L15: Data visualization Plotting with Matlab

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Version: release

Announcements

Lab 05 is due on February 24 at 12 pm (noon)

Today: (Chapter 11)

- ► Review of last Friday's written feedback
- ▶ How to plot data in Matlab?
- ▶ How to properly format a plot in Matlab?

Friday: (Chapter 7)

Complexity of algorithms

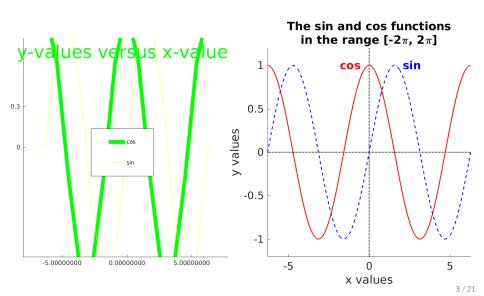
Midterm:

- March 1st 2017 from 2pm to 3pm in 155 Dwinelle Hall
- One sheet of notes (11 inches × 8.5 inches, double-sided, typed or hand-written) is allowed
- ► No electronic device (no calculator)
- ► You must bring your student ID (Cal 1 Card)
- ► Topics: Lectures 01 through 14

Plot examples

Not a great plot:

A better plot:



The good plot (non-exhaustive) checklist

- ▶ Is each written element easy to read? Adjust the font color and font size of the title, axis labels, tick labels, legend, and of any other annotation
- Are the axes properly labeled? Include units if relevant
- ▶ Are the axis ticks properly set? Check the spacing and format of the ticks and their labels (e.g., do not use too many significant digits)
- ► Are the axis limits properly set? Do not cut graphic elements but avoid unused white space
- ▶ Is each graphic element (e.g., lines) properly labeled? Do no leave any guess work for your audience, but avoid redundant information. In most cases, directly labelling the lines is better than using a legend box
- ▶ Do not rely solely on colors to distinguish graphic elements (e.g., also use different line types, widths, labels, markers, etc.). Your plot should be unambiguous when converted to grayscale

The plot command

```
>> plot(x, y)
>> plot(x, y, s)
```

s is optional. It can be a combination of: a color and/or a line type and/or a marker type.

- ► color: 'r' for red, 'b' for blue, ...
- ▶ line type: '-' for solid line, ':' for dotted line, ...
- marker type: 'o' for circles, 's' for square, ...

```
>> help plot % Get list of colors, line types, marker types
>> plot(1:10, 1:10) % Default is blue line
>> plot(1:10, 1:10, 'r') % Red line
>> plot(1:10, 1:10, 'o') % Use circles, no line
>> plot(1:10, 1:10, '--') % Dashed line
>> plot(1:10, 1:10, ':s') % Dotted line and squares
>> plot(1:10, 1:10, 'k-.^') % Black dash-dot line and triangles
```

The plot command: more options

```
>> plot(x, y)
>> plot(x, y, s)
>> plot(x, y, option1, value1, option2, value2, ...)
>> plot(x, y, s, option1, value1, option2, value2, ...)
```

Useful options:

- 'LineWidth' (value is a number)
- 'MarkerSize' (value is a number)
- 'MarkerEdgeColor' and 'MarkerFaceColor' (value is a color)

```
>> % Thicker line
>> plot(1:10, 1:10, 'LineWidth', 3)
>> % Big red circles
>> plot(1:10, 1:10, 'ro', 'MarkerSize', 15)
>> % Green dotted line and red and blue squares
>> plot(1:10, 1:10, 'g:s', 'MarkerSize', 15, ...
>> 'MarkerEdgeColor', 'r', 'MarkerFaceColor', 'b')
```

Adjust the axes and the ticks

Adjust the limits of the axes:

```
>> % To adjust the limits of the axes, use:
>> axis([xmin, xmax, ymin, ymax])
>> % Or:
>> xlim([xmin, xmax])
>> ylim([ymin, ymax])
```

Make the axes aspect ratio 1:1 (so that one unit on the x-axis has the same length as one unit on the y-axis)

```
>> axis equal
```

```
>> plot(1:10, 1:10)
>> axis([-10, 10, -20, 40])
>> xlim([0, 15])
>> ylim([0, 20])
>> axis equal
```

Adjust the axes and the ticks (continued)

```
>> % To adjust the location of the ticks:
>> set(gca, 'XTick', myArray1)
>> set(gca, 'YTick', myArray2)
>> % One can use additional options:
>> set(gca, 'XTick', myArray1, option1, value1, ...)
>> set(gca, 'YTick', myArray2, option1, value1, ...)
```

myArray1 and myArray2 must be column or row vectors. Useful options:

- 'FontSize' (value is a number)
- ▶ 'FontWeight' (value is one of 'bold', 'light', 'demi')

```
>> plot(1:10, 1:10)
>> set(gca, 'XTick', 1:2:10)
>> set(gca, 'XTick', 1:0.5:10, 'FontSize', 14)
>> set(gca, 'YTick', [1, 3, 10], 'FontWeight', 'bold')
```

Title and axis labels

```
>> title(s)
>> xlabel(s)
>> ylabel(s)
>> % One can use additional options:
>> title(s, option1, value1, option2, value2, ...)
>> xlabel(s, option1, value1, option2, value2, ...)
>> ylabel(s, option1, value1, option2, value2, ...)
```

s is a character string. Useful options are 'FontSize' and 'FontWeight'

```
>> plot(1:10, 1:10)
>> xlabel('x values')
>> ylabel('y values', 'FontSize', 14)
>> title('Great title', 'FontWeight', 'bold', ...
>> 'FontSize', 20)
```

Add text to a plot

```
>> text(x, y, s)
>> text(x, y, s, option1, value1, option2, value2, ...)
```

x and y are the x- and y-location of the text. s is the character string to be displayed. Useful options are:

- 'FontSize' (value is a number)
- ▶ 'FontWeight' (value is one of 'bold', 'light', 'demi')
- 'Color' (value is a color)

Use $_$ to write subscripts and $\^$ to write superscripts. Use $\{\}$ if the subscript or superscript has several characters

```
>> plot(1:10, 1:10)

>> text(2, 8, 'Hello')

>> text(6, 5, 'e^{2x}, CO_2', 'Color', 'r', ...

>> 'FontSize', 16) % Try out _ and ^
```

Log scales

```
>> semilogx(x, y) % Plot with x axis on a log scale
>> semilogy(x, y) % Plot with y axis on a log scale
>> loglog(x, y) % Plot with both axes on a log scale
```

Open Matlab and try the following:

```
>> plot(1:50, log(1:50))
>> semilogx(1:50, log(1:50))
```

Other way to set log-scale axes:

```
>> set(gca, 'XScale', 'log')
>> set(gca, 'YScale', 'log')
```

Subplots and hold on/off

Subplots:

```
>> % Create m * n subplots, arranged as m rows and n
>> % columns, and select subplot number i
>> subplot(m, n, i)
```

Multiple plots in the same window:

```
>> % Prevent the plot window to be erased when something
>> % new is plotted:
>> hold on
>> % Make the plot window to be erased each time something
>> % new is plotted:
>> hold off
```

```
>> hold off; plot(1:10, 1:10, 'b'); plot(1:10, 11:20, 'r')
>> hold on; plot(1:10, 1:10, 'b'); plot(1:10, 11:20, 'r')
```

Legend box

Use the function legend to add a legend box to a plot

```
>> % Pass the labels as separate input arguments
>> legend(label1, label2, label3, ...)
>> % Or as a single cell array
>> legend({label1, label2, label3, ...})
>> % One can use additional options:
>> legend({label1, label2, ...}, option1, value1, ...)
```

- ▶ label1, label2, label3, ... are character strings: the labels of the lines (or sets of points), in the same order as they were plotted
- ► There must be one label for each line (or set of points) that has been plotted on the figure so far
- ► A useful option is 'Location', which is used to set the location of the legend box. It can take the values 'North', 'South', 'East', 'West', 'NorthOutside', 'SouthOutside', 'EastOutside', and 'WestOutside'

Legend box: example

Open Matlab and try the following:

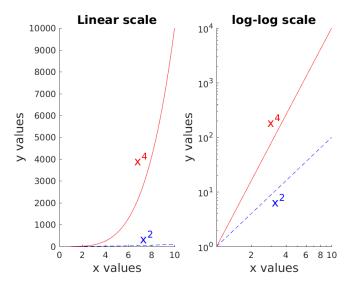
```
>> close all % Close all figures that are currently open
>> x = -pi:0.1:pi;
>> plot(x, cos(x), 'r-') % Cosine as a red line
>> hold on
>> plot(x, sin(x), 'go') % Sine as green circles
>> legend('The cosine function', 'The sine function', ...
>> 'Location', 'NorthWest')
>> plot(x, -cos(x).^2) % The legend box will not show this line
```

One can plot several lines in one call to the function plot:

```
>> close all
>> x = -pi:0.1:pi;
>> plot(x, cos(x), 'r-', x, sin(x), 'go')
>> legend('The cosine function', 'The sine function', ...
>> 'Location', 'NorthWest')
```

Full example of 2D plot

See script called plotting_example.m (posted on bCourses) that was used to create the following plot:



Introduction to the meshgrid function

Consider two vectors:

```
>> x = [1, 7, 4]; % x-locations
>> y = [0, 2]; % y-locations
```

The coordinates of all the points that can be obtained by combining these x- and y-locations are:

```
(1, 0), (7, 0), (4, 0)
(1, 2), (7, 2), (4, 2)
```

The two 2×3 matrices of all these x- and y-values can be generated using meshgrid:

```
>> [xg, yg] = meshgrid(x,y)
xg =

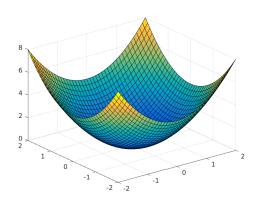
1 7 4
1 7 4
yg =

0 0 0
2 2 2 2
```

Use of the meshgrid function for surf plots

Explain with an example: $f(z) = x^2 + y^2$

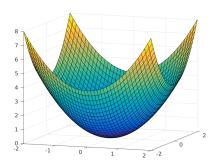
```
>> x = -2:0.1:2;
>> y = -2:0.1:2;
>> [xg, yg] = meshgrid(x, y); % Create x- and -y grids
>> z = xg.^2 + yg.^2; % Calculate z values
>> surf(x, y, z) % Surface plot
>> surf(xg, yg, z) % Should create the same plot
```

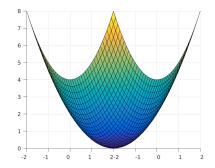


Surf plots: point of view

```
>> % Change the point of view using:
>> view(az, el)
>> % Experiment using the previous example:
>> view(20, 10) % See plot on the left
>> view(45, 0) % See plot on the right
```

az is the viewing angle in degrees (rotates around the vertical) and el is the elevation

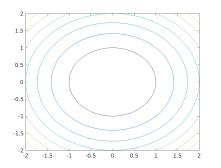


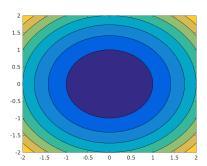


Use of the meshgrid function for contour/contourf plots

Explain with an example: $f(z) = x^2 + y^2$

```
>> x = -2:0.1:2;
>> y = -2:0.1:2;
>> [xg, yg] = meshgrid(x, y); % Create x- and -y grids
>> z = xg.^2 + yg.^2; % Calculate z values
>> contour(x, y, z) % Contour plot (left)
>> contourf(x, y, z) % Filled contour plot (right)
>> % contour(xg, yg, z) and contourf(xg, yg, z) should
>> % create the same plots, respectively
```





Contourf plots: color scale and color bar

```
>> % Set range of colorscale
>> caxis([zmin, zmax])
>> % Add a colorbar
>> cb = colorbar()
>> cb = colorbar(option1, value1, option2, value2, ...);
>> % Set x label (horizontal colorbar):
>> xlabel(cb, 'Color bar label');
>> % Set x label (vertical colorbar):
>> ylabel(cb, 'Color bar label');
```

```
A useful option for the function colorbar is 'Location', which is used to set the location of the colorbar. It can take the values 'North', 'South', 'East', 'West', 'NorthOutside', 'SouthOutside', 'EastOutside', and 'WestOutside'
```

Contourf plots: color scale and color bar (example)

Using the same x, y, and, z values as before:

```
>> contourf(x, y, z)
>> caxis([0, 15])
>> cb = colorbar('Location', 'WestOutside');
>> ylabel(cb, 'One color bar', 'FontSize', 14);
>> cb = colorbar('Location', 'NorthOutside');
>> xlabel(cb, 'Another color bar', 'FontSize', 14);
```

