end{pmatrix};$ 

```
MATLAB> C = 1:5;

MATLAB> C(3) = 100
C = (1 \quad 2 \quad 100 \quad 4 \quad 5);
```

DIP'07 / 11

## **Program Control Statements**



• Conditional Control:

```
if logical_expression1
...
elseif logical expression2
...
else
...
end
```

• Loop Control:

for variable = row vector
...
end

```
for
x=1:10
x
end
```

$$\begin{array}{l} a=0;\\ \text{while (} \ a<10\ )\\ a=a+1\\ \text{end} \end{array}$$

## Operators:



#### **Arithmetic Operators**

Operator	Description
+	Addition
-	Subtraction
.*	Multiplication
./	Right division
.\	Left division
+	Unary plus
-	Unary minus
:	Colon operator
.^	Power
.1	Transpose
1	Complex conjugate transpose
*	Matrix multiplication
/	Matrix right division
\	Matrix left division
^	Matrix power

#### **Relational Operators**

Operator	Description
<	Less than
<=	Less than or equal to
>	Greater than
>=	Greater than or equal to
	Equal to
~=	Not equal to

#### **Logical Operators**

<b>Logical Operation</b>	Equivalent Function
A & B	and(A, B)
A   B	or(A, B)
~A	not(A)

DIP'07 / 13

## Matlab Optimized Programming



- Loops are VERY inefficient!!!
  - Avoid loops if possible!
- Almost all functions accept scalars and vectors/matrices as input
  - → operation will be applied to each element of vector/matrix

use

$$x = 1:10;$$
  
 $y = sqrt(x);$ 

instead

... .....

## Matlab Optimized Programming

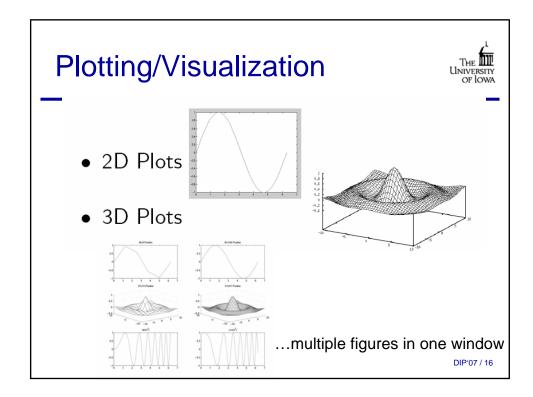


- Relational operators will be applied to all elements of vector/matrix
- For some arithmetic operators
   ("\*","/","^") a point "." must be placed in
   front of the operator

Matlab>  $A = (1:4).^2$  A = (1 4 9)

DIP'07 / 15

16);



## 2D Plots



- X-Y-plots:
  - plot(x,y):

```
\begin{split} \text{Matlab} > & t = 0:0.01:2*pi; \\ \text{Matlab} > & y = sin(t); \\ \text{Matlab} > & plot(t,y); \end{split}
```

- line style & color:plot(x,y,'format');→ see help
- see also: xlabel('...'), ylabel('...'), title('...'), ...

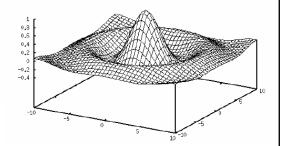
0.6 - 0.4 - 0.2 - 0.2 - 0.2 - 0.2 - 0.3 - 0.4 - 0.5 -

DIP'07 / 17

## 3D Plots



MATLAB> X = ...MATLAB> Y = ...MATLAB> Z = f(X,Y)MATLAB> mesh(X,Y,Z);



## 3D Plots - Example



- MATLAB> x = linspace(-10,10,40);  $\rightarrow x = (-10,...,10)$  % x has 40 elements, same def. for y
- MATLAB> [X,Y] = meshgrid(x,y);  $\rightarrow X = \begin{pmatrix}
  -10 & \dots & 10 \\
  \vdots & \ddots & \vdots \\
  -10 & \dots & 10
  \end{pmatrix}; Y = \begin{pmatrix}
  -10 & \dots & -10 \\
  \vdots & \ddots & \vdots \\
  10 & \dots & 10
  \end{pmatrix};$
- MATLAB> R = sqrt(X.^2+Y.^2)+0.1;
   MATLAB> Z = sin(R)./R; % sinc-function
   MATLAB> mesh(X,Y,Z)

DIP'07 / 19

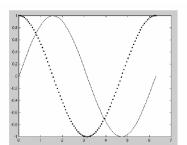
## Multiple plots in one window



- HOLD ON holds the current plot and all axis properties so that subsequent graphing commands add to the existing graph.
- HOLD OFF returns to the default mode

MATLAB> x= linspace(0,2\*pi,100); MATLAB> y1 = sin(x); MATLAB> y2 = cos(x); MATLAB> plot(x,y1,'k-'); MATLAB> hold on;

MATLAB > plot(x,y2,'k.');



## Selection of figure windows



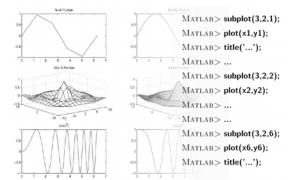
- MATLAB> figure
  - opens a new figure window
- MATLAB> figure(2)
  - makes figure 2 the current figure, forces it to become visible, and raises it above all other figures on the screen.
  - if figure 2 does not exist, a new figure is created

DIP'07 / 21

## Multiple figures in one window



- subplot(rows, columns, index) → index specifies the active window
- The axes are counted along the top row of the Figure window, then the second row, etc.



## Task:



- Create a "chequerboard" matrix (8x8)
  - Commands "mod" and "abs" might help

```
A =

1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1  0  1
```

DIP'07 / 23

## Solution:



```
>> a = mod(1:8,2)
```

$$>> b = abs(a-1)$$

$$>> A = b'*b + a'*a$$

>> imshow(A,[])