

Getting Started with MATLAB, Python and R

AAEC 6305: Dynamic Economic Optimization - Fall 2019

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1 Introduction

2 Help

2.1 Getting Help

Language Browse help interactively Help on using help Help for a function Help for a toolbox/library package Demonstration examples Example using a function	MATLAB/Octave doc Octave: help -i % browse with Info help help or doc doc help plot help splines or doc splines demo	Python help() help help(plot) or ?plot help(pylab)	R help.start() help() help(plot) or ?plot help(package='splines') demo() example(plot)
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2.2 Searching available help documentation

Language Search help files Find objects by partial name List available packages Locate functions List available methods for a function	MATLAB/Octave lookfor plot help which plot	Python help(); modules [Numeric] help(plot)	R help.search('plot') apropos('plot') library() find(plot) methods(plot)
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2.3 Using interactively

Language Start session Auto completion Run code from file Command history Save command history End session	MATLAB/Octave Octave: octave -q Octave: TAB or M-? foo(.m) Octave: history diary on [...] diary off exit or quit	Python ipython -pylab or JupyterLab TAB execfile('foo.py') or run foo.py hist -n CTRL-D CTRL-Z # windows sys.exit()	R RStudio source('foo.R') history() savehistory(file=".Rhistory") q(save='no')
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3 Basic programming

3.1 Loading packages

Language	MATLAB/Octave	Python	R
Script file extension	.m	.py	.R
Comment symbol (rest of line)	%	#	#
Import library functions	Octave: % or # % must be in MATLABPATH Octave: % must be in LOADPATH	from pylab import *	library(RSvgDevice)
Eval	string='a=234'; eval(string)	string="a=234" eval(string)	string <- "a <- 234" eval(parse(text=string))

3.2 Working directory and OS

Language	MATLAB/Octave	Python	R
List files in directory	dir or ls	os.listdir(".")	list.files() or dir()
List script files in directory	what	grep.grep("*.py")	list.files(pattern=".r\$")
Displays the current working directory	pwd	os.getcwd()	getwd()
Change working directory	cd foo	os.chdir('foo')	setwd('foo')
Invoke a System Command	!notepad Octave: system("notepad")	os.system('notepad')	system("notepad")

3.3 Debugging and profiling code

Language	MATLAB/Octave	Python	R
Most recent evaluated expression	ans		.Last.value
List variables loaded into memory	whos or who		objects()
Clear variable x from memory	clear x or clear [all]		rm(x)
Print	disp(a)	print a	print(a)

3.4 Conditionals

Language	MATLAB/Octave	Python	R
if-statement	if 1>0 a=100; end	if 1>0: a=100	if (1>0) a <- 100
if-else-statement	if 1>0 a=100; else a=0; end		elseifelse(a>0,a,0)
Ternary operator (if?true:false)			$a > 0 ? a : 0$

3.5 Loops

Language
for-statement
Multiline for statements

```
MATLAB/Octave
for i=1:5; disp(i); end
for i=1:5
    disp(i)
    disp(i*2)
end
```

```
Python
for i in range(1,6): print(i)
for i in range(1,6):
    print(i)
    print(i*2)
```

```
R
for(i in 1:5) print(i)
for(i in 1:5) {
    print(i)
    print(i*2)
}
```

4 File and Data input/output

Language
Reading from a file (2d)

Reading from a file (2d)
Reading from a CSV file (2d)
Writing to a file (2d)
Writing to a file (1d)
Reading from a file (1d)

```
MATLAB/Octave
f = load('data.txt')

f = load('data.txt')
x = dlmread('data.csv', ' ');
save -ascii data.txt f
```

```
Python
f = fromfile("data.txt")
f = load("data.txt")
f = load("data.txt")
f = load('data.csv', delimiter=',')
save('data.csv', f, fmt='%f',
    delimiter=',', file="data.txt")
f.tofile(file='data.csv', format='%f', sep=',')
f = fromfile(file='data.csv', sep=',')
```

```
R
f <- read.table("data.txt")
f <- read.table("data.txt")
f <- read.table(file="data.csv", sep=";")
```

5 Basic Operators

5.1 Getting help on operator syntax

Language
Help on operator syntax

```
MATLAB/Octave
help -
```

```
Python
```

```
R
help(Syntax)
```

5.2 Arithmetic operators

Language	MATLAB/Octave	Python	R
Assignment; defining a number	<code>a=1; b=2;</code>	<code>a=1; b=1</code>	<code>a<-1; b<-2</code>
Addition	<code>a + b</code>	<code>a + b</code> or <code>add(a,b)</code>	<code>a + b</code>
Subtraction	<code>a - b</code>	<code>a - b</code> or <code>subtract(a,b)</code>	<code>a - b</code>
Multiplication	<code>a * b</code>	<code>a * b</code> or <code>multiply(a,b)</code>	<code>a * b</code>
Division	<code>a / b</code>	<code>a / b</code> or <code>divide(a,b)</code>	<code>a / b</code>
Power, a^b	<code>a .^ b</code>	<code>a ** b</code> <code>power(a,b)</code> <code>pow(a,b)</code>	<code>a ^ b</code>
Remainder	<code>rem(a,b)</code>	<code>a % b</code> <code>remainder(a,b)</code> <code>fmod(a,b)</code>	<code>a %% b</code>
Integer division			<code>a %% b</code>
In place operation to save array creation overhead	<code>Octave: a+=1</code>	<code>a+=b</code> or <code>add(a,b,a)</code>	<code>a %% b</code>
Factorial, $n!$	<code>factorial(a)</code>		<code>factorial(a)</code>

5.3 Relational operators

Language	MATLAB/Octave	Python	R
Equal	<code>a == b</code>	<code>a == b</code> or <code>equal(a,b)</code>	<code>a == b</code>
Less than	<code>a < b</code>	<code>a < b</code> or <code>less(a,b)</code>	<code>a < b</code>
Greater than	<code>a > b</code>	<code>a > b</code> or <code>greater(a,b)</code>	<code>a > b</code>
Less than or equal	<code>a <= b</code>	<code>a <= b</code> or <code>less_equal(a,b)</code>	<code>a <= b</code>
Greater than or equal	<code>a >= b</code>	<code>a >= b</code> or <code>greater_equal(a,b)</code>	<code>a >= b</code>
Not Equal	<code>a ~= b</code>	<code>a != b</code> or <code>not_equal(a,b)</code>	<code>a != b</code>

5.4 Logical operators

Language	MATLAB/Octave	Python	R
Short-circuit logical AND	<code>a && b</code>	<code>a and b</code>	<code>a && b</code>
Short-circuit logical OR	<code>a b</code>	<code>a or b</code>	<code>a b</code>
Element-wise logical AND	<code>a & b</code> or <code>and(a,b)</code>	<code>logical_and(a,b)</code> or <code>a and b</code>	<code>a & b</code>
Element-wise logical OR	<code>a b</code> or <code>or(a,b)</code>	<code>logical_or(a,b)</code> or <code>a or b</code>	<code>a b</code>
Logical EXCLUSIVE OR	<code>xor(a, b)</code>	<code>logical_xor(a,b)</code>	<code>xor(a, b)</code>
Logical NOT	<code>~a</code> or <code>not(a)</code> <code>Octave: ~a or !a</code>	<code>logical_not(a)</code> or <code>not a</code>	<code>!a</code>
True if any element is nonzero	<code>any(a)</code>		
True if all elements are nonzero	<code>all(a)</code>		

5.5 Roots and logarithms

Language	MATLAB/Octave	Python	R	
Square root	<code>sqrt(a)</code>	<code>math.sqrt(a)</code>	<code>sqrt(a)</code>	\sqrt{a}
Logarithm, base e (natural)	<code>log(a)</code>	<code>math.log(a)</code>	<code>log(a)</code>	$\ln a = \log_e a$
Logarithm, base 10	<code>log10(a)</code>	<code>math.log10(a)</code>	<code>log10(a)</code>	$\log_{10} a$
Logarithm, base 2 (binary)	<code>log2(a)</code>	<code>math.log(a, 2)</code>	<code>log2(a)</code>	$\log_2 a$
Exponential function	<code>exp(a)</code>	<code>math.exp(a)</code>	<code>exp(a)</code>	e^a

5.6 Rounding

Language
Round
Round up
Round down
Round towards zero

MATLAB/Octave
`round(a)`
`ceil(a)`
`floor(a)`
`fix(a)`

Python
`round(a)` or `math.round(a)`
`ceil(a)`
`floor(a)`
`fix(a)`

R
`round(a)`
`ceil(a)`
`floor(a)`

5.7 Mathematical constants

Language
 $\pi = 3.141592$
 $e = 2.718281$

MATLAB/Octave
`pi`
`exp(1)`

Python
`math.pi`
`math.e` or `math.exp(1)`

R
`pi`
`exp(1)`

5.8 Pseudo-random number generator

Language
Uniform distribution

MATLAB/Octave
`rand(1,10)`

Python
`random.random((10,))`
`random.uniform((10,))`

R
`runif(10)`

Uniform: Numbers between 2 and 7

`2+5*rand(1,10)`

`random.uniform(2,7,(10,))`

`runif(10, min=2, max=7)`

Uniform: 6,6 array

`rand(6)`

`random.uniform(0,1,(6,6))`

`matrix(runif(36),6)`

Normal distribution

`randn(1,10)`

`random.standard_normal((10,))`

`rnorm(10)`

6 Basic vector construction

6.1 Vectors

Language
Row vector, $1 \times n$ -matrix
Column vector, $m \times 1$ -matrix

MATLAB/Octave
`a=[2 3 4 5];`
`adash=[2 3 4 5]';`

Python
`a=array([2,3,4,5])`
`array([2,3,4,5])[::NewAxis]`
`array([2,3,4,5]).reshape(-1,1)`
`r_[1:10,'c']`

R
`a <- c(2,3,4,5)`
`adash <- t(c(2,3,4,5))`

6.2 Sequences

Language	MATLAB/Octave	Python	R
1,2,3, ... ,10	1:10	<code>arange(1,11, dtype=Float)</code> <code>range(1,11)</code>	<code>seq(10)</code> or <code>1:10</code>
0.0,1.0,2.0, ... ,9.0	0:9	<code>arange(10.)</code>	<code>seq(0,length=10)</code>
1,4,7,10	1:3:10	<code>arange(1,11,3)</code>	<code>seq(1,10,by=3)</code>
10,9,8, ... ,1	10:-1:1	<code>arange(10,0,-1)</code>	<code>seq(10,1)</code> or <code>10:1</code>
10,7,4,1	10:-3:1	<code>arange(10,0,-3)</code>	<code>seq(from=10,to=1,by=-3)</code>
Linearly spaced vector of n=7 points	<code>linspace(1,10,7)</code>	<code>linspace(1,10,7)</code>	<code>seq(1,10,length=7)</code>
Reverse	<code>reverse(a)</code>	<code>a[::-1]</code> or	<code>rev(a)</code>
Set all values to same scalar value	<code>a(:) = 3</code>	<code>a.fill(3)</code> , <code>a[:] = 3</code>	

6.3 Vector concatenation

Language	MATLAB/Octave	Python	R
Concatenate two vectors	<code>[a a]</code> <code>[1:4 a]</code>	<code>concatenate((a,a))</code> <code>concatenate((range(1,5),a), axis=1)</code>	<code>c(a,a)</code> <code>c(1:4,a)</code>
