Computational Methods in Physics (PHY 365) FA23

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Lab 2

 $\blacksquare A1 = magic(4);$

- \blacksquare A1 = magic(4);
- B1 = magic(6);

- \blacksquare A1 = magic(4);
- B1 = magic(6);
- \blacksquare C1 = rand(4,6);

- \blacksquare A1 = magic(4);
- B1 = magic(6);
- \blacksquare C1 = rand(4,6);
- \blacksquare D1 = [A1, B1];

- \blacksquare A1 = magic(4);
- B1 = magic(6);
- \blacksquare C1 = rand(4,6);
- \blacksquare D1 = [A1, B1];
- E1 = [A1; B1];

- \blacksquare F1 = [A1; C1];
- \blacksquare G1 = [A1, C1];

- F1 = [A1; C1];
- \blacksquare G1 = [A1, C1];
- \blacksquare A1 (2) = 0;

- F1 = [A1; C1];
- \blacksquare G1 = [A1, C1];
- \blacksquare A1 (2) = 0;
- H1 = B1 (:, 3)

$$\blacksquare$$
 G1 = [A1, C1];

$$\bullet$$
 A1 (2) = 0;

■
$$H1 = B1 (:, 3)$$

$$\blacksquare$$
 I1 = A1 (3 : 6, 3)

$$\bullet$$
 a = [1 : 3]

$$b = [5:7]$$

- $\mathbf{a} = [1:3]$
 - b = [5:7]
- \blacksquare a1 = dot(a, b)

- a = [1:3]b = [5:7]
- a1 = dot(a, b)
- a2 = dot(a, b')

- a = [1:3]b = [5:7]
- a1 = dot(a, b)
- a2 = dot(a, b')
- \bullet a3 = cross(a, b)

$$a = [1:3]$$

 $b = [5:7]$

- a1 = dot(a, b)
- a2 = dot(a, b')
- a3 = cross(a, b)
- \bullet a4 = kron(a, b)

$$a = [1:3]$$

 $b = [5:7]$

- a1 = dot(a, b)
- a2 = dot(a, b')
- a3 = cross(a, b)
- \bullet a4 = kron(a, b)
- \bullet a5 = length(a)

$$a = [1:3]$$

 $b = [5:7]$

- a1 = dot(a, b)
- a2 = dot(a, b')
- a3 = cross(a, b)
- \bullet a4 = kron(a, b)
- \bullet a5 = length(a)
- \bullet a6 = max(a)

$$a = [1:3]$$

 $b = [5:7]$

$$a1 = dot(a, b)$$

$$a2 = dot(a, b')$$

$$\bullet$$
 a3 = cross(a, b)

$$\bullet$$
 a4 = kron(a, b)

$$\bullet$$
 a5 = length(a)

$$\bullet$$
 a6 = max(a)

$$\bullet$$
 a7 = min(b)

$$\bullet A = [1,2,3,4;5,6,7,8;9,10,11,12]$$

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$$\mathbf{A} = \begin{bmatrix} 1 & 2 & 3 & 4 \\ 5 & 6 & 7 & 8 \\ 9 & 10 & 11 & 12 \end{bmatrix}$$

$$\bullet A = [1,2,3,4;5,6,7,8;9,10,11,12]$$

$$A = \begin{bmatrix} 1 & 2 & 3 & 4 \\ 5 & 6 & 7 & 8 \\ 9 & 10 & 11 & 12 \end{bmatrix}$$

$$\blacksquare$$
 B = A(0)

$$\bullet A = [1,2,3,4;5,6,7,8;9,10,11,12]$$

$$A = \begin{bmatrix} 1 & 2 & 3 & 4 \\ 5 & 6 & 7 & 8 \\ 9 & 10 & 11 & 12 \end{bmatrix}$$

- $\blacksquare B = A(0)$
- $\mathbf{C} = \mathbf{A}(1)$

$$\bullet A = [1,2,3,4;5,6,7,8;9,10,11,12]$$

$$\mathbf{A} = \begin{bmatrix} 1 & 2 & 3 & 4 \\ 5 & 6 & 7 & 8 \\ 9 & 10 & 11 & 12 \end{bmatrix}$$

- \blacksquare B = A(0)
- $\mathbf{C} = \mathbf{A}(1)$
- $\mathbf{D} = A(4)$

$$\bullet A = [1,2,3,4;5,6,7,8;9,10,11,12]$$

$$\mathbf{A} = \begin{bmatrix} 1 & 2 & 3 & 4 \\ 5 & 6 & 7 & 8 \\ 9 & 10 & 11 & 12 \end{bmatrix}$$

- \blacksquare B = A(0)
- $\mathbf{C} = \mathbf{A}(1)$
- D = A(4)
- \blacksquare E = A(end)

 \blacksquare F = size(A)

- \blacksquare F = size(A)
- \blacksquare G = length(A)

- \blacksquare F = size(A)
- \blacksquare G = length(A)
- \blacksquare H = A(2, 3)

- \blacksquare F = size(A)
- \blacksquare G = length(A)
- H = A(2, 3)
- A(2,2) = 20

- \blacksquare F = size(A)
- \blacksquare G = length(A)
- H = A(2, 3)
- A(2,2) = 20
- I = A(:, 2)

- \blacksquare F = size(A)
- \blacksquare G = length(A)
- $\mathbf{H} = A(2, 3)$
- A(2,2) = 20
- I = A(:, 2)
- J = sum(A)

- \blacksquare F = size(A)
- \blacksquare G = length(A)
- $\mathbf{H} = A(2, 3)$
- A(2,2) = 20
- I = A(:, 2)
- J = sum(A)
- $K = \max(A)$

■ Create a 5×5 "magic square". Verify that the sum of the integers in each row, column and diagonal is equal.

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$$A = magic(5);$$

■ Create a 5×5 "magic square". Verify that the sum of the integers in each row, column and diagonal is equal.

$$A = magic(5);$$

$$A1 = sum(A)$$

■ Create a 5×5 "magic square". Verify that the sum of the integers in each row, column and diagonal is equal.

```
A = magic(5);
A1 = sum(A)
A2 = sum(A,2)
```

■ Create a 5×5 "magic square". Verify that the sum of the integers in each row, column and diagonal is equal.

```
A = magic(5);
A1 = sum(A)
A2 = sum(A,2)
A3 = trace(A)
```

■ Create a 5×5 "magic square". Verify that the sum of the integers in each row, column and diagonal is equal.

```
A = magic(5);

A1 = sum(A)

A2 = sum(A,2)

A3 = trace(A)

A4 = trace(flip(A))
```

■ Create a 5×5 "magic square". Verify that the sum of the integers in each row, column and diagonal is equal.

```
A = magic(5);

A1 = sum(A)

A2 = sum(A,2)

A3 = trace(A)

A4 = trace(flip(A))
```

Extract the 3rd row of matrix A.

■ Create a 5×5 "magic square". Verify that the sum of the integers in each row, column and diagonal is equal.

```
A = magic(5);

A1 = sum(A)

A2 = sum(A,2)

A3 = trace(A)

A4 = trace(flip(A))
```

■ Extract the 3rd row of matrix A.

$$A5 = A(3, :)$$

■ Take transpose of the matrix A.

■ Take transpose of the matrix A.

$$C1 = A'$$

■ Take transpose of the matrix A.

$$C1 = A'$$

■ Determine the highest integer in the matrix A.

■ Take transpose of the matrix A.

$$C1 = A'$$

■ Determine the highest integer in the matrix A.

$$C2 = \max(\max(A))$$

■ Take transpose of the matrix A.

$$C1 = A'$$

■ Determine the highest integer in the matrix A.

$$C2 = max(max(A))$$

■ Sort the matrix A column-wise, in ascending order.

■ Take transpose of the matrix A.

$$C1 = A'$$

■ Determine the highest integer in the matrix A.

$$C2 = max(max(A))$$

Sort the matrix A column-wise, in ascending order.

$$C3 = sort(A)$$

■ Take transpose of the matrix A.

$$C1 = A'$$

■ Determine the highest integer in the matrix A.

$$C2 = max(max(A))$$

Sort the matrix A column-wise, in ascending order.

$$C3 = sort(A)$$

■ Sort the matrix A row-wise, in descending order.

■ Take transpose of the matrix A.

$$C1 = A'$$

■ Determine the highest integer in the matrix A.

$$C2 = max(max(A))$$

■ Sort the matrix A column-wise, in ascending order.

$$C3 = sort(A)$$

■ Sort the matrix A row-wise, in descending order.

$$C4 = sort(A, 2, 'descend')$$

- Take transpose of the matrix A.
 - C1 = A'
- Determine the highest integer in the matrix A.
 - C2 = max(max(A))
- Sort the matrix A column-wise, in ascending order.

$$C3 = sort(A)$$

- Sort the matrix A row-wise, in descending order.
 - C4 = sort(A, 2, 'descend')
- Take determinant of the matrix A.

■ Take transpose of the matrix A.

$$C1 = A'$$

■ Determine the highest integer in the matrix A.

$$C2 = max(max(A))$$

Sort the matrix A column-wise, in ascending order.

$$C3 = sort(A)$$

Sort the matrix A row-wise, in descending order.

$$C4 = sort(A, 2, 'descend')$$

■ Take determinant of the matrix A.

$$C5 = det(A)$$

• for index = values statements end

- for index = values statements end
- for i = 1 : 10 end

- for index = values statements end
- for i = 1 : 10 end
- for a = 1 : 5rand
 end

- for index = values statements end
- for i = 1 : 10 end
- for a = 1 : 5rand
 end
- for a = 1 : 5rand pause(3) end

 \mathbf{my} _sum = 0;

for
$$i = 0 : 10$$

$$my_sum = my_sum + 1;$$

end

 $my \quad sum = my \quad sum + 1;$

Exercise: "for" loop

$$\mathbf{my}_{\mathbf{sum}} = 0;$$

for
$$i = 0 : 10$$

end

$$A(k + 1) = 1;$$

end

$$\blacksquare$$
 my sum = 0;

for
$$i = 0 : 10$$

$$my \quad sum = my \quad sum + 1;$$

end

$$for k = 0 : 10$$

$$A(k + 1) = 1;$$

end

$$my_sum_2 = sum(A);$$

if expression
 statements
 elseif expression
 statements
 else
 statements
 end

```
statements
elseif expression
statements
else
statements
else
statements
end
```

Exercise: "while" loop

while expression statementsend

Exercise: "while" loop

while expression statementsend

```
■ j = 0;

while j < 5

disp('1')

j = j + 1;

pause

end

disp('0')
```

■ Defining the x vector

■ Defining the x vector

■ Calculating the sin and cos

$$\sin_x = \sin(x);$$

 $\cos_x = \cos(x);$

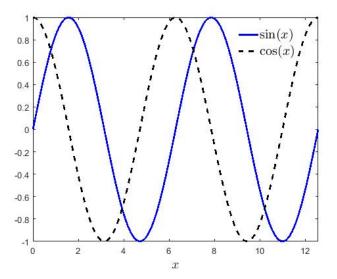
■ Defining the x vector

■ Calculating the sin and cos

```
\sin_x = \sin(x);

\cos_x = \cos(x);
```

Plotting



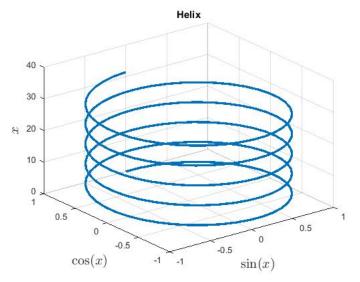
```
% This is my first MATLAB program, and it plots sin(x) and cos(x)
clear variables
close all
clc
% Defining the x vector
x i = 0;
x f = 4 * pi;
x = linspace(x i,x f);
```

```
% Calculating sin and cos
sin x = sin(x);
cos x = cos(x);
% Plotting
plot(x,sin x,'b',x,cos x,'k--','LineWidth',2)
xlim([x i,x f])
xlabel('$$x$$','Interpreter','latex','fontsize',15)
legend({'$$\sin(x)$$','$$\cos(x)$$'},'Interpreter','latex','fontsize',15)
legend boxoff
```

```
% This program plots a helix using "plot3" function
clear variables
close all
clc
% Defining the x vector
x = linspace(0,10 * pi,200);
% Calculating sin and cos
sin x = sin(x);
\cos x = \cos(x);
```

```
% Plotting
plot3(sin x,cos x,x,'linewidth',2.5)
xlabel('$$\sin(x)$$','Interpreter','latex','fontsize',15)
ylabel('$$\cos(x)$$','Interpreter','latex','fontsize',15)
zlabel('$$x$$','Interpreter','latex','fontsize',15)
grid on
title('Helix')
```

Exercise: 3-D line plot



Exercise: Surface plot

■ Defining the x and y vectors

```
x_vec = linspace(-5, 5);

y_vec = linspace(-5, 5);
```

■ Defining the x and y vectors

$$x_vec = linspace(-5, 5);$$

 $y_vec = linspace(-5, 5);$

■ Meshgrid

$$[X,Y] = meshgrid(x_vec, y_vec);$$

■ Defining the x and y vectors

$$x_vec = linspace(-5, 5);$$

 $y_vec = linspace(-5, 5);$

■ Meshgrid

$$[X,Y] = meshgrid(x_vec, y_vec);$$

■ Defining the function

$$Z = Y .* \sin(X) - X .* \cos(Y);$$

■ Defining the x and y vectors

$$x_vec = linspace(-5, 5);$$

 $y_vec = linspace(-5, 5);$

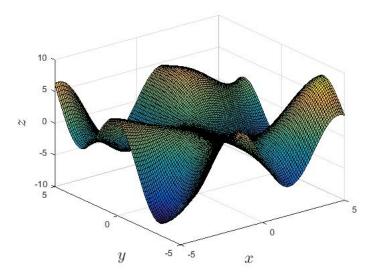
■ Meshgrid

$$[X,Y] = meshgrid(x_vec, y_vec);$$

■ Defining the function

$$Z = Y .* \sin(X) - X .* \cos(Y);$$

■ Plotting



■ Defining the x and y vectors

```
x_vec = linspace(0, 2 * pi);

y_vec = linspace(0, 4 * pi);
```

■ Defining the x and y vectors

```
x_vec = linspace(0, 2 * pi);
y_vec = linspace(0, 4 * pi);
```

■ Meshgrid

$$[X,Y] = meshgrid(x_vec, y_vec);$$

■ Defining the x and y vectors

■ Meshgrid

$$[X,Y] = meshgrid(x_vec, y_vec);$$

■ Defining the function

$$Z = \sin(X) + \cos(Y);$$

■ Defining the x and y vectors

$$x_vec = linspace(0, 2 * pi);$$

 $y_vec = linspace(0, 4 * pi);$

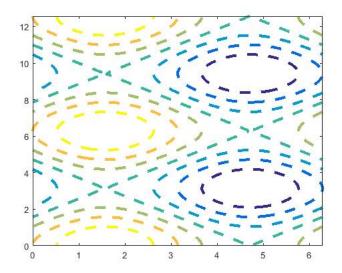
■ Meshgrid

$$[X,Y] = meshgrid(x_vec, y_vec);$$

■ Defining the function

$$Z = \sin(X) + \cos(Y);$$

■ Plotting



■ Defining the dependent function

$$y = x \cdot 2;$$

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$$y = x \cdot 2;$$

Error: Undefined function or variable 'x'

■ Defining the dependent function

$$y = x \cdot 2;$$

Error: Undefined function or variable 'x'

■ Introduce anonymous function

$$y = @(x) x . 2;$$

■ Defining the dependent function

$$y = x \cdot 2;$$

Error: Undefined function or variable 'x'

■ Introduce anonymous function

$$y = @(x) x : 2;$$

 $y(3);$

■ sym (1/3)

- sym (1/3)
- sin (sym (pi))

- sym (1/3)
- sin (sym (pi))
- t = 0.1; sym (t)

- sym (1/3)
- sin (sym (pi))
- t = 0.1; sym (t)
- $A = 1/\operatorname{sqrt}(2)$ $B = \operatorname{sym}(A)$

- sym (1/3)
- sin (sym (pi))
- t = 0.1; sym (t)
- $A = 1/\operatorname{sqrt}(2)$ $B = \operatorname{sym}(A)$
- \bullet A = sym ('a', [1, 20])

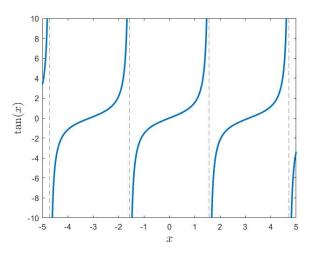
- sym (1/3)
- sin (sym (pi))
- t = 0.1; sym (t)
- $A = 1/\operatorname{sqrt}(2)$ $B = \operatorname{sym}(A)$
- \bullet A = sym ('a', [1, 20])
- phi = (1 + sqrt (sym (5)))/2f = phi^2 - phi - 1

$$\mathsf{log}\left(x\right) + \mathsf{exp}\left(y\right)$$

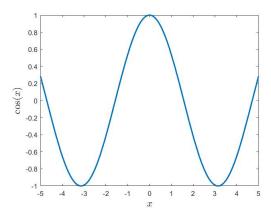
- syms x ylog (x) + exp (y)
- syms x
 f = sin(x)^2;
 diff(f)
 int(f)
- syms f(x,y) $f(x,y) = x^2 * y$ f(3,2)subs(f, x, 3)

■ syms x fplot(tan(x))

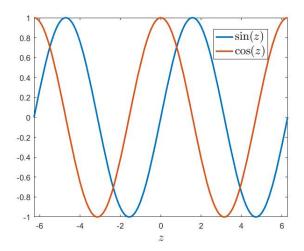
■ syms x fplot(tan(x))



• syms f(x) f(x) = cos(x);fplot(f)



■ syms z fplot ([sin(z), cos(z)], [-2 * pi, 2 * pi])



■ syms t

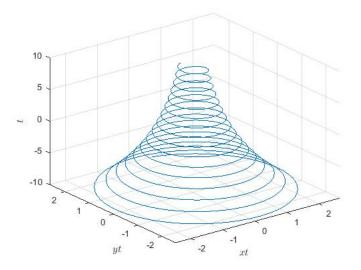
$$\begin{aligned} xt &= \exp(-t \ / \ 10) \ .* \sin(5 \ * \ t); \\ yt &= \exp(-t \ / \ 10) \ .* \cos(5 \ * \ t); \\ fplot3(xt, yt, t, [-10, 10]) \end{aligned}$$

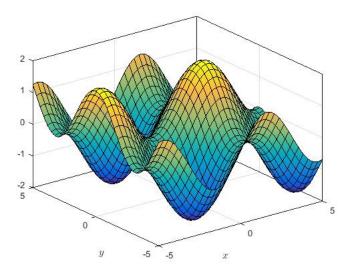
■ syms t

$$\begin{split} xt &= \exp(-t \ / \ 10) \ .^* \sin(5 \ ^* t); \\ yt &= \exp(-t \ / \ 10) \ .^* \cos(5 \ ^* t); \\ fplot3(xt, yt, t, [-10, 10]) \end{split}$$

syms x y

$$fsurf(sin(x) + cos(y))$$





Script file

■ Defining a column vector of random integers

$$my_vec = randi (100, 50, 1);$$

Script file

■ Defining a column vector of random integers

$$my_vec = randi(100, 50, 1);$$

■ Calling user-defined function file "my_fun"

$$[a, b, c] = my_fun (my_vec);$$

Script file

■ Defining a column vector of random integers my vec = randi (100, 50, 1);

■ Displaying the results

fprintf ('Mean =
$$\%6.4$$
f \n', a)
fprintf('Mode = $\%6.0$ f \n', b)
fprintf('Median = $\%6.4$ f \n', c)

Function file

■ Defining the function "my fun"

```
function [my_mean, my_mode, my_median] =
my_fun (A)

my_mean = mean(A);

my_mode = mode(A);

my_median = median(A);
```

```
% This program takes a vector of random integers as input, and returns
% the mean, mode and median as output.
clear variables
close all
clc
% Defining a column vector of random integers
my vec = randi(100,51,1);
```

```
% Calling user-defined function file "my fun"
[a,b,c] = my fun(my vec);
% Displaying the results
fprintf('Mean = %6.4f\n',a)
fprintf('Mode = %6.0f\n',b)
fprintf('Median = %6.4f\n',c)
```

```
% This is the function file for my fun main
 % Defining the function
function [my mean, my mode, my median] = my fun(A)
 my mean = mean(A);
 my mode = mode(A);
my median = median(A);
```

■ Generating the data

$$A = rand(200,5);$$

- Generating the data A = rand(200,5);
- Exporting the data
 filename = 'mytestdata.xlsx';
 xlswrite (filename, A)

- Generating the data A = rand(200,5);
- Exporting the data filename = 'mytestdata.xlsx'; xlswrite (filename, A)
- Refreshing the workspace clear variables

- Generating the data A = rand(200,5);
- Exporting the data filename = 'mytestdata.xlsx'; xlswrite (filename, A)
- Refreshing the workspace clear variables
- Importing the data

$$B = xlsread ('mytestdata.xlsx')$$

 $data_1 = B(:, 1);$
 $data_2 = B(:, 2);$

■ Plotting the data plot(data_1, data_2, 'k.')

References

- https://www.mathworks.com/help/matlab/matlab_prog/ loop-control-statements.html
- https://www.mathworks.com/help/matlab/ref/plot.html
- https://www.mathworks.com/help/matlab/ref/plot3.html
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- https://www.mathworks.com/help/matlab/matlab_prog/ anonymous-functions.html
- https://www.mathworks.com/help/matlab/ref/function.html
- https://www.mathworks.com/help/matlab/matlab_prog/ create-functions-in-files.html
- https://www.mathworks.com/help/matlab/import_export/ supported-file-formats-for-import-and-export.html