



Chapter 2: Basic MATLAB

Yunong Zhang (张雨浓)

Email: zhynong@mail.sysu.edu.cn



Some facts for a first impression

- Everything in MATLAB is an **array** !
- again: MATLAB is an **interpreted language**, no **compilation** needed (but possible)
- again: MATLAB does not need any variable declarations, no dimension statements, has no packaging, no storage allocation, no pointers
- Programs can be run step by step, with full access to all variables, functions etc.

Matrix

One major difference between university-level and high-school-level knowledge!!

Scalar

col 1	col 2	col 3	col 4	
1	2	3	4	← row 1
2	3	4	9	← row 2
12	0	2	7	← row 3

3x4 Matrix

It is a collection of data values (scalars) organized into rows and columns.



Matrix (cont.)

- Size / Dimension

Specified by the number of rows and the number of columns

3x4 Matrix

$$\begin{pmatrix} 1 & 2 & 3 & 4 \\ 2 & 3 & 4 & 9 \\ 12 & 0 & 2 & 7 \end{pmatrix}$$

The number of elements of a matrix
= (number of rows) \times (number of columns)



Multidimensional Arrays

- Matlab can generate arrays with as many dimensions as you want.

Array c: $2 \times 3 \times 2$

```
>> c(:,:,1)=[1 2 3;4 5 6];  
>> c(:,:,2)=[7 8 9;10 11 12];  
>> whos c
```

Name	Size	Bytes	Class
c	2x3x2	96	double array

Grand total is 12 elements using 96 bytes

cf. `who c`



Multidimensional Arrays (Cont.)

```
>> c(:,:,1)=
```

1	2	3
4	5	6

```
>> c(:,:,2)
```

7	8	9
10	11	12



Matrix / Array Storage

```
>> a=0;
>> who a

Your variables are:

a

>> whos a
  Name      Size      Bytes  Class
  a         1x1         8    double array
Grand total is 1 elements using 8 bytes
```

How many bytes does a 1000x1000 matrix need?

How many bytes does a 10000x10000 matrix need?

How many bytes does a 20000x20000 matrix need?



Matrix / Array Storage

In standard implementations,

- the **computational complexity is $O(N^3)$ operations**,
- the **storage complexity is $O(N^2)$ operations**.

Table 1: Memory requirement of a matrix in double precision versus its dimension N

Dimension N	1000	3000	5000	7000
Storage (MB)	7.7	68.7	190.8	373.9

...	9000	11000	13000	15000	17000
	618.0	923.2	1289.4	1716.6	2204.9



Vector

$$\begin{pmatrix} 1 \\ 9 \\ 0 \\ 3 \end{pmatrix}$$

Column Vector
4 X 1

$$\begin{pmatrix} 13 & -2 & 8 \end{pmatrix}$$

Row Vector
1 X 3



Naming variables

- Variable's name **MUST** begin with a letter, followed by any combination of letters, numbers, and the underline (_) character.
- The length of a variable's name **SHOULD** be equal or less than 31.

Only the first 31 characters are significant.

If more than 31 characters are used, the extra characters will be ignored.



Examples of Variable Names

- **Illegal:**

4ab, _ab

- **Legal:**

ab4, ab_

Good Programming Practice

A descriptive and easy-to-remember name is preferred.
Adding comments in the header of a program is preferred.



Remember in mind

- The Matlab language is case-sensitive.

Uppercase and lowercase are not the same.

Variables *name*, *Name*, and *NAME* are all different.



Variables' Initialization

- **Three** common methods to initialize a variable
 1. Input data into the variable from the **keyboard**;
 2. Assign data the variable in an assignment **statement**;
 3. Read data from a **file**.



Initializing Variables via Keyboard

- *input* function

```
>> var1=input('Enter data:');
```

```
Enter data:4
```

```
>> var1
```

```
var1 =
```

```
4
```

```
>> var1=input('Enter data:');
```

```
Enter data:4
```

```
>> var1=input('Enter data:')
```

```
Enter data:4
```

```
var1 =
```

```
4
```

```
>>
```



Initializing Variables via Keyboard (cont.)

```
>> var2=input('Enter data:', 's');
```

```
Enter data:It is OK!
```

```
>> var2
```

```
var2 =
```

```
It is OK!
```



Initializing Variables via the Assignment Statements

- An assignment statement has the general form:

var=expression

X=1;

Y=2;

Var=X/2;

Array=[1 2 3 4];

What if there is no semicolon?

Initializing Variables via the Assignment Statements (Cont.)

- `Array=[3];`
- `Array=[1 2 3];`
- `Array=[1,2,3];`
- `Array=[1;2;3];`
- `Array=[1,2,3;4 5 6];`

3

1	2	3
---	---	---

1
2
3

1	2	3
4	5	6

-
- `Array=[1,2,3
4 5 6];`

which creates a 2x3 matrix. The end of the first line terminates the first row naturally.



Initializing Variables via the Assignment Statements (Cont.)

- `Array=[1,2,3;4 5]`; What will happen?

Illegal!

`>> Array=[1,2,3;4 5]`;

`??? Error using ==> vertcat`

All rows in the bracketed expression must have the same number of columns.

- Note:

All rows have the same number of columns.

All columns have the same number of rows.

Vertical concatenation



Initializing Variables via Shortcut Expressions

- Set all elements of an $m \times n$ matrix to zero

```
m=2;
```

```
n=3;
```

```
array(2,3)=0;
```

```
>> m=2;
```

```
    n=3;
```

```
    array(2,3)=0;
```

```
>> array
```

```
array =
```

```
0    0    0
0    0    0
```

```
>> m=2;
```

```
    n=3;
```

```
    array(2,3)=1;
```

```
>> array
```

```
array =
```

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



Initializing Variables via Shortcut Expressions (Cont.)

- Colon operator (:

start_value:step_increment:end_value

```
>> x=1:2:10
```

```
x =
```

```
1    3    5    7    9
```



Initializing Variables via Shortcut Expressions (Cont.)

- `angles=0:1/3*pi:2*pi;`
- `angles=0:(1/3*pi):(2*pi);`
- Note that, if the `step_increment` is 1, it may be omitted.

```
>> x=1:5
```

```
x =
```

```
1    2    3    4    5
```



Initializing with Built-in Functions

- `zeros(n)`; Generates an $n \times n$ matrix of zeros
- `zeros(m,n)`; Generate an $m \times n$ matrix of zeros
- `ones(n)`; Generate an $n \times n$ matrix of ones
- `ones(m,n)`; Generate an $m \times n$ matrix of ones
- `eye(n)`; Generate an $n \times n$ identity matrix
- `size(array)`; Returns the numbers of rows and columns of input-argument *array*

Square matrix vs. rectangular matrix



Updating Arrays

Array2 =

1	2	3	4
5	6	7	8
9	10	11	12

>>Array2+2

Vague usage!

ans =

3	4	5	6
7	8	9	10
11	12	13	14



Updating Arrays (Cont.)

```
>> Array2=[20 21;22 23];
```

Array2 =

20	21
22	23

Sub-Arrays

- Select a portion of a matrix

Array =

1	2	3
4	5	6

Array =

1	2	3
4	5	6

Array(:,1)

Array =

1	2	3
4	5	6

Array(1,:)



The *end* Function

- It is used to generate array subscripts.

```
Array=[1 2 3 4 5 6];
```

```
Array(3:end)
```

3 4 5 6

```
Array2=[1 2 3 4;5 6 7 8;9 10 11 12];
```

```
Array2(2:end,2:end)
```

Array2 =

1	2	3	4
5	6	7	8
9	10	11	12

ans=

6	7	8
10	11	12

What if `Array2(1:end,1:end)`?

Vague usage!



Updating Sub-Arrays

Array2 =

1	2	3	4
5	6	7	8
9	10	11	12

20	21
22	23

Array2(1:2,[1 4])=[20 21;22 23];

Array2 =

20	2	3	21
22	6	7	23
9	10	11	12



Updating Sub-Arrays (Cont.)

- Assigning a scalar to a sub-array

Array2 =

1	2	3	4
5	6	7	8
9	10	11	12

1

```
>> Array2(1:2,[1 4])=[1 1;1 1];
```

```
>> Array2(1:2,[1 4])=1;
```

Vague usage!

1	2	3	1
1	6	7	1
9	10	11	12



Remember in mind

- When updating a **sub-array**, only those involved values are updated, and all other values in the array remain unchanged.
- When updating an **array**, the entire information of the array are deleted and replaced by the new one.



Sincere Thanks!

- Using this group of PPTs, please read
- [1] Yunong Zhang, Weimu Ma, Xiao-Dong Li, Hong-Zhou Tan, Ke Chen, MATLAB Simulink modeling and simulation of LVI-based primal-dual neural network for solving linear and quadratic programs, Neurocomputing 72 (2009) 1679-1687
- [2] Yunong Zhang, Chenfu Yi, Weimu Ma, Simulation and verification of Zhang neural network for online time-varying matrix inversion, Simulation Modelling Practice and Theory 17 (2009) 1603-1617