

# Mathematical Modelling Functions in Matlab & Numerical integration

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# Outline today

- Functions in MATLAB
- Numerical Integration
- Execution time
  - Matrix style versus standard programming style
  - Measuring execution time with tic and toc
  - Measuring execution time with by using the profiler

# Matlab functions

- If you want to make a function in Matlab, you should make a separate Matlab file with the same name as the function (unless we use an inline function (see later))
- This separate Matlab file should be (placed) in the working directory to be able to be used (or in a directory, which is included in the search path).

# Matlab functions: search order

- 1<sup>st</sup>: function defined in same m-file or mlx-file (at the end of the file, be careful: can overrule a built-in function)
- 2<sup>nd</sup>: built-in function
- 3<sup>rd</sup>: function in the same directory
- 4<sup>th</sup>: function somewhere else in the path

# A simple function (1)

```
function result=doubleIt(a)
% This comment line gives help info
% This comment line gives help info too
    result = 2*a;
end
```

- Unlike C++ and Java, there is no declaration of variables.
- Variable names should match.
- The scope (of `result` and `a`) is limited to the body of the function, i.e. outside the function `result` and `a` are unknown.

## A simple function (2)

```
function result=doubleIt(a)
% This comment line gives help info
% This comment line gives help info too
    result = 2*a;
end
```

- Choose a function name which does not exist yet as built-in function.
- Help text (starting with a `%`) should be placed directly after the header; The help text will be returned, if you call `help` followed by the corresponding function name

# A simple function (3)

```
function result=doubleIt(a)
% This comment line gives help info
% This comment line gives help info too
    result = 2*a;
end
```

```
>> help doubleIt
    This comment line gives help info
    This comment line gives help info too
```

```
>> b=doubleIt([1 2])
```

```
b =
```

```
    2
```

```
    4
```

# Another simple function (1)

```
function [result2,result3]=doubleAndTripleIt(a)
% This comment line gives help info
% This comment line gives help info too

% result2 is twice times a
result2 = 2*a;
% result3 is triple times a
result3 = 3*a;
end
```

- Multiple return values are possible



## Another simple function (2)

```
>> [d,t]=doubleAndTripleIt([1 2])
```

```
d =
```

```
     2     4
```

```
t =
```

```
     3     6
```

# function end

In the current version of Matlab, a function will always finish with an `end` statement.

In previous versions, it was not needed (Matlab knew that the function ended at the end of the m-file).

To support backwards compatibility, it is not strictly necessary (unless you have multiple functions at the end of a file, i.s.o. in one separate file per function). However, it is highly recommended to do so.

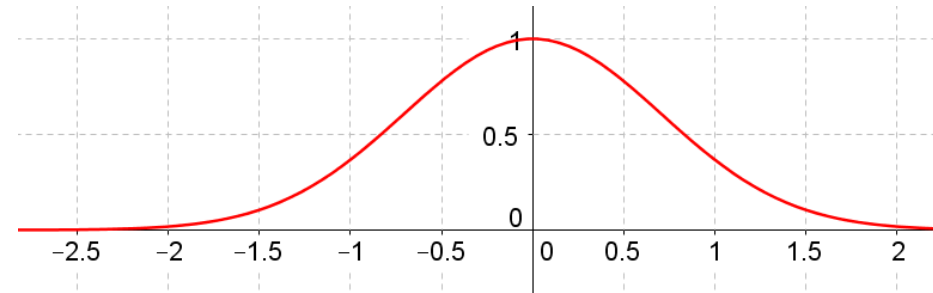
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# If integration doesn't succeed

- There are (**mathematical**) functions of which the primitive (function) can not be found, or at least, not easily be found.

- Example:  $f(x) = e^{-x^2}$
- How can we nevertheless calculate an area



- e. g. between  $x = -1$  and  $x = 1$ ?
- This can be done by numerical integration:  
**approximation of the definite integral:**
  - Divide the interval in little pieces  $\Delta x$
  - Make rectangles with width  $\Delta x$  and height  $f(x)$
  - Add the areas of the rectangles.

# Approximation in Matlab

```
› dx=0.1; % width of each rectangle  
› x=[-1:dx:1-dx]; % top left corners  
› f=exp(-x.^2);  
› rectangles=f.*dx;  
› area=sum(rectangles)
```

```
area = 1.4924
```

# Better approximation in Matlab

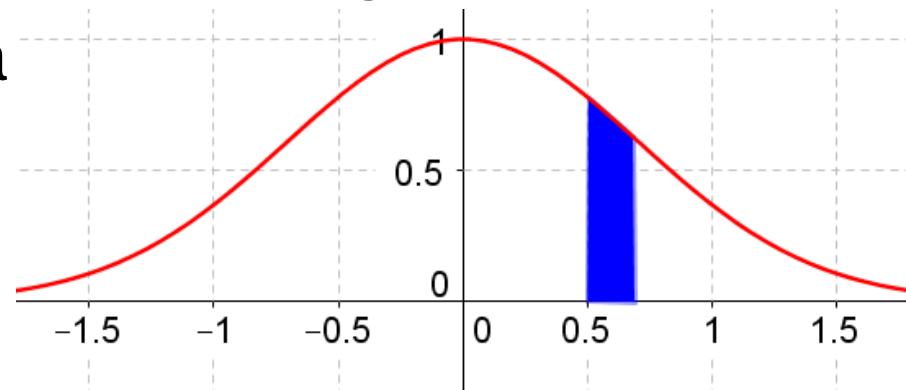
```
› dx=0.01; % width of each rectangle  
› x=[-1:dx:1-dx]; % top left corners  
› f=exp(-x.^2);  
› rectangles=f.*dx;  
› area=sum(rectangles)
```

area = 1.4936

(which is more precise than 1.4924)

# Trapezium

- A trapezium (trapezoid in American English) is a quadrangle of which two sides are parallel.
- Instead of placing rectangles under the graph, we can better use 'slant cut off rectangles':
- So that will be a trapezium (trapezoid)
- The area of a trapezium (trapezoid) is composed of the area of a rectangle and a triangle
- Matlab provides us with a standard command:
- `trapz(x, y)`



# Example with trapz

```
› dx=0.01;  
› x=-1:dx:1; % all top corners  
› f=exp(-x.^2);  
› area=trapz(x,f)
```

```
area = 1.4936
```



# Integration with `integral` (1)

If we use an *inline function* (also called anonymous function) in Matlab, integration can be done very easily and very precisely by using the built-in `integral` command.

Example: the inline function of  $f(x) = e^{-x^2}$

```
f = @(x) exp(-x.^2)
```

# Integration with `integral` (2)

We would like to approximate the following integral numerically:

$$\int_{-1}^1 e^{-x^2} dx$$

```
>> f = @(x) exp(-x.^2);  
>> area = integral(f,-1,1)  
area = 1.4936
```

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# sumpos using matrices

```
function y = sumpos(x)
% This function calculates the sum of
% all positive elements of an input vector
help1 = x>0;
help2 = x.*help1;
y = sum(help2);
end
```

# sumpos using for-loop

```
function y = sumpos2(x)
% This function calculates the sum of
% all positive elements of an input vector
auxSum=0;
for i = 1:length(x)
    if x(i)>0
        auxSum=auxSum+x(i);
    end
end
y = auxSum;
end
```

# A script with tic and toc

```
% tic toc script  
clc  
v=randi([-255 255],[1 1e6]);  
tic  
sumpos(v)  
toc  
tic  
sumpos2(v)  
toc
```

# Output from toc

```
ans =
```

```
63860606
```

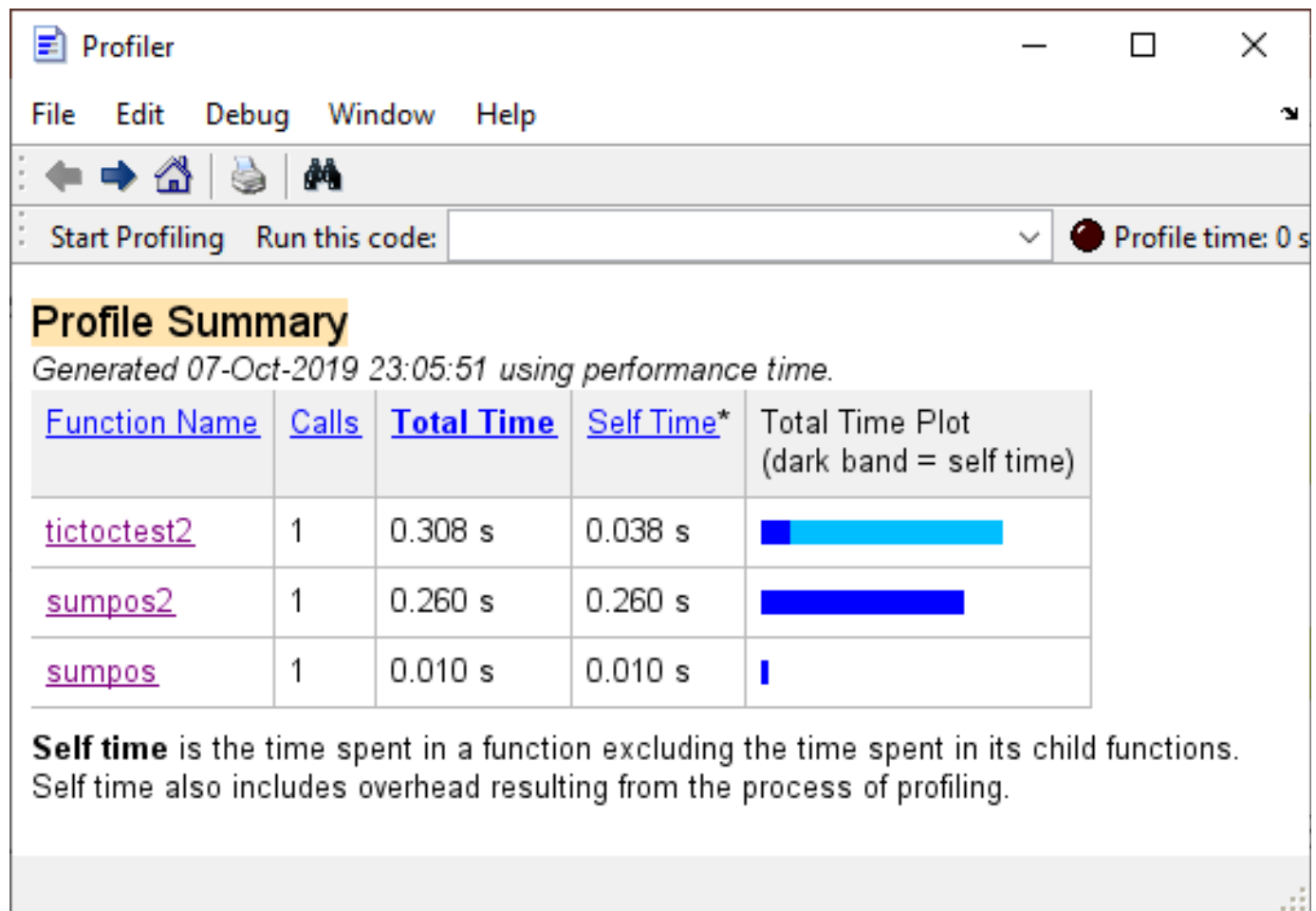
```
Elapsed time is 0.011974 seconds.
```

```
ans =
```

```
63860606
```

```
Elapsed time is 0.261144 seconds.
```

# Output from the profiler





# Questions

