

ENME 303 LAB

Week 9: Functions

Nameless Lab

Week 9: Functions

- I. User-defined Functions
- II. Defining: User-defined Functions
- III. Using: User-defined Functions
- IV. Vector Norm

TEST YOUR CODE

Before Submitting, Make sure to ...

1. Run your code

- Verify that your code does not result in any errors.
- Verify all variables are suppressed.
- Verify that the number of outputs and inputs are consistent with the prompt.

2. Verify the outputs

- Inspect the outputs. Does the answer make sense? Use your knowledge of linear algebra from lecture to check your answers.

I. User-defined Functions

Most non-trivial programs are written as a set of independent functions bc:


1. Breaking a large problem into smaller subproblems is **easier to tackle**
2. Duplicate code can be **eliminated**
3. Isolating the number of places a variable can change **simplifies debugging**

Simplify the main: Neater code!

```
%ENME 303
%Author: Karla Negrete
clc, clear all
%% Matrix Inverse
% For matrix to be invertible, it must:
%1.Be square
%2.det ~= 0

X = input('Enter your matrix X (in brackets): \n')
%[1 4 5; 9 9 3; 1 8 1]
[num_row, num_col]=size(X);

if (isequal(num_row,num_col) && det(X)~=0)
    InvX=inv(X);
    fprintf('The inverse of X is:\n')
    disp(InvX)
    if isequal(round(X*InvX),eye(num_row))
        fprintf('Correct\n')
    end
end
```



```
%ENME 303
%Author: Karla Negrete
clc, clear all
|
a = [1 4 5; 9 9 3; 1 8 1]
aInv= matxInverse(a);
```

```
function [a_output] = matxInverse(X)
[num_row, num_col]=size(X);

if (isequal(num_row,num_col) && det(X)~=0)
    InvX=inv(X);
    fprintf('The inverse of X is:\n')
    disp(InvX)
    if isequal(round(X*InvX),eye(num_row))
        fprintf('Correct\n')
    end
end

a_output=InvX;
end
```

Functions defined either as separate files **or** at the end of script files

```
example.m  matxInverse.m  +
1  %ENME 303
2  %Author: Karla Negrete
3  -  clc, clear all
4
5  -  a = [1 4 5; 9 9 3; 1 8 1]
6  -  aInv= matxInverse(a);
7
```

+

```
example.m  matxInverse.m  +
1  function [a_output] = matxInverse(X)
2  -  [num_row, num_col]=size(X);
3
4  -  if (isequal(num_row,num_col) && det(X)~=0)
5  -      InvX=inv(X);
6  -      fprintf('The inverse of X is:\n')
7  -      disp(InvX)
8  -      if isequal(round(X*InvX),eye(num_row))
9  -          fprintf('Correct\n')
10 -      end
11 -  end
12 -  a_output=InvX;
13 -  end
```

or

```
%ENME 303
%Author: Karla Negrete
clc, clear all
|
a = [1 4 5; 9 9 3; 1 8 1]
aInv= matxInverse(a);

function [a_output] = matxInverse(X)
[num_row, num_col]=size(X);

if (isequal(num_row,num_col) && det(X)~=0)
    InvX=inv(X);
    fprintf('The inverse of X is:\n')
    disp(InvX)
    if isequal(round(X*InvX),eye(num_row))
        fprintf('Correct\n')
    end
end
a_output=InvX;
end
```

User-defined Function

Structure is key:

1. Function **define line**
2. Function **body**
3. **End-command**
 - a. If function is within the script

II. Defining: User-defined Functions

- Functions must be defined before they can be used
 - General syntax is:

```
function [output_argument] = Function_name (input_argument)
```

Function define line

```
% one or more statements
```

function body

```
end
```

- Function input and output arguments are used to pass information into and out of the function

Let's look at that example again

```
function [a_output] = matxInverse(X)
    [num_row, num_col]=size(X);

    if (isequal(num_row,num_col) && det(X)~=0)
        InvX=inv(X);
        fprintf('The inverse of X is:\n')
        disp(InvX)
        if isequal(round(X*InvX),eye(num_row))
            fprintf('Correct\n')
        end
    end

    a_output=InvX;
end
```

- The function's name is **matxInverse**
- The function's input argument is **X**
- The function's output argument is **a_output**

User-defined Function: Inputs and Outputs

- Functions may have zero or more input arguments and zero or more output arguments. Ex:
 - function [mpay, tpay] = loan (amount, rate, years)
 - 3 input, 2 output
 - function [A] = RectArea(a,b)
 - 2 input, 1 output
 - function [V,A] = SphereVolArea(r)
 - 1 input, 2 output
 - function trajectory (v, h, g)
 - 3 input, zero output

III. Using: User-defined Functions

- User-defined functions are called (used) in the same way as Matlab's built-in functions!
 - General syntax for calling your user-defined function is based on the input and output arguments:

<code>Function_name()</code>	% no input arguments % no output arguments
<code>Function_name(input_argument_list)</code>	% one or more input arguments % no output arguments
<code>output_argument = Function_name (input_argument_list)</code>	% one or more input arguments % one output argument
<code>[output_argument_list] = Function_name (input_argument_list)</code>	% one or more input arguments % more than one output arguments

- The input and output arguments used when a function is called are called **actual arguments**

What happens when I call a user-defined function?

```
example.m  matxInverse.m  +
1  %ENME 303
2  %Author: Karla Negrete
3  -  clc, clear all
4
5  -  a = [1 4 5; 9 9 3; 1 8 1]
6  -  aInv= matxInverse(a);
7
```

My one actual input argument "a"

I pass my actual input argument to user-defined function "matxInverse"

The actual output argument "aInv"

The actual input argument "a" gets assigned to the function input argument "X"

Body of function executed

The function output argument "InvX" gets assigned to the actual output argument "aInv"

```
function [a_output] = matxInverse(X)
[num_row, num_col]=size(X);

if (isequal(num_row,num_col) && det(X)~=0)
    InvX=inv(X);
    fprintf('The inverse of X is:\n')
    disp(InvX)
    if isequal(round(X*InvX),eye(num_row))
        fprintf('Correct\n')
    end
end
a_output=InvX;
end
```

IV. Vector Norm

- The `norm(a,p)` function is used to find the p norm of the vector a where $p = 1, 2$ or `inf`.
- $p = 1$, gives first norm.
- $p = 2$, gives second norm.

Note: using `norm(a)` gives **second** norm.

- $p = \text{inf}$, gives infinity norm

Ex.

```
v = [-2 3 -1];
```

```
n = norm(v,1)
```

Output:

```
n = 6
```

Acknowledgement

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