



#### **Goals of this MATLAB course**

Taking you from MATDRAB to MATFAB



By the end of the course, you should be comfortable reading MATLAB code, writing basic scripts, plotting data, and preforming basic analyses



# The philosophy of a programing language





What language do computer speak? Is it like Portuguese? French?

How are computer languages different than English languages?

What is an algorithm?



#### **MATLAB** introduction

Proprietary programing language

Interpreted language

User friendly

Many toolboxes and addons

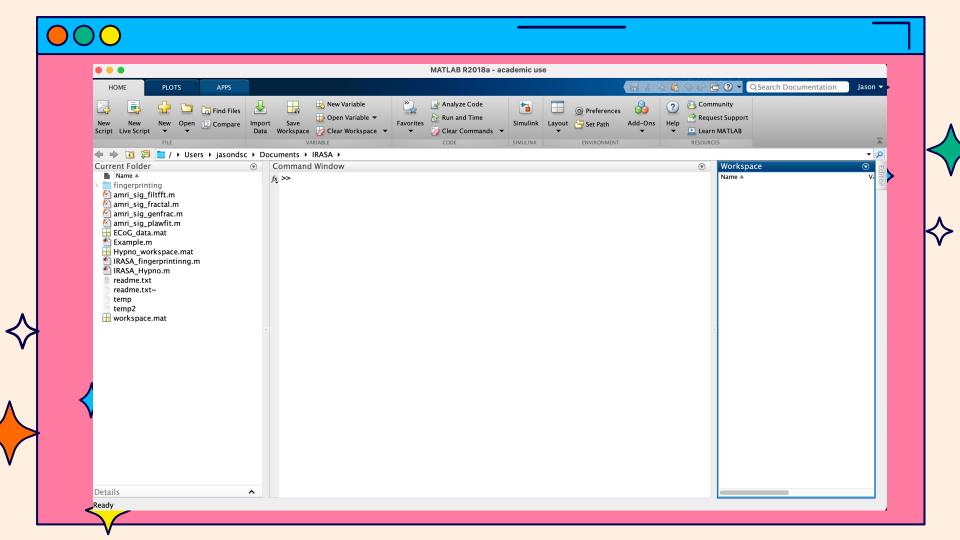
Designed for matrix operations, signal processing, equation solving

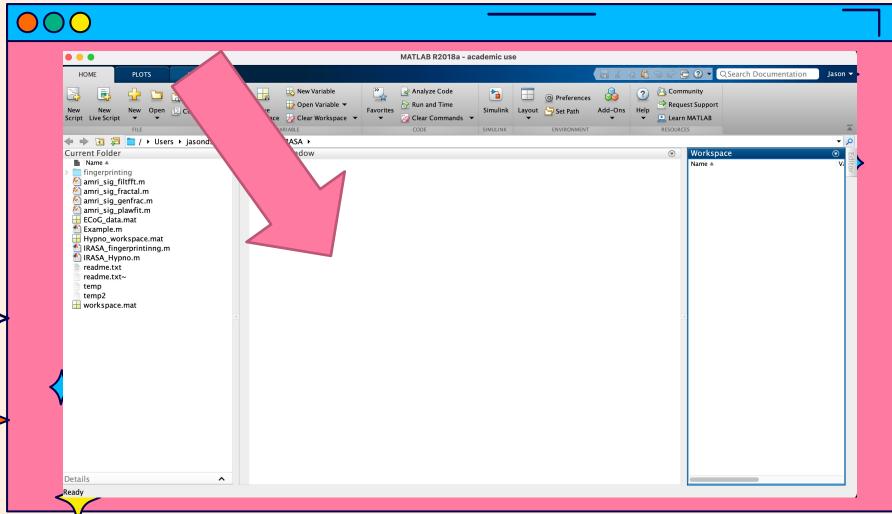


### **MATLAB Environment**



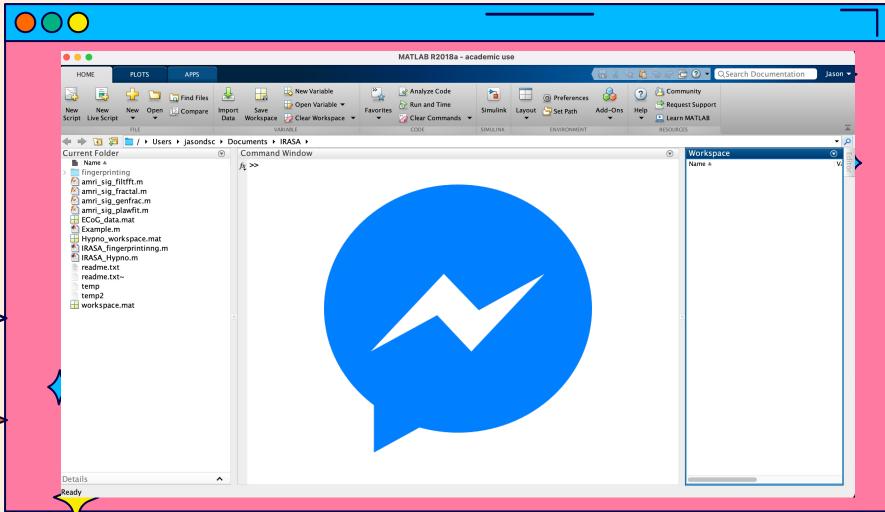
- Command Window
- Current Folder
- ♦ Workspace





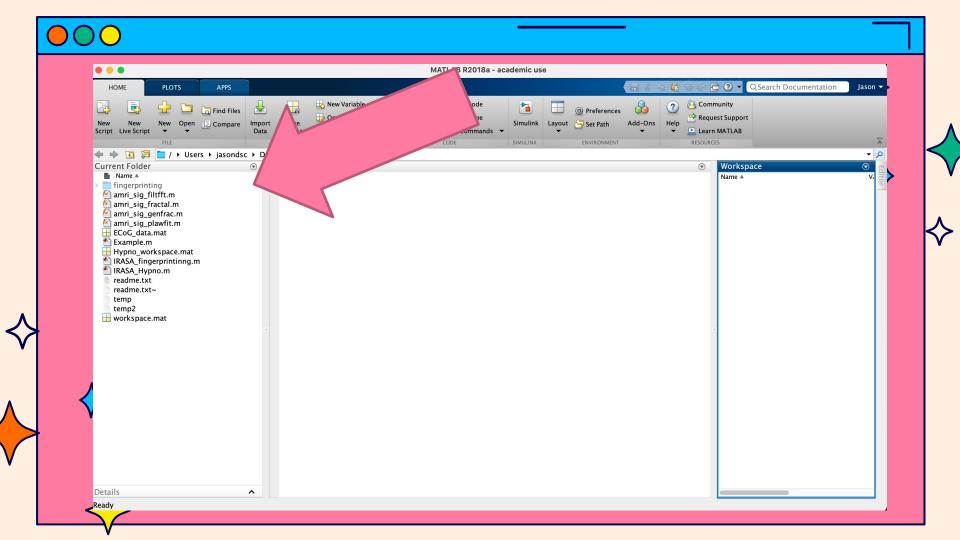


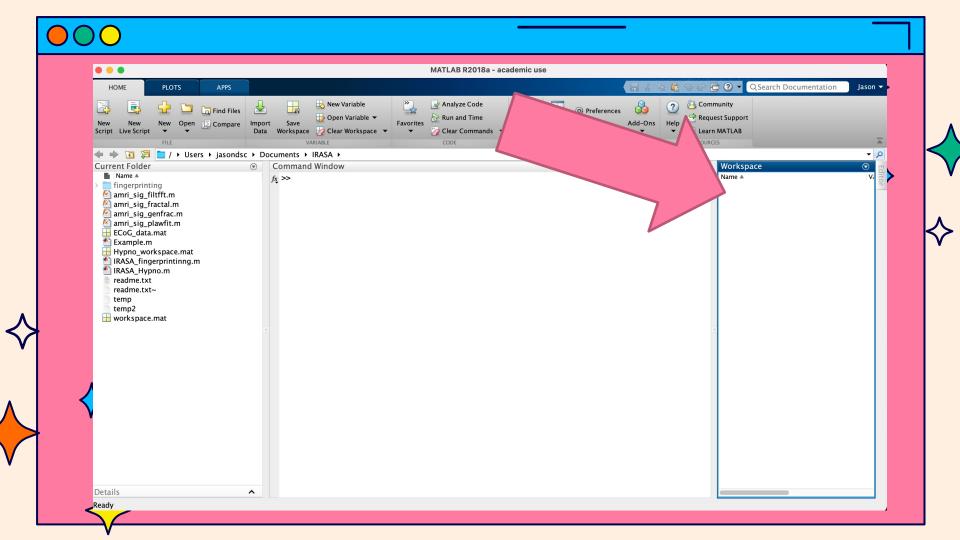














#### **Basic MATLAB Commands**

Commands to clean your environment **clear**, **clc** and **close** 

To find what files are in a directory dir()

To find what directory you are in or change it: **pwd()** and **cd()** 

To open and write .mat files load() and save()



# **Basic MATLAB Commands**

To check if a variable or file exists: exist()

To list what MTALAB.m and.mat files are in your folder: **what()** 

To find out which version of a function you are using is: which()



#### **Functions**

Functions are called by using (), their outputs and inputs can vary

Example calls of functions:

max(a);

figure or figure()

[maxA, location] = max(A);

[~, name, ext] = fileparts( helpfile );

coeff = pca(X(:,3:15), 'Rows', 'pairwise');





# **Help Function**

When you are unclear on what a function does, takes as inputs, or outputs you can always ask for **HELP** 

The function help (followed by a function name) returns a description of that function. For details read more about each function on <u>MATLAB's website</u>



# **Help Example**

#### >> help fileparts

fileparts Filename parts.

[FILEPATH, NAME, EXT] = fileparts(FILE) returns the path, file name, and file name extension for the specified FILE. The FILE input is the name of a file or folder, and can include a path and file name extension. The function interprets all characters following the right-most path delimiter as a file name plus extension.

If the FILE input consists of a folder name only, be sure that the right-most character is a path delimiter (/ or \). Othewise, fileparts parses the trailing portion of FILE as the name of a file and returns it in NAME instead of in FILEPATH.

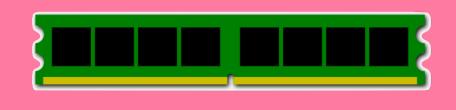


#### What is a variable

A variable is assigning a location in memory some information you want to keep for later

variable\_a = 514,398,6644



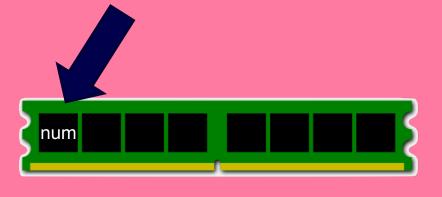


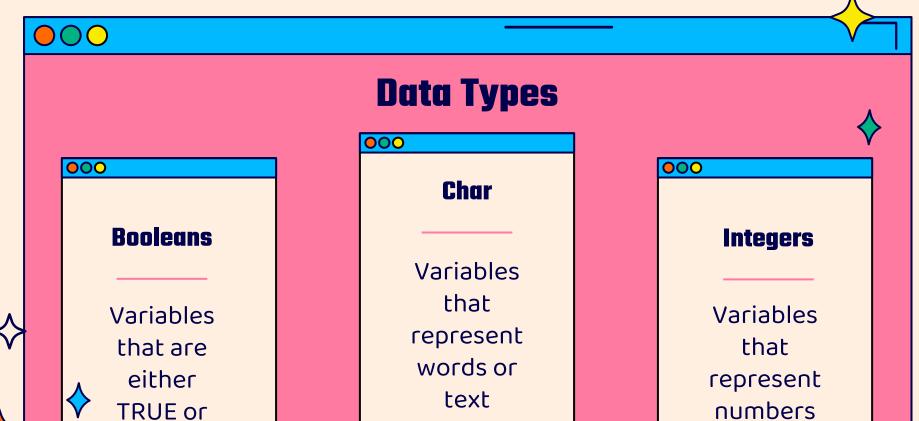


### What is a variable

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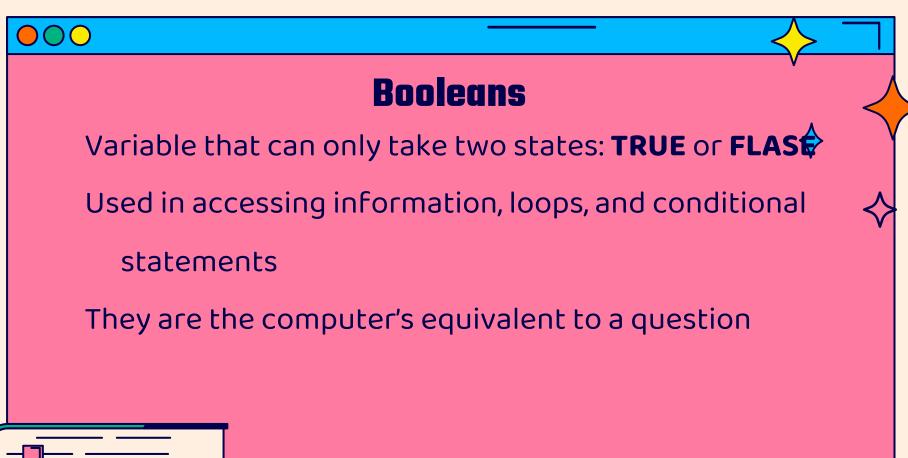






numbers



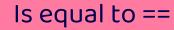






### **Boolean Operators**

How can we ask the computer a question:



Is greater than > Is less than <

Is NOT equal to ~=

The OR operator ||

The AND operator &&



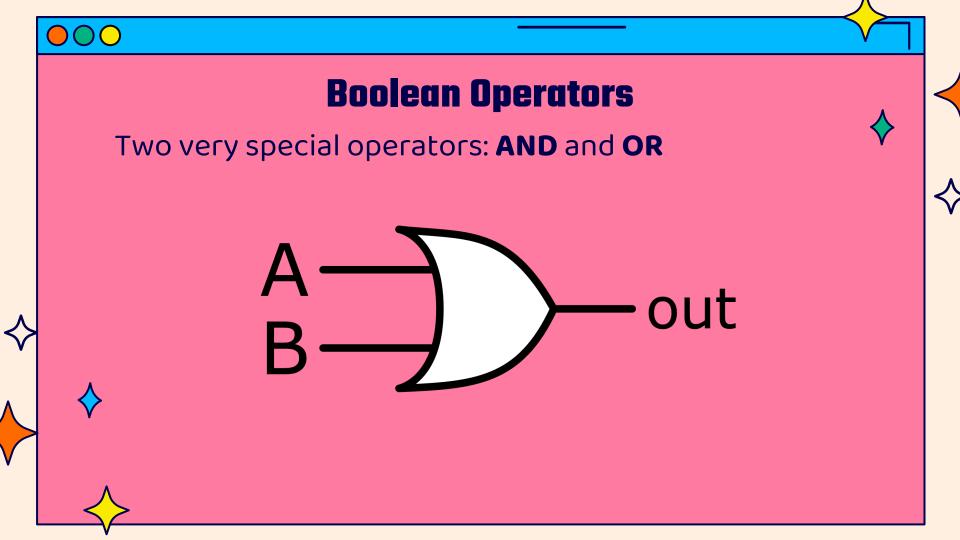


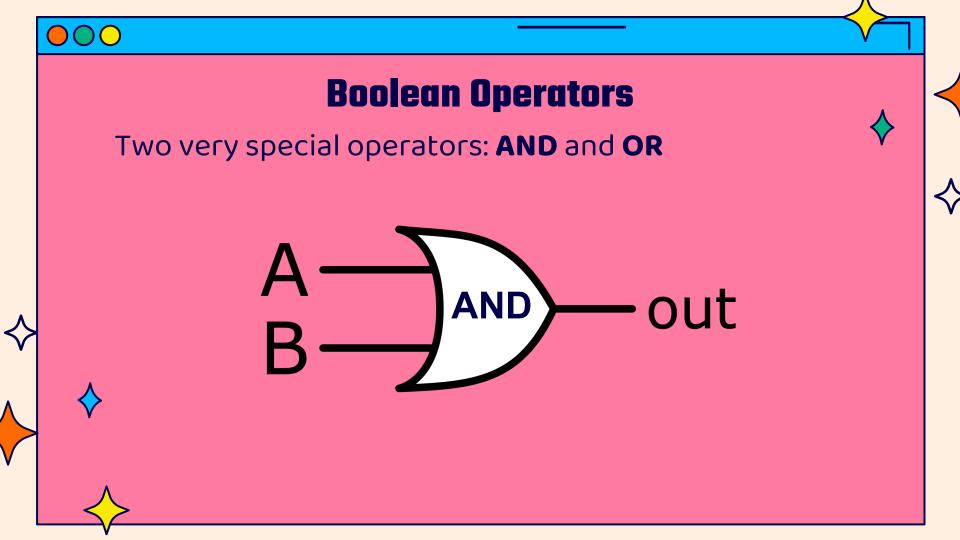


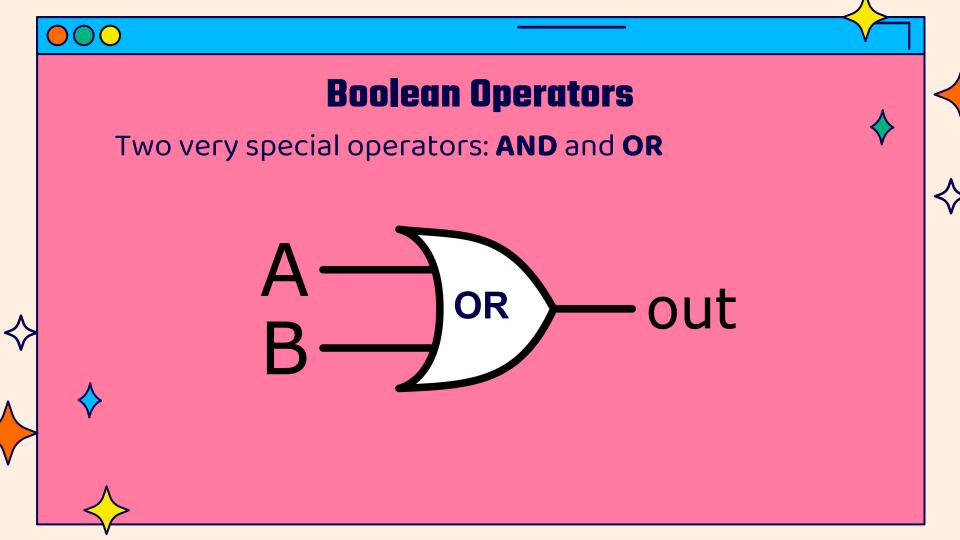


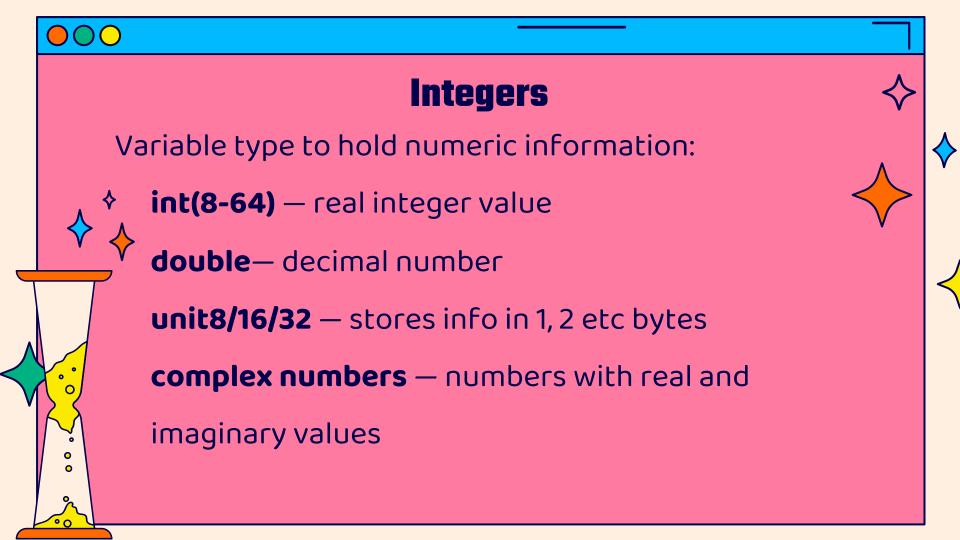














# **Char and Strings**

Holds information concerning words/ text

char — single or array of alpha-numeric symbols "

string — array of text ""

for most purposes it does not matter which you use

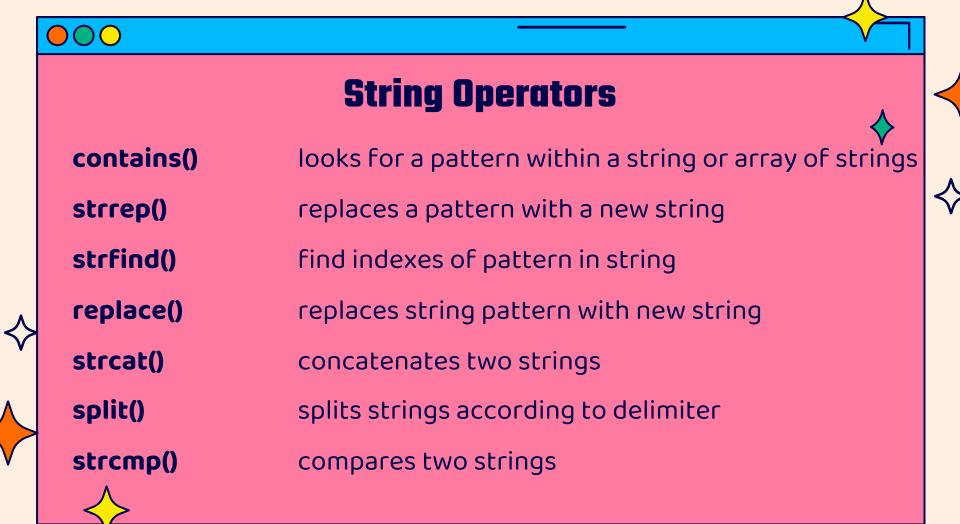


# **Char and Strings differences**

```
secret_message = ['a'; 'ab'; 'abc']
secret_message = ["a"; "ab"; "abc"]
word= 'abc'; word(2)
```

word= "abc"; word{1}(2)

\*\* these differences have to do with how char and strings are stored in memory





#### **Data Structures**





000

**Arrays** 

One
dimensional
list of
variables of
the **SAME** type



000

Twodimensional
matrix of
variables of
the **SAME**type



Multidimensional Matrix

Like a matrix but with 3+ dimensions







# **Matrix Operations**



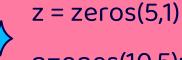
Defining arrays and matrices:

#### **ALL VARIABLES MUST BE OF THE SAME TYPE**

a= [1 2 3; 4 5 6; 7 8 9]

words= ['abc'; 'def'; 'ghi']











# **Matrix Operations**

Basic matrix operations:

n + 10 (adds 10 to each value in the matrix)

a \*2 (multiply each element of matrix by 2)

a' (transpose of a matrix)

a.\*a (element wise multiplication)

n\*z (matrix multiplication resulting in 10 by 1 matrix)









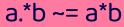




Basic matrix operations:

It is important to note that operators that have a ".

ahead preform ELEMENTWISE operations so



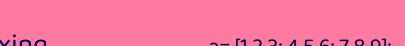








# **Matrix Operations**



Array and Matrix Indexing a= [1 2 3; 4 5 6; 7 8 9];

Get the first element:

a(1,1) a(1,2) Get second element of first row:

Get first row: a(1,:)

Get first column: a(:,1) Get first three elements of the second row: a(2, 1:3)

Note: you can index by multiples e.g. 1:2:100

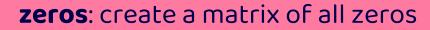






# **Matrix Operations**

Matrix manipulation:



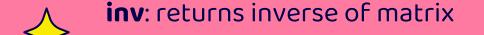
ones: create a matrix of all ones

eye: create identify matrix

size: returns matrix dimensions



**det**: returns determinant of matrix









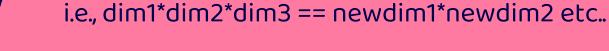


Reshape is a useful function to transform any sized matrix into a different shape

#### Reshape(X, [new dimensions])

Note that the new dimensions need to be consistent with the previous ones









# I/O introduction

