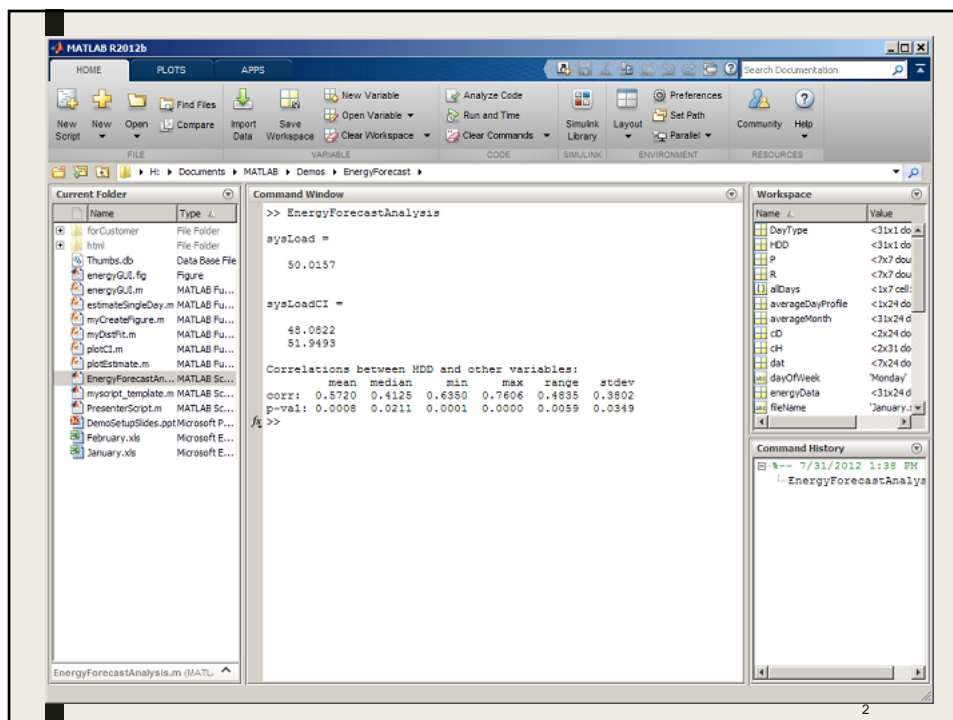


Introduction to Matlab

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Introduction to Matlab

- Simple introduction to some basic Matlab syntax.
- Declaration of a variable
- [] Matrices or vectors
- Some special (useful) syntax.
- Control statements
- Functions
- Input and output

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Declaration of a variable

- One of the first things you might want to do in a programming language is to declare a variable.
- In Matlab you can declare and assign a value as below:

a=1

b=2

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Simple operations

- We can add subtract, multiply and divide.

$a + b$

$a - b$

The answer is returned in the system generated variable "ans"

- *Alternatively we can assign the answer to our own new variable*

$c = a + b$

$d = \cos(a)$

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Creating Vectors

MATLAB is an array based language where variables can be vectors, matrices or N dimensional arrays. You use square brackets to construct array. To create a row vector you can type:

t=[1 2 3 4 5]

You can use the colon operator to simplify the creation of equally spaced arrays.

t = 1:5

You can recall previously entered commands by dragging them from the command history here or by pressing the up-arrow key.

t=0:.01:1 *%t goes from 0 in steps of .01 to 1*

Adding a semicolon avoids command output being echoed to the command window.

t=0:.01:1;

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- To see what variables you have created so far type,
whos

...or view a list in the **workspace browser**

To see the value of a variable just type its name such as,

b

- Vector Operations. You carry-out operations on vectors just like simple scalars. For example,

y = sin(2*pi*t)

This makes use of the constant pi, pre-defined in MATLAB.

- Basic plotting. You can plot y against t with the plot command:

plot(t,y)

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Creating Matrices.

- You enter matrices using the semicolon in the following way,

a = [1 2 3; 4 5 6; 7 8 10]

- You can find the dimensions of an array with the `|size|` function.

size(a)

data=rand(5,5) %Uniformly distributed random numbers

r = randi([0 10],2,5) %Random Integers

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■ Matrix Operations

You can perform matrix operations such as...

■ **b = a'** % *b = the transpose of a.*

■ **c = a*b** % *c = a times b, which performs matrix multiplication,...*

$$\begin{array}{c} 4 \times 2 \text{ matrix} \\ \begin{bmatrix} a_{11} & a_{12} \\ \cdot & \cdot \\ a_{31} & a_{32} \\ \cdot & \cdot \end{bmatrix} \end{array} \begin{array}{c} 2 \times 3 \text{ matrix} \\ \begin{bmatrix} \cdot & b_{12} & b_{13} \\ \cdot & b_{22} & b_{23} \end{bmatrix} \end{array} = \begin{array}{c} 4 \times 3 \text{ matrix} \\ \begin{bmatrix} \cdot & x_{12} & x_{13} \\ \cdot & \cdot & \cdot \\ \cdot & x_{32} & x_{33} \\ \cdot & \cdot & \cdot \end{bmatrix} \end{array}$$

The values at the intersections marked with circles are:

$$x_{12} = a_{11}b_{12} + a_{12}b_{22}$$

$$x_{13} = a_{11}b_{13} + a_{12}b_{23}$$

$$x_{32} = a_{31}b_{12} + a_{32}b_{22}$$

$$x_{33} = a_{31}b_{13} + a_{32}b_{23}$$

■ **c = a.*b** % *c = a dot times b, which performs element-wise multiplication, where the corresponding elements of each matrix are multiplied.*

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■ Indexing. You can select elements or sections of an array by indexing. For the variable **a**, here is the value at...

a(2,3) % ...the second row and third column

■ ...here is the section from,

data(1:3,2:end) % rows 1 to 3 and columns 2 to the end.

■ You can set values in this way too. For example, with **data**, you could

data(1:2, :) = 0 % set rows 1:2 and all the columns to zero.

■ The colon operator used on its own in indexing, specifies "all elements", in this case, all columns.

■ Note that array indices in MATLAB start at 1.

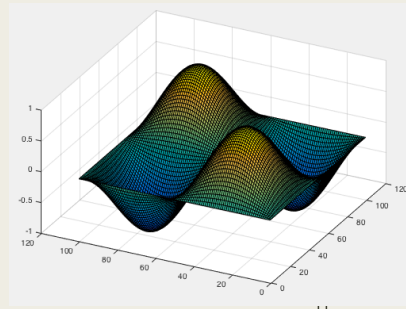
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Plotting Matrices

- And you can plot matrices as well. If you wanted to display the matrix $w=y'*y$;
- generated by multiplying the transpose of the sine wave vector y , with itself. you could enter...

`surf(w);`

which creates a surface plot.



Controls (if & for)

```
A=3
for J=1:8
    A=A+1
end
```

```
B=7
if B==7
    C=10
elseif B==5
    C=11
else
    C=100
end
```

for var=start value: end value

Statements

end %of for

for var=start value: step(optional) : end value

Statements

end %of for

Controls (while)

```
C=1  
while C~=4  
    C=C+1  
end
```

- *Use Matlab help (command line) to find switch, break and continue.*
- *Example “help switch”*

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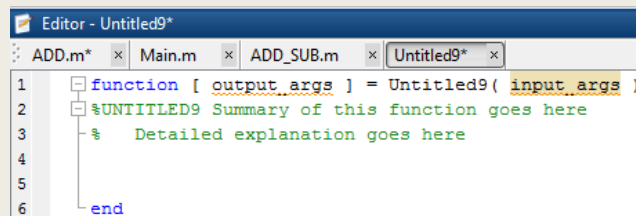
m-files

- Matlab scripts can be written and saved as an “m-file”.
- They have a “.m” extension.
- There are simply a series of program steps saved for later execution.
- To run the script type the name of the m-file.
- Make the above “for” loop into a script m-file.

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Functions

- M-file with the function keyword.
- First line:
`function [myout1, myout2, ..] = myfunction(a, b, ...)`
- Functions are **called using the name of m-file, not using the function name, but keep them the same.**
- Remember to save modifications.



The screenshot shows a MATLAB editor window titled 'Editor - Untitled9*'. The window contains a function definition for 'Untitled9'. The code is as follows:

```

1 function [ output_args ] = Untitled9( input_args )
2 %UNTITLED9 Summary of this function goes here
3 % Detailed explanation goes here
4
5
6 end

```

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Functions & variables

- Unlike scripts, function variables have local scope.
- Clear the work space variables ("clear") (and observe workspace window)
- So if we repeat the "for" loop example as a function the Matlab workspace will not know anything about any variables A & B.
- But we can retrieve the answer by assignment
 - `D=myfor()` (if we saved that function as "myfor.m")

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Functions with global variables

- Global keyword allows global access to the variables.
- Declare variable global:
 - *global x (after top line in function)*
- Check the scope of x in the workspace and in other functions.
- Need to declare x as global everywhere we need to access it as global.

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Function & Script examples

Function "ADD"

```

1 function [C] = ADD( A,B )
2 %UNTITLED Summary of this function goes here
3 % Detailed explanation goes here
4 global N
5 C= A+B;
6
7 N=N+1;
8 end
  
```

Function "ADD_SUB"

```

1 function [ A, S ] = ADD_SUB( AA, BB )
2 %UNTITLED7 Summary of this function goes here
3 % Detailed explanation goes here
4 global N;
5 A= AA+BB;
6 S= AA-BB;
7 N=N+1;
8 end
  
```

Script "Main"

```

1 clear all
2 clc
3 A=15; B=30;
4 global N
5 N=10;
6 [C,D]= ADD_SUB(A,B);
7 N=N+1;
8 CC= ADD (A,B);
9 N=N+1;
10
  
```

Name	Value	Min
A	15	15
B	30	30
C	45	45
CC	45	45
D	-15	-15
N	14	14

Command Window

```

New to MATLAB? Watch this Video, see Examples, or read Getting Started.
>> Main
f1 >>
  
```

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Input/Output

- `a = input( 'give me some input: ')`
- `a = input( 'give me some input', 's')` % string input
- `a = input( 'give me some input \n')` % what '\n' do?
- `disp('Hello world')`
 - *Hello world*
- `str= 'Hello there...'`
- `disp(str)`
 - *Hello there...*

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Exercise (do it yourself)

- Write a function to input a name and output it after asking for a response.
- The function should only display the prompts and typed input.
- You will have to use some control structure (use 'y' and 'n').

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Cell arrays

- Use with care.
- Each element can contain different types.
- `a = { 56, 'fifty-seven', 8}`
- Compare with:
 - `a = [56, 'fifty-seven', 8]`

hint: char()

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Cell array example

```
C1 = {'one', 'two', 'three'; 4, 5, 6; 7, 8, 'nine'}
```

```
C2= C1(2:3,2:3)
```

```
C3=C1;
C3(2,1:2) = {'four','five'}
```

```
C1 =
    'one'    'two'    'three'
    [ 4]    [ 5]    [ 6]
    [ 7]    [ 8]    'nine'

C2 =
    [5]    [ 6]
    [8]    'nine'

C3 =
    'one'    'two'    'three'
    'four'   'five'    [ 6]
    [ 7]    [ 8]    'nine'
```

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Class

- `Class(a)` returned variables class or type.
- Generally variables are of type double, but can be cast.
`a = 5`
`class(a)` is double precision
`b = uint8(a)`
`class(b)` is 8 bit unsigned integer
- Some operations +- etc not applicable to certain types.

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Variable numbers of inputs to functions

- Suppose we don't know how many inputs will be given to a function.
- Example:
 - *Optional arguments.*
 - *A list of undetermined length.*
- Use `varargin` after any compulsory arguments.

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Variable numbers of inputs to functions

- `a = myfunction(a, b, varargin)`
- After `a` and `b` have been input (compulsory in this case) any extra inputs are put into the cell array `varargin` and can be used in your function.
- See “help varargin”

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Variable numbers of inputs to functions

```
function varlist2(X,Y,varargin)
    fprintf('Total number of inputs = %d\n',nargin);

    nVarargs = length(varargin);
    fprintf('Inputs in varargin(%d):\n',nVarargs)
    for k = 1:nVarargs
        fprintf('    %d\n', varargin{k})
    end
```

Call `varlist2` with more than two inputs.

```
varlist2(10,20,30,40,50)
```

```
Total number of inputs = 5
Inputs in varargin(3):
    30
    40
    50
```

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Variable numbers of outputs from functions.

- Suppose we don't know how many outputs will be taken from a function.
- Example:
 - *General functions*
 - *Extracting the first answers from a list.*
- Use varargout after any necessary output variables.

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Variable numbers of outputs from functions

- `function [s,varargout] = myfunction(x)`
- You can fill the cell array `varargout` with as many different variables as you like.
- When you call the function you then don't have to take all of the variables.
- `[a, b, c] = myfunction(x)` takes `s` and the first two variables in `varargout`.

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Exercises (do it yourself)

- Write a Matlab function to take three numbers in and return 2.
- Test it with the wrong numbers of inputs and outputs.
- Write a Matlab function to take a least 2 inputs and return 2. (use varargin/out)
- Test it with different numbers of inputs and outputs.

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Matlab (2015a) for images

- `imfinfo(filename)`
returns a structure whose fields contain information about an image in a graphics file, filename.
- `A = imread(filename)`
- `A = imread(filename,fmt)`
additionally specifies the format of the file.
- `imwrite(A, filename, fmt);`
- `image(A)` or `imagesc(A)`

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Matlab (2015a) for sound

- `audioinfo(filename)`
returns information about the contents of the audio file specified by filename.
- `[y,Fs] = audioread(filename)`
reads data from the file named filename, and returns sampled data, y, and a sample rate for that data, Fs. `[y,Fs] = audioread(filename, samples)`
reads the selected range of audio samples in the file, where samples is a vector of the form [start,finish].
- `audiowrite(filename, y, Fs)`
writes a matrix of audio data, y, with sample rate Fs to a file called filename.
- `sound(y,Fs)`
sends audio signal y to the speaker at sample rate Fs.
- **We'll use *wavread*, *wavwrite* for wav format media.**

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Matlab (2015a) for video

- `vr = VideoReader(filename)`
creates object v to read video data from the file named filename.
- `f = readFrame(vr)`
- `vw = VideoWriter(filename, profile)`
creates a VideoWriter object and applies a set of properties tailored to a specific file format (such as 'MPEG-4' or 'Uncompressed AVI').
- `open(vw); writeVideo(vw,f); close(vw);`
Write the image in f to the video file.

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