

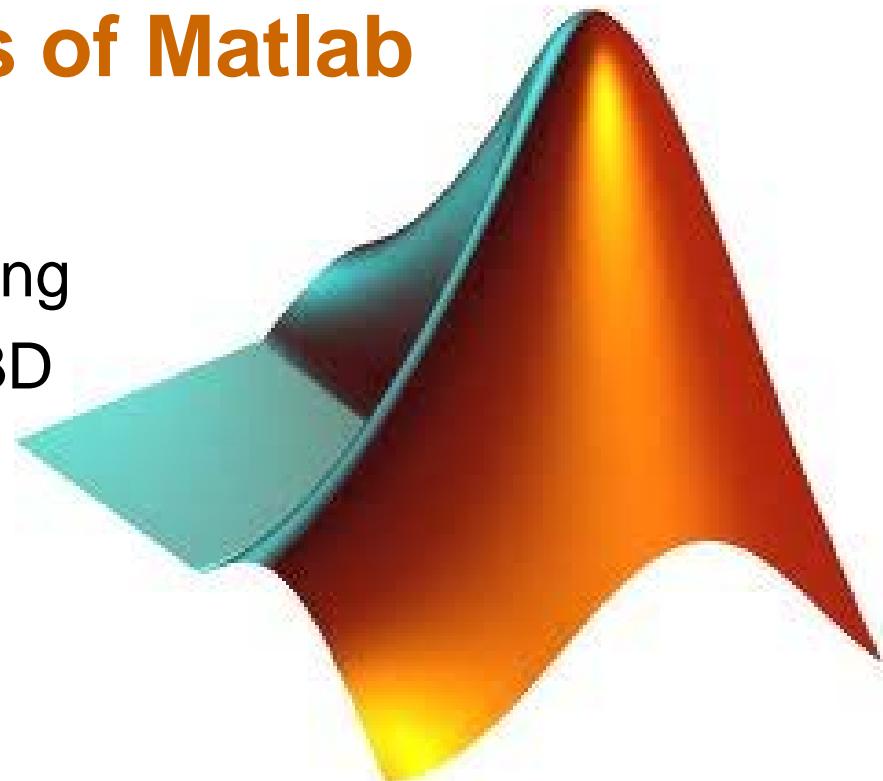
# Matlab

Jetzt geht's erst richtig los:

## Kap. I – Basics of Matlab

Variablentypen und Nutzung

Visualisierung in 2D und 3D



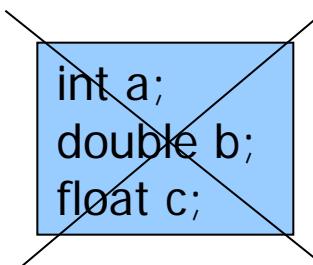
# Matlab

- Effiziente Programme durch **Vektorisierung**

- **In Matlab gibt es nur Matrizen:**

- ein Skalar ist eine 1x1 Matrix
- ein Zeilenvektor ist eine 1xn Matrix
- ein Spaltenvektor ist eine mx1 Matrix

- **In Matlab braucht man keine Deklarierung der Variablen:**



- ✓ Alle Variablen sind vorab als “double precision” deklariert:

```
>> x = 5;  
>> whos x
```

Name	Size	Bytes	Class	Attributes
x	1x1	8	double	

# Matlab: Variable Name

- Variable naming rules
  - must be unique in the first 63 characters
  - must begin with a letter
  - may not contain blank spaces or other types of punctuation
  - may contain any combination of letters, digits, and underscores
  - are case-sensitive
  - should not use Matlab keyword
- Pre-defined variable names
  - Pi and some more (see later)

# Matlab: Datentypen (Class) und Zuweisung

```
>> x = 5; % class(x) double ist default
```

Es gibt aber noch:

<b>Integer</b>	<code>intn,uintn, n=8,16,32,64</code>	(1 bis 8 bytes)
<b>Real</b>	<code>single, double</code>	(4, 8 bytes)
<b>Complex</b>	<code>complex re + img i</code>	(16 bytes)
<b>Logical</b>	<code>true (1) or false (0)</code>	(1 byte)
<b>Character</b>	<code>char</code>	(1 byte)
<b>String</b>	<code>„many“ characters</code>	(„many“ bytes)

```
>> a=int8(2);  
b=int8(5);  
>>a/b  
    0  
>> exp(i*pi)  
-1.0000 + 0.0000i  
>> log(-2)  
0.6931 + 3.1416i
```

```
>> x = char(65)  
x =  
A  
>>uint8('A')  
65  
>> x = 'A'+2  
x =  
67
```

```
>> char(x)  
x=  
C  
char(2*'A'-9)  
y
```

# Matlab: Umwandlung Text->Zahl->Text

```
>> s = '12345.6';                                % String mit 7 Characters  
>> s+1                                         % Wahnsinn, da ASCII-Werte  
    51   52   53   54   47   55                 % um 1 erhöht werden.  
  
>> z = str2num(s)                                % Umwandlung String in Zahl  
z =  
    1.2346e+04                                  % Zahlendarstellung „short“  
    1.234560000000000e+04                         % nach >> format long  
  
>> num2str(z)  
12345.6  
  
>> num2str(z,3)                                 % nur 3 signifikante Stellen  
1.23e+04
```

# Matlab: Some special variables/values

*beep*

*pi* ( $\pi$ )

*eps* (2.2204e-16 genau)

*inf* (e.g. 1/0)

*i, j* ( $\sqrt{-1}$ )

***NaN* (Not a Number)**

*x = []* (empty)

```
>> 1/0
```

**Warning: Divide by zero.**

```
ans =
```

Inf

```
>> pi
```

```
ans =
```

3.1416

```
>> i
```

```
ans =
```

0+1.0000i

```
>> 0/0
```

```
ans =
```

NaN

# Matlab: Special Characters

**Special Characters** [ ] ( ) { } = ' . ... , ; : % ! @

# Matlab

- **Vergleichsoperatoren**

- kleiner/größer     $<$      $>$
- gleich/ungleich     $==$ ,  $\sim=$
- größergleich     $\geq$
- kleinergleich     $\leq$

- **Logische Operatoren**

- und     $\&\&$     ( $\&$  bei vektoriellem Vergleich)
- oder     $\|$     ( $\|$  bei vektoriellem Vergleich)
- nicht     $\sim$

# Matlab: Vectors and Matrices

- How do we assign values to vectors?

```
>> A = [1 2 3 4 5]  
A =  
    1    2    3    4    5
```

A row vector –  
values are separated by  
commas (,) or spaces.

```
>> B =  
[10;12;14;16;18]
```

```
B =  
    10  
    12  
    14  
    16  
    18
```

A column vector –  
values are separated by  
semi-colon (;).

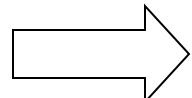
# Matlab: Vectors and Matrices

- How do we assign values to matrices ?

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

```
A =
```

1	2	3
4	5	6
7	8	9



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

Columns separated by  
space or a comma

Rows separated by  
semi-colon

# Matlab

- **Skalar**

12

`>> x=12`

- **Vektor**

(1,2) oder  $\begin{pmatrix} 1 \\ 2 \end{pmatrix}$

`>> x=[1,2]`

`oder x=[1,2]'`

- **Matrizen**

- Beliebige Matrizen  $\begin{pmatrix} 1 & 3 & 5 & 7 \\ 2 & 4 & 6 & 8 \end{pmatrix}$

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

- Spezielle Matrizen  $\begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}$

`>> eye(3)`

`>> ones(2,4)`

$\begin{pmatrix} 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 \end{pmatrix}$

`>> zeros(1,3)`

$\begin{pmatrix} 0 & 0 & 0 \end{pmatrix}$

- Zufallszahlen

`>> rand(3)`

`>> rand(100,100)`

`>> rand(3)`

`ans =`

0.8381	0.3795	0.7095
0.0196	0.8318	0.4289
0.6813	0.5028	0.3046

# Matlab

- **Matrizen indizieren**

- Dimension

```
>> M=rand(3,4)    % m-by-n Matrix
```

```
>> size(M,1)      % m = Zeilen
```

```
>> size(M,2)      % n = Spalten
```

- Alle Elemente als Liste

```
>> M(:)
```

# Matlab

## Werte aus Matrix extrahieren

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

```
A =
```

```
1 2 3  
3 2 1
```

```
>> B = A'
```

```
B =
```

```
1 3  
2 2  
3 1
```

```
>> b = A(1,:)
```

```
b =
```

```
1 2  
3
```

```
>>b = A(:,1)
```

```
b =
```

```
1  
2  
3
```

```
>> A(2,2:end)
```

```
2 1
```

```
>> B(:,3)=[4 5 6]'
```

```
B =
```

```
1 3 4  
2 2 5  
3 1 6
```

# Matlab

## 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.

# Matlab

- **Matrizen indizieren**

- Mit Logik

```
>> x=2:7
```

```
2 3 4 5 6 7
```

```
>> x>4
```

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

- Werte ausgeben

```
>> x(x>4)
```

```
5 6 7
```

# Matlab

- **Matrizen sortieren/umformen**

- sortieren

```
>> x=6:-1:1  
     6 5 4 3 2 1  
>> sort(x)  
     1 2 3 4 5 6
```

- umformen

```
>> reshape(x,2,3)  
     1 3 5  
     2 4 6
```

# Matlab: Matrices 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

# Matlab

- **Matrixoperationen**

- inneres Produkt

```
>> x=[1 -1]      ( $x'$  ist Spaltenvektor! )
```

```
>> x*x'
```

```
2
```

- äußeres Produkt

```
>> x'*x
```

```
1 -1
```

```
-1 1
```

# Matlab

- **Vektormanipulationen**
  - elementweise Operationen mit „.“

```
>> [1 2 3].*[1 10 100]
```

```
1 20 300
```

```
>> [10 20 30]./[5 20 60]
```

```
2.0000 1.0000 0.5000
```

```
>> [2 4 8].^2
```

```
4 16 64
```

# Matlab: Matrix Manipulation

- Determinante einer Matrix:  
 $d = \det(A)$
- Eigenvalues and eigenvectors:  
 $[V, D] = \text{eig}(A)$
- Singular value decomposition:  
 $[U, S, V] = \text{svd}(A)$
- Orthogonal-triangular decomposition:  
 $[Q, R] = \text{qr}(A)$
- LU factorization:  
 $[L, U] = \text{lu}(A)$
- Matrix rank:  
 $a = \text{rank}(A)$
- Condition number:  
 $a = \text{cond}(A)$

# Matlab Task:

plot the function  $\sin(x)$  between  $0 \leq x \leq 4\pi$

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

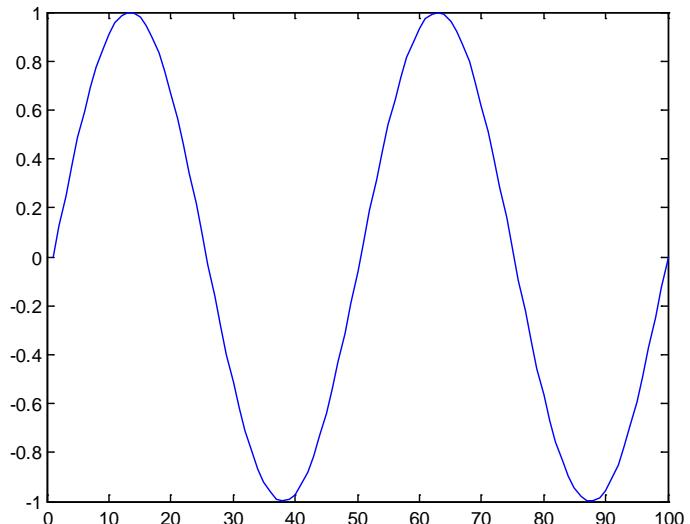
```
>> x = [0:0.1:4*pi];
```

2. Calculate  $\sin(\dots)$  of the x-array

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

3. Plot the y-array

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



# Matlab Task: Plot $e^{-x/3}\sin(x)$ between $0 \leq x \leq 4\pi$

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

```
>> x = [0:0.1:4*pi];
```

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

- Calculate  $\sin(\dots)$  of the x-array

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

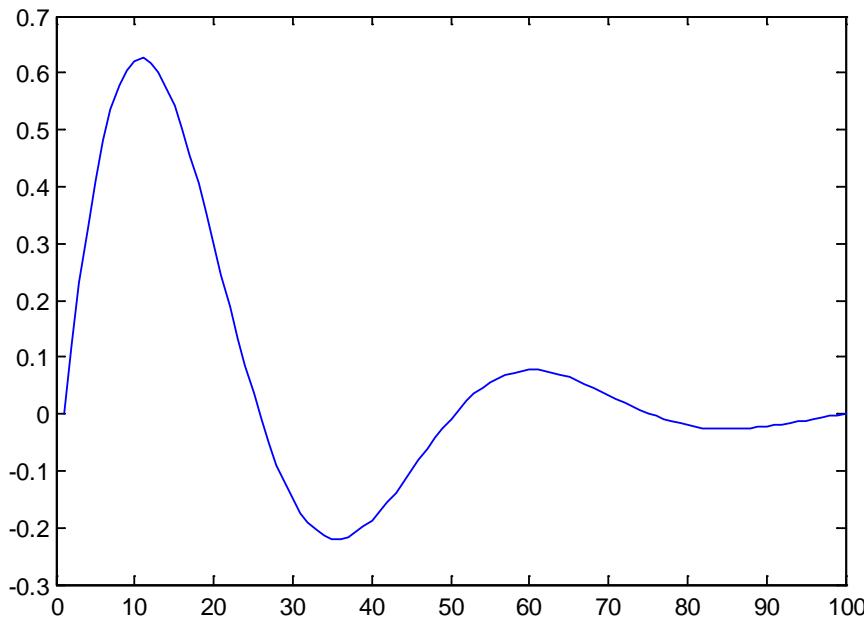
- Calculate  $e^{-x/3}$  of the x-array

```
>> y1 = exp(-x/3);
```

- Multiply the arrays y and y1 correctly ( $y.*y1$  NICHT  $y*y1$ )

```
>> y2 = y.*y1;
```

- Plot the y2-array

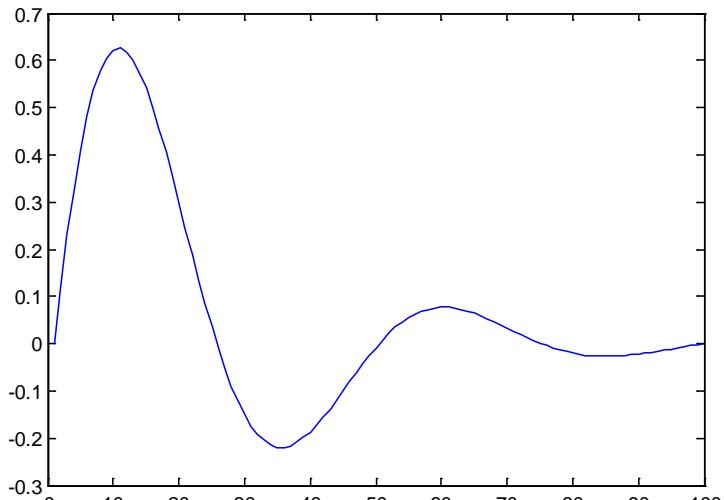


# Matlabs Display Facilities (2D)

- `plot(...)`

**Beispiele:**

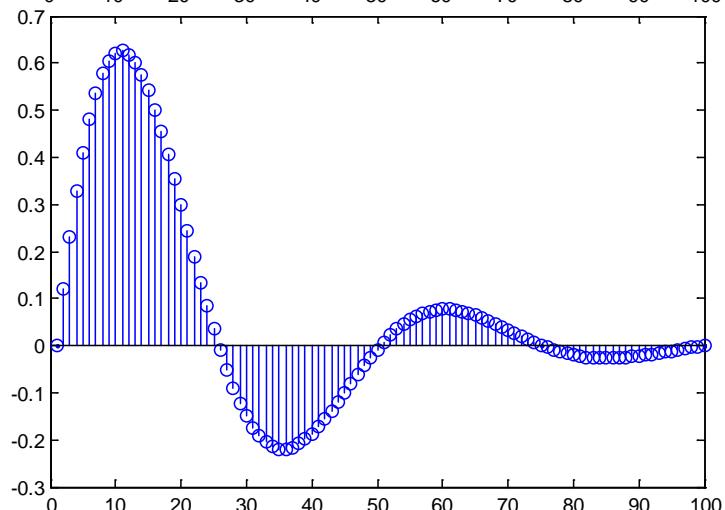
```
>> x=linspace(0,4*pi,100);  
>> y=sin(x);  
>> plot(y)  
>> plot(x,y)
```



- `stem(...)`

**Beispiel:**

```
>> stem(y)  
>> stem(x,y)
```



- `bar(...)`

**Beispiel:**

```
>> bar(y)  
>> bar(y(1:4:end))
```



# Matlabs Display Facilities (2D)

- `title(...)`

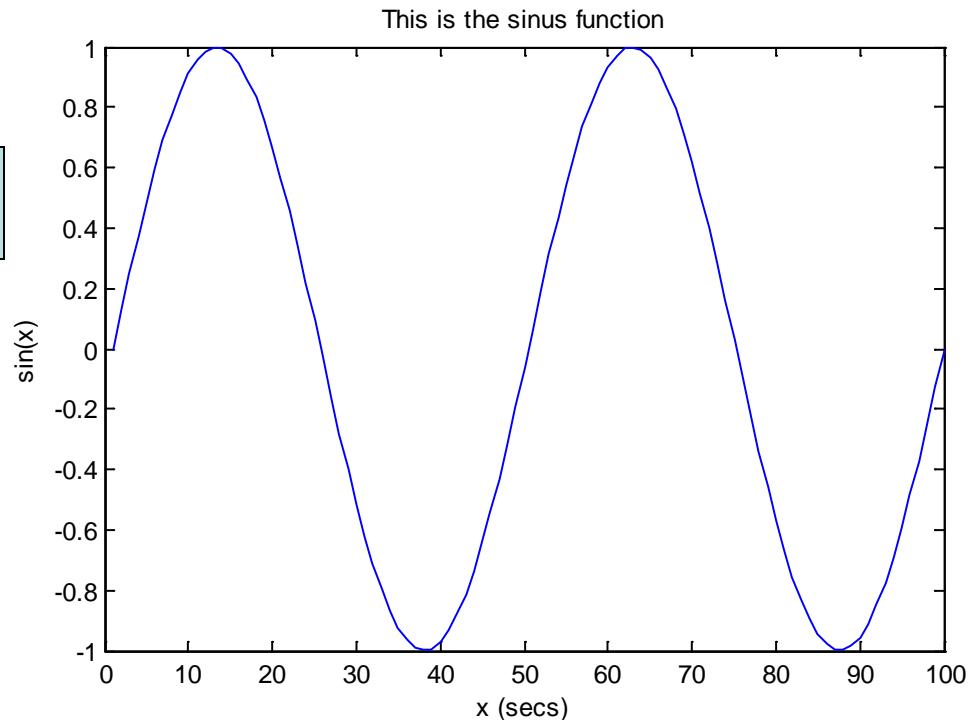
```
>> title('This is the sinus function')
```

- `xlabel(...)`

```
>>xlabel('x (secs)')
```

- `ylabel(...)`

```
>>ylabel('sin(x)')
```

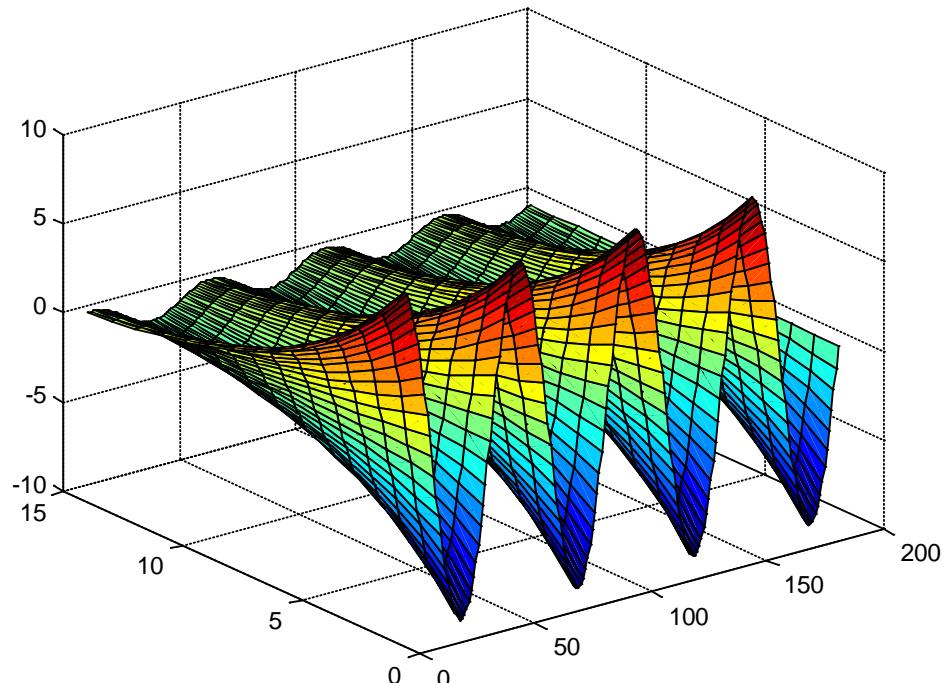


# Matlabs Display Facilities (3D)

Example on *mesh* and *surf* – 3 dimensional plot

Supposed we want to visualize a function  $Z = 10e^{-0.4a} \sin(4\pi t)$   
when  $t$  is varied from 0.1 to 2 and  $a$  from 0.1 to 7.

```
>> [t,a] = meshgrid(0.1:.01:2, 0.1:0.5:7);  
>> Z = 10.*exp(-a.*0.4).*sin(4*pi.*t);  
>> surf(Z);  
>> mesh(Z);
```



# Matlabs Display Facilities: image

- **Grafische Ausgabe von Daten**

- neues Ausgabefenster öffnen

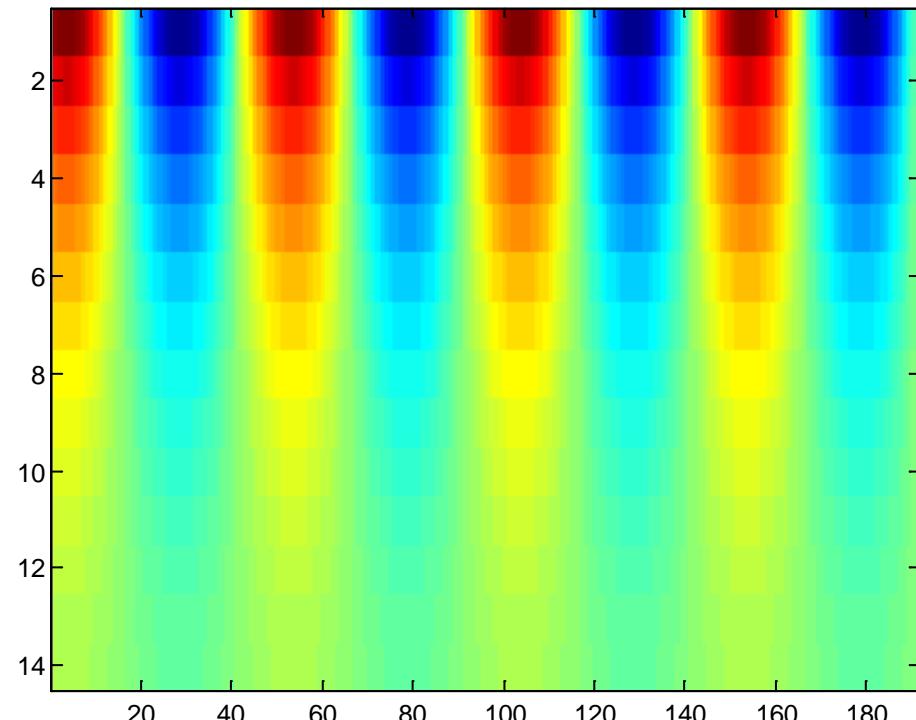
```
>> figure
```

- Daten in einem 2D Bild ausgeben

```
>> imagesc(z);
```

```
>> colorbar
```

sc = scaled image



# Matlabs Display Facilities: image

```
>> [x,y] = meshgrid(-10:.1:10,-10:.1:10);  
>> z = (x.^2+y.^2)/200;  
>> F = exp(-z).*cos(5*z).^2  
>> mesh(F)  
  
>> imagesc(F); axis('image')
```

