



Matlab Tutorial

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What Is Matlab?


- MATrix LABoratory
 - Interactive Environment
 - Programming Language
- Invented in Late 1970s
 - Cleve Moler chairman CSD Univ New Mexico

Why we use it?

- Fast Development
- Debugging
- Mathematical Libraries
- Documentation
- Tradition
- Alternatives: Mathematica, R, Java? ML?...

Details

- Language
 - Like C and Fortran
 - Garbage Collected
- Interface
 - Interactive
 - Apple, Windows, Linux (Andrew)
 - Expensive (“Free” for you)



Matlab Language

Nap Time

- This is a comment
 - $((1+2)*3 - 2^2 - 1)/2$
 - 2
- Use ; to suppress output (scripts and functions)
 - $((1+2)*3 - 2^2 - 1)/2;$

- Assignment with equality
 - `a = 5;`
 - No Output
- Logical test like `>`, `<`, `>=`, `<=`, `~=`
 - `a == 6`

- Short Circuited Logic
 - `true || (slow_function)`
 - `|` % Evaluates Quickly
 - `true | (slow_function)`
 - `|` % Evaluate slowly
- Matrix logic

- A simple array
 - [1 2 3 4 5]
 - 1 2 3 4 5
 - [1,2,3,4,5]
 - 1 2 3 4 5

- All the following are equivalent
 - [1 2 3; 4 5 6; 7 8 9]
 - [1,2,3; 4,5,6; 7,8,9]
 - [[1 2; 4 5; 7 8] [3; 6; 9]]
 - [[1 2 3; 4 5 6]; [7 8 9]]

- Creating all ones, zeros, or identity matrices
 - `zeros(rows, cols)`
 - `ones(rows, cols)`
 - `eye(rows)`
- Creating Random matrices

- Make a matrix
 - $A = [1\ 2\ 3; 4\ 5\ 6; 7\ 8\ 9]$
 - $\begin{matrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{matrix}$
- Access Individual Elements

Array and Matrix
Indices Start at 1
not 0.
(Fortran)

- Make a matrix
 - $A = [1\ 2\ 3; 4\ 5\ 6; 7\ 8\ 9]$
 - $\begin{matrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{matrix}$
- Access Individual Elements

- Make a matrix

- $A = [1\ 2\ 3; 4\ 5\ 6; 7\ 8\ 9]$

- | | | |
|---|---|---|
| 1 | 2 | 3 |
| 4 | 5 | 6 |
| 7 | 8 | 9 |

- Access Individual Elements

- $A(1, \text{logical}([1,0,1]))$

- 1 3

- $A(\text{mod}(A, 2) == 0)'$

- 4 2 8 6

- Make a matrix

- $A = [1\ 2\ 3; 4\ 5\ 6; 7\ 8\ 9]$

- $$\begin{array}{ccc} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{array}$$

- $A + 2 * (A / 4)$

- Make a matrix

- $A = [1\ 2\ 3; 4\ 5\ 6; 7\ 8\ 9]$

- $$\begin{array}{ccc} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{array}$$

- Transpose

- A'

- Matrix Multiplication
 - $A * A$ % Equivalent to A^2
 - $$\begin{matrix} 30 & 36 & 42 \\ 66 & 81 & 96 \\ 102 & 126 & 150 \end{matrix}$$
 - Element by Element Multiplication
 - $A .* A$ % equivalent to $A.^2$

- Matrix Multiplication

- `inv(A) % A^(-1)`

- `1.0e+16 *`

0.3153	-0.6305	0.3153
-0.6305	1.2610	-0.6305
0.3153	-0.6305	0.3153

- Solving Systems

- Define some variables and store a function in f
 - $c = 4;$
 - $f = @(x) x + c;$
 - $f(3)$
 - 7

- Like arrays but can have different types
 - `x = {'hello', 2, 3};`
 - `x{1}`
 - 'hello'
 - `x{2}`
 - 2

- Provide a convenient tool to organize variables
- Create Structs on the fly
 - `point.x = 3;`
 - `point.y = 4;`
 - `point`

Objects

- You can make objects but ...
 - you won't need them.
 - I don't know how to make them.
 - most people don't use them

- If Statements
 - `c = rand();`
 - `if (c > .5) %% conditional`
 `disp('Greater than');`
 `elseif (c < .5)`
 `disp('Less Than');`
 `else`
 `disp('Equal to');`
 `end`

- If Statements
 - `count = 0;`
 - `for i = 1:length(data)`
 - `count = count + ...`
 - `(data(i,1) == 4 && data(i,3) == 2);`
 - `end`
- Avoid using for loops

Scripts vs Functions

- Scripts
 - List of commands that operate on the current workspace
- Functions
 - List of commands that operate in a separate workspace
 - Takes in values from current workspace and returns values
 - Function name = filename
 - Can have additional (hidden) functions

my_script.m

```
disp(["x^2", ...  
    num2str(x^2)]);  
y = x^2
```

my_fun.m

```
function [y, x] =  
my_fun(x)  
disp(["x^2", ...  
    num2str(x^2)]);  
y=x^2
```

Functions must have
same name as file.

my_script.m

```
y = x^2;  
x = x + 3;
```

- `x=2; my_script;`
- `x`
 - 5

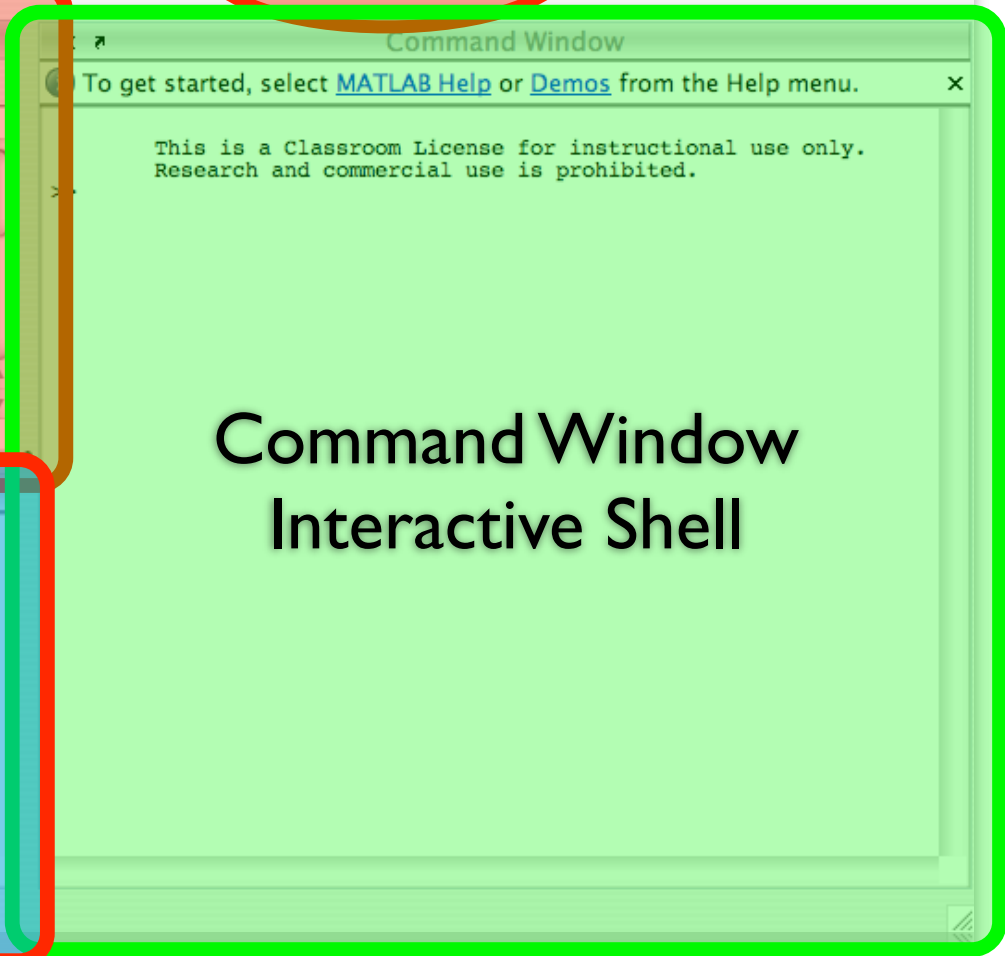
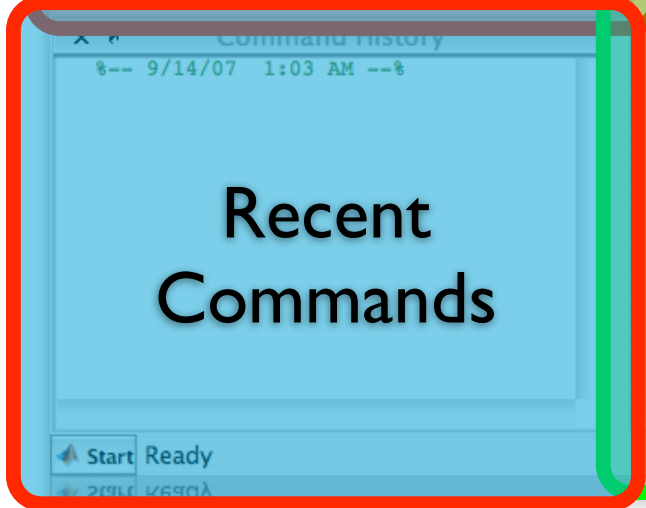
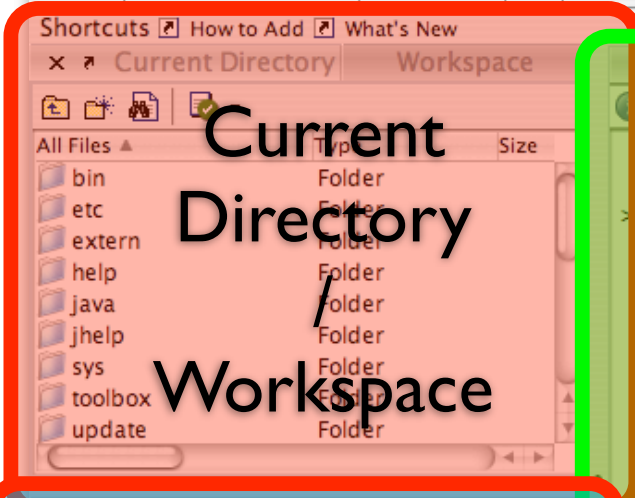
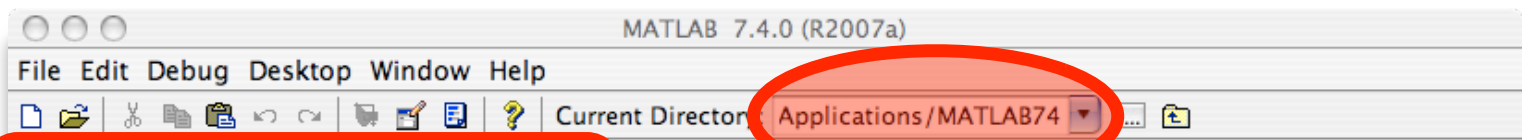
my_fun.m

```
function [y, x] =  
my_fun(x)  
y=x^2;  
x = x + 3;
```

```
>> x=2; [y, xp] = my_fun(x);  
>> x  
ans: 2  
>> y  
ans: 4  
>> xp  
ans: 5
```

Things to Know

- Useful operators
 - `>`, `<`, `>=`, `<=`, `==`, `&`, `|`, `&&`, `||`, `+`, `-`, `/`, `*`, `^`, `...`, `./`,
`'`, `.*`, `.^`, `\`
- Useful Functions
 - `sum`, `mean`, `var`, `not`, `min`, `max`, `find`, `exists`,
`clear`, `clc`, `pause`, `exp`, `sqrt`, `sin`, `cos`, `reshape`,
`sort`, `sortrows`, `length`, `size`, `length`, `setdiff`,
`ismember`, `isempty`, `intersect`, `plot`, `hist`, `title`,
`xlabel`, `ylabel`, `legend`, `rand`, `randn`, `zeros`,
`ones`, `eye`, `inv`, `diag`, `ind2sub`, `sub2ind`, `find`,



Command Console

- Like a linux shell
- Folder Based
- Native Directories
- ls, cd, pwd
- Use tab key to auto complete
- Use up arrow for last command

> **ls : List Directory Contents**

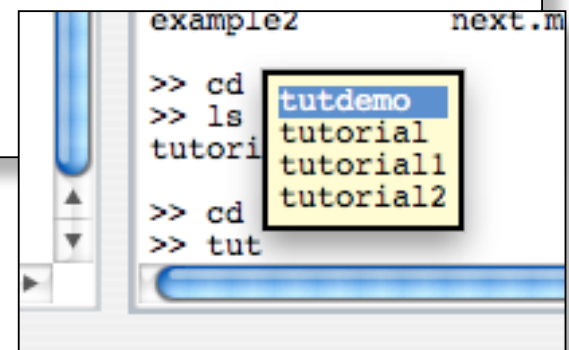
```
README.txt  example3 tutorial.m
example1 my_function.m  tutorial1.m
example2 next.m  tutorial2.m
```

> **pwd : View Current directory**

```
ans =
/Users/jegonzal/tutorial
```

>> **cd : Change Directory**

```
>> pwd
ans =
/Users/jegonzal
```



- Get help on a function
 - `help <function name>`
- List names of variables in the environment
 - `whos`
- Clear the environment
 - `clear`

Folders

- Help organize your programs
- Can only call functions and scripts in:
 - The present working directory (pwd)
 - The Matlab path (path)
- Call function by typing name

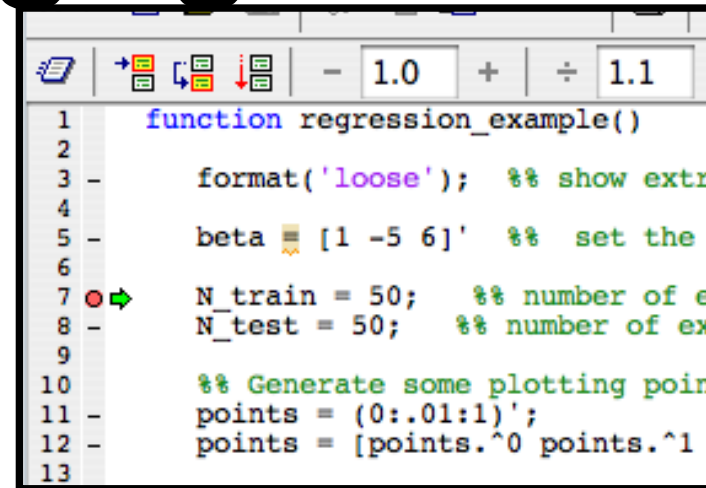
```
>> my_script  
>> y = my_function(x)
```



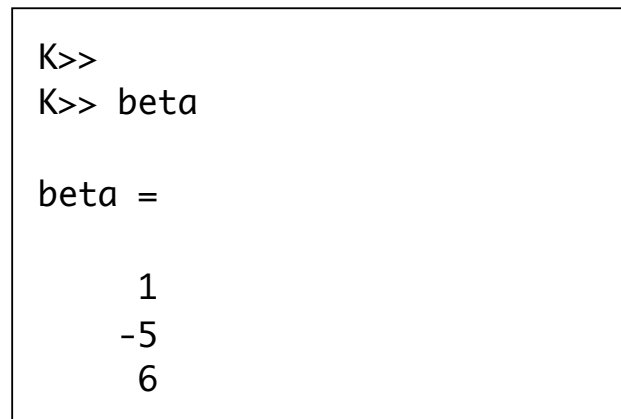
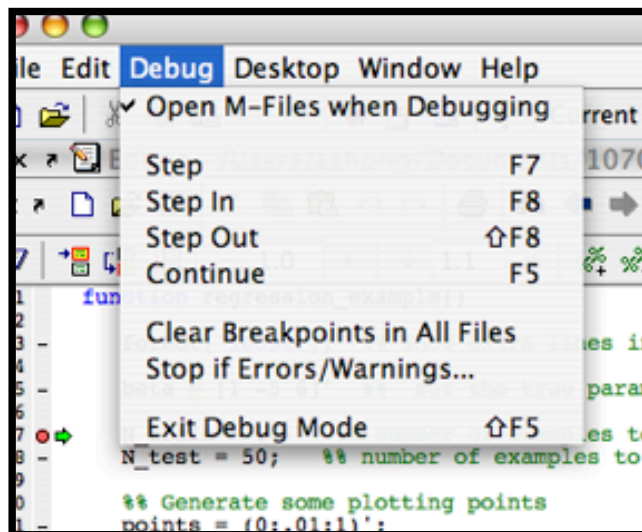



Debugging

- Insert break points
- Click to the left of the line (Red Circle)
- Use interactive shell



```
1 function regression_example()
2
3     format('loose'); %% show extra digits
4
5     beta = [1 -5 6]'; %% set the beta coefficients
6
7     N_train = 50; %% number of training examples
8     N_test = 50; %% number of test examples
9
10    %% Generate some plotting points
11    points = (0:.01:1)';
12    points = [points.^0 points.^1];
13
```



```
K>>
K>> beta

beta =

     1
    -5
     6
```

Walk Through Interface