Matlab Tutorial

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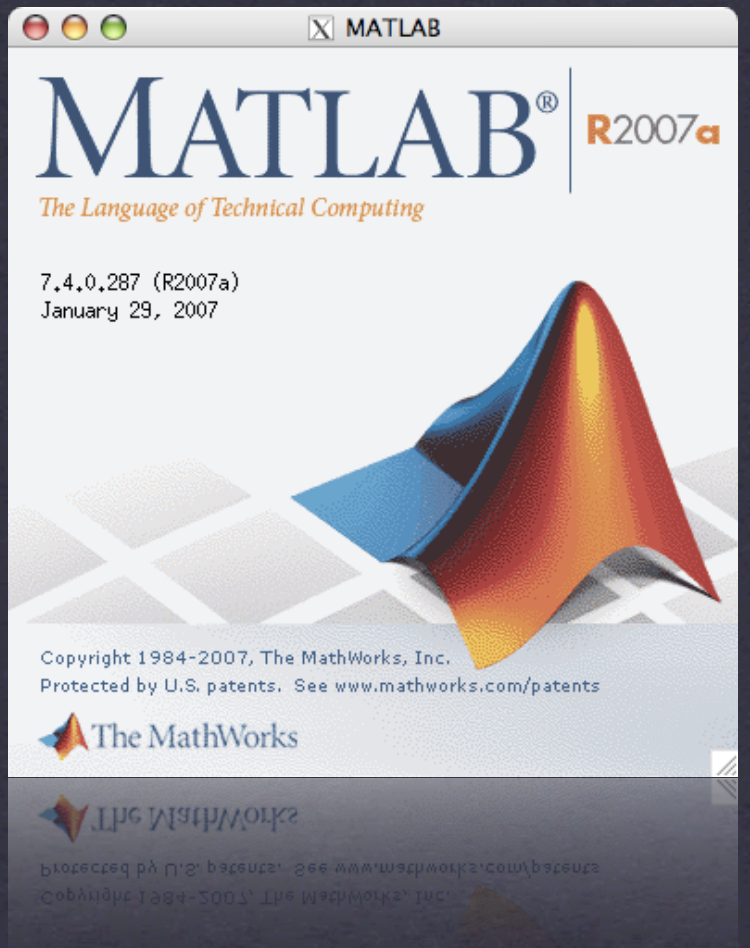


What Is Matlab?

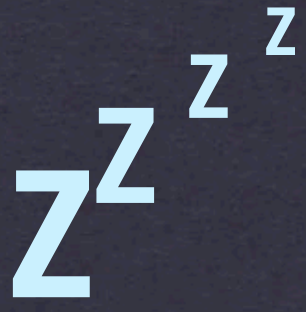
- MATrix LABoratory
  - Interactive Environment
  - Programming Language
- Invented in Late 1970s
  - Cleve Moler chairman CSD Univ New Mexico
  - Fortran alternative to LINPACK
- Dynamically Typed, Garbage Collection

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

Basics

```
% This is a comment
  >>  ((1+2)*3 - 2^2 - 1)/2
    ans:  2
% Use ; to suppress output (scripts and functions)
  >>  ((1+2)*3 - 2^2 - 1)/2;
      * No output
% You need to use the ... operator to wrap lines
  >>  1 + 2 + 3 + 4 + 5 ...
       + 6 + 7 + 8 + 9
    ans:  45
```

Logic and Assignment

```
% Assignment with equality
  >>  a = 5;
       * No Output
% Logical test like >, <, >=, <=, ~=
  >>  a == 6
    ans:  0  % 0 is false in Matlab (recall C)
  >>  a ~= 6
    ans:  1  % 1 is true in Matlab
       * not( a == 6 ) also works
```

Logical Operators

```
% Short Circuited Logic
   >>  true || (slow_function)
     ans:  1  % Evaluates Quickly
   >>  true | (slow_function)
     ans:  1  % Evaluate slowly
% Matrix logic
   >>  matrix1 || matrix2
     ans:  Error
   >>  matrix1 | matrix2
        * Pair wise logic
```

Making Arrays

```
% A simple array
   >>  [1 2 3 4 5]
     ans:  1  2  3  4  5
   >>  [1,2,3,4,5]
     ans:  1  2  3  4  5
   >>  1:5
     ans:  1  2  3  4  5
   >>  1:2:5
     ans:  1  3  5
   >>  5:-2:1
     ans:  5  3  1
```

Making Matrices

```
% 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]]
      ans:  1     2     3
            4     5     6
            7     8     9
```

More Making Matrices

```
% Creating all ones, zeros, or identity matrices
   >>  zeros( rows, cols )
   >>  ones( rows, cols )
   >>  eye( rows )
% Creating Random matrices
   >>  rand( rows, cols ) % Unif[0,1]
   >>  randn( rows, cols) % N(0, 1)
% Make 3x5 with N(1, 4) entries
   >>  1 + 2 * randn(3,5)
% Get the size
   >>  [rows, cols] = size( matrix );
```

Accessing Elements 1

```
% Make a matrix
   >>  A = [1 2 3; 4 5 6; 7 8 9]
      ans:  1   2   3
            4   5   6
            7   8   9
% Access Individual Elements
   >>  A(2,3)
      ans:  6
% Access 2nd column ( : means all elements)
   >>  A(:,2)
      ans:  2
            5
            8
```

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

Accessing Elements 2

```
% Make a matrix
   >>  A = [1 2 3; 4 5 6; 7 8 9]
     ans:  1   2   3
           4   5   6
           7   8   9
% Access Individual Elements
   >>  A([1, 3, 5])
     ans:  1   7   5
   >>  A( [1,3], 2:end )
     ans:  2   3
           8   9
```

Accessing Elements 3

```
% Make a matrix
   >>  A = [1 2 3; 4 5 6; 7 8 9]
      ans:  1   2   3
            4   5   6
            7   8   9
% Access Individual Elements
   >>  A(1, logical([1,0,1]))
      ans:  1   3
   >>  A( mod(A, 2) == 0)'
      ans:  4   2   8   6
   >>  A(:)'
      ans:  1   4   7   2   5   8   3
            6   9
   >>  A( mod(A, 2) == 0) = -1
      ans:  1  -1   3
           -1   5  -1
            7  -1   9
```

Matrix Math

```
% Make a matrix
   >>  A = [1 2 3; 4 5 6; 7 8 9]
      ans:  1   2   3
            4   5   6
            7   8   9
   >>  A + 2 * (A / 4)
      ans:  1.5000    3.0000    4.5000
            6.0000    7.5000    9.0000
           10.5000   12.0000   13.5000
   >>  A ./ A
      ans:  1    1    1
            1    1    1
            1    1    1
```

Matrix Math 2

```
% Make a matrix
   >>  A = [1 2 3; 4 5 6; 7 8 9]
      ans:  1   2   3
            4   5   6
            7   8   9
% Transpose
   >>  A'
      ans:  1   4   7
            2   5   8
            3   6   9
```

Matrix Math 3

```
% Matrix Multiplication
   >>  A*A % Equivalent to A^2
      ans:  30    36    42
            66    81    96
           102   126   150
% Element by Element Multiplcation
   >>  A .* A % equivalent to A.^2
      ans:  1     4     9
           16    25    36
           49    64    81
```

Matrix Inversion

```
% Matrix Multiplication
   >>  inv(A) % A^(-1)
      ans:  1.0e+16 *
          0.3153   -0.6305    0.3153
         -0.6305    1.2610   -0.6305
          0.3153   -0.6305    0.3153
% Solving Systems
   >>  (A + eye(3)) \ [1;2;3] % inv(A + eye(3)) * [1; 2; 3]
      ans:   -1.0000
             -0.0000
              1.0000
```

Anonymous Functions (Closure)

```
% Define some variables and store a function in f
   >>  c = 4;
   >>  f = @(x) x + c;
   >>  f(3)
      ans:  7
   >>  c = 5;
   >>  f(3)
      ans:  7
% This can be useful when you want to pass a function to a
  gradient library with the data already set.
```

Cells

```
% Like arrays but can have different types
   >>  x = {‘hello’, 2, 3};
   >>  x{1}
      ans:  ‘hello’
   >>  x{2}
      ans:  2
   >>  x{5} = @(x) x+1
      ans:  'hello'    [2]    [3]     []    @(x)x+1
   >>  x{5}(2)
      ans:  3
```

Structures

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

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

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

for statements

```
% If Statements
   >>  count = 0;
   >>  for i = 1:length(data)
           count = count + …
                (data(i,1) == 4 && data(i,3) == 2);
       end
% Avoid using for loops
   >>  count = sum( data(:,1) == 4 & data(:,3) == 2 )
% How would you compute the outer product of a row vector?
   >>  repmat(x, length(x), 1) .* repmat(x', 1,length(x))
```

- Outer Product of row vector x

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

Files: Scripts and 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
% return;
end
```

Functions must have same name as file.

Pass by Value

my_script.m

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

```
>>  x=2;  my_script;
>>  x
   ans:  5
>>  y
   ans:  4
```

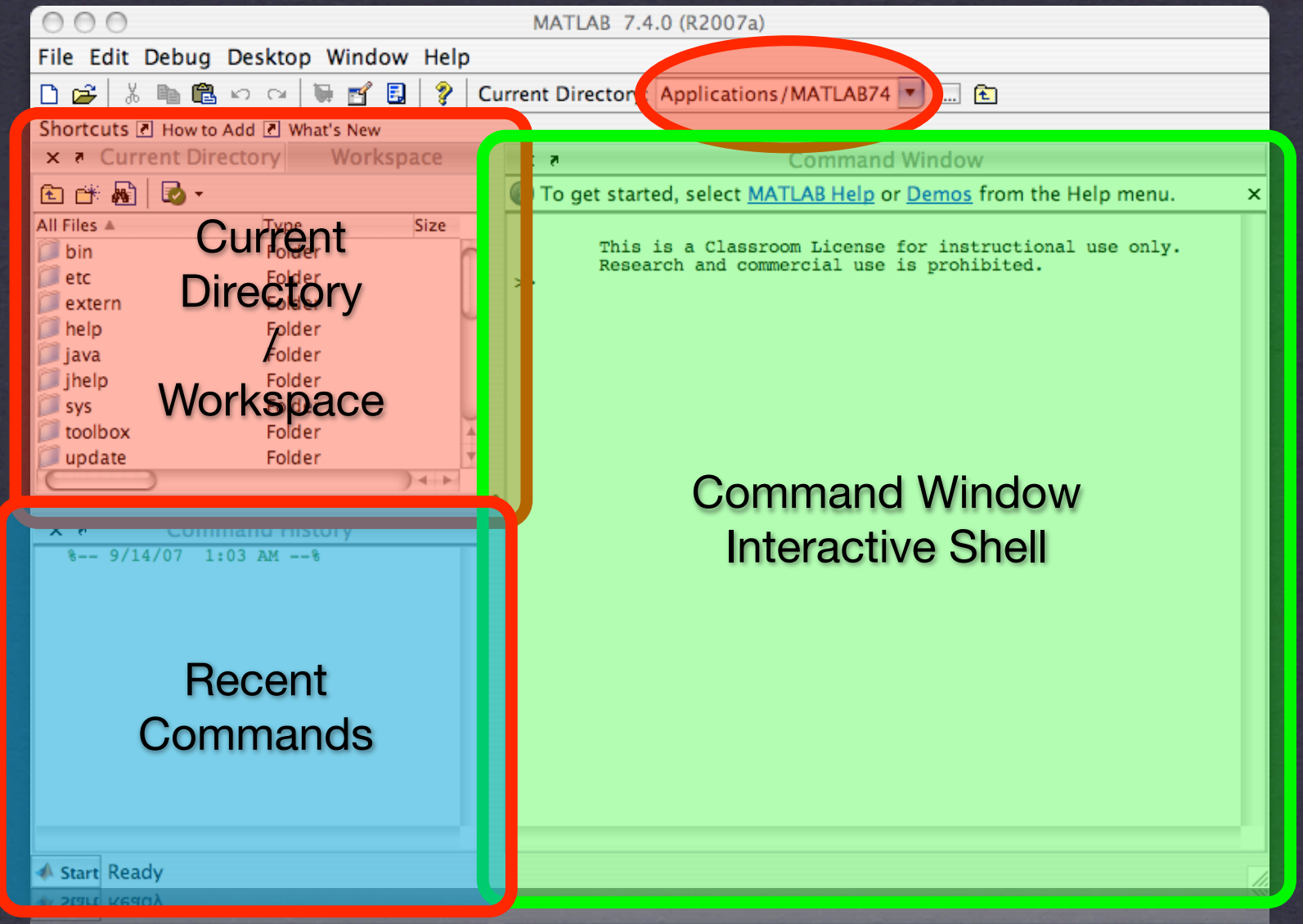
my_fun.m

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

```
>>  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, logical, repmat, num2str, disp, ...



THE INTERFACE

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

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

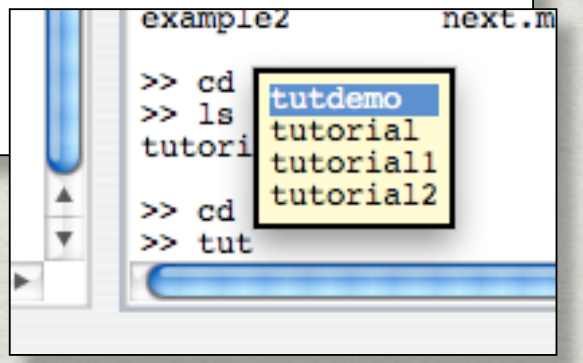
pwd : View Current directory

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

cd : Change Directory

```
>> cd ..

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



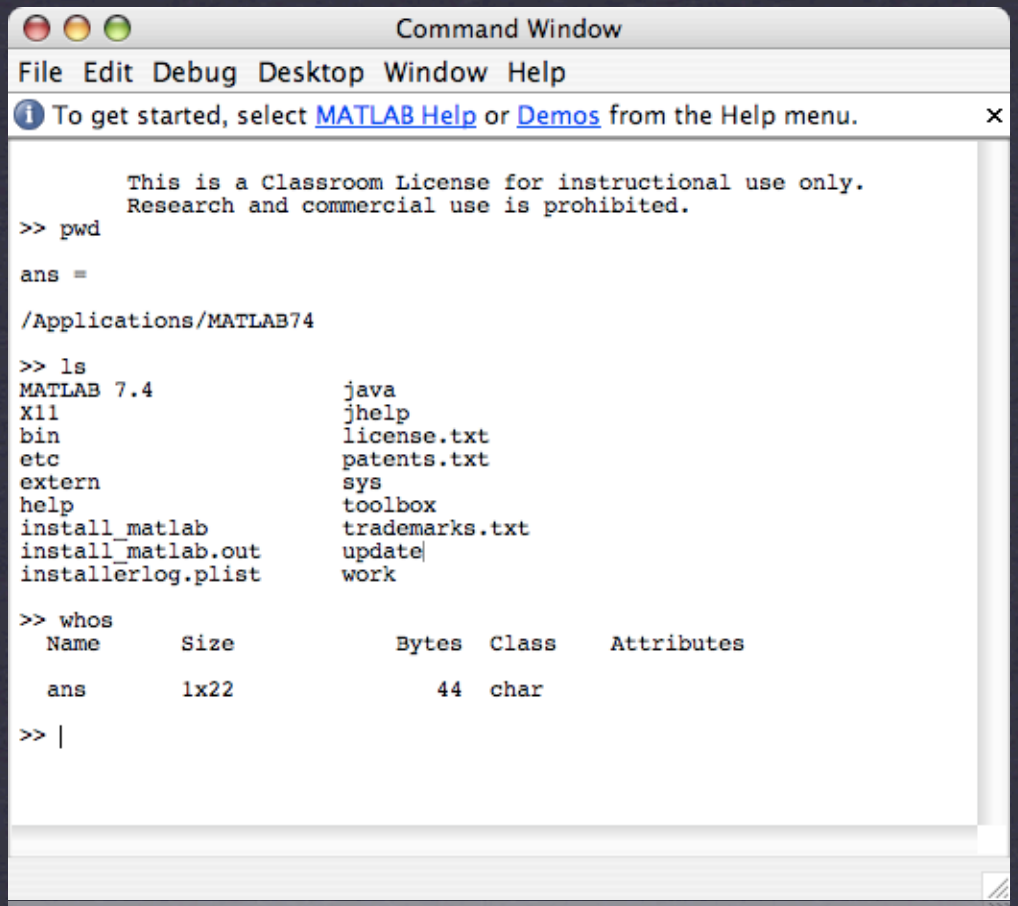
Other Commands

```
% Get help on a function
   >>  help <function name>
% List names of variables in the environment
   >>  whos
% Clear the environment
   >>  clear
% Edit functions and scripts
   >>  edit <filename>
% Open anything with the default “tool”
   >>  open <filename>
```

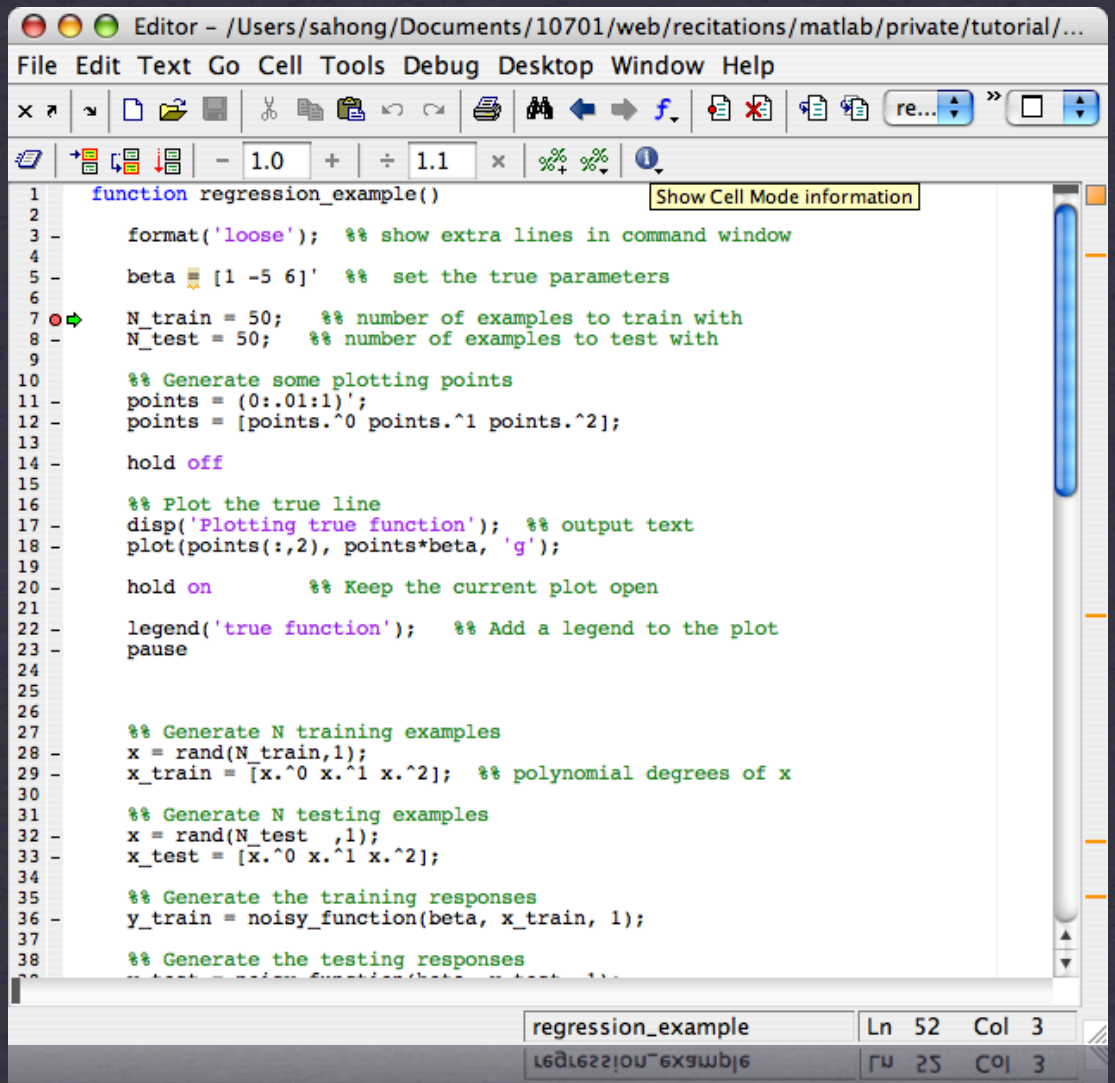
Folders

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

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



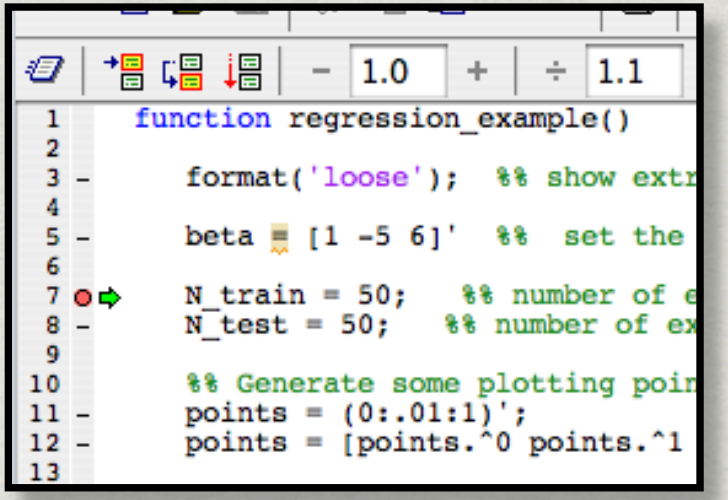
GO PLAY WITH THE COMMAND WINDOW

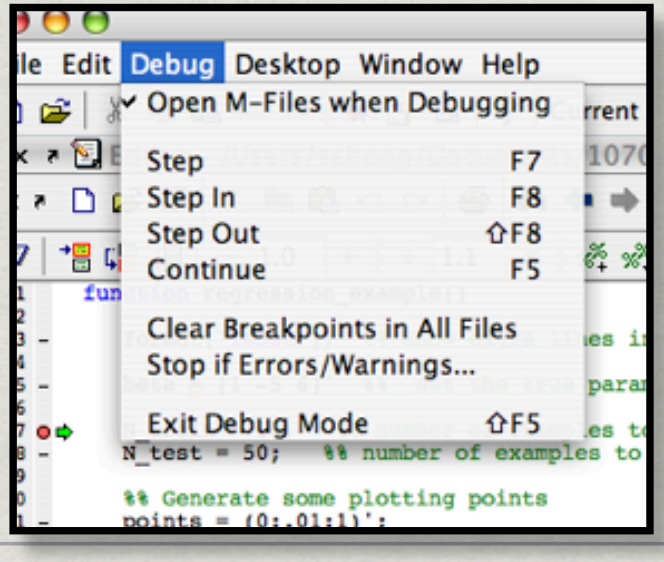

Editor - /Users/sahong/Documents/10701/web/recitations/matlab/private/tutorial/...
File Edit Text Go Cell Tools Debug Desktop Window Help
Show Cell Mode information
function regression_example()
format('loose'); %% show extra lines in command window
beta = [1 -5 6]' %% set the true parameters
N_train = 50; %% number of examples to train with
N_test = 50; %% number of examples to test with
%% Generate some plotting points
points = (0:.01:1)';
points = [points.^0 points.^1 points.^2];
hold off
%% Plot the true line
disp('Plotting true function'); %% output text
plot(points(:,2), points*beta, 'g');
hold on %% Keep the current plot open
legend('true function'); %% Add a legend to the plot
pause
%% Generate N training examples
x = rand(N_train,1);
x_train = [x.^0 x.^1 x.^2]; %% polynomial degrees of x
%% Generate N testing examples
x = rand(N_test ,1);
x_test = [x.^0 x.^1 x.^2];
%% Generate the training responses
y_train = noisy_function(beta, x_train, 1);
%% Generate the testing responses
regression_example
Ln 52 Col 3

EDITOR

Debugging

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






```
K>>
K>> beta

beta =

     1
    -5
     6
```

Walk Through Interface