



Noakhali Science and Technology University  
Department of Information and Communication Engineering

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# **DIGITAL IMAGE** **PROCESSING**

## **LAB MANUAL 1**

Introduction to MATLAB  
(MATLAB Basics)

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## **DIGITAL IMAGE FUNDAMENTALS**

### **Lab Objectives:**

This objective of this lab is to understand

1. What is MATLAB?
2. All MATLAB windows in detail. [Command window, Graphics window, Editor window, Workspace, Variable panel, Command history, Current directory]
3. Basic MATLAB command with example.
4. Working with variables, vectors, and Matrix
5. Working with library functions.
6. Getting started with MATLAB plotting tools.

### **Software:**

MATLAB (any version higher than 2014a)

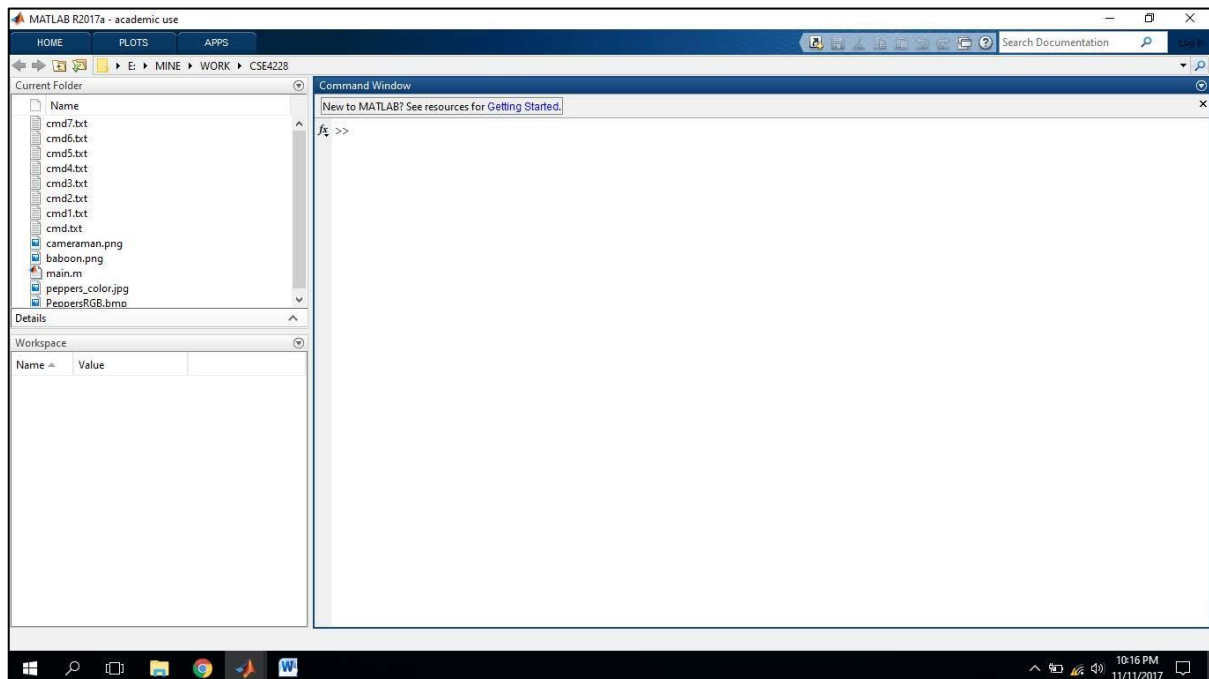


Figure 1

The desktop includes these panels (Figure 1):

- Current Folder — Access your files.
- Command Window — Enter commands at the command line, indicated by the prompt (`>>`).
- Workspace — Explore data that you create or import from files.

## Variables and the Workspace:

Let's start with variable.

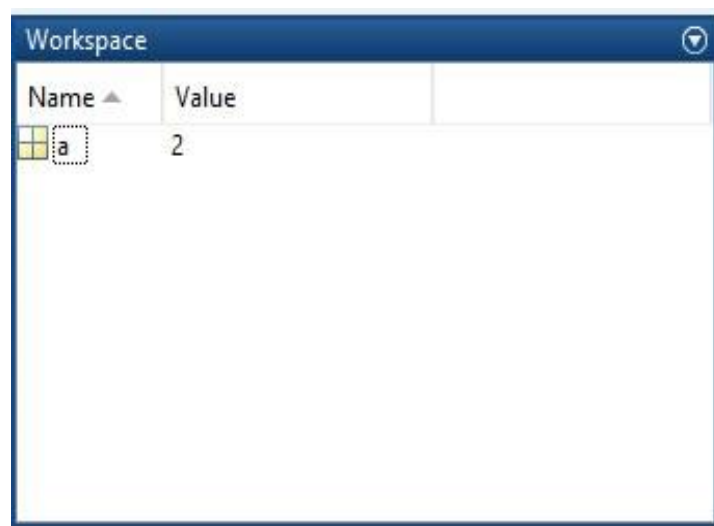
```
a = 2
```

After entering, the immediate next line will display the variable with the assigned value.

```
a=  
    2
```

And you can see that, the variable is appeared in the workplace like Figure 2(a). If you double click on that variable icon, a panel named 'Variables' will popup like Figure 2(b).

MATLAB stores everything as matrix. You can note the indication of `1 x 1 double` in the variable panel. It mean `a` is a 1 by 1 matrix (eventually a matrix with only one element), which is `double` type. By default any numerical data is `double` type. There are other data types as well such as `uint8` (unsigned integer 8 bit), `char` (character), `logical` (boolean).



(a)



The screenshot shows a window titled 'Variables - a'. Below the title bar, there is a tab labeled 'a' with a close button. Below the tab, it says '1x1 double'. The main area is a grid with 7 columns and 4 rows. The columns are labeled 1 through 7 at the top. The rows are labeled 1 through 4 on the left. The cell at row 1, column 1 contains the value '2'. The grid has scrollbars on the right and bottom.

	1	2	3	4	5	6	7
1	2						
2							
3							
4							

(b) Figure 2

Another example, the following is a command.

```
b = 3
```

And the following is the immediate prompt.

```
b=
    3
```

Now, Let's work more with variables and arithmetic operations. Let's play with some simple arithmetic operations. Assume that we have already have a and b in our workspace.

```
a + b
ans=
    5
```

Observe that, ans is a default variable that stores the result of  $a + b$ , and it is stored in workspace. If you simply use ans as a command, the value inside ans will be prompted.

```
ans
ans=
    5
```

But, we can store the result in a different variable as well.

```
c = a + b
c =
    5

c = b^3 % power of 3
c =
    27
```

There are some special variables.

```
pi
ans =
    3.1416
c = a*pi
c =
    6.2832
```

You can observe that, % is used for commenting in MATLAB.

### Some Library Functions:

Some useful library functions are shown below-

```
c = mod(10,3) % remainder
c =
    1

c = exp(2) % exponential
c =
    7.3891

c = ceil(c) % ceiling (there is floor() and round() as well)
d =
    8

c = log(10) %natural logarithm
c =
    2.3026
```

There is a huge collection of functions dedicated for elementary math. You can find them here [1].

### Using / Not Using Semicolon:

Semicolons (;) can be used after each command. If used, the output prompt will be suppressed. For example, if you use the following command without a semicolon at the end, the output will be prompted.

```
d = cos(pi)
d =
   -1
```

But, if you use the following command with a semicolon at the end, the output will not be prompted.

```
d = cos(pi);
```

## Working with Vector and Matrix:

Defining a row vector –

```
v = [1, 2, 3, 4]
v =
     1     2     3     4
```

You can also omit the commas (,) in between the elements. This will give you the same vector.

```
v = [1 2 3 4]
v =
     1     2     3     4
```

Now, Defining a column vector –

```
v = [1; 2; 3; 4]
v =
     1
     2
     3
     4
```

Having the idea of row and column vector, now we can easily define a matrix –

```
M = [1 2 3 4; 5 6 7 8; 9 1 2 3]
M =
     1     2     3     4
     5     6     7     8
     9     1     2     3
```

In MATLAB, the matrix element indices start from the top left corner. As we traverse right, we go through each column. And as we traverse down, we go through each row.

	1 <sup>st</sup> column		4 <sup>th</sup> column	
	∨		∨	
1 <sup>st</sup> row ->	1	2	3	4
	5	6	7	8
3 <sup>rd</sup> row ->	9	1	2	3

## Accessing Elements of a Matrix:

Now let's see how to access elements from a matrix. To access we use the following format of the command: `Matrix (which_row, which_column)`. For example, Let's assume that we have matrix M in our workspace.

```

m = M(1,1) % accessing 1st row, 1st column from M
m =
    1

m = M(2,3) % accessing 2nd row, 3rd column from M
m =
    7

```

You can use end to access the last element in a row or column.

```

M(1, end) % 1st row, last column
ans =
    4

```

### Assigning Elements of a Matrix:

```

M(2,2) = 99
M =
    1     2     3     4
    5    99     7     8
    9     1     2     3

```

### Some Library Functions to Generate Matrix:

eye (m) : Generating an identity matrix, For example, for m = 5

```

I = eye(5) % identity matrix of 5 x 5
I =
    1     0     0     0     0
    0     1     0     0     0
    0     0     1     0     0
    0     0     0     1     0
    0     0     0     0     1

```

ones (m) : Generating a matrix that contains only 1 (one). For example, m = 5

```

I = ones(5)
I =
    1     1     1     1     1
    1     1     1     1     1
    1     1     1     1     1
    1     1     1     1     1
    1     1     1     1     1

```

You can also generate matrix rather than square shape. You can use `ones (m,n)` to define rows and columns. For example,

```
I = ones(3,5) % 3 rows and 4 columns
I =
     1     1     1     1     1
     1     1     1     1     1
     1     1     1     1     1
```

Similarly,

```
I = zeros(3,5)
I =
     0     0     0     0     0
     0     0     0     0     0
     0     0     0     0     0
```

Let's apply matrix operations of two matrices A and B .

```
A = [1 2 3; 4 5 6; 7 8 9]
A =
     1     2     3
     4     5     6
     7     8     9
```

```
B = [9 8 7; 6 5 4; 3 2 1]
B =
     9     8     7
     6     5     4
     3     2     1
```

```
C = A + B
C =
    10    10    10
    10    10    10
    10    10    10
```

```
C = A * B
C =
    30    24    18
    84    69    54
   138   114    90
```

```
C = A^2
C =
    30    36    42
    66    81    96
   102   126   150
```



We can apply element wise operations. To perform that, we need to put a dot(.) in front of the operator. For example, the following command will do element wise multiplication, that means 1<sup>st</sup> element of A will be multiplied with the 1<sup>st</sup> element of B, 2<sup>nd</sup> of A will be multiplied with 2<sup>nd</sup> element of B, and so on.

```
C = A .* B
C =
     9     16     21
    24     25     24
    21     16      9
```

### Some Other Library Functions for Matrix/ Vector:

- Transpose of vector & matrix: `transpose(data)` or `data'`
- Sorting a vector & matrix: `sort(data)`
- Sum of all the elements of a vector & matrix : `sum(data)`
- Mean, median: `mean(data)` , `median(data)`

### Using Colon Operator:

Let's take the matrix A in previous examples.

```
A = [1 2 3; 4 5 6; 7 8 9]
A =
     1     2     3
     4     5     6
     7     8     9
```

Say, we want to access all the columns at 1<sup>st</sup> row, that is 1, 2 and 3

```
c1 = A(1,:)
c1 =
     1     2     3
```

Moreover,

```
c1 = A(2,:) % 2nd row, all columns
c1 =
     4     5     6
```

Similarly, to get all rows at 3<sup>rd</sup> columns -

```
r1 = A(:,3)
r1 =
     3
     6
     9
```

The colon operator is useful to generate a range of values. Say, we want to create a vector named `data` with values from 1 to 10.

```
data = 1:10
data =  
1      2      3      4      5      6      7      8      9      10  
  
data = 1:2:10 % increment by 2 steps  
data =  
1      3      5      7      9
```

### Control & Loop Statements:

*if* expression evaluates an expression, and executes a group of statements when the expression is true.

```
if expression  
    statements  
else  
    statements  
end  
  
A=5;  
if A > 0  
    disp('Positive')  
else  
    disp('Negative')  
end
```

With loop control statements, you can repeatedly execute a block of code. *for* statements loop a specific number of times, and keep track of each iteration with an incrementing index variable. For example, display five values:

```
for index = values  
    statements  
end  
  
for n = 1:1:5  
    disp(n)  
end
```

### Plotting:

Assume that, we want to plot five 2-D points. The  $(x, y)$  coordinates are  $(-5, -2)$ ,  $(6, 4)$ ,  $(8, -3)$ ,  $(9, 5)$  and  $(-1, 1)$ . Now, let's store this coordinate data in two vectors `X` and `Y`, where `X` contains all x-coordinates and `Y` contains all the y-coordinates.

```
X = [-5 6 8 9 -1];  
Y = [-2 4 -3 5 1];
```

To plot them, we can simply call the `plot()` function.

```
plot(X, Y, ' *')
```

A window will pop up (Figure 3) showing the axis and the plotted points. Points will be plotted with (\*) as we pass this as the third parameter. These are called markers. You can use '.', 'o', 'x', 'X', 'x' etc. as markers.

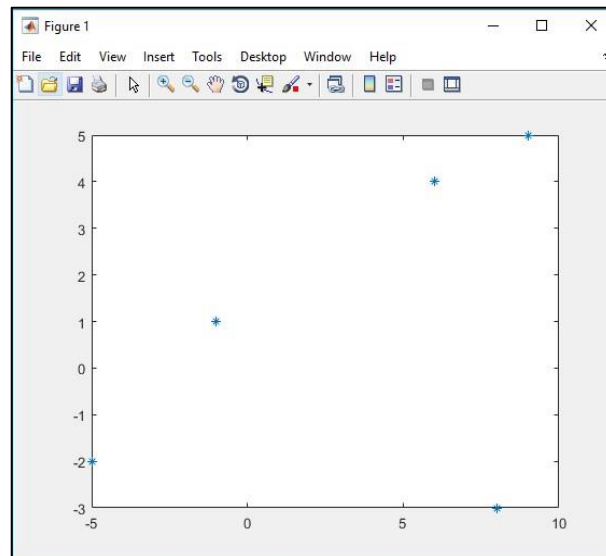


Figure 3

Let's plot  $y = x^3$  equation. We define 50 points for x. Then obtain the y from  $y = x^3$  equation (Figure 4).

```
x = 1:50; y = x.^3;  
plot(x,y, '.')
```

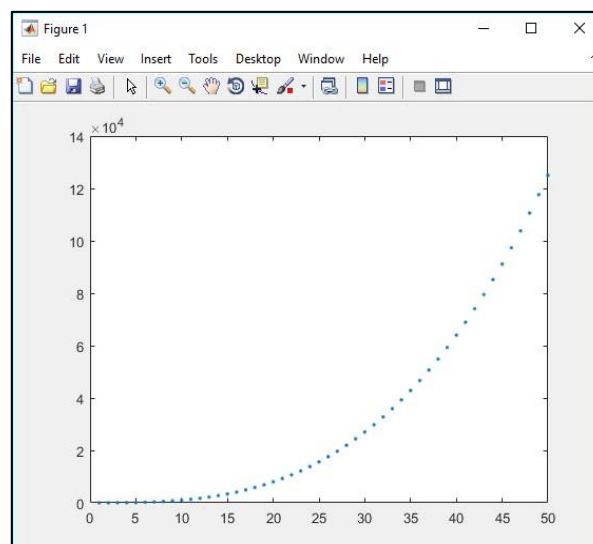


Figure 4

We can connect the points by passing different parameter.

```
plot(x,y, '-')
```

A hyphen after the dot means to connect the dots with a continuous line. You can also change the colors of the markers (Figure 5).

```
plot(x,y,'.-r') % r stands for red.
```

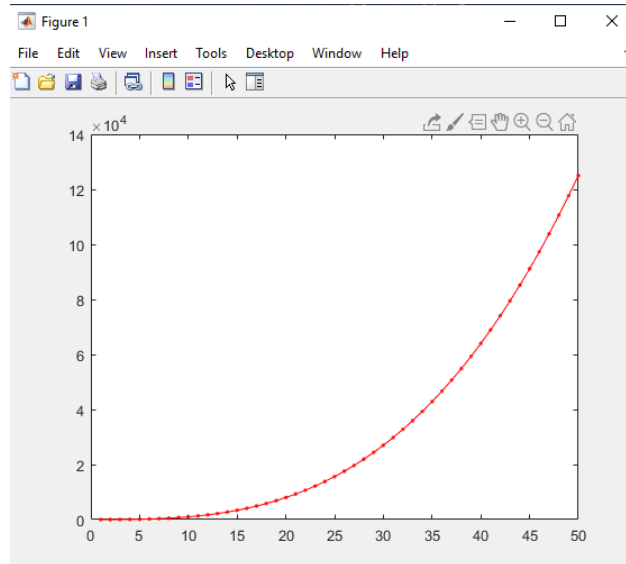


Figure 5

Also, you can have multiple figures for multiple plotting. Say, we want the previous two equations to be plotted in two different figure windows. In that case, enter `figure` command to open a new figure (Figure 6).

```
x = 1:50; y = x.^3;  
% new window  
figure; plot(x,y,'.-b'); y = (x+10).^3;  
% another new window  
figure; plot(x,y,'.-r');
```

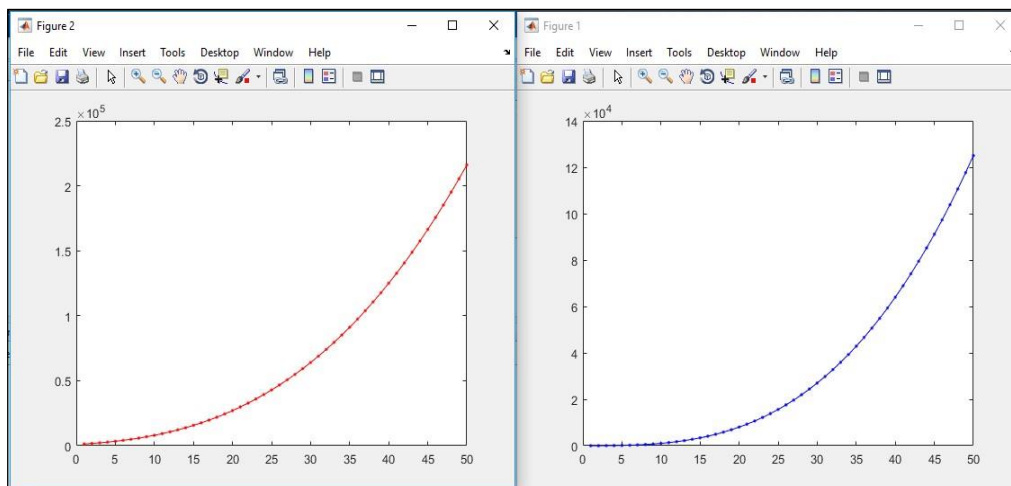


Figure 6

More about MATLAB plotting is available here [5].

#### **TASK 4**

- Q1. Square every element of the matrix A using one single line of command.
- Q2. Square each elements of both A and B. Add the squared elements of A with the squared elements B and store them in the matrix C.
- Q3. Multiply Two Matrices Using Multi-dimensional Arrays.

#### **References:**

- [1] [https://www.mathworks.com/help/matlab/learn\\_matlab/desktop.html](https://www.mathworks.com/help/matlab/learn_matlab/desktop.html)
- [2] <https://www.mathworks.com/help/matlab/elementary-math.html>
- [3] [https://www.mathworks.com/help/matlab/learn\\_matlab/matrices-and-arrays.html](https://www.mathworks.com/help/matlab/learn_matlab/matrices-and-arrays.html)
- [4] [https://www.mathworks.com/help/matlab/functionlist.html?s\\_cid=doc\\_fir](https://www.mathworks.com/help/matlab/functionlist.html?s_cid=doc_fir)
- [5] <https://www.mathworks.com/help/matlab/2-and-3d-plots.html>
- [6] [https://aust.edu/lab\\_manuals/CSE/CSE4228-Lab%20Manual.pdf](https://aust.edu/lab_manuals/CSE/CSE4228-Lab%20Manual.pdf)