CNBC Matlab Mini-Course

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Day 2: More Stuff
Scientific Functions

Trig: sin, cos, tan, asin, acos, atan
     sinh, cosh, tanh, asinh, acosh, ...

Rounding: floor, ceil, round, fix

Modular: rem, mod

Exponential: exp, log, log2, log10, sqrt

Primes: factor, primes

Polynomials: roots, polyfit, polyval
Matrix Functions

Determinant: det

Inverse: inv, pinv

Eigenvalues: eig, svd

Fourrier: fft

And many, many more...
Inf and NaN

3/0 returns Inf

0/0 returns NaN

3+Inf

Inf/Inf

-Inf, -NaN
Complex Numbers

$\sqrt{-16}$

$3.5i$

$2 - 3.5i$

$(2+3i) \times (4+5i)$
Predicates

`isreal(3)`
`isprime(1 : 13)`
`isnumeric([2 3 5])`
`isempty([ ])`
`isinf(Inf)`
`isnan(NaN)`
`islogical(1 == 1)`
`ischar('a')`
`isequal('foo', 'aardvark')`

What percentage of the first 1000 integers is prime?
```
mean(isprime(1:1000))
```
Return Values

Functions can return multiple values:

$$A = \text{rand}(5, 3)$$

$$s = \text{size}(A)$$

$$[\text{rows}, \text{cols}] = \text{size}(A)$$
Optional Return Values

Functions can choose whether to return values, depending on if the user is asking for values.

\[
\text{plot}([1 \ 2 \ 3], [3 \ 1 \ 2])
\]

no return value

\[
h = \text{plot}([1 \ 2 \ 3], [3 \ 1 \ 2])
\]

single return value

\[
\text{set}(h, 'LineStyle', '--')
\]

\[
\text{set}(h, 'LineWidth', 8)
\]
Variable Number of Arguments

Some functions accept a variable number of arguments:

peaks

peaks(10)
Variable In and Out

```
hist(randn(2000,1))

hist(randn(2000,1), 50)

counts = hist(randn(2000,1), 5)

[counts, centers] = hist(randn(2000,1), 5)
```
nargin and nargout

Inside a function, **nargin** is the number of input arguments supplied with the call.

**nargout** is the number of output arguments requested with the call.
function [x,y,z] = nargtest(p,q,r,s,t)
    if nargin >= 1
        x = 50;
        if nargin >= 2
            y = 'foo';
            if nargin >= 3
                z = 3:7;
            end
        end
    end
end

whos % show the local workspace
Name Spaces

- **Base workspace:** variables created outside of any function exist in the base workspace.

- **Local workspaces:** each function executes in a separate local workspace holding the arguments, return variables, and any local variables created by the function.

Functions cannot access variables of the base workspace.
Name Spaces (cont.)

- **Global workspace:** variables declared global by a function are accessed in the global workspace.

  It's a good idea to also declare the variable global in the base workspace.
Global Variables

global pts
pts = 0 : pi/20 : 2*pi ;

function h = circ(x,y)
    % draws a circle centered on (x,y)
    global pts
    hh = plot(x+cos(pts), y+sin(pts));
    if nargout > 0
        h = hh;  % return h only if requested
    end
end
Scripts Called By Functions

- Scripts do not have their own workspaces.

- A script called from the keyboard executes in the base workspace.

- A script called form within a function executes in the function's local workspace.
Resetting Variables

clear x removes variable x and undoes any global declaration

You can also click on a variable in the workspace pane and hit the Delete key, or right-click on the variable and choose from the menu.

clear all clears everything

clear global clears global declarations

whos global shows all global variables
Handle Graphics

Root = 0

Figure = 1, 2, ...

Axes

Line  Text  Image  Surface
Taking Apart A Figure

clf, plot(rand(5, 3))

ax = get(gcf, 'Children')
get(ax)

lines = get(gca, 'Children')
get(lines(1))
Multiple Axes: Subplot

clf

subplot(2,2,1), plot(rand(5, 5))
subplot(2,2,2), bar3(rand(5, 3))
subplot(2,2,3), a=rand(15, 1); pie(a, a > 0.7)
subplot(2,2,4), polar(cos(0:150))

set(gca, 'Position', [0.32 0.1 0.4 0.4])
Exploring Graphics Objects

`set(gca,'Units')`

`set(gca)`

`propedit(gca) click on “More Properties”`

Matlab online documentation:
Help pulldown menu or '?' icon:
> Documentation
  > MATLAB
    > Graphics
      > Graphics Objects
3D Graphics

peaks

rotate3d on

or click on the rotation arrow in the toolbar

set(gca, 'CameraViewAngleMode', 'manual')

or right-click in the figure,
select Rotate Options, then
select Fixed Aspect Ratio Axes
Plotting Surfaces

[x, y, z] = peaks;

surf(x, y, z, z)

surf(x, y, z, x)

surf(x, y, z, rand(length(x))))
Plotting in 3D

Don't type all this in! Download this file:
  www.cs.cmu.edu/~dst/Tutorials/Matlab/helix.m
or cd /afs/andrew/usr/dst/matlab

function helix
  pts = 0 : pi/20 : 4*pi;
  x1 = cos(pts);  y1 = sin(pts);
  x2 = cos(pts+pi);  y2 = sin(pts+pi);
  z = pts/(2*pi);

  clf, whitebg(gcf, [0 0 0]), hold on
  plot3(x1, y1, z, 'y')
  plot3(x2, y2, z, 'w')
  axis([ -3 3  -3 3  0 2])
  view(95, 9)
end
colors = 'rgbm';

for i = 4 : 4 : length(pts)-4
    plot3([x1(i) x2(i)], [y1(i) y2(i)], z([i i]), ...
             colors(ceil(rand(1)*length(colors))), 'LineWidth', 3)
end

axis off
set(gcf, 'Color', 'k')
set(gca, 'CameraViewAngleMode', 'manual')

az = -180 ;

while true
    view(az, 9), pause(0.05)
    az = az + 5 ;
end
clf reset, peaks, colorbar
m = colormap;
whos m
colormap(spring)
brighten(0.5)
colormap(jet)
colormap(bone)
colormap(hot)
2D Data

\[ [x, y] = \text{meshgrid}(-2 : 0.05 : 2) ; \]
\[ z = \sin(x) \times \cos(y); \]
\[ \text{contour}(z, 20) \]
\[ \text{imagesc}(z) \]
\[ \text{colormap(hot)} \]
\[ \text{imagesc}(x(:), y(:), z) \]
\[ \text{surf}(z), \text{colormap(jet)} \]
\[ \text{surfc}(z) \]
Surface Objects

sphere

[x,y,z] = sphere(20);
x(1 : 5 : 21*21) = NaN;
surf(x, y, z)
alpha(0.7)

Use the rotate tool to rotate the sphere; set Fixed Aspect Ratio Axes first.

surf(x, y, z, rand(size(x)))
shading interp, grid off, axis off
set(gcf, 'Color', 'w')
Data From Files

Create a file temps.txt:
  Use the “New Script” button.

Enter this data:

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>38</td>
<td>50</td>
</tr>
<tr>
<td>42</td>
<td>53</td>
</tr>
<tr>
<td>33</td>
<td>57</td>
</tr>
<tr>
<td>45</td>
<td>56</td>
</tr>
<tr>
<td>44</td>
<td>46</td>
</tr>
<tr>
<td>41</td>
<td>40</td>
</tr>
</tbody>
</table>

Save the file as temps.txt

load temps.txt

plot(temps)
Importing Data From Files

- You can import data from Excel (and many other file formats) using the Import Data button.

  Select the file you want to import; the wizard will guide you through the rest.

- There are also built-in functions specifically for dealing with Excel files:
  
  ```
  doc xlsread
  doc xlswrite
  ```
Curve Fitting for Extrapolation

\[
x = \text{randn}(1, 2000);
y = \sin(x) + 0.2 \times \text{randn}(1, 2000); \\
\text{clf, hold on, plot}(x, y, '.')
\]
\[
c = \text{polyfit}(x, y, 3)
\]
Example polynomial representation:
\[
c = [5 \ -1 \ 4 \ 3]
\]
\[
5x^3 - x^2 + 4x + 3
\]
\[
pts = \text{min}(x) : \text{range}(x)/100 : \text{max}(x);
\]
\[
\text{plot}(pts, \text{polyval}(c, pts), 'r', 'LineWidth', 3)
\]
Saving Variables

clear all
a = 'aardvark'
[x, y, z] = sphere(5);
save stuff.mat

clear all
whos -file stuff.mat
load stuff.mat

save junk.dat x y -ascii
type junk.dat
General Operating System Stuff

pwd
cd
dir
ls *.m
delete stuff.mat
!ps -a
Debugging

Poor man's debugger:
Remove semicolons from assignments.
Add 'quoted strings' in appropriate places.
Add a call to **keyboard**. (Use **return** to return from keyboard input mode.)

```matlab
function y = buggy(vec)
    p = vec > 5
    'got this far'
    keyboard
    z = p * vec
    y = sin(z) ;
end
```

Try: `buggy([4 6])`
Type 'return' to exit keyboard mode and continue.
The Matlab Debugger

dbtype helix
dbstop helix 5
helix
dbstep
dbstep 7
whos

*Look at the Stack pulldown menu in the toolbar.*
dbstep 30
dbquit
dbclear helix
doc debug
formatted output

```
for i = 1 : 10
    fprintf('The square root of %2d is %f \n', ...
            i, sqrt(i))
end

doc fprintf

title(sprintf('f(x) over range %g to %g', ...
            -3.5, 5.125))
```