## MFE Programming Workshop Class 4

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Any questions before we start?

## The interface

- Matlab is more than just a programming language
- Lets take a look at the interface


## Hello world

- I can’t break programming tradition!


## Code <br> disp('hello world')

## Output <br> hello world

## Documentation

- The command help will be very useful
- try help disp now to get information on the disp function we just used
- very Useful resources can be found under the help menu including programming tutoritals
- A similarly useful command is doc
- doc disp


## Actually writing code

- Matlab has you structure code in .m files
- Scripts (now), functions (later)
- Click the new script button of press File-New and create a new script
- Type in the code examples and run them as we go
- Highlight the region and select evaluate selection


## Variables and operators

- Assignment is done using =
- Matlab works like a fancy calculator
- using ; suppreses the output of a given line
- You can use ; to put multiple statements on a line


## Example 1

$x=1$;
$\mathrm{x}+1$

## Example 2

$x=3 ; \quad y=4$;
$x * y$

## Comments

- Get in the habit of commenting your code
- Other people have to read and understand it
- You have to read it and understand if 1 year down the road
- Comments start with \%


## Example

\% declare a variable
x = 2;
\% operate on it
$\mathrm{x} * 2$

## Matrices

- most objects in matlab are matrices/vectors
- Create vecotors or matrices using [ stuff ]


## Example 1

$$
\begin{aligned}
& \text { mymatrix = [1 2; } \\
& 3 \text { 4; } \\
& 5 \text { 6;]; }
\end{aligned}
$$

mymatrix*2

## Special Matrices

- Some special matrices can be created using eye, NaN, zeros, ones


## Example

$N=4 ;$
myidentity = eye(N)
ans = myidentity

## Special Matrices

- eye ( $N$ ) is the identity matrix of size $N * N$
- NaN will create a matrix with elements that are "Not a number". This is useful for initilazing variables before use
- zeros is a matrix of zeros
- ones is a matrix of ones
- repmat is incredibly useful creating matrices are are replicated multiple times in a given dimension


## Special Matrices

- You can pass multiple parameters to these functions

```
Example
N = 4;
M = 3;
mymat = zeros(N,M)
ans = mymat
```


## The : operator

- You can create sequences of numbers with :
- You can use two : operators to create sequences skipping elements


## Example

```
x = 1:5;
ans = x
```


## Example 2

```
y = 1:2:10;
ans = y
```


## Accesing matrix elements (1)

- Using () you can access matrix subsets
- Indexes are rows followed by columns


## Example

$$
\begin{aligned}
& A=\left[\begin{array}{rl}
1 & 3 ; \\
8 & 4 ; \\
6 & 2
\end{array}\right] ; \\
& A(1,2)
\end{aligned}
$$

## Accesing matrix elements (2)

- You can use : to access multiple elements
- : by itself means all elements in that dimension


## Example

$$
\begin{aligned}
& \left.A=\begin{array}{lll}
1 & 3 & 8 ; \\
8 & 4 & 4 ; \\
6 & 2 & 5
\end{array}\right] ; \\
& A(:, 1: 2)
\end{aligned}
$$

## Accesing matrix elements (3)

- end accesses to the end of that dimensions


## Example

$$
\begin{aligned}
& \left.A=\begin{array}{lll}
1 & 3 & 8 ; \\
8 & 4 & 4 ; \\
6 & 2 & 5
\end{array}\right] ; \\
& A(2,2: \text { end })
\end{aligned}
$$

## Accesing matrix elements (4)

- You can also assign to elements


## Example

$$
\begin{aligned}
& \mathrm{A}=\text { zeros }(3,3) ; \\
& \mathrm{A}(2,:)=5 ; \\
& \text { ans }=\mathrm{A}
\end{aligned}
$$

## Combining matrices

- You can combine matrices with [ ]


## Example

$$
\begin{aligned}
& \mathrm{A}=\operatorname{eye}(3) ; \\
& \mathrm{B}=\operatorname{zeros}(3,4) ; \\
& \text { out }=[\mathrm{A} \mathrm{~B}] ; \\
& \text { ans }=\text { out }
\end{aligned}
$$

## Matrix Operations (1)

- Operators + and - work element-wise on matrices


## Example

$$
\begin{aligned}
& A=e y e(3) ; \\
& A-1
\end{aligned}
$$

## Matrix Operations (2)

-     * is matrix multiplication
- Dimensions need to be correct!


## Example

$$
\begin{aligned}
& \mathrm{A}=\operatorname{magic}(3) ; \\
& \mathrm{B}=\text { ones }(3) ; \\
& \text { ans }=\mathrm{A} * \mathrm{~B}
\end{aligned}
$$

## Matrix Operations (3)

-. . and ./ operate element wise

## Example

$$
\begin{aligned}
& \mathrm{A}=\operatorname{eye}(3) ; \\
& \text { ans }=\mathrm{A} . / 2
\end{aligned}
$$

## Matrix Operations (4)

-.* and ./ operate element wise

## Example

$$
\begin{gathered}
A=\operatorname{eye}(2) ; \\
\mathrm{B}=\left[\begin{array}{ll}
1 & 2 ; \\
3 & 4
\end{array}\right] ; \\
\text { ans }=A . / B
\end{gathered}
$$

## Matrix Operations (5)

- We can solve equations using / and $\backslash$
- Consider the matrix equation $A x=b$


## Example

$$
\begin{aligned}
A= & {[12 ;} \\
& 34 ; \\
& 56] ; \\
\mathrm{b}= & {[5 ; 4 ; 3] ; } \\
\mathrm{x}= & \mathrm{A} \backslash \mathrm{~b} ; \\
\text { ans }= & \mathrm{x}
\end{aligned}
$$

## Matrix Operations (6)

- You can invert matrices with ^(-1) or with inv


## Example

$$
\begin{aligned}
A= & {\left[\begin{array}{lll}
1 & 2 & 6 ; \\
3 & 4 & 8 ; \\
5 & 6 & 9
\end{array}\right] ; } \\
\text { ans = } & i n v(A)
\end{aligned}
$$

## Functions

- Matlab has countless functions that are already written for you
- sin, cos, abs, max, min, ...
- See doc functionname for details on these functions


## Function examples (1)

- You can use sum to get a sum of matrix elements across a dimension
- For example get the sum of the magic matrix down rows


## Example

```
A = magic(4);
ans = sum(A,1)
```


## Function examples (1)

- Get the max element of a vector


## Example

```
myvec = [1;2;6;2;4;8;5];
mymax = max(myvec);
ans = mymax
```


## Function examples (2)

- Get the max element of a vector
- AND its position
- What is going on here?
- max actually returns multiple values, I assign these to a vector
- the second value returned is the index of the maximum


## Example

myvec $=[1 ; 2 ; 6 ; 2 ; 4 ; 8 ; 5] ;$
[mymax myidx] = max(myvec);
ans = myidx

## Function examples (3)

- size is useful for finding the size of a matrix


## Example

$$
\begin{aligned}
& A=\operatorname{ones}(3,5) ; \\
& {[M N]=\operatorname{size}(A) ;} \\
& \text { ans }=M
\end{aligned}
$$

## Conditionals

- Matlab allows for conditional statements using if
- The operator == tests for equality
- that is two = signs
- This is different than assignment with =


## Example

$x=-10$
\% create your own abs
if(x < 0)
myabs $=-x$
else
myabs = x
end
ans = myabs

## Looping (1)

- Loops can be created using for and while


## Example

$x=0$;
for $i=1: 10$

$$
x=x+i ;
$$

end
ans $=x$

## Looping (2)

- Loops can be created using for and while


## Example

```
x = 0;
i = 0;
while i < 10
    x = x+i;
    i = i+1;
end
ans = x
```


## Performance of looping and an example

- Although loop performance in Matlab has improved, there are often better ways to approach things
- Lets look at 3 possible ways to calculate and Lp Norm of a vector x :

$$
\left(\sum_{i=1}^{N}\left|X_{i}\right|^{p}\right)^{1 / p}
$$

- Looping
- Combining built in functions
- Using one built in function


## Example take aways

- Don't reinvent the wheel
- Google is your friend: "matlab my goal"


## Functions

- Matlab allows you to write your own function
- and you should!
- Put logic into individual functions that you know do what you want and then call them
- Functions are declared in their on .m file


## Example

[out1 out2] = function(in1, in2)
\% this is my function documentation
\% this is where the function logic goes end

## The search path

- Matlab has a path that it looks for the .m files that define your functions
- You can change the current working directory of matlab from the interface
- You can also add specific directories to your path path(path,'newpath')
- See help path for more info


## Reading and writing data

- There are a lot of facilities to read data in in matlab
- Most commonly you will read in data from excel: xlsread
- and from csv: csvread
- to write a csv: csvwrite

