

Introduction to Computer and Programming

Chapter 2: MATLAB scripting

Manuel

Fall 2018

Outline

- ① Starting with MATLAB
- ② Conditional statements
- ③ Loops

Running MATLAB

Two modes:

- Desktop: graphical user interface
- Terminal: allows remote access, no mouse support

View in desktop mode:

- Command history
- Command window
- Workspace
- Help

File location: current directory or a directory listed in the path

Basic use

MATLAB as a calculator:

- Operation: $1+2$ vs. `1+2;`
- Variables: start with a letter, case sensitive
e.g. `a=1+2; A=3+2; a123_=4+5;`
- Comments: ignore everything after a `%`
- Separate two commands on a same line: `cmd1, cmd2`
- Split a line over two lines: keep reading on next line after `...`
e.g. `long ...`
`line`

Simple operations

More MATLAB operations:

- Addition: $+$
- Subtraction: $-$
- Multiplication: $*$
- Power: $^$
- (Right) division: $/$
- Left division: \backslash
- Order of evaluation: $()$
- $\text{pi} = \pi$
- $i = \sqrt{-1}$
- $j = \sqrt{-1}$
- $\text{Inf} = \text{Infinity}$
- NaN : Not a Number

Density of the Sun

MATLAB code to input in the workspace window:

```
1 r=1.496*10^11; c=4.379*10^9; G=6.674*10^-11;  
2 T=365*24*3600;  
3 V=4*pi/3*(c/(2*pi))^3;  
4 M=4*pi^2*r^3/(G*T^2);  
5 M/V
```

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5 M/V
```

Questions.

- How are variables named and used?
- Could the code be shorter?

M-File

MATLAB script:

- Write the code in a file and load it
- Variables are added to the workspace
- To avoid variable conflicts use: `clear`, `clear all`, `clc`
- Add *cell breaks* to debug the code

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Exercise.

Write a script which prompts the user for two numbers, stores their sum in a variable, and displays the result.

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Exercise.

Write a script which prompts the user for two numbers, stores their sum in a variable, and displays the result.

```
1 clear all, clc;  
2 number1=input('Input a number: ');  
3 number2=input('Input a number: ');  
4 numbers=number1+number2;  
5 disp(numbers);
```

Arrays and MATLAB

Array

Arrangement of quantities in rows and columns

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Matrix

Two-dimensional numeric array

Arrays and MATLAB

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MATLAB

MATrix LABoratory

Arrays and MATLAB

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MATLAB

MATrix LABoratory



Arrays are the **most important** concept to understand

Generating arrays and matrices

Creating arrays and matrices:

- Sequence of numbers: `a:b` or `a:b:c`
- Concatenate (join) elements: `[]`

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- 1-dimensional array: `[a:b]` or `[a:b:c]`
- 2-dimensional array: `[a b c; d e f;]`

Generating arrays and matrices

Creating arrays and matrices:

- Sequence of numbers: `a:b` or `a:b:c`
- Concatenate (join) elements: `[]`
- 1-dimensional array: `[a:b]` or `[a:b:c]`
- 2-dimensional array: `[a b c; d e f;]`
- n elements from $[a, b]$: `linspace(a, b, n)`
- `zeros(a,b)`
- `ones(a,b)`

Dealing with matrices

Explain the result of the following commands:

```
1 clear all
2 a=magic(5)
3 a=[a;a+2], pause
4 a(:,3)=[]
5 a(:,3)=5
6 a(7,3), pause
7 whos a
8 a=reshape(a,5,8)
9 a', pause
10 sum(a)
11 sum(a(:,1))
12 sum(a(1,:))
```

Array vs. Matrix

Arrays

- Element by element
- `.*`
- `./`
- `.\`
- `.^`

Matrices

- Complex conjugate transpose: `'`
- Nonconjugate transpose: `*`
- `det`
- `inv`
- `eig`

Basic operations

Explain the result of the following commands:

```
1  A = [2 7 9 7 ; 3 1 5 6 ; 8 1 2 5]
2  A(:,[1 4]), pause
3  A([2 3],[3 1]), pause
4  reshape(A,2,6), pause
5  A(:), pause
6  flipud(A), pause
7  fliplr(A), pause
8  [A A(:,end)], pause
9  A(1:3,:), pause
10 [A ; A(1:2,:)], pause
11 sum(A),pause
12 sum(A'), pause
13 sum(A,2), pause
14 [ [ A ; sum(A) ] [ sum(A,2) ; sum(A(:)) ] ], pause
15 A.'
```

Accessing elements in a matrix

Given a matrix, elements can be accessed by:

- Coordinates: using their (row,column) position
- Indices: using a single number representing their position; the top left element has index 1 and the bottom right “number of elements”

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Example.

Explain the following commands:

```
1 A=magic(5)
2 A(3,2)
3 A(6)
4 numel(A)
```

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The if statement

If it rains, then I take an umbrella

The if statement

If it rains, then I take an umbrella

Structure in MATLAB:

```
1  if expression1
2      statements1
3  elseif expression2
4      statements2
5  else
6      statements
7  end
```

Boolean logic

Boolean logic: introduced by George Boole around mid 1800s

Truth table for the common operations:

A	B	$A \wedge B$	$A \vee B$	$A \oplus B$
0	0	0	0	0
0	1	0	1	1
1	0	0	1	1
1	1	1	1	0

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Run instructions based on the truth value of a given expression

Relational operators

Comparative operators:

- $<$ less than
- $<=$ less than or equal to
- $>$ greater than
- $>=$ greater than or equal to
- $==$ equal to
- $\sim=$ not equal to

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- `<` less than
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Logical operators:

- `&` and
- `|` or
- `~` not
- `xor(·, ·)` exclusive or

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- `&` and
- `|` or
- `~` not
- `xor(·, ·)` exclusive or

Short-circuit operators:

- `A && B` evaluates expression B only if A is True
- `A || B` evaluates expression B only if A is False

Simple application script

Example.

```
1 exist('./file') & load('./file')
2 exist('./file') && load('./file')
3 k=input('Press a key: ','s');
4 if k>='0' && k<='9'
5     disp('Digit')
6 else
7     disp('Not a digit')
8 end
```

Simple application script

Example.

```
1 exist('./file') & load('./file')
2 exist('./file') && load('./file')
3 k=input('Press a key: ','s');
4 if k>='0' && k<='9'
5     disp('Digit')
6 else
7     disp('Not a digit')
8 end
```

Questions.

- What are those commands doing?
- How to request some input from the user?
- What is 's' on line 1?

The switch statement

When it rains, I take an umbrella; When it's sunny I take a hat.

The switch statement

When it rains, I take an umbrella; When it's sunny I take a hat.

Structure in MATLAB:

```
1  switch variable
2      case value1
3          statements1
4      case value2
5          statements2
6      otherwise
7          statements
8  end
```

Note: the variable is expected to be a scalar or a string

Example

Write a script which prompts the user for a digit, displays 0 on a 0, < 5 if it is between 1 and 4, and ≥ 5 if it is larger or equal to 5.

```
1 i=input('Input a digit: ');
2 switch i
3     case 0
4         disp('0')
5     case {1,2,3,4}
6         disp('<5')
7     otherwise
8         disp('>=5')
9 end
```

Questions.

- How is the code aligned?
- Why is input used without the 's' flag?

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The while loop

Loops in MATLAB:

- Definition: group of statements repeatedly executed as long as a given conditional expression evaluates to True
- Types: while, for, and vectorizing

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- Definition: group of statements repeatedly executed as long as a given conditional expression evaluates to True
- Types: while, for, and vectorizing

Structure in MATLAB:

```
1 while expression
2     statements
3 end
```

Example.

```
1 i=0
2 while true
3     i=i+1
4 end
```

Example

```
1  o=input('Input a basic arithmetic operation: ','s');
2  i=1;
3  while (o(i) >= '0' && o(i) <= '9')
4      i = i+1;
5  end
6  n1=str2num(o(1:i-1));
7  n=o(i);
8  n2=str2num(o(i+1:end));
9  switch n
10     case '+'
11         n1+n2
12     case '-'
13         n1-n2
14     case '*'
15         n1*n2
16     case '/'
17         n1/n2
18     otherwise
19         disp('Not a basic arithmetic operation')
20 end
```

Questions

In the previous code:

- How is the code formatted?
- What is the user expected to input?
- What is the purpose of the while loop?
- How is switch used?
- What is happening if something else than an integer is input?

The for loop

Structure in MATLAB:

```
1  for i=start:increment:end  
2      statements  
3  end
```

The for loop

Structure in MATLAB:

```
1 for i=start:increment:end
2     statements
3 end
```

Example.

```
1 a=[]
2 for i=0:2:100
3     a=[a i]
4 end
```

Questions.

- How is the code indented?
- What is this code doing?

Vectorizing loop

MATLAB: array/matrix language



Convert for/while loops into vector/matrix operations

Vectorizing loop

MATLAB: array/matrix language



Convert for/while loops into vector/matrix operations

Example.

```
1 a=zeros(1,100000000); i=1;
2 tic; while i<=100000000; a(i)=2*(i-1); i=i+1; end; toc;
3 a=zeros(1,100000000);
4 tic; for i=1:100000000; a(i)=2*(i-1); end; toc;
5 tic; [0:2:199999999]; toc;
```

Questions.

- Reformat and indent the code with one instruction per line
- What is this code doing?

The continue and break commands

More advanced loop commands:

- `continue`: directly jump to the next iteration
- `break`: exit the loop early

The continue and break commands

More advanced loop commands:

- continue: directly jump to the next iteration
- break: exit the loop early

Example.

```
1 d={'1','2','3','4','5','6','7','8','9','0'}; cnt=0;
2 w=input('Input a word: ','s');
3 for i=1:length(w);
4     switch w(i);
5         case d;
6             continue;
7         case ' ';
8             break;
9         otherwise
10             cnt=cnt+1;
11     end,
12 end
13 cnt
```

Questions

In the previous code:

- What is this code doing?
- How is the code indented?
- What is the variable `d`?
- How are `continue` and `break` used?

Efficiency

Arrays are stored linearly in memory:

- Row first: elements are read by row
- Column first: elements are read by column
- MATLAB uses the *column-major order*
- Column should be in the outer loop

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Example.

To store the matrix $\begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{pmatrix}$ in memory is MATLAB using
1 2 3 4 5 6 or 1 4 2 5 3 6?

Example

```
1 N = 10000; a = zeros(N);  
2 tic;  
3     for j = 1:N  
4         for i=1:N  
5             a(j,i) = 1;  
6         end  
7     end  
8 toc;
```

Example

```
1 N = 10000; a = zeros(N);  
2 tic;  
3     for j = 1:N  
4         for i=1:N  
5             a(j,i) = 1;  
6         end  
7     end  
8 toc;
```

Questions.

- What is this code doing?
- Is j representing the rows of the columns, what about i ?
- What is happening if i and j are switched on line 5?

Accessing specific elements in a matrix

Access elements depending on a *logical mask*:

- ① Generate an logical array depending on some condition
- ② Apply a transformation only on a 1 in the logical array

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- ① Generate an logical array depending on some condition
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Example.

- For a matrix *A* set all its elements larger than 10 to 0
- Given a vector square all its even values and cube the others

```
1 A=magic(5); B=A >10;A(B)=0
2 a=input('Vector: ')
3 b=(mod(a,2)==0);
4 c=a.^2;
5 c(~b)=a(~b).^3
```

Questions

In the previous code:

- What is the result of `whos B`?
- What does `B = A > 10` mean?
- What is the goal of line 3?
- After line 4 what is in `c`?
- Why is `~b` used?

Key points

- How to write simple scripts in MATLAB?
- What is the difference between an array and a matrix?
- What is a conditional statements?
- What loop types exist in MATLAB, which one is best used?
- What is a logical mask?

Thank you!