



Computer Science

MATLAB

Essential MATLAB for Scientists

Chap 3: Fundamentals

2. MATLAB Fundamentals

- The objective of this chapter is to introduce some of the fundamentals of MATLAB programming, including:
 - Variables, operators and expressions
 - Workspace
 - Arrays (including vectors and matrices)
 - Operators, expressions and statements

2. MATLAB Fundamentals

1. Variables

Variables are fundamental to programming. The art of programming is *getting the right values in the right variables at the right time*.

- A variable name (like previously *balance*) must comply with the following two rules:
 - It may consist only of the letters **a-z**, the digits **0-9** and the underscore **_**.
 - It must start with a letter.
- A variable name may be as long as you like. However, MATLAB remembers the first 31 characters only.

2. MATLAB Fundamentals

1. Variables

- Examples of valid variable names:
 - r2d2
 - pay_day
- Example of invalid variable names:
 - pay-day
 - 2a
 - name\$
 - _2a

2. MATLAB Fundamentals

1. Variables

A variable is created simply by assigning a value to it at the command line or in a program, e.g.

- `a = 98`
- If you attempt to refer to a non-existent variable, you will get the error message:
 - `??? Undefined function or variable...`

2. MATLAB Fundamentals

1. Variables

MATLAB is a case sensitive, which means it distinguishes between uppercase and lowercase letters. Therefore,

- balance,
- BALANCE,
- BaLance

are three different variables.

2. MATLAB Fundamentals

2. The workspace

- `clear`
 - All variables you create during a session remain in the workspace until you clear them.
 - Type the following and check the result
 - `clear <Enter>`
 - All the variables have been deleted from the workspace
- `who`
 - The command *who* lists the names of all the variables in your workspace
- `whos`
 - The command *whos* lists of all the variables in your workspace as well as the size of each variable
- `ans`
 - The command *ans* lists the names of the last expression evaluated but not assigned to a variable

2. MATLAB Fundamentals

2. The workspace

- Clear *variable_name* removes a particular variable from the workspace.
 - *clear rate balance* removes/deletes both variables rate and balance from the workspace.
- Note that when you run a program, any variable created by it remains in the workspace after the program has run. Therefore, existing variables with the same names got overwritten. Clearing variables could be a solution to such an issue.

2. The workspace

- $g = 9.81$; % acceleration due to Earth gravity
- $avo = 6.023e23$; % Avogadro's number
- $e = 2.718281828459045$; % base of natural log
- $pi_4 = pi / 4$;
- $log_{10}e = \log_{10}(e)$;
- $bar_to_kP = 101.325$; % atmospheres to kilo Pascals

2. MATLAB Fundamentals

2. The workspace

- If you run *myconst* at the start of a session, all the variables included in that M-file will be part of the workspace and will be available for the rest of the session or until they are *cleared*.

2. MATLAB Fundamentals

3. Arrays: vectors and matrices

Initializing vectors

Try the following exercise on the command line. You do not need reminding about the command prompt `>>` any more. So it will no longer appear unless the context absolutely demands it.

- Enter the following statement to create a vector (list) with five elements:
 - `x = [1 3 0 -1 5] ;`
- Enter the command `disp(x)` to see how MATLAB displays a vector.
- Enter the command `whos`. Under the heading *size* you will see that `x` is 1-by-5, which means 1 row and 5 columns.

2. MATLAB Fundamentals

3. Arrays: vectors and matrices

- Exercise

You can put commas instead of spaces between vector elements. You may try the following:

- `a = [5,6,7]`
- Do not forget to put either commas or spaces between elements, as you could end up with something quite different than expected otherwise. You may try the following:
 - `y = [130-15]`

2. MATLAB Fundamentals

3. Arrays: vectors and matrices

- Exercise

You can put commas instead of spaces between vector elements. You may try the following:

- $a = [5,6,7]$
- Do not forget to put either commas or spaces between elements, as you could end up with something quite different than expected otherwise. You may try the following:
 - $y = [130-15]$
- You can use one vector in a list for another one. You may try the following:
 - $a = [1\ 2\ 3];$
 - $b = [4\ 5];$
 - $c = [a\ -b]$

2. MATLAB Fundamentals

3. Arrays: vectors and matrices

- Exercise
 - You may try the following now:
 - $a = [1\ 3\ 7];$
 - $A = [a\ 0\ -1]$

2. MATLAB Fundamentals

3. Arrays: vectors and matrices

- Exercise
 - You may try the following now:
 - $a = [1\ 3\ 7];$
 - $A = [a\ 0\ -1]$
 - Now, you may try the following:
 - $x = []$
 - Note that the size of x is given as 0-by-0 because x is empty. This means that x is defined but has neither a size nor a value. Making x empty is different than making $x = 0$. When $x = 0$ then x has a size 1-by-1. Finally, making x empty is different from clearing x using the command *clear x* which removes x from the workspace and hence make it undefined.

2. MATLAB Fundamentals

3. Arrays: vectors and matrices

Remember that elements in a list must be:

- Enclosed in square brackets, not in round brackets.
- Separated either by spaces or by commas.

2. MATLAB Fundamentals

3. Arrays: vectors and matrices

- The colon operator
 - A vector can also be generated (initialized) with the colon operator. Enter the following statements:
 - `x = 1:10` % elements are the integers 1, 2, ..., 10
 - `x = 1:0.5:4` % elements are 1, 1.5, 2, 2.5, 3, 3.5, 4
 - `x = 10:-1:1` % elements are 10, 9, ..., 1
 - `x = 1:2:6` % elements are 1, 3, 5
 - `x = 0:-2:-5` % elements are 0, -2, -4

2. MATLAB Fundamentals

3. Arrays: vectors and matrices

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 - `x = 1:10` % elements are the integers 1, 2, ..., 10
 - `x = 1:0.5:4` % elements are 1, 1.5, 2, 2.5, 3, 3.5, 4
 - `x = 10:-1:1` % elements are 10, 9, ..., 1
 - `x = 1:2:6` % elements are 1, 3, 5
 - `x = 0:-2:-5` % elements are 0, -2, -4
 - Linspace
 - The function *linspace* can be used to initialize a vector of equally spaced values. The following command creates a vector of 10 equally spaced points from 0 to $\pi/2$ inclusive.
 - `linspace(0, pi/2, 10)`

2. MATLAB Fundamentals

3. Arrays: vectors and matrices

- Transposing vectors
 - Vectors seen so far are *row vectors*. Each has one row and several columns. To generate *column vectors*, you simply need to transpose the initial *row vectors*. This is done with a single quote, or apostrophe ('). Enter the following commands:
 - `x = 1:5`
 - `x'`

2. MATLAB Fundamentals

3. Arrays: vectors and matrices

- Transposing vectors
 - Vectors seen so far are *row vectors*. Each has one row and several columns. To generate *column vectors*, you simply need to transpose the initial *row vectors*. This is done with a single quote, or apostrophe ('). Enter the following commands:
 - `x = 1:5`
 - `x'`
 - Note that `x` itself remains a row vector.
 - A column vector can be created using a 1-line command. Try the following:
 - `y = [1 4 8 0 -1]'`

2. MATLAB Fundamentals

3. Arrays: vectors and matrices

- Subscripts
 - We can refer to particular elements of a vector by means of subscripts. Try the following:
 - `r = rand(1,7)` % row vector of seven random numbers

2. MATLAB Fundamentals

3. Arrays: vectors and matrices

- Subscripts
 - We can refer to particular elements of a vector by means of subscripts. Try the following:
 - `r = rand(1,7)` % row vector of seven random numbers
 - `r(3)`

2. MATLAB Fundamentals

3. Arrays: vectors and matrices

- Subscripts
 - We can refer to particular elements of a vector by means of subscripts. Try the following:
 - `r = rand(1,7)` % row vector of seven random numbers
 - `r(3)` % display of the third element of r
 - `r(2:4)`

2. MATLAB Fundamentals

3. Arrays: vectors and matrices

- Subscripts
 - We can refer to particular elements of a vector by means of subscripts. Try the following:
 - `r = rand(1,7)` % row vector of seven random numbers
 - `r(3)` % display of the third element of r
 - `r(2:4)` % display of the 2nd, 3rd and 4th elements of r
 - `r(1:2:7)`
 - `r([1 7 2 6])`

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3. Arrays: vectors and matrices

- Subscripts
 - We can refer to particular elements of a vector by means of subscripts. Try the following:
 - `r = rand(1,7)` % row vector of seven random numbers
 - `r(3)` % display of the third element of r
 - `r(2:4)` % display of the 2nd, 3rd and 4th elements of r
 - `r(1:2:7)`
 - `r([1 7 2 6])`
 - You can use an empty vector to remove elements from a vector. The following command removes elements 1, 7 and 2 from vector r which makes r a row vector of 4 numbers.
 - `r([1 7 2]) = []`

2. MATLAB Fundamentals

3. Arrays: vectors and matrices

- A subscript is indicated inside round brackets (parentheses).
- A subscript may be a scalar or a vector.
- In MATLAB, subscripts always start at 1.
- Fractional subscripts are always rounded down. For example, $x(1.9)$ refers to element $x(1)$.

2. MATLAB Fundamentals

3. Arrays: vectors and matrices

- Matrices
 - You create a matrix just as you do a vector, except that a semicolon is used to indicate the end of a row. Try the following:
 - `a = [1 2 3; 4 5 6]` % 2 rows and 3 columns

2. MATLAB Fundamentals

3. Arrays: vectors and matrices

- Matrices
 - You create a matrix just as you do a vector, except that a semicolon is used to indicate the end of a row. Try the following:
 - `a = [1 2 3; 4 5 6]` % 2 rows and 3 columns
 - A matrix may be transposed. Try the following:
 - `a'` % 3 rows and 2 columns

2. MATLAB Fundamentals

3. Arrays: vectors and matrices

- Matrices

- You create a matrix just as you do a vector, except that a semicolon is used to indicate the end of a row. Try the following:
 - `a = [1 2 3; 4 5 6]` % 2 rows and 3 columns
- A matrix may be transposed. Try the following:
 - `a'` % 3 rows and 2 columns
- A matrix can be constructed from column vectors of the same length. Try the following:
 - `x = [0:30:180]`
 - `table = [x' sin(x*pi/180)']`

2. MATLAB Fundamentals

4. Operators, expressions and statements

- Numbers
 - Numbers can be represented in MATLAB in the usual decimal form (*fixed point*), with an optional decimal point, e.g.
 - 1.2345
 - -123
 - 0.0001

2. MATLAB Fundamentals

4. Operators, expressions and statements

- Numbers

- Numbers can be represented in MATLAB in the usual decimal form (*fixed point*), with an optional decimal point, e.g.
 - 1.2345
 - -123
 - 0.0001
- A number can also be represented in scientific notation, e.g. 1.2345×10^9 that is represented in MATLAB as 1.2345e+9. This is also called *floating point* notation. That number has two parts: the *mantissa*, which is the part on the left side of the symbol *e*, and the *exponent* which is the part on the right side of the symbol *e*.

2. MATLAB Fundamentals

4. Operators, expressions and statements

- The following is not scientific notation: 1.2345×10^9 . It is actually an expression involving two arithmetic operations ($*$ and $^$) and involves more time consumption.

2. MATLAB Fundamentals

4. Operators, expressions and statements

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- Do not hesitate to use scientific notations for very small and very large numbers.

2. MATLAB Fundamentals

4. Operators, expressions and statements

- The following is not scientific notation: 1.2345×10^9 . It is actually an expression involving two arithmetic operations ($*$ and $^$) and involves more time consumption.
- Do not hesitate to use scientific notations for very small and very large numbers.
- The relative accuracy of numbers is given by the function *eps* which stands for epsilon and is the distance between 1.0 and the next largest floating point number. Type *eps* in the command line to see its value on your computer.

2. MATLAB Fundamentals

4. Operators, expressions and statements

- The following is not scientific notation: 1.2345×10^9 . It is actually an expression involving two arithmetic operations ($*$ and $^$) and involves more time consumption.
- Do not hesitate to use scientific notations for very small and very large numbers.
- The relative accuracy of numbers is given by the function *eps* which stands for epsilon and is the distance between 1.0 and the next largest floating point number. Type *eps* in the command line to see its value on your computer.
- The range of numbers is roughly $\pm 10^{-308}$ to $\pm 10^{308}$. Precise values for your computer are returned by the MATLAB functions *realmin* and *realmax*.

2. MATLAB Fundamentals

4. Operators, expressions and statements

- Exercise 1

Enter the following numbers at the command prompt in scientific notation

- 1.234×10^5
- -8.765×10^{-4}
- 10^{-15}
- -10^{12}

2. MATLAB Fundamentals

4. Operators, expressions and statements

- Arithmetic operators

Operation	Algebraic form	MATLAB
Addition	$a + b$	$a + b$
Subtraction	$a - b$	$a - b$
Multiplication	$a \times b$	$a * b$
Right division	a / b	a / b
Left division	b / a	$a \backslash b$
Power	a^b	$a ^ b$

2. MATLAB Fundamentals

4. Operators, expressions and statements

- Precedence of operators

Precedence	Operator
1	Parentheses (round brackets)
2	Power, left to right
3	Multiplication and division, left to right
4	Addition and subtraction, left to right

2. MATLAB Fundamentals

4. Operators, expressions and statements

- Exercise 2: evaluate the following MATLAB expressions yourself before checking the answers in MATLAB.
 - $1 + 2 * 3$
 - $4 / 2 * 2$
 - $1 + 2 / 4$
 - $1 + 2 \setminus 4$
 - $2 * 2 ^ 3$
 - $2 * 3 \setminus 3$
 - $2 ^ (1 + 2)/3$
 - $1/2 \times 10^{-1}$

2. MATLAB Fundamentals

4. Operators, expressions and statements

- Exercise 2: evaluate the following MATLAB expressions yourself before checking the answers in MATLAB.
 - $1 + 2 * 3$
 - $4 / 2 * 2$
 - $1 + 2 / 4$
 - $1 + 2 \setminus 4$
 - $2 * 2 ^ 3$
 - $2 * 3 \setminus 3$
 - $2 ^ (1 + 2) / 3$
 - $1 / 2 \times 10^{-1}$
- Exercise 3: evaluate the following MATLAB expressions yourself before checking the answers in MATLAB.
 - $\frac{1}{2 * 3}$
 - 2^{2*3}
 - $1.5 \times 10^{-4} + 2.5 \times 10^{-2}$

2. MATLAB Fundamentals

4. Operators, expressions and statements

- The colon operator
 - The colon operator (which is not a division) has a lower precedence than + as the following shows:
 - $1 + 1 : 5$
The addition is carried out first, and then a vector with elements 2, 3, 4, 5 is initialized.

2. MATLAB Fundamentals

4. Operators, expressions and statements

- The colon operator

- The colon operator (which is not a division) has a lower precedence than $+$ as the following shows:

- $1 + 1 : 5$

The addition is carried out first, and then a vector with elements 2, 3, 4, 5 is initialized.

- $1 + [1:5]$

results in adding 1 to each element of the vector 1:5. In this context, the addition is called an *array operation*, because it operates on each element of the vector (array).

2. MATLAB Fundamentals

4. Operators, expressions and statements

- The transpose operator
 - The transpose operator has the highest precedence. Try the following:
 - `1:5'`
results in a row vector with the last element 5 transposed into itself since it is a scalar.
 - `[1:5]'`
results in transposing the whole row vector into a column vector.

2. MATLAB Fundamentals

4. Operators, expressions and statements

- Arithmetic operations on arrays
 - Enter the following statements at the command line:

- `a = [2 4 8];`
- `b = [3 2 2];`
- `a .* b`
- `a ./ b`

Operator	Description
<code>.*</code>	Multiplication
<code>./</code>	Division
<code>.\</code>	Left division
<code>.^</code>	Power

- Above are arithmetic operators that operate element by element on arrays.

2. MATLAB Fundamentals

4. Operators, expressions and statements

- Now try the following:

- $a.^b$

The i th element of the first vector is raised to the power of the i th element of the second vector.

- The period (dot) is necessary for the array operations of multiplication, division and exponentiation.
- When array operations are applied to two vectors, both vectors must be the same size.

To summarize

1. Variables, operators and expressions

- Rules for variables
- Precedence of operators
- Arithmetic operators

2. Workspace

- Save constants



To summarize

3. Arrays (including vectors and matrices)

- Different ways to create vectors
- Transposing vectors
- Subscript
- Matrices

4. Operators

- Number notation