

Short Term Training Program on  
**“MATLAB”**,  
In collaboration with NITTTR, Chandigarh

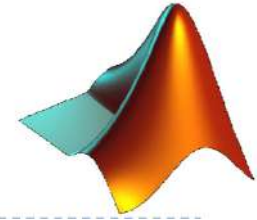
# MATLAB Essentials

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# MATrix LABoratory

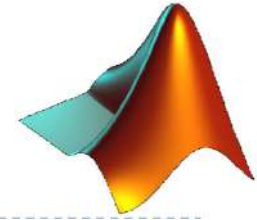
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- ▶ Powerful, extensible, highly integrated computation, programming, visualization, and simulation package.
- ▶ Widely used in engineering, mathematics, and science.

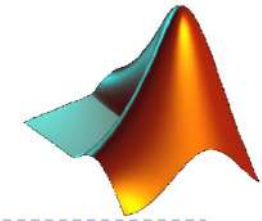
# MATLAB's Appeal

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- ▶ Interactive code development proceeds incrementally; excellent development and rapid prototyping environment.
- ▶ Basic data element is the **auto-indexed array**.
- ▶ This allows quick solutions to problems that can be formulated in vector or matrix form.
- ▶ Powerful GUI tools.
- ▶ Large collection of *toolboxes*: collections of topic-related MATLAB functions that extend the core functionality significantly.

# Basic Interface



Menus change, depending on the tool you are currently using.

Use tab to go to Workspace browser.

Get help.

View or change current directory.

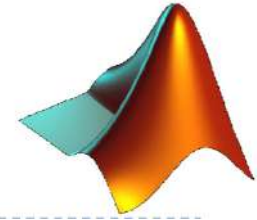
Move Command Window outside of desktop (undock).

Click Start button for quick access to tools and more.

View or execute previously run functions from the Command History window.

Drag the separator bar to resize windows.

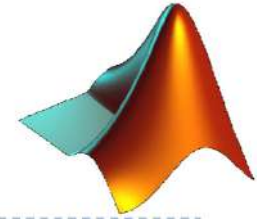
Enter MATLAB functions at command-line prompt.



## Few Useful Tips

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- ▶ To clear the Command Window, type **clc**.
- ▶ Commands can be retrieved with arrow up / arrow down keys **↓↑**.
- ▶ Moving around the command line is possible with left / right arrow keys **→←**. Go to the beginning of the line with Home and to the end with End. Esc deletes the whole line.
- ▶ A program can be stopped with **Ctrl+c**.



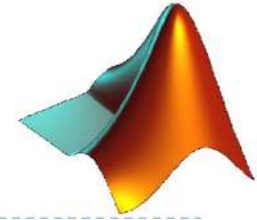
## Few Useful Tips

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- ▶ There **can not be empty spaces** in the name of the Matlab files.
- ▶ Write “**;**” at the end of a line If you don’t want that the intermediate calculus is written in the window while the program is running.
- ▶ Write “**%**” at the beginning of a line to write a comment in the program.
- ▶ Write “**...**” at the end of a line if you are writing a very long statement and you want to continue in the next line.

# Getting Help

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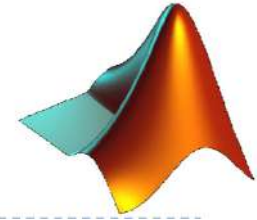
- ▶ **Help Command**

- ▶ `>> help FunctionName`

- ▶ **Lookfor Command**

- ▶ `>> lookfor FunctionName`

- ▶ The *help* command searches for an exact function name match, while the *lookfor* command searches the quick summary information in each function for a match.



# Managing Workspace

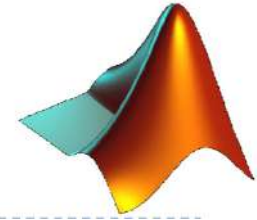
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- ▶ The command *clear* or *clear all* removes all variables from the workspace. This frees up system memory.
  - ▶ `>> clear all`
- ▶ To display a list of the variables currently in the memory, type
  - ▶ `>> who`
- ▶ while, *whos* will give more details which include size, space allocation, and class of the variables.



# MATLAB as Scratchpad

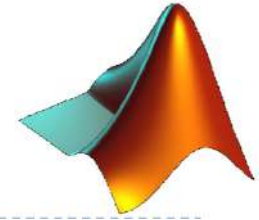
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Arithmetic operation	Symbol	Example
Addition	+	$6 + 3 = 9$
Subtraction	-	$6 - 3 = 3$
Multiplication	*	$6 * 3 = 18$
Right division	/	$6/3 = 2$
Left division	\	$6 \setminus 3 = 3/6 = 1/2$
Exponentiation	^	$6 \wedge 3 = 6^3 = 216$

# MATLAB as Scratchpad

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Calculate the area of a circle with a radius of 2.5 m.

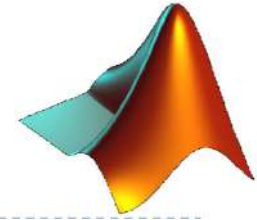
```
» area = pi * 2.5^2
```

```
area =
```

```
19.6350
```

# Variables

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- ▶ No need for types. i.e.,

```
int x;  
double y;  
float z;
```

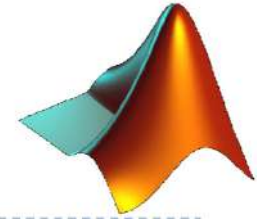
- ▶ All variables are created with double precision unless specified and they are matrices.

```
Example:  
>>a=15;  
>>b=24;
```

- ▶ After these statements, the variables are 1x1 matrices with double precision.

# Variables

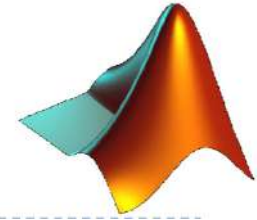
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- ▶ Resize arrays dynamically.
- ▶ To reuse a variable name, simply use it in the left hand side of an assignment statement.
- ▶ Variable names are **case sensitive** and **over-written** when re-used.
- ▶ Terminology:
  - ▶ “scalar” (1 x 1 array),
  - ▶ “vector” (1 x N array),
  - ▶ “matrix” (M x N array)
- ▶ Representation of Real Numbers:  $4.3e-3=4.3*10^{-3}$

# Special Variables

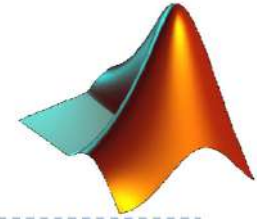
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- ▶ **Characteristic constants:**  $\pi = \pi$ , NaN (not a number, 0/0),  $\text{Inf} = \infty$ .
- ▶ **Complex numbers:**  $i = \sqrt{-1}$  (only i or j can be used),
  - ▶  $z = 2 + i*4$ ,
  - ▶  $z = 2 + 4i$

# Play with Variables

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Suppose that  $x = 3$  and  $y = 4$ . Use MATLAB to evaluate the following expression:

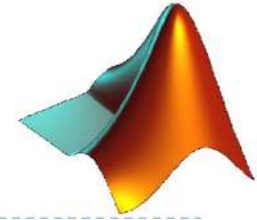
$$\frac{x^2 y^3}{(x - y)^2}$$

```
» x = 3;  
» y = 4;  
» res = x^2 * y^3 / (x - y)^2  
res =  
    576
```

From Online Resources

# Play with Variables

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The distance traveled by a ball falling in the air is given by the equation

$$x = x_0 + v_0t + \frac{1}{2}at^2$$

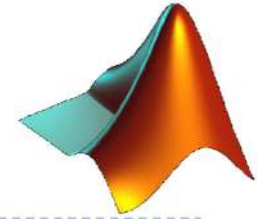
Use MATLAB to calculate the position of the ball at time  $t = 5$  s if  $x_0 = 10$  m,  $v_0 = 15$  m/s, and  $a = -9.81$  m/sec<sup>2</sup>.

```
» t = 5;  
» x0 = 10;  
» v0 = 15;  
» a = -9.81;  
» x = x0 + v0 * t + 1/2 * a * t^2  
x =  
-37.6250
```

From Online Resources

# M Files

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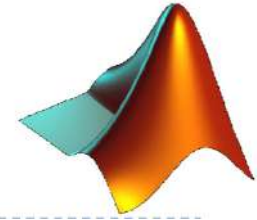


- ▶ An M-file is a MATLAB document the user creates to store the code they write for their specific application.
- ▶ Creating an M-file – To create an M-file, select File\New ▶ M-file.
- ▶ Saving – The next step is to save the newly created M-file. In the M-file window, select File\Save As...
- ▶ Opening an M-file – To open up a previously designed M-file, simply open MATLAB in the same manner as described before. Then, open the M-file by going to File\Open..., and selecting your file.

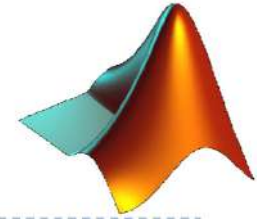


# M Files

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- ▶ Writing Code
- ▶ Resaving
- ▶ Running Code – To run code, simply go to the main MATLAB window and type the name of your M-file after the `>>` prompt. Other ways to run the M-file are to press F5 while the M-file window is open, select Debug\Run, or press the Run button in the M-file window toolbar.



# Vector and Matrix

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▶ **Vector**  $x = [1 \ 2 \ 5 \ 1]$

$x =$   
1    2    5    1

▶ **Matrix**  $x = [1 \ 2 \ 3; \ 5 \ 1 \ 4; \ 3 \ 2 \ -1]$

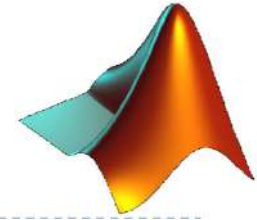
$x =$   
1        2        3  
5        1        4  
3        2        -1

▶ **Transpose**  $y = x'$              $y =$

1  
2  
5  
1

# Vectors

---



- ▶ **Generating row vectors:**

- ▶ **Specifying the increment  $h$  between the elements  $v=a:h:b$**

```
t =1:10
```

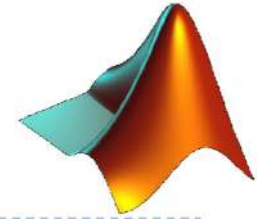
```
t =
```

```
     1     2     3     4     5     6     7     8     9    10
```

```
k =2:-0.5:-1
```

```
k =
```

```
     2     1.5     1     0.5     0    -0.5    -1
```

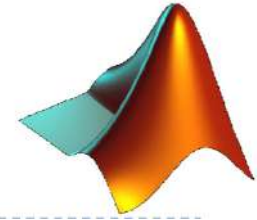


# Matrices

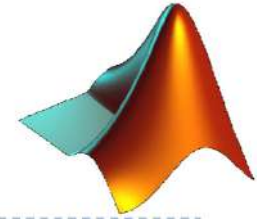
---

- ▶ Information about an element:
  - ▶  $M(1,3)$ ,
  - ▶ A Row  $M(2,:)$ ,
  - ▶ A Column  $M(:,3)$ .
  
- ▶ Changing the value of an element:  $M(2,3)=1$ ;
  
- ▶ Deleting
  - ▶ A Column:  $M(:,1)=[ ]$ ,
  - ▶ A Row:  $M(2,:)=[ ]$ ;

# Generating Vectors and Matrices from Functions



- ▶ `zeros(M,N)`    **MxN matrix of zeros**  
`x = zeros(1,3)`  
`x =`  
          0        0        0
- ▶ `ones(M,N)`     **MxN matrix of ones**  
`x = ones(1,3)`  
`x =`  
          1        1        1
- ▶ `rand(M,N)`     **MxN matrix of uniformly distributed random numbers on (0,1)**  
`x = rand(1,3)`  
`x =`  
  0.9501    0.2311    0.6068
- ▶ `eye(M,N)`      **MxN identity matrix**  
`x = eye(2,2)`  
`x =`  
          1        0  
          0        1



# Concatenation of Matrices

---

$$x = [1 \ 2], y = [4 \ 5], z = [0 \ 0]$$

$$A = [x \ y]$$

$$1 \ 2 \ 4 \ 5$$

$$B = [x ; y]$$

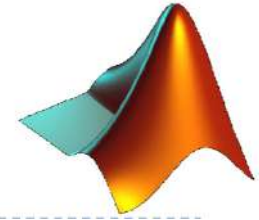
$$1 \ 2 \\ 4 \ 5$$

$$C = [x \ y ; z]$$

**Error:???** Error using ==> vertcat CAT arguments dimensions are not consistent.

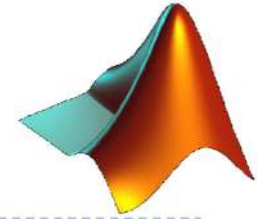
# Operators

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- + Addition
- Subtraction
- \* Multiplication
- / Division
- ^ Power
- ' Complex Conjugate Transpose

# Matrix Operations



Given A and B:

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

```
>> B = [3 5 2; 5 2 8; 3 6 9]
B =
     3     5     2
     5     2     8
     3     6     9
```

## Addition

```
>> X = A + B
X =
     4     7     5
     9     7    14
    10    14    18
```

## Subtraction

```
>> Y = A - B
Y =
    -2    -3     1
    -1     3    -2
     4     2     0
```

## Product

```
>> Z = A * B
Z =
    22    27    45
    55    66   102
    88   105   159
```

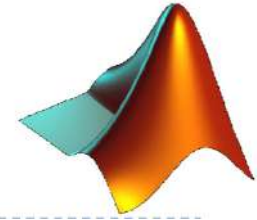
## Transpose

```
>> T = A'
T =
     1     4     7
     2     5     8
     3     6     9
```

From Online Resources



# Operators (Element by Element)



**.\*** element-by-element multiplication

**./** element-by-element division

**.^** element-by-element power

```
>> A = [1 5 6; 11 9 8; 2 34 78]
```

```
A =
```

```
     1     5     6
    11     9     8
     2    34    78
```

```
>> B = [16 4 23; 8 123 86; 67 259 5]
```

```
B =
```

```
    16     4    23
     8   123    86
    67   259     5
```

```
>> C = A * B    % "normal" matrix multiply
```

```
C =
```

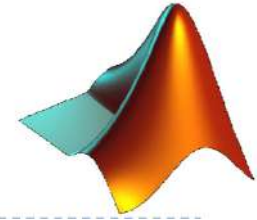
```
    458    2173    483
    784    3223   1067
   5530   24392   3360
```

```
>> CDOT = A .* B    % element-by-element
```

```
CDOT =
```

```
    16     20    138
     88    1107    688
   134    8806    390
```

# 2D Graphics



- ▶ **plot()** creates a graphic from vectors, with linear scales on both axes,

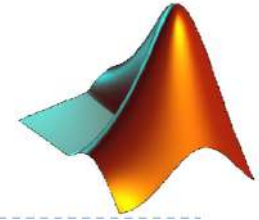
>> plot(X,Y,'option') (option: allows choosing color and stroke of the curve, 'Colour Marker Linestyle')

Color style-option		Line style-option		Marker style-option	
y	yellow	—	solid	+	plus sign
m	magenta	--	dashed	o	circle
c	cyan	:	dotted	*	asterisk
r	red	-.	dash-dot	x	x-mark
g	green			.	point
b	blue			^	up triangle
w	white			s	square
k	black			d	diamond, etc.

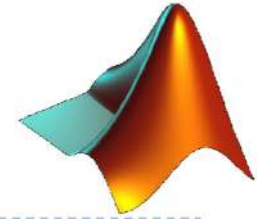
- ▶ **hold on:** allows to draw more graphics on the same figure (deactivate with **hold off**)
- ▶ **grid** activates a grid on the drawing. Writing grid again deactivates it.

# 2D Graphics

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- ▶ **loglog()** logarithmic scale on both axes,
- ▶ **semilogx()**: logarithmic scale on the abscises axis, and linear on the ordinates axis,
- ▶ **semilogy()**: linear scale on abscises and logarithmic on ordinates.



## 2D Graphics

---

- ▶ To open a new figure window:

```
>> figure
```

- ▶ Graph Annotation

```
>> legend ('Text')
```

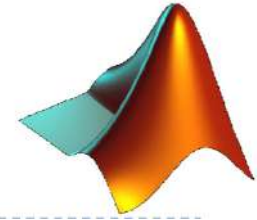
```
>> title ('Text')
```

```
>> xlabel ('Text')
```

```
>> ylabel ('Text')
```

```
>> axis([x0 x1 y0 y1])
```

# 2D Graphics



- ▶ Create an x-array of 100 samples between 0 and  $4\pi$ .

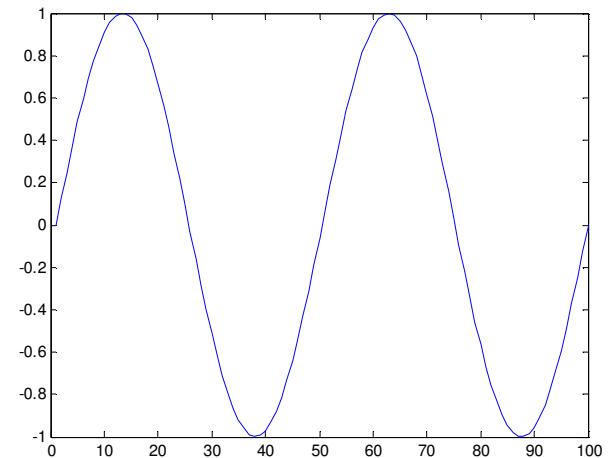
```
>>x=linspace(0,4*pi,100);
```

- ▶ Calculate  $\sin(\cdot)$  of the x-array

```
>>y=sin(x);
```

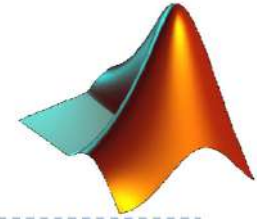
- ▶ Plot the y-array

```
>>plot(y)
```



# 2D Graphics

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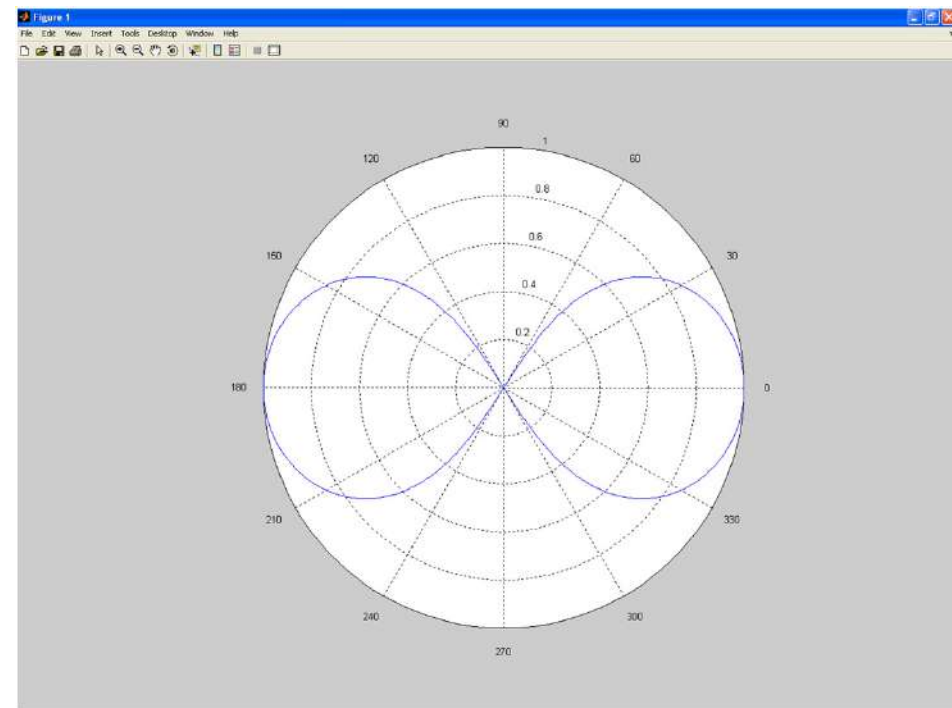


► Polar coordinates

>> **polar(theta, rho)**

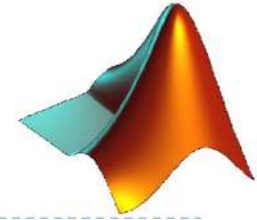
e.g. >> **t = [0 : 0.01 : 2\*pi]**

>> **polar (sin(t), cos(t))**



# Multiple Plots

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## ▶ Multiple datasets on a plot

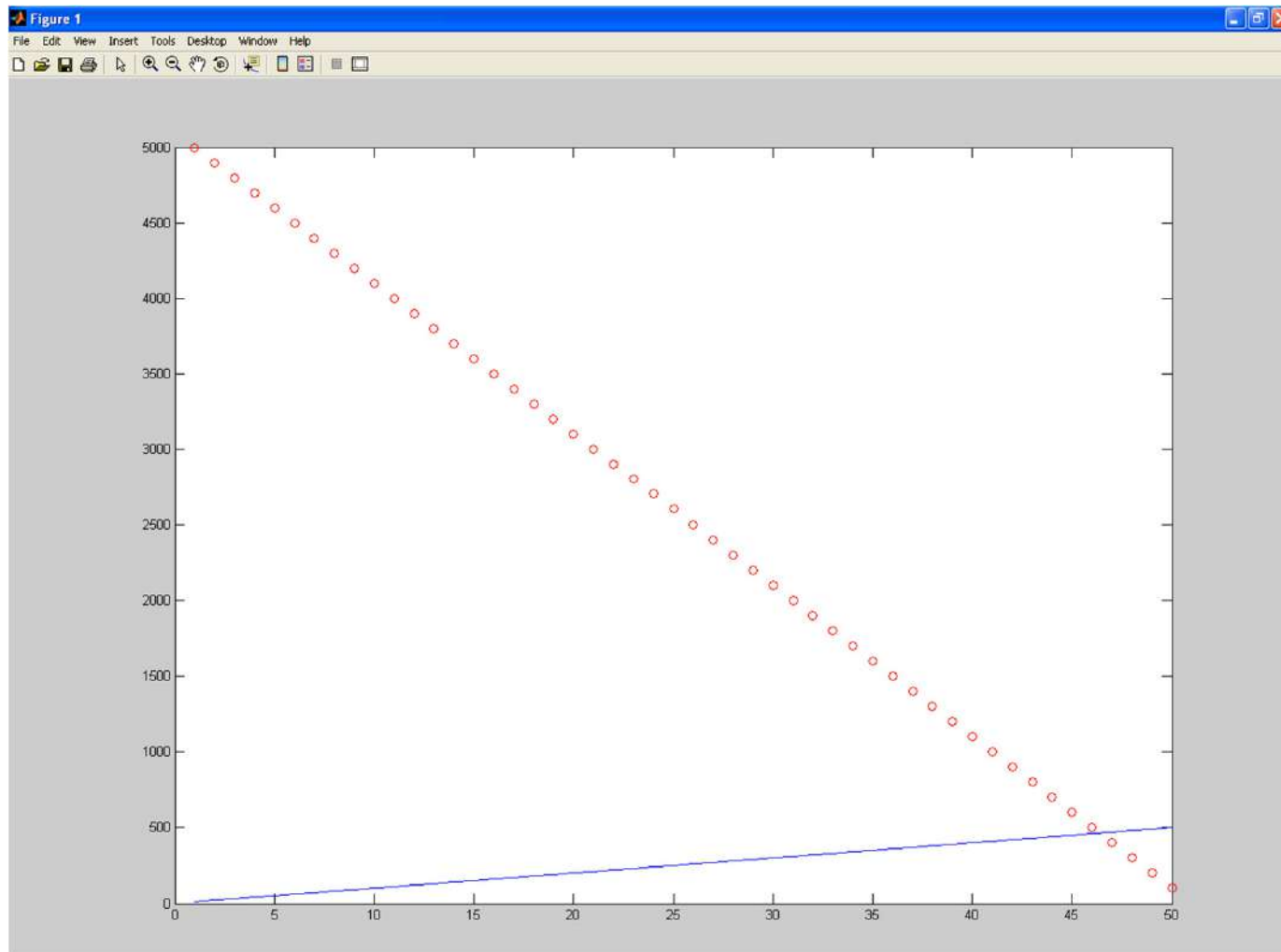
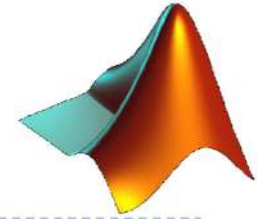
```
>> p1 = plot(xcurve, ycurve)
```

```
>> hold on
```

```
>> p2 = plot(Xpoints, Ypoints, 'ro')
```

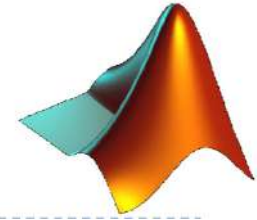
```
>> hold off
```

# Multiple Datasets



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# Multiple Plots

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- ▶ Subplots on a figure: **subplot(n,m,k)** divides a drawing window in **n** horizontal parts and **m** vertical parts, where **k** is the activated partition.

```
>> s1 = subplot(1, 2, 1)
```

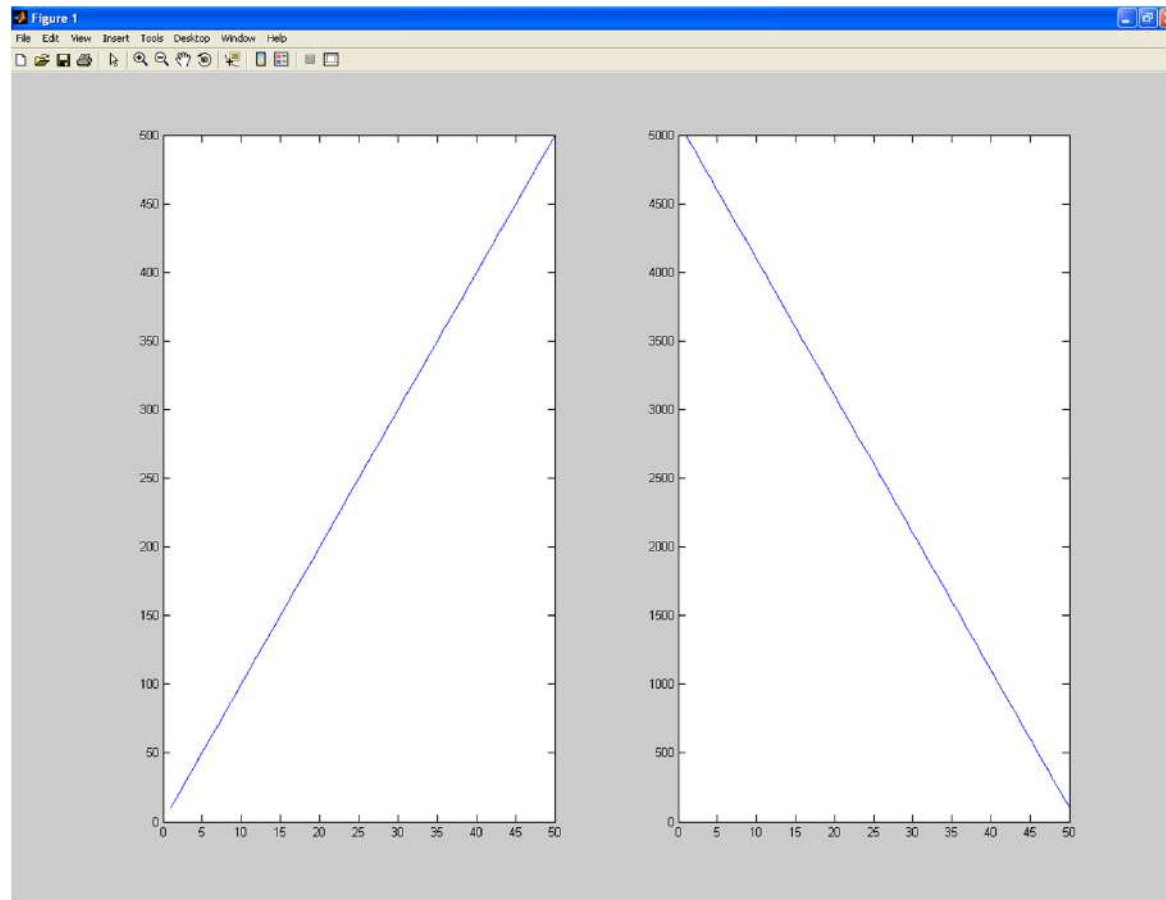
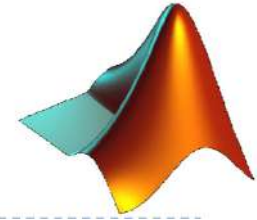
```
>> p1 = plot(time, velocity)
```

```
>> s2 = subplot(1, 2, 2)
```

```
>> p2 = plot(time, acceleration)
```

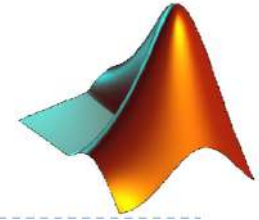
# SubPlot

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# References

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- ▶ Various online Resources / Books / Tutorials

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**Thank You**

Next Session: **“Fuzzy Logic Toolbox”**

19.7.17