

# MATLAB Basic Functions

## MATLAB Environment

<code>clc</code>	Clear command window
<code>help fun</code>	Display in-line help for <code>fun</code>
<code>doc fun</code>	Open documentation for <code>fun</code>
<code>load("filename","vars")</code>	Load variables from <code>.mat</code> file
<code>uiimport("filename")</code>	Open interactive import tool
<code>save("filename","vars")</code>	Save variables to file
<code>clear item</code>	Remove items from workspace
<code>examplescript</code>	Run the script file named <code>examplescript</code>
<code>format style</code>	Set output display format
<code>ver</code>	Get list of installed toolboxes
<code>tic, toc</code>	Start and stop timer
<code>Ctrl+C</code>	Abort the current calculation

## Operators and Special Characters

<code>+, -, *, /</code>	Matrix math operations
<code>.*, ./</code>	Array multiplication and division (element-wise operations)
<code>^, .^</code>	Matrix and array power
<code>\</code>	Left division or linear optimization
<code>.', '</code>	Normal and complex conjugate transpose
<code>==, ~=, &lt;, &gt;, &lt;=, &gt;=</code>	Relational operators
<code>&amp;&amp;,   , ~, xor</code>	Logical operations (AND, NOT, OR, XOR)
<code>;</code>	Suppress output display
<code>...</code>	Connect lines (with break)
<code>% Description</code>	Comment
<code>'Hello'</code>	Definition of a character vector
<code>"This is a string"</code>	Definition of a string
<code>str1 + str2</code>	Append strings

## Special Variables and Constants

<code>ans</code>	Most recent answer
<code>pi</code>	$n=3.141592654...$
<code>i, j, 1i, 1j</code>	Imaginary unit
<code>NaN, nan</code>	Not a number (i.e., division by zero)
<code>Inf, inf</code>	Infinity
<code>eps</code>	Floating-point relative accuracy

## Defining and Changing Array Variables

<code>a = 5</code>	Define variable <code>a</code> with value 5
<code>A = [1 2 3; 4 5 6]</code> <code>A = [1 2 3 4 5 6]</code>	Define <code>A</code> as a 2x3 matrix "space" separates columns ";" or new line separates rows
<code>[A,B]</code>	Concatenate arrays horizontally
<code>[A;B]</code>	Concatenate arrays vertically
<code>x(4) = 7</code>	Change 4th element of <code>x</code> to 7
<code>A(1,3) = 5</code>	Change <code>A(1,3)</code> to 5
<code>x(5:10)</code>	Get 5th to 10th elements of <code>x</code>
<code>x(1:2:end)</code>	Get every 2nd element of <code>x</code> (1st to last)
<code>x(x&gt;6)</code>	List elements greater than 6
<code>x(x==10)=1</code>	Change elements using condition
<code>A(4, :)</code>	Get 4th row of <code>A</code>
<code>A(:, 3)</code>	Get 3rd column of <code>A</code>
<code>A(6, 2:5)</code>	Get 2nd to 5th element in 6th row of <code>A</code>
<code>A(:, [1 7])=A(:, [7 1])</code>	Swap the 1st and 7th column
<code>a:b</code>	<code>[a, a+1, a+2, ..., a+n]</code> with $a+n \leq b$
<code>a:ds:b</code>	Create regularly spaced vector with spacing <code>ds</code>
<code>linspace(a,b,n)</code>	Create vector of <code>n</code> equally spaced values
<code>logspace(a,b,n)</code>	Create vector of <code>n</code> logarithmically spaced values
<code>zeros(m,n)</code>	Create <code>m x n</code> matrix of zeros
<code>ones(m,n)</code>	Create <code>m x n</code> matrix of ones
<code>eye(n)</code>	Create a <code>n x n</code> identity matrix
<code>A=diag(x)</code>	Create diagonal matrix from vector
<code>x=diag(A)</code>	Get diagonal elements of matrix
<code>meshgrid(x,y)</code>	Create 2D and 3D grids
<code>rand(m,n), randi</code>	Create uniformly distributed random numbers or integers
<code>randn(m,n)</code>	Create normally distributed random numbers

## Complex Numbers


























<code>i, j, 1i, 1j</code>	Imaginary unit
<code>real(z)</code>	Real part of complex number
<code>imag(z)</code>	Imaginary part of complex number
<code>angle(z)</code>	Phase angle in radians
<code>conj(z)</code>	Element-wise complex conjugate
<code>isreal(z)</code>	Determine whether array is real

Elementary Functions	
<code>sin(x)</code> , <code>asin</code>	Sine and inverse (argument in radians)
<code>sind(x)</code> , <code>asind</code>	Sine and inverse (argument in degrees)
<code>sinh(x)</code> , <code>asinh</code>	Hyperbolic sine and inverse (arg. in radians)
Analogous for the other trigonometric functions: <code>cos</code> , <code>tan</code> , <code>csc</code> , <code>sec</code> , and <code>cot</code>	
<code>abs(x)</code>	Absolute value of x, complex magnitude
<code>exp(x)</code>	Exponential of x
<code>sqrt(x)</code> , <code>nthroot(x,n)</code>	Square root, real nth root of real numbers
<code>log(x)</code>	Natural logarithm of x
<code>log2(x)</code> , <code>log10</code>	Logarithm with base 2 and 10, respectively
<code>factorial(n)</code>	Factorial of n
<code>sign(x)</code>	Sign of x
<code>mod(x,d)</code>	Remainder after division (modulo)
<code>ceil(x)</code> , <code>fix</code> , <code>floor</code>	Round toward +inf, 0, -inf
<code>round(x)</code>	Round to nearest decimal or integer

Tables	
<code>table(var1,...,varN)</code>	Create table from data in variables var1, ..., varN
<code>readtable("file")</code>	Create table from file
<code>array2table(A)</code>	Convert numeric array to table
<code>T.var</code>	Extract data from variable var
<code>T(rows,columns)</code> , <code>T(rows,["col1","coln"])</code>	Create a new table with specified rows and columns from T
<code>T.varname=data</code>	Assign data to (new) column in T
<code>T.Properties</code>	Access properties of T
<code>categorical(A)</code>	Create a categorical array
<code>summary(T)</code> , <code>groupsummary</code>	Print summary of table
<code>join(T1, T2)</code>	Join tables with common variables

Tasks (Live Editor)
<p>Live Editor tasks are apps that can be added to a live script to interactively perform a specific set of operations. Tasks represent a series of MATLAB commands. To see the commands that the task runs, show the generated code.</p> <p>Common tasks available from the Live Editor tab on the desktop toolbar:</p> <div> <ul style="list-style-type: none"> <li>Clean Missing Data</li> <li>Find Change Points</li> <li>Remove Trends</li> <li>Clean Outlier</li> <li>Find Local Extrema</li> <li>Smooth Data</li> </ul> </div>

Plotting	
<code>plot(x,y,LineStyle)</code> Line styles: <code>-</code> , <code>--</code> , <code>:</code> , <code>-.</code> Markers: <code>+</code> , <code>o</code> , <code>*</code> , <code>.</code> , <code>x</code> , <code>s</code> , <code>d</code> Colors: <code>r</code> , <code>g</code> , <code>b</code> , <code>c</code> , <code>m</code> , <code>y</code> , <code>k</code> , <code>w</code>	Plot y vs. x ( <code>LineStyle</code> is optional) <code>LineStyle</code> is a combination of <code>linestyle</code> , <code>marker</code> , and <code>color</code> as a string. Example: <code>"-r"</code> = red solid line without markers
<code>title("Title")</code>	Add plot title
<code>legend("1st", "2nd")</code>	Add legend to axes
<code>x/y/zlabel("label")</code>	Add x/y/z axis label
<code>x/y/zticks(ticksvec)</code>	Get or set x/y/z axis ticks
<code>x/y/zticklabels(labels)</code>	Get or set x/y/z axis tick labels
<code>x/y/ztickangle(angle)</code>	Rotate x/y/z axis tick labels
<code>x/y/zlim</code>	Get or set x/y/z axis range
<code>axis(lim)</code> , <code>axis style</code>	Set axis limits and style
<code>text(x,y,"txt")</code>	Add text
<code>grid on/off</code>	Show axis grid
<code>hold on/off</code>	Retain the current plot when adding new plots
<code>subplot(m,n,p)</code> , <code> tiledlayout(m,n)</code>	Create axes in tiled positions
<code>yyaxis left/right</code>	Create second y-axis
<code>figure</code>	Create figure window
<code>gcf</code> , <code>gca</code>	Get current figure, get current axis
<code>clf</code>	Clear current figure
<code>close all</code>	Close open figures

Common Plot Types	
<div> <div> <div>plot</div>  </div> <div> <div>loglog</div>  </div> <div> <div>contour</div>  </div> <div> <div>imshow</div>  </div> <div> <div>scatter</div>  </div> </div> <div> <div> <div>plot3</div>  </div> <div> <div>semilogx</div>  </div> <div> <div>quiver</div>  </div> <div> <div>bar</div>  </div> <div> <div>scatterhistogram</div>  </div> </div> <div> <div> <div>stairs</div>  </div> <div> <div>semilogy</div>  </div> <div> <div>streamline</div>  </div> <div> <div>stem</div>  </div> <div> <div>pareto</div>  </div> </div> <div> <div> <div>errorbar</div>  </div> <div> <div>area</div>  </div> <div> <div>surf</div>  </div> <div> <div>histogram</div>  </div> <div> <div>plotmatrix</div>  </div> </div> <div> <div> <div>stackedplot</div>  </div> <div> <div>polarplot</div>  </div> <div> <div>mesh</div>  </div> <div> <div>pie</div>  </div> <div> <div>heatmap</div>  </div> </div>	<p>Plot Gallery: <a href="https://mathworks.com/products/matlab/plot-gallery">mathworks.com/products/matlab/plot-gallery</a></p>

Programming Methods
<b>Functions</b>
<pre>% Save your function in a function file or at the end % of a script file. Function files must have the % same name as the 1st function function cavg = cumavg(x) %multiple args. possible     cavg=cumsum(vec) ./ (1:length(vec)); end</pre>
<b>Anonymous Functions</b>
<pre>% defined via function handles fun = @(x) cos(x.^2) ./ abs(3*x);</pre>

Control Structures	
<b>if, elseif Conditions</b>	
<pre>if n&lt;10     disp("n smaller 10") elseif n&lt;=20     disp("n between 10 and 20") else     disp("n larger than 20")</pre>	
<b>Switch Case</b>	
<pre>n = input("Enter an integer: "); switch n     case -1         disp("negative one")     case {0,1,2,3} % check four cases together         disp("integer between 0 and 3")     otherwise         disp("integer value outside interval [-1,3]") end % control structures terminate with end</pre>	
<b>For-Loop</b>	
<pre>% loop a specific number of times, and keep % track of each iteration with an incrementing % index variable for i = 1:3     disp("cool"); end % control structures terminate with end</pre>	
<b>While-Loop</b>	
<pre>% loops as long as a condition remains true n = 1; nFactorial = 1; while nFactorial &lt; 1e100     n = n + 1;     nFactorial = nFactorial * n; end % control structures terminate with end</pre>	
Further programming/control commands	
<b>break</b>	Terminate execution of for- or while-loop
<b>continue</b>	Pass control to the next iteration of a loop
<b>try, catch</b>	Execute statements and catch errors

Numerical Methods	
<code>fzero(fun,x0)</code>	Root of nonlinear function
<code>fminsearch(fun,x0)</code>	Find minimum of function
<code>fminbnd(fun,x1,x2)</code>	Find minimum of fun in [x1, x2]
<code>fft(x), ifft(x)</code>	Fast Fourier transform and its inverse

Integration and Differentiation	
<code>integral(f,a,b)</code>	Numerical integration (analogous functions for 2D and 3D)
<code>trapz(x,y)</code>	Trapezoidal numerical integration
<code>diff(X)</code>	Differences and approximate derivatives
<code>gradient(X)</code>	Numerical gradient
<code>curl(X,Y,Z,U,V,W)</code>	Curl and angular velocity
<code>divergence(X,...,W)</code>	Compute divergence of vector field
<code>ode45(ode,tspan,y0)</code>	Solve system of nonstiff ODEs
<code>ode15s(ode,tspan,y0)</code>	Solve system of stiff ODEs
<code>deval(sol,x)</code>	Evaluate solution of differential equation
<code>pdepe(m,pde,ic,... bc,xm,ts)</code>	Solve 1D partial differential equation
<code>pdeval(m,xmesh,... usol,xq)</code>	Interpolate numeric PDE solution

Interpolation and Polynomials	
<code>interp1(x,v,xq)</code>	1D interpolation (analogous for 2D and 3D)
<code>pchip(x,v,xq)</code>	Piecewise cubic Hermite polynomial interpolation
<code>spline(x,v,xq)</code>	Cubic spline data interpolation
<code>ppval(pp,xq)</code>	Evaluate piecewise polynomial
<code>mkpp(breaks,coeffs)</code>	Make piecewise polynomial
<code>unmkpp(pp)</code>	Extract piecewise polynomial details
<code>poly(x)</code>	Polynomial with specified roots x
<code>polyeig(A0,A1,...,Ap)</code>	Eigenvalues for polynomial eigenvalue problem
<code>polyfit(x,y,d)</code>	Polynomial curve fitting
<code>residue(b,a)</code>	Partial fraction expansion/decomposition
<code>roots(p)</code>	Polynomial roots
<code>polyval(p,x)</code>	Evaluate poly p at points x
<code>polyint(p,k)</code>	Polynomial integration
<code>polyder(p)</code>	Polynomial differentiation

## Matrices and Arrays

<b>length (A)</b>	Length of largest array dimension
<b>size (A)</b>	Array dimensions
<b>numel (A)</b>	Number of elements in array
<b>sort (A)</b>	Sort array elements
<b>sortrows (A)</b>	Sort rows of array or table
<b>flip (A)</b>	Flip order of elements in array
<b>squeeze (A)</b>	Remove dimensions of length 1
<b>reshape (A,sz)</b>	Reshape array
<b>repmat (A,n)</b>	Repeat copies of array
<b>any (A) , all</b>	Check if any/all elements are nonzero
<b>nnz (A)</b>	Number of nonzero array elements
<b>find (A)</b>	Indices and values of nonzero elements

## Linear Algebra

<b>rank (A)</b>	Rank of matrix
<b>trace (A)</b>	Sum of diagonal elements of matrix
<b>det (A)</b>	Determinant of matrix
<b>poly (A)</b>	Characteristic polynomial of matrix
<b>eig (A) , eigs</b>	Eigenvalues and vectors of matrix (subset)
<b>inv (A) , pinv</b>	Inverse and pseudo inverse of matrix
<b>norm (x)</b>	Norm of vector or matrix
<b>expm (A) , logm</b>	Matrix exponential and logarithm
<b>cross (A,B)</b>	Cross product
<b>dot (A,B)</b>	Dot product
<b>kron (A,B)</b>	Kronecker tensor product
<b>null (A)</b>	Null space of matrix
<b>orth (A)</b>	Orthonormal basis for matrix range
<b>tril (A) , triu</b>	Lower and upper triangular part of matrix
<b>linsolve (A,B)</b>	Solve linear system of the form AX=B
<b>lsqminnorm (A,B)</b>	Least-squares solution to linear equation
<b>qr (A) , lu , chol</b>	Matrix decompositions
<b>svd (A)</b>	Singular value decomposition
<b>gsvd (A,B)</b>	Generalized SVD
<b>rref (A)</b>	Reduced row echelon form of matrix

## Descriptive Statistics

<b>sum (A) , prod</b>	Sum or product (along columns)
<b>max (A) , min , bounds</b>	Largest and smallest element
<b>mean (A) , median , mode</b>	Statistical operations
<b>std (A) , var</b>	Standard deviation and variance
<b>movsum (A,n) , movprod , movmax , movmin , movmean , movmedian , movstd , movvar</b>	Moving statistical functions n = length of moving window
<b>cumsum (A) , cumprod , cummax , cummin</b>	Cumulative statistical functions
<b>smoothdata (A)</b>	Smooth noisy data
<b>histcounts (X)</b>	Calculate histogram bin counts
<b>corrcoef (A) , cov</b>	Correlation coefficients, covariance
<b>xcorr (x,y) , xcov</b>	Cross-correlation, cross-covariance
<b>normalize (A)</b>	Normalize data
<b>detrend (x)</b>	Remove polynomial trend
<b>isoutlier (A)</b>	Find outliers in data

## Symbolic Math\*

<b>sym x , syms x y z</b>	Declare symbolic variable
<b>eqn = y == 2*a + b</b>	Define a symbolic equation
<b>solve (eqns,vars)</b>	Solve symbolic expression for variable
<b>subs (expr,var,val)</b>	Substitute variable in expression
<b>expand (expr)</b>	Expand symbolic expression
<b>factor (expr)</b>	Factorize symbolic expression
<b>simplify (expr)</b>	Simplify symbolic expression
<b>assume (var,assumption)</b>	Make assumption for variable
<b>assumptions (z)</b>	Show assumptions for symbolic object
<b>fplot (expr) , fcontour , fsurf , fmesh , fimplicit</b>	Plotting functions for symbolic expressions
<b>diff (expr,var,n)</b>	Differentiate symbolic expression
<b>dsolve (deqn,cond)</b>	Solve differential equation symbolically
<b>int (expr,var,[a, b])</b>	Integrate symbolic expression
<b>taylor (fun,var,z0)</b>	Taylor expansion of function

\*requires Symbolic Math Toolbox