

1. MATLAB 基本繪圖 (MATLAB Graphics)

`x=[xi:dx:xf]` % xi 初值 (starting value);
 % dx 增量值 (increment);
 % xf 終值 (final value)

```

>>x=[0:0.1:1]'; y=x.*sin(x);
>>[x y]
ans =
0      0
0.1000 0.0100
0.2000 0.0397
0.3000 0.0887
0.4000 0.1558
0.5000 0.2397
0.6000 0.3388
0.7000 0.4510
0.8000 0.5739
0.9000 0.7050
1.0000 0.8415
  
```

Table A.4 Plot Formats

<code>plot(x,y)</code>	Plots the vector x versus the vector y .
<code>semilogx(x,y)</code>	Plots the vector x versus the vector y . The <i>x</i> -axis is \log_{10} ; the <i>y</i> -axis is linear.
<code>semilogy(x,y)</code>	Plots the vector x versus the vector y . The <i>x</i> -axis is linear; the <i>y</i> -axis is \log_{10} .
<code>loglog(x,y)</code>	Plots the vector x versus the vector y . Creates a plot with \log_{10} scales on both axes.

Table A.5 Functions for Customized Plots

<code>title('text')</code>	Puts 'text' at the top of the plot
<code>legend(string1, string2, ...)</code>	Puts a legend on current plot using specified strings as labels
<code>xlabel('text')</code>	Labels the <i>x</i> -axis with 'text'
<code>ylabel('text')</code>	Labels the <i>y</i> -axis with 'text'
<code>text(p1,p2, 'text')</code>	Adds 'text' to location (p1,p2), where (p1,p2) is in units from the current plot
<code>subplot</code>	Subdivides the graphics window
<code>grid on</code>	Adds grid lines to the current figure
<code>grid off</code>	Removes grid lines from the current figure
<code>grid</code>	Toggles the grid state

```
>>x=[0:0.1:1]';  
>>y=x.*sin(x);  
>>plot(x,y)  
>>title('Plot of x sin(x) vs x ')  
>>xlabel('x')  
>>ylabel('y')  
>>grid on
```

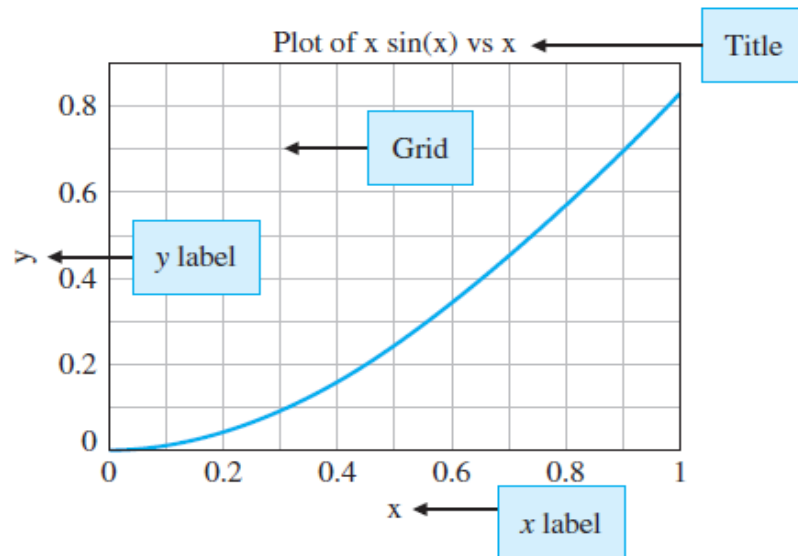
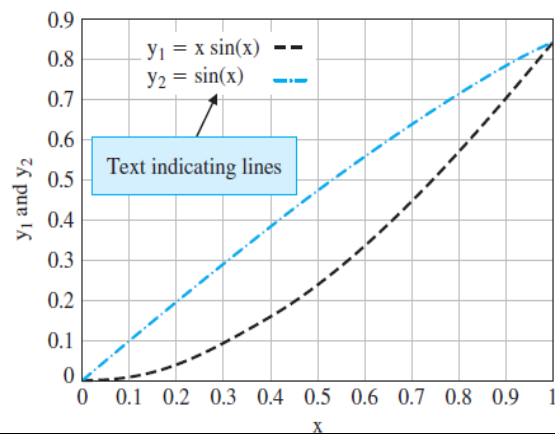


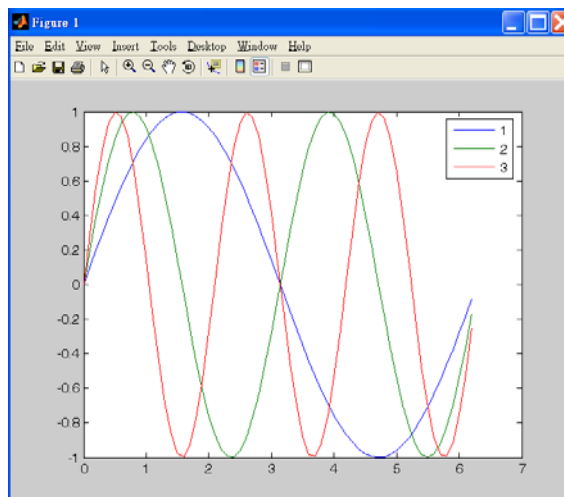
Table A.6 Commands for Line Types for Customized Plots

-	Solid line
--	Dashed line
:	Dotted line
-. .	Dashdot line

```
>> x=[0:0.1:1]';
>> y1=x.*sin(x); y2=sin(x);
>> plot(x,y1,'--',x,y2,'-.')
>> text(0.1,0.85,'y_1 = x sin(x) ---')
>> text(0.1,0.80,'y_2 = sin(x) .\_.\ _')
>> xlabel('x'), ylabel('y_1 and y_2'), grid on
```



```
>> t=0:0.1:2*pi;
>> plot(t,sin(t),t,sin(2*t),t,sin(3*t))
>> legend('1','2','3')
```



```

t=0:0.1:5;
plot(t,sin(3*t))
xlabel('t')
ylabel('y(t)')
title('y(t) = sin\omegat, \omega=3')
text(1,0.8,'這是正弦波!')
%axis([0 5 -2 2])

```

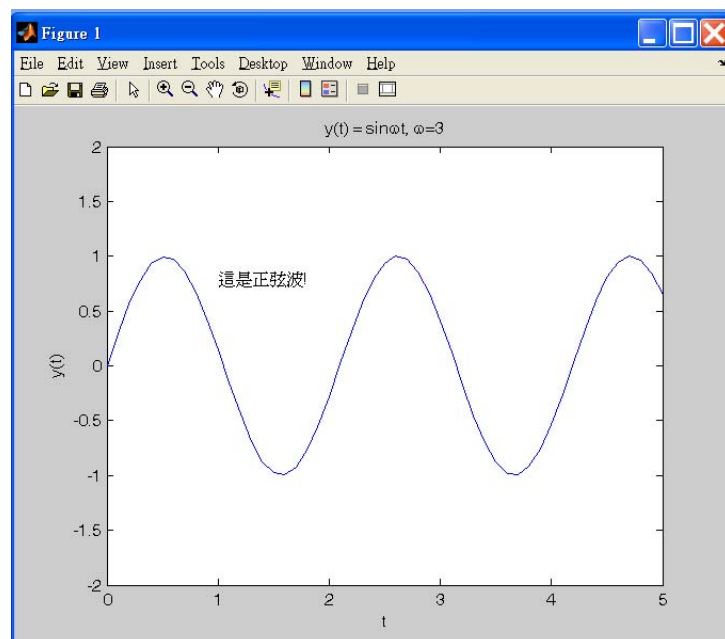
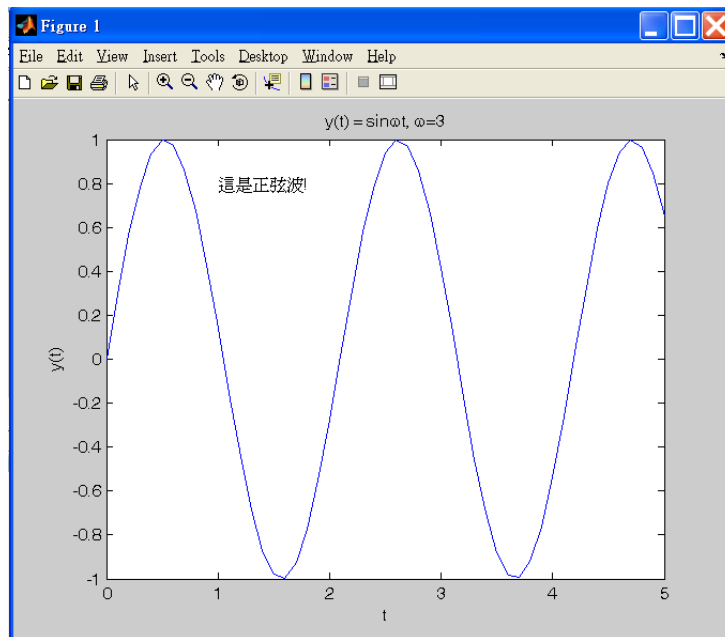
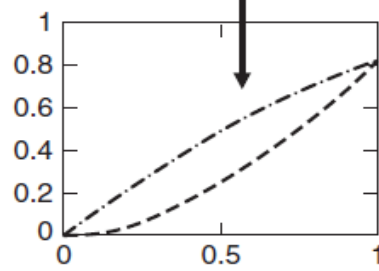
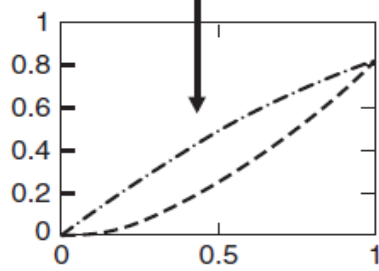


Table A.7 TeX Symbols and Mathematics Characters

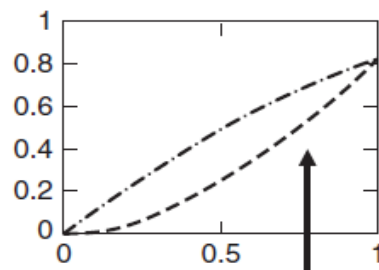
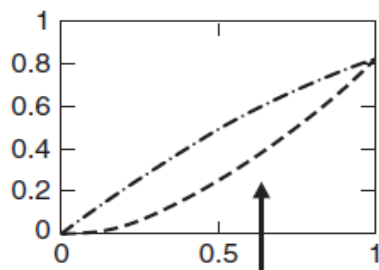
Character Sequence	Symbol	Character Sequence	Symbol	Character Sequence	Symbol
<code>\alpha</code>	α	<code>\upsilon</code>	υ	<code>\sim</code>	\sim
<code>\beta</code>	β	<code>\phi</code>	φ	<code>\leq</code>	\leq
<code>\gamma</code>	γ	<code>\chi</code>	χ	<code>\infty</code>	∞
<code>\delta</code>	δ	<code>\psi</code>	ψ	<code>\clubsuit</code>	\clubsuit
<code>\epsilon</code>	ϵ	<code>\omega</code>	ω	<code>\diamondsuit</code>	\diamondsuit
<code>\zeta</code>	ζ	<code>\Gamma</code>	Γ	<code>\heartsuit</code>	\heartsuit
<code>\eta</code>	η	<code>\Delta</code>	Δ	<code>\spadesuit</code>	\spadesuit
<code>\theta</code>	θ	<code>\Theta</code>	Θ	<code>\leftrightharpoonup</code>	\leftrightarrow
<code>\vartheta</code>	ϑ	<code>\Lambda</code>	Λ	<code>\leftarrow</code>	\leftarrow
<code>\iota</code>	ι	<code>\Xi</code>	Ξ	<code>\uparrow</code>	\uparrow
<code>\kappa</code>	κ	<code>\Pi</code>	Π	<code>\rightarrow</code>	\rightarrow
<code>\lambda</code>	λ	<code>\Sigma</code>	Σ	<code>\downarrow</code>	\downarrow
<code>\mu</code>	μ	<code>\Upsilon</code>	Υ	<code>\circ</code>	\circ
<code>\nu</code>	ν	<code>\Phi</code>	Φ	<code>\pm</code>	\pm
<code>\xi</code>	ξ	<code>\Psi</code>	Ψ	<code>\geq</code>	\geq
<code>\pi</code>	π	<code>\Omega</code>	Ω	<code>\propto</code>	\propto
<code>\rho</code>	ρ	<code>\forall</code>	\forall	<code>\partial</code>	∂
<code>\sigma</code>	σ	<code>\exists</code>	\exists	<code>\bullet</code>	\bullet
<code>\varsigma</code>	ς	<code>\ni</code>	\ni	<code>\div</code>	\div
<code>\tau</code>	τ	<code>\cong</code>	\cong	<code>\neq</code>	\neq
<code>\equiv</code>	\equiv	<code>\approx</code>	\approx	<code>\aleph</code>	\aleph
<code>\Im</code>	\Im	<code>\Re</code>	\Re	<code>\wp</code>	\wp
<code>\otimes</code>	\otimes	<code>\oplus</code>	\oplus	<code>\oslash</code>	\oslash
<code>\cap</code>	\cap	<code>\cup</code>	\cup	<code>\supseteq</code>	\supseteq
<code>\supset</code>	\supset	<code>\subseteq</code>	\subseteq	<code>\subset</code>	\subset
<code>\int</code>	\int	<code>\in</code>	\in	<code>\circ</code>	\circ

`subplot(2,2,1),plot(x,y1,'--',x,y2,'-')`

`subplot(2,2,2),plot(x,y1,'--',x,y2,'-')`



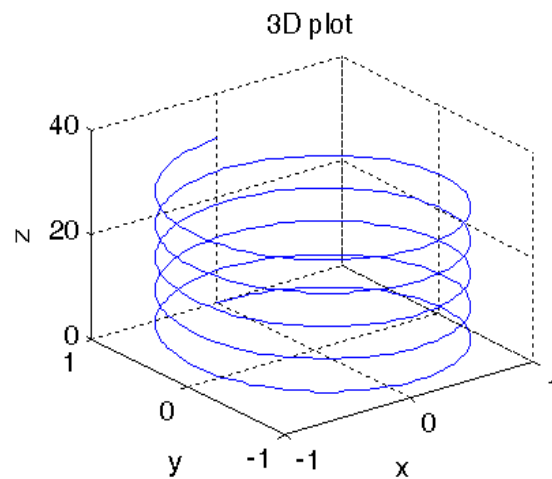
Graph display



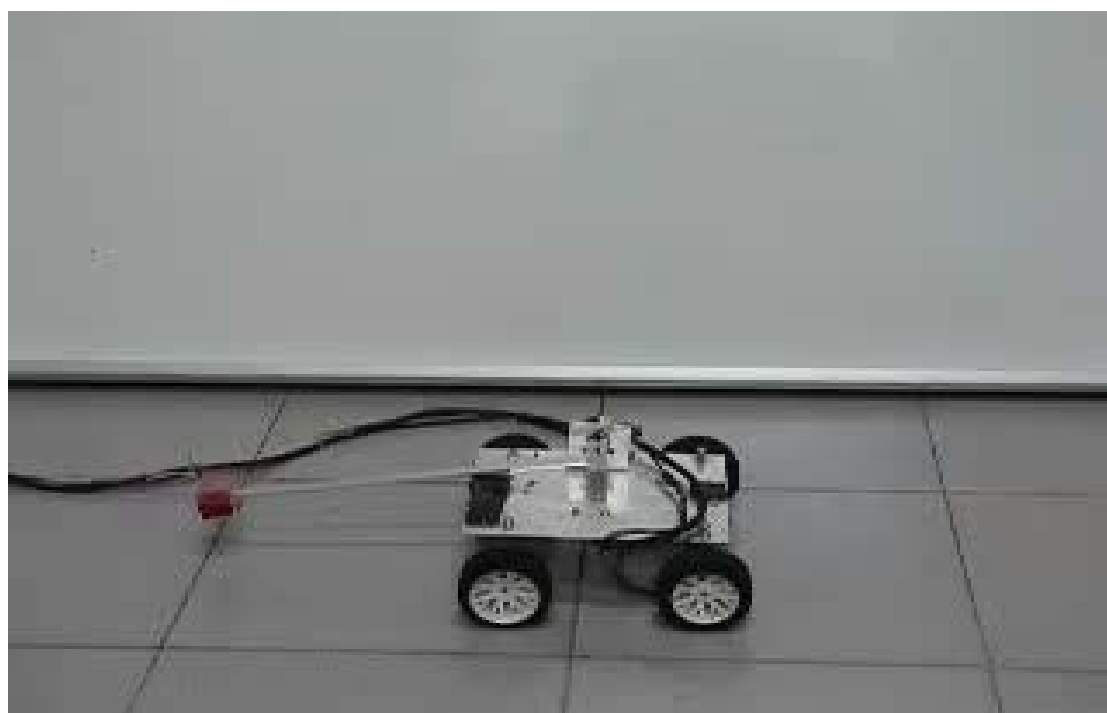
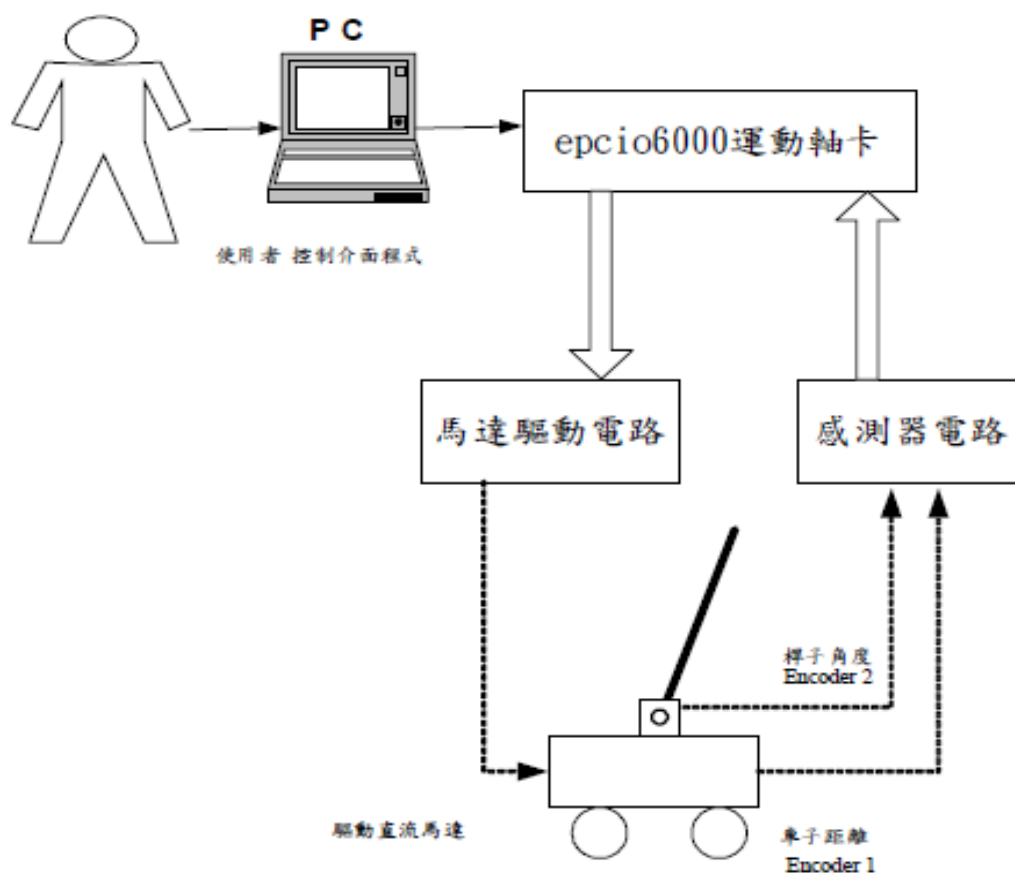
`subplot(2,2,3),plot(x,y1,'--',x,y2,'-')`

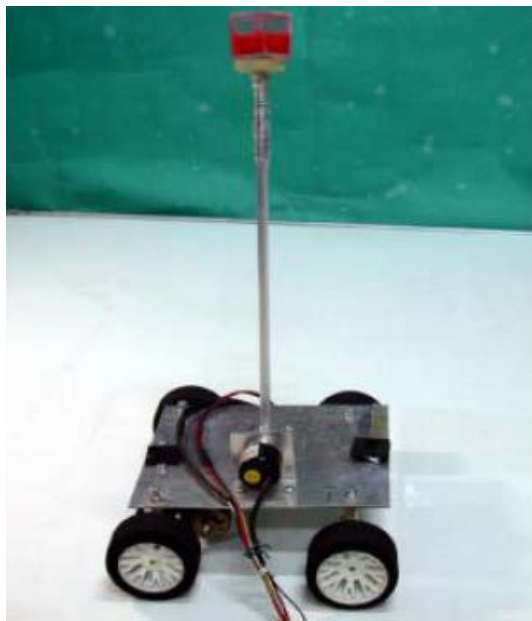
`subplot(2,2,4),plot(x,y1,'--',x,y2,'-')`

```
t=0:pi/50:10*pi;
plot3(sin(t),cos(t),t);           % Also check comet3
grid;
xlabel('x');
ylabel('y');
zlabel('z');
title('3D plot');
```



倒單擺(Inverted Pendulum)平衡實驗





光學編碼器



驅動器

IP Modeling

For pendulum,

$$J\ddot{\theta} = F_y l \sin \theta - F_x l \cos \theta$$

where

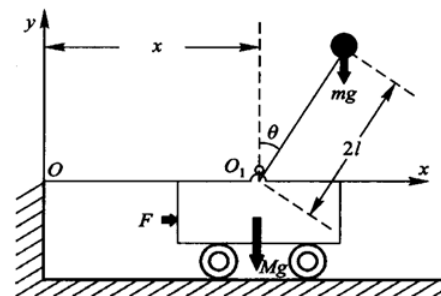
$$F_x = m \frac{d^2}{dt^2} (x + l \sin \theta)$$

and

$$F_y - mg = m \frac{d^2}{dt^2} (l \cos \theta)$$

For cart,

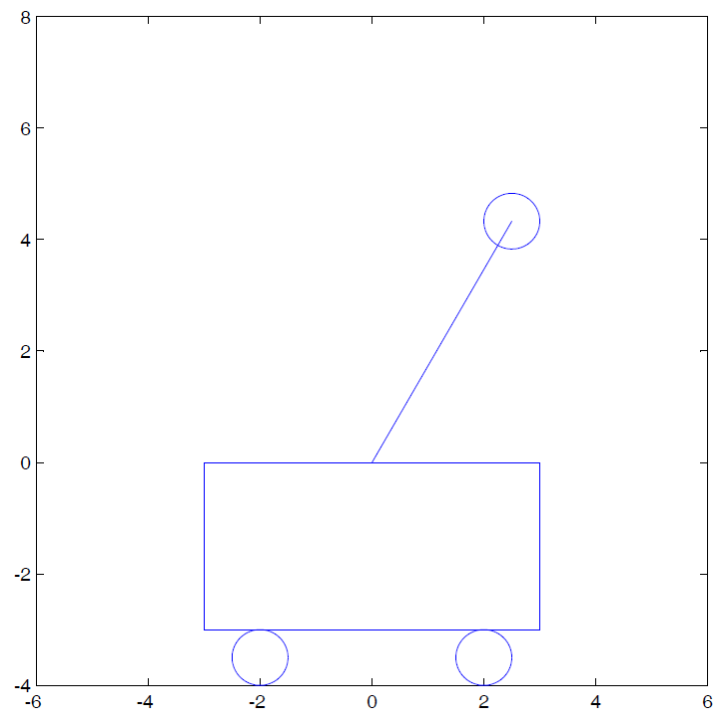
$$F - F_x = M \frac{d^2 x}{dt^2}$$



$$(J + ml^2)\ddot{\theta} + ml \cos \theta \cdot \ddot{x} = mlg \sin \theta$$

$$(M + m)\ddot{x} + ml(\cos \theta \cdot \ddot{\theta} - \sin \theta \cdot \dot{\theta}^2) = F$$

Exercise: (Draw an IP moving platform)



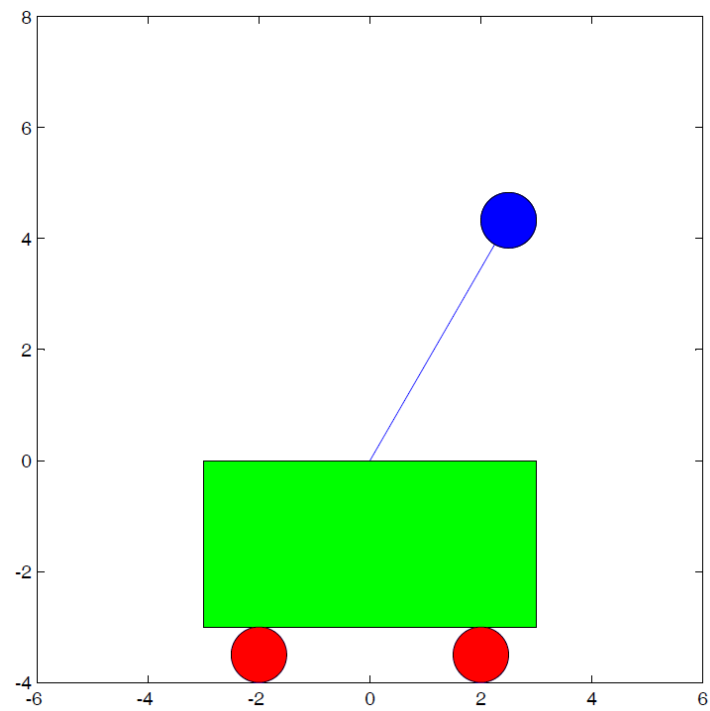
畫一倒單擺移動平台

```
>> xp=[0 5*sin(pi/6)]; % 桿子
>> yp=[0 5*cos(pi/6)];
>> plot(xp,yp)
>> axis([-6 6 -4 8])
>> hold on

>> the=0:0.01:2*pi; % 桿子頂端球
>> x=5*sin(pi/6)+0.5*cos(the);
>> y=5*cos(pi/6)+0.5*sin(the);
>> plot(x,y)

>> xb=[-3 3 3 -3 -3]; % 車身方塊
>> yb=[-3 -3 0 0 -3];
>> plot(xb,yb)

>> plot(2+0.5*cos(the),-3.5+0.5*sin(the)) % 右輪
>> plot(-2+0.5*cos(the),-3.5+0.5*sin(the)) % 左輪
>> axis('square') % 兩軸單位等長
```



充填顏色

fill

% color can be 'r','g','b','c','m','y','w', or 'k'
% or an RGB row vector triple, [r g b],

```
>> fill(x,y,'b')
```

```
>> fill(xb,yb,'g')
```

```
>> fill(-2+0.5*cos(the),-3.5+0.5*sin(the),'r')
```

```
>> fill(2+0.5*cos(the),-3.5+0.5*sin(the),[1 0 0])
```