

A Short Review of Matlab

MATLAB = “**M**atrix **L**aboratory”

<https://www.mathworks.com/help/matlab/language-fundamentals.html>

http://www.mathworks.com/help/pdf_doc/matlab/getstart.pdf

Working in the Command Window

- You can enter simple commands and call functions at the command line, indicated by the prompt **>>**

```
>> 1/3
```

```
ans = 0.3333
```

- The default format style for the decimal numbers in the output is **short**. In order to display more values in the decimal places you can set the output format **long**.

```
>> pi
```

```
ans = 3.1416
```

```
>> format long
```

```
>> pi
```

```
ans = 3.141592653589793
```

- In the following output

```
>> format short
```

```
>> 1/2025
```

```
ans = 4.9383e-04
```

the letter “e” appears (from the word “exponent”), represents the number: 4.9383×10^{-4} .

- Using **fprintf** you can display decimal numbers with a desired precision, text messages, etc.

```
>> fprintf('1/2025 is approximately %7.10f\n', 1/2025)
```

```
1/2025 is approximately 0.0004938272
```

- Formats are specified with **%**:
 - %f (or more specific) for floating-point (real) numbers;
 - %d (or more specific) for integers;
 - %e for real numbers in the form mantissa/exponent.
- Formats and any messages are given in between **single** quotation marks “ ”.
- The quotation marks (“ ”) are followed by comma (,) and then variables; the number of formats must **match** the number of variables to be displayed
- \n stands for “new line”, see also \t for “tab”, etc.
- Everything inside the quotation marks, except the formats, will be displayed.

- The commands **help** and **doc** display the documentations for the specified functions/operators/etc.

```
>> help fprintf – displays information in the Command window
```

```
>> doc fprintf – opens the Help menu
```

Working with M-files (**scripts** and **functions**)

Matlab files have the extension **.m**, which is automatically added to the name.

- In a *script* file, you simply write all the commands to be executed. After being saved (e.g. under the name *my_first_script*), you run it in the Command Window by simply typing its name.

```
x=1;  
y=2;  
z=x+y  
t=x*y
```

- **Caution!** The name **cannot** be:

- usual mathematical or logical operations, *sin*, *cos*, *log*, *abs*, *exp*, *input*, *max*, *min*, *if*, *else*, *for*, *while*, etc.
- a numeral;
- **cannot** contain arithmetic operations, +, -, *, /, ^ (however, it can contain _)

- The semicolon symbol **;** suppresses the display of the result of any assignment (omitting the semicolon can be viewed as the **disp** command).

- You can also write an .m-file as a *function*.

```
function output = my_first_function(input)  
output = NaN; %NaN="not a number"  
if input ~= 1 %~= the "not equal to" logical operator  
    return  
else  
    disp('Hello World!'); output = 1;  
end  
end
```

- **Caution!** The name under which the function file is saved **must match** the name of the function itself (for the above example: “my_first_function.m”). In order to call the function, first, you have to set the current folder to be the one where the file is saved.

```
>> x = my_first_function(1)  
Hello World!  
x = 1  
>> x=my_first_function(0)  
x = NaN
```

- In the above function, the semicolon **;** also allows multiple commands in the same line.
- The texts after **%** are comments.

- Examples of other logical operators: **==**, **<=**, **>=**, **<**, **>**, **&&**, **||**.

Working with matrices and arrays

- Examples of operations/functions with matrices:

```
>> zeros(2,3) % matrix of 0's  
ans = 0    0    0  
      0    0    0
```

```
>> ones(2) % matrix of 1's  
ans = 1    1  
      1    1
```

```
>> eye(2,3) % identity matrix  
ans =  
1    0    0  
0    1    0
```

```
>> eye(3)
```

```
ans =
```

```
1  0  0
0  1  0
0  0  1
```

```
>> A = [1 2; 3 4]
```

```
A = 1  2
     3  4
```

```
>> B = [5; 6]
```

```
B = 5
     6
```

```
>> C = [7, 8, 9]
```

```
C = 7  8  9
```

```
>> D = [A B; C]
```

```
D = 1  2  5
     3  4  6
     7  8  9
```

```
>> D' % transpose
```

```
ans = 1  3  7
       2  4  8
       5  6  9
```

```
>> D(1, [3 1]) % extract row 1 and columns 3 and 1 from matrix D
```

```
ans = 5  1
```

```
>> D(:, 2) % extract all rows, column 2
```

```
ans = 2
       4
       8
```

```
>> diag(D) % diagonal of D
```

```
ans =
```

```
1
4
9
```

```
>> triu(D) % upper triangular part of D
```

```
ans =
```

```
1  2  5
0  4  6
0  0  9
```

```
>> tril(D) % lower triangular part of D
```

```
ans =
```

```
1  0  0
3  4  0
7  8  9
```

```
>> det(D) % determinant of D
ans = -2.0000
```

```
>> inv(D) % inverse of D
ans =
    6.0000 -11.0000    4.0000
   -7.5000  13.0000   -4.5000
    2.0000  -3.0000    1.0000
```

• Pay extra attention to the *matrix operations* `*`, `/`, `^`, (without the dot `.`) and the *dot operations* (with the dot `.`) `.*`, `./`, `.^`, (they perform term-by-term operations)! Also, pay attention to the dimensions of the arrays/matrices!

```
>> D^2 % matrix multiplication
ans = 42    50    62
      57    70    93
      94   118   164
```

```
>> D.^2 % term-by-term multiplication
ans = 1     4    25
      9    16    36
     49    64    81
```

```
>> B^2 % dimensions don't match for matrix multiplication
Error using ^
Inputs must be a scalar and a square matrix.
To compute elementwise POWER, use POWER (.^) instead.
```

```
>> [nrr, nrc]=size(D) % nr. of rows and nr. of columns
nrr = 3
nrc = 3
```

```
>> d = D(:)'
d = 1     3     7     2     4     8     5     6     9
```

```
>> d1 = d(3: end)
d1 = 7     2     4     8     5     6     9
```

```
>> d2 = d(1: end - 1)
d2 = 1     3     7     2     4     8     5     6
```

• Examples of numerical vectors with equally spaced elements:

```
>> v = 1 : 10
v = 1     2     3     4     5     6     7     8     9    10
```

```
>> v = 10 : -1 : 1
v = 10     9     8     7     6     5     4     3     2     1
```

```
>> v = 0 : 2 : 10
v = 0     2     4     6     8    10
```

```
>> v = 3 : -1.5 : -3
v = 3.0000    1.5000         0   -1.5000   -3.0000
```

```
>> v = linspace(1, 2, 11)
v = 1.0000  1.1000  1.2000  1.3000  1.4000  1.5000  1.6000  1.7000  1.8000  1.9000  2.0000
```

• Examples of functions with vectors:

```
>> v = repmat([1 :3 ], 1, 3)
v = 1  2  3  1  2  3  1  2  3
```

```
>> length(v)
ans = 9
```

```
>> sum(v)
ans = 18
```

```
>> cumsum(v)
ans = 1  3  6  7  9  12  13  15  18
```

```
>> prod(v)
ans = 216
```

```
>> cumprod(v)
ans = 1  2  6  6  12  36  36  72  216
```

```
>> diff(v)
ans = 1  1  -2  1  1  -2  1  1
```

```
>> find(v==1)
ans = 1  4  7
```

Polynomials

```
>> my_poly = [1 -3 2] % coefficients of the polynomial
my_poly = 1  -3  2
```

```
>> polyval(my_poly, 4)
ans = 6
```

```
>> roots(my_poly)
ans =
    2
    1
```

Working with symbolic variables, expressions, Symbolic Math Toolbox

```
>> syms x e
>> e = exp(x)
e = exp(x)
```

```
>> subs(e,x,1)
ans = exp(1)
```

```
>> vpa(ans,10) % variable precision arithmetic with 10 nonzero digits
ans = 2.718281828
```

```
>> x = sym('1/2025')
```

```
x = 1/2025
```

```
>> vpa(x,10)
ans = 0.0004938271605
```

Working with logical statements

- Two implementations of the *double factorial* (examples for *conditional* and *loop control* statements: **if**, **else**, **elseif**, **for** and **while**):

```
function out = double_factorial_v1(n)
% n is a strictly positive integer
out = 1;
if mod(n, 2) == 0
    first = 2;
else
    first = 1;
end
for step = first : 2 : n
    out = out * step;
end
end
```

```
function out = double_factorial_v2(n)
% n is a strictly positive integer
out = n;
while n >= 3
    out = out * (n - 2);
    n = n - 2;
end
end
```

Working with function handles

- Example for “*function handle*”:

```
>> f = @(x) cos(x).^2
f = function_handle with value:
    @(x)cos(x).^2
```

```
>> x = linspace(0, pi, 4)
x = 0    1.0472    2.0944    3.1416
```

```
>> f(x)
ans = 1.0000    0.2500    0.2500    1.0000
```

Graphics

- Commands **plot**, **plot3**, **mesh**, **title**, **legend**, **subplot**, **axis**, **xlabel**, with all the options.

```
>> help plot
```

Clearing commands

- **clear var** clears the value of the variable *var*;
- **clear all** removes items (all variables) from *Workspace*, freeing up the memory;
- **clc** clears all the text from the *Command Window*;
- **clf** clears the figure.