A Matlab Cheat-sheet (MIT 18.06, Fall 2007)

Basics:

save 'file.mat' save variables to *file.mat* load variables from file.mat load 'file.mat' diary on record input/output to file diary stop recording diary off list all variables currenly defined whos delete/undefine all variables clear quick help on a given command help command extensive help on a given command doc command

Defining/changing variables:

x = 3 define variable x to be 3 $x = [1 \ 2 \ 3]$ set x to the 1×3 row-vector (1,2,3) $x = [1 \ 2 \ 3]$; same, but don't echo x to output x = [1;2;3] set x to the 3×1 column-vector (1,2,3) $A = [1 \ 2 \ 3 \ 4;5 \ 6 \ 7 \ 8;9 \ 10 \ 11 \ 12];$ set A to the 3×4 matrix with rows 1,2,3,4 etc. x(2) = 7 change x from (1,2,3) to (1,7,3) A(2,1) = 0 change $A_{2,1}$ from 5 to 0

Arithmetic and functions of numbers:

3*4, 7+4, 2-6 8/3 multiply, add, subtract, and divide numbers 3^7 , 3^6 (8+2i) compute 3 to the 7th power, or 3 to the 8+2i power sqrt(-5) compute the square root of -5 exp(12) compute e^{12} compute the natural log (ln) and base-10 log (log₁₀) abs(-5) compute the absolute value |-5| sin(5*pi/3) compute the sine of $5\pi/3$ besselj(2,6) compute the Bessel function $J_2(6)$

Arithmetic and functions of vectors and matrices:

x * 3 multiply every element of x by 3 x + 2 add 2 to every element of x x + y element-wise addition of two vectors x and y A * y product of a matrix A and a vector y A * B product of two matrices A and Bx * y not allowed if x and y are two column vectors! $x \cdot * y$ element-wise product of vectors x and y the square matrix A to the 3rd power A^3 not allowed if x is not a square matrix! x^3 every element of x is taken to the 3rd power cos(x) the cosine of every element of x abs(A) the absolute value of every element of A $\exp(A)$ e to the power of every element of A the square root of every element of A sqrt(A) the matrix exponential e^A expm(A) the matrix whose square is A sqrtm(A)

Constructing a few simple matrices:

a 12×4 matrix with uniform random numbers in [0,1) rand(12,4) a 12×4 matrix with Gaussian random (center 0, variance 1) randn(12,4) a 12×4 matrix of zeros zeros(12,4) ones(12,4) a 12×4 matrix of ones a 5×5 identity matrix I ("eye") eye(5) a 12×4 matrix whose first 4 rows are the 4×4 identity eye(12,4) linspace(1.2, 4.7, 100) row vector of 100 equally-spaced numbers from 1.2 to 4.7 7:15 row vector of 7,8,9,...,14,15matrix whose diagonal is the entries of x (and other elements = 0) diag(x)

Portions of matrices and vectors:

x(2:12)the 2nd to the 12th elements of x the 2nd to the last elements of x x(2:end)every third element of x, from 1st to the last x(1:3:end)all the elements of x x(:) the row vector of every element in the 5th row of A A(5,:)the row vector of the first 3 elements in the 5th row of A A(5,1:3)the column vector of every element in the 2nd column of A A(:,2) column vector of the diagonal elements of A diag(A)

Solving linear equations:

A \ b for A a matrix and b a column vector, the solution x to Ax=b inv(A) the inverse matrix A^{-1} [L,U,P] = lu(A) the LU factorization PA=LUeig(A) the eigenvalues of A
[V,D] = eig(A) the columns of V are the eigenvectors of A, and the diagonals diag(D) are the eigenvalues of A

Plotting:

plot y as the y axis, with 1,2,3,... as the x axis plot(y) plot y versus x (must have same length) plot(x,y)plot columns of A versus x (must have same # rows) plot(x,A)loglog(x,y)plot y versus x on a log-log scale plot y versus x with x on a log scale semilogx(x,y)semilogy(x,y)plot y versus x with y on a log scale fplot(@(x) ...expression...,[a,b]) plot some expression in x from x=a to x=baxis equal force the x and y axes of the current plot to be scaled equally add a title A Title at the top of the plot title('A Title') label the x axis as blah xlabel('blah') ylabel('blah') label the v axis as blah legend('foo','bar') label 2 curves in the plot foo and bar grid include a grid in the plot figure open up a new figure window

Transposes and dot products:

x.', A.' the transposes of x and Ax', A' the complex-conjugate of the transposes of x and A dot(x' * y the dot (inner) product of two *column* vectors x and y x *

dot(x,y), sum(x.*y) ...two other ways to write the dot product x * y' the *outer* product of two *column* vectors x and y