

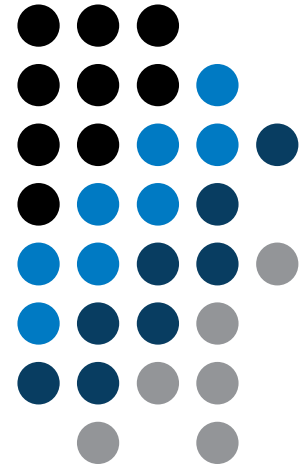
A0B17MTB – Matlab

Part #8



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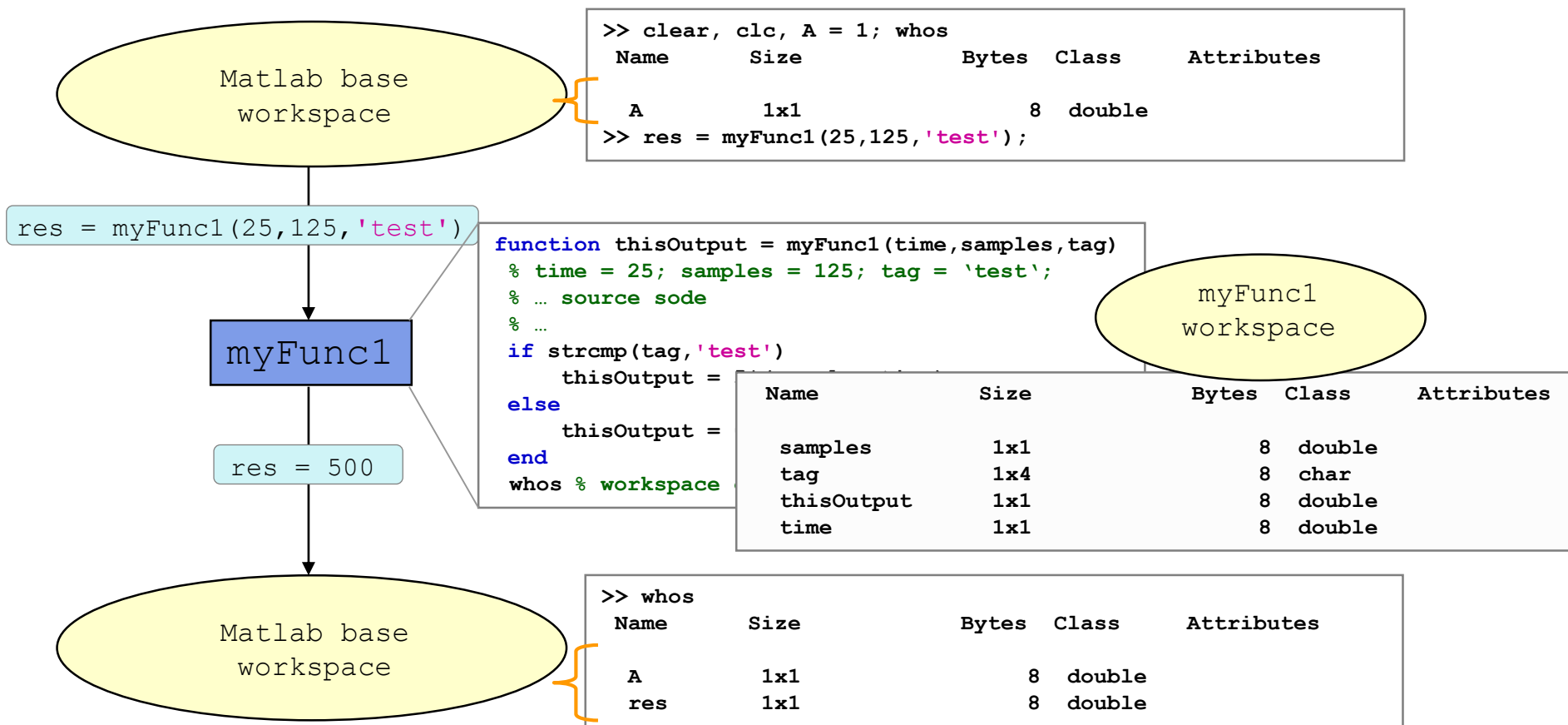


Learning how to ...

Functions #2

Workspace of a function

- each function has its own workspace



Data space of a function #1

- on a function being called, input variables are not copied into workspace of the function, just their values are made accessible for the function
 - if an input variable is modified by the function, however, it is copied to the function's work space
 - with respect to memory saving and calculation speed-up it is advantageous to take corresponding elements out of a large array first and modify them rather than to modify the array directly and therefore evoke its copying in the function's workspace
- if the same variable is used as an input and output parameter it is immediately copied to the function's workspace
 - (provided that the input is modified in the script, otherwise the input and output variable is a reference to the same data)

Data space of a function #2

- all principles of programming covered at earlier stages of the course (operator overloading, data type conversion, memory allocation, indexing, etc.) apply to Matlab functions
 - in the case of overloading a built-in function, `builtin` is still applicable
- in the case of recursive function calling, own work space is created for each calling
 - pay attention to excessive increase of work spaces (monitored by Matlab, <500)
- sharing of variables by multiple work spaces
 - global variables
 - by careful with how you use them (utilization of global variables is not recommended in general) and they are usually avoidable

Function execution

- when is function terminated?
 - Matlab interpreter reaches last line
 - interpreter comes across the keyword `return`
 - interpreter encounters an error (can be evoked by `error` as well)
 - on pressing CTRL+C

```
function res = myFcn2(matrixIn)

if isempty(matrixIn)
    error('matrixInCannotBeEmpty');
end
normMat = matrixIn - max(max(matrixIn));

if matrixIn == 5
    res = 20;
    return;
end
end
```

Number of input and output variables

- number of input and output variables is specified by functions `nargin` and `nargout`
- these functions enable to design the function header in a way to enable variable number of input/output parameters

```
function [out1, out2] = myFcn3(in1, in2)
nArgsIn = nargin;
if nArgsIn == 1
    % do something
elseif nArgsIn == 2
    % do something
else
    error('Bad inputs!');
end
% computation of out1
if nargout == 2
    % computation of out2
end
end
```

Number of input and output variables

500 s ↑

- modify the function `fibonacci.m` to enable variable input/output parameters :
 - it is possible to call the function without input parameters
 - the series is generated in the way that the last element is less than 1000
 - it is possible to call the function with one input parameter `in1`
 - the series is generated in the way that the last element is less than `in1`
 - it is possible to call the function with two input parameters `in1, in2`
 - the series is generated in the way that the last element is less than `in1` and at the same time the first 2 elements of the series are given by vector `in2`
 - it is possible to call the function without output parameters or with one output parameter
 - the generated series is returned
 - it is possible to call the function with two output parameters
 - the generated series is returned together with an object of class `Line`, which is plotted in a graph

```
hdl = plot(f);
```


Number of input and output variables

Syntactical types of functions

Function type	Description
main	header on the first line, above principles apply, the only one in the m-file visible from outside
subfunction	all functions in the same file except the main function, accessed by the main function, has its own workspace, can be placed into <code>[private]</code> folder to preserve the private access
nested	the function is placed inside the main function or subfunction, sees the WS of the function one level up
handle	Function reference (<code>mySinX = @sin</code>)
anonymous	similar to handle functions (<code>myGoniomFcn = @(x) sin(x)+cos(x)</code>)
OOP	class methods with specific access, static methods

- any function in Matlab can launch a script which is then evaluated in the workspace of the function that launched it, not in the base workspace of Matlab (as usual)
- the order of subfunctions is not important (logical connection!)
- help of local functions is not accessible using `help`

Subfunctions

- subfunctions can be launched by main functions only
 - all these functions can (should) be terminated with keyword `end`
 - are used for repeated tasks inside the main function (helps to simplify the problem by decomposing it into simple parts)
 - subfunctions "see" each other and have their own workspaces
 - are often used to process graphical elements events (callbacks) when developing GUI

```
function x = model_ITUR901(p, f)
% main function body
% ...
% ...
end

function y = calc_parTheta(q)
% function body
end
```

Nested functions

- nested functions are placed inside other functions
 - it enables us to use workspace of the parent function and to efficiently work with (usually small) workspace of the nested function
 - functions can not be placed inside conditional/loop control statements (`if-else-elseif` / `switch-case` / `for` / `while` / `try-catch`)

```
function x = A(p)
% single
% nested function
```

```
...
    function y = B(q)
        ...
    end
...
end
```

```
function x = A(p)
% more
% nested functions
```

```
...
    function y = B(q)
        ...
    end

    function z = C(r)
        ...
    end
...
end
```

```
function x = A(p)
% multiple
% nested function
```

```
...
    function y = B(q)
        ...
        function z = C(r)
            ...
        end
    end
...
end
```

Nested functions: calling

- apart from its workspace, nested functions can also access workspaces of all functions it is nested in
- nested function can be called from:
 - its parent function
 - nested function on the same level of nesting
 - function nested in it
- it is possible to create handle to a nested function
 - see later

```
function x = A(p)
    function y = B(q)
        ...
        function z = C(t)
            ...
            end
        end
    end
    ...
    function u = D(r)
        ...
        function v = E(s)
            ...
            end
        end
    end
    ...
end
```

Private functions

- they are basically the subfunctions, and they can be called by all functions placed in the root folder
- reside in subfolder `[private]` of the main function
- private functions can be accessed only by functions placed in the folder immediately above that private subfolder
 - `[private]` is often used with larger applications or in the case where limited visibility of files inside the folder is desired

these functions can be called by
`parTCM`, `preTCM` and `postTCM` only

`parTCM` calls functions
in `[private]`

```
...\TCMapp\  
private\  
    eigFcn.m  
    impFcn.m  
    rwgFcn.m  
parTCM.m  
preTCM.m  
postTCM.m
```

Handle functions

- it is not a function as such
- handle = reference to a given function
 - properties of a handle reference enable to call a function that is otherwise not visible
 - reference to a handle (here fS) can be treated in a usual way
- typically, handle references are used as input parameters of functions

```
>> fS = @sin; % handle creation
>> fS(pi/2)
ans =
     1
```

```
>> whos
```

Name	Size	Bytes	Class	Attributes
ans	1x1	8	double	
fS	1x1	32	function_handle	

Anonymous functions

- anonymous functions make it possible to create handle reference to a function that is not defined as a standalone file
 - the function has to be defined as one executable expression

```
>> sqr = @(x) x.^2; % create anonymous function (handle)
>> res = sqr(5); % x ~ 5, res = 5^2 = 25;
```

- anonymous function can have more input parameters

```
>> A = 4; B = 3; % parameters A,B have to be defined
>> sumAxB = @(x, y) (A*x + B*y); % function definition
>> res2 = sumAxB(5, 7); % x = 5, y = 7
% res2 = 4*5+3*7 = 20+21 = 41
```

- anonymous function stores variables required as well as prescription
- >> doc **Anonymous Functions**

```
>> Fcn = @(hdl, arg) (hdl(arg))
>> res = Fcn(@sin, pi)
```

```
>> A = 4;
>> multAx = @(x) A*x;
>> clear A
>> res3 = multAx(2);
% res3 = 4*2 = 8
```


Functions – advanced techniques

- in the case the number of input or output parameters is not known one can use `varargin` and `varargout`
 - function header has to be modified
 - input / output variables have to be obtained from `varargin` / `varargout`

```
function [parOut1, parOut2] = funcA(varargin)  
%% variable number of input parameters
```

```
function varargout = funcB(parIn1, parIn2)  
%% variable number of output parameters
```

```
function varargout = funcC(varargin)  
%% variable number of input and output parameters
```

```
function [parOut1, varargout] = funcC(parIn1, varargin)  
%% variable number of input and output parameters
```

varargin function

- typical usage: functions with many optional parameters / attributes
 - e.g. GUI (functions like `stem`, `surf` etc. include `varargin`)
- variable `varargin` is always of type `cell`, even when it contains just a single item
- function `nargin` in the body of a function returns the number of input parameters upon the function's call
- function `nargin(fx)` returns number of input parameters in function's header
 - when `varargin` is used in function's header, returns negative value

```
function plot_data(varargin)

nargin
celldisp(varargin)

par1 = varargin{1};
par2 = varargin{2};
% ...
end
```

Variable number of input parameters

- input arguments are usually in pairs
- example of setting of several parameters to line object
- for all properties see
 >> doc `line`

property	value
<code>Color</code>	[R G B]
<code>LineWidth</code>	0.1 – ...
<code>Marker</code>	'o', '*', 'x', ...
<code>MarkerSize</code>	0.1 – ...
and others ...	

```
>> plot_data(magic(3), ...
             'Color', [.4 .5 .6], 'LineWidth', 2);
>> plot_data(sin(0:0.1:5*pi), ...
             'Marker', '*', 'LineWidth', 3);
```

```
function plot_data(data, varargin)
% documentation should be here!

if isnumeric(data) && ~isempty(data)
    hndl = plot(data);
else
    fprintf(2, ['Input variable 'data'', ...
              'is not a numerical variable.']);
    return;
end

while length(varargin) > 1
    set(hndl, varargin{1}, varargin{2});
    varargin(1:2) = [];
end
end
```

varargout function

- variable number of output variables
- principle analogical to `varargin` function
 - bear in mind that function's output variables are of type `cell`
- used sporadically

```
function [s, varargout] = sizeout(x)
nout = max(nargout, 1) - 1;
s = size(x);
for k = 1:nout
    varargout{k} = s(k);
end
end
```

```
>> [s, rows, cols] = sizeout(rand(4, 5, 2))
% s = [4 5 2], rows = 4, cols = 5
```

Output parameter `varargout`

180 s ↑

- modify the function `fibonacciFcn.m` so that it had only one output parameter `varargout` and its functionality was preserved

Expression evaluation in another WS

- function `evalin` („evaluate in“) can be used to evaluate an expression in a workspace that is different from the workspace where the expression exists
- apart from current workspace, other workspaces can be used as well
 - `'base'`: base workspace of Matlab
 - `'caller'`: workspace of parent function (from which the function was called)
- can not be used recursively

```
>> clear; clc;
>> A = 5;
>> vysl = eval_in
% res = 12.7976
```

```
function out = eval_in
%% no input parameters (A isn't known here)

k    = rand(1,1);
out  = evalin('base', ['pi*A*', num2str(k)]);
end
```

Recursion

- Matlab supports recursion (function can call itself)
 - recursion is part of some useful algorithms (e.g. Adaptive Simpsons Method of integration)
- ver. 2014b and older:
 - the number of recursion is limited by 500 by default
 - the number of recursions can be changed, or get current setting:

```
>> set(0, 'RecursionLimit', 200)
>> get(0, 'RecursionLimit')
% ans = 200
```

- ver. 2015b and newer: recursion calling works until memory is not full
 - every calling creates new function's workspace!

Number of recursion steps



360 s ↑

- write a simple function that is able to call itself; input parameter is $rek = 0$ which is increased by 1 with each recursive step
 - display the increase of the value of rek
 - at what number does the increase stop
 - think over in what situations the recursion is necessary...

```
...  
...  
...  
...  
...  
...
```

```
>> test_function(0)
```



Class `inputParser` #1

- enables to easily test input parameters of a function
- it is especially useful to create functions with many input parameters with pairs `'parameter', value`
 - very typical for graphical functions

```
>> x = -20:0.1:20;  
>> fx = sin(x)./x;  
>> plot(x, fx, 'LineWidth', 3, 'Color', [0.3 0.3 1], 'Marker', 'd', ...  
    'MarkerSize', 10, 'LineStyle', ':')
```

- method `addParameter` enables to insert optional parameter
 - initial value of the parameter has to be set
 - the function for validity testing is not required
- method `addRequired` defines name of mandatory parameter
 - on function call it always has to be entered at the right place

Class inputParser #2

- following function plots a circle or a square of defined size, color and line width

```
function drawGeom(dimension, shape, varargin)
p = inputParser; % instance of inputParser
p.CaseSensitive = false; % parameters are not case sensitive
defaultColor = 'b'; defaultWidth = 1;
expectedShapes = {'circle', 'rectangle'};
validationShapeFcn = @(x) any(ismember(expectedShapes, x));
p.addRequired('dimension', @isnumeric); % required parameter
p.addRequired('shape', validationShapeFcn); % required parameter
p.addParameter('color', defaultColor, @ischar); % optional parameter
p.addParameter('linewidth', defaultWidth, @isnumeric) % optional parameter
p.parse(dimension, shape, varargin{:}); % parse input parameters

switch shape
case 'circle'
figure;
rho = 0:0.01:2*pi;
plot(dimension*cos(rho), dimension*sin(rho), ...
     p.Results.color, 'LineWidth', p.Results.linewidth);
axis equal;
case 'rectangle'
figure;
plot([0 dimension dimension 0 0], ...
     [0 0 dimension dimension 0], p.Results.color, ...
     'LineWidth', p.Results.linewidth)
axis equal;
end
```

Function `validateattributes`

- checks correctness of inserted parameter with respect to various criteria
 - it is often used in relation with class `inputParser`
 - check whether matrix is of size 2x3, is of class `double` and contains positive integers only:

```
A = [1 2 3;4 5 6];  
validateattributes(A, {'double'}, {'size', [2 3]})  
validateattributes(A, {'double'}, {'integer'})  
validateattributes(A, {'double'}, {'positive'})
```

- it is possible to use notation where all tested classes and attributes are in one cell :

```
B = eye(3)*2;  
validateattributes(B, {'double', 'single', 'int64'}, ...  
    {'size', [3 3], 'diag', 'even'})
```

- for complete list of options `>> doc validateattributes`

Original names of input variables

- function `inputname` makes it possible to determine names of input parameters ahead of function call

- consider following function call :

```
>> y = myFunc1(xdot, time, sqrt(25));
```

- and then inside the function:

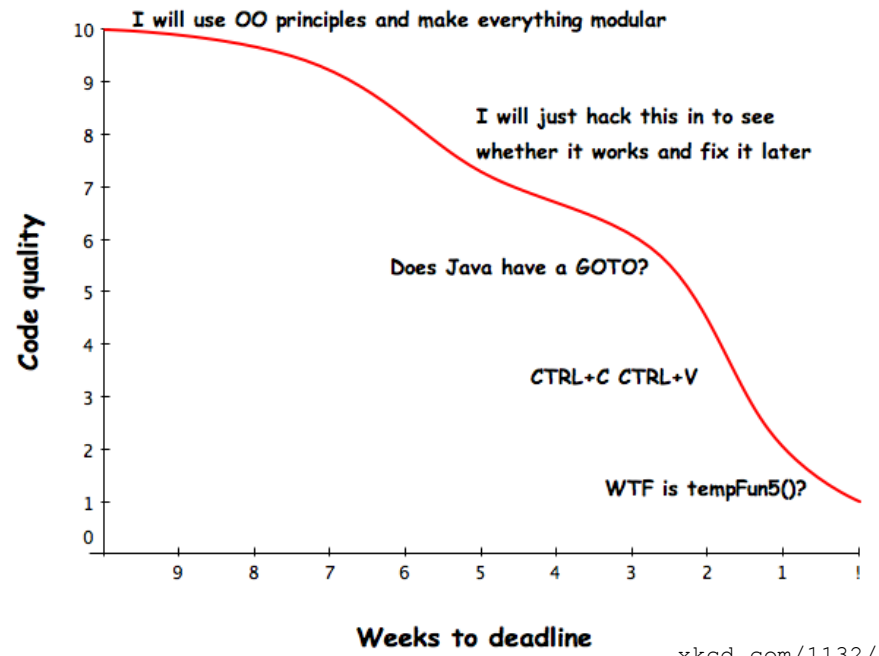
```
function output = myFunc1(par1, par2, par3)

% ...
p1str = inputname(1);      % p1str = 'xdot';
p2str = inputname(2);      % p2str = 'time';
p3str = inputname(3);      % p3str = '';
% ...
```

Function creation – advices

- viewpoint of efficiency – the more often a function is used, the better its implementation should be
 - code scaling
 - it is appropriate to verify input parameters
 - it is appropriate to allocate provisional output parameters
 - debugging
 - optimization of function time

- principle of code fragmentation – in the ideal case each function should solve just one thing; each problem should be solved just once



xkcd.com/1132/

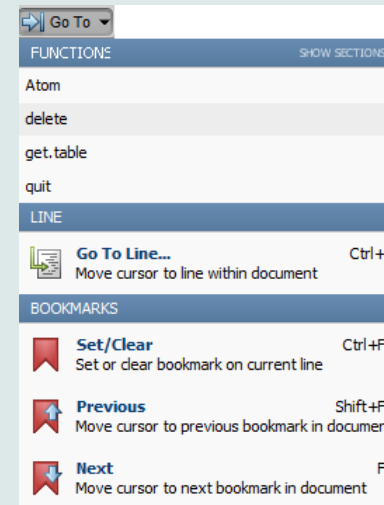


Selected advices for well arranged code

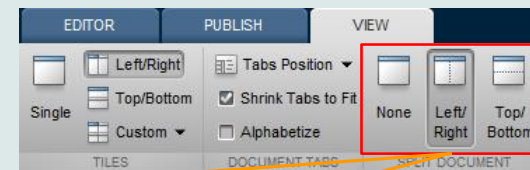
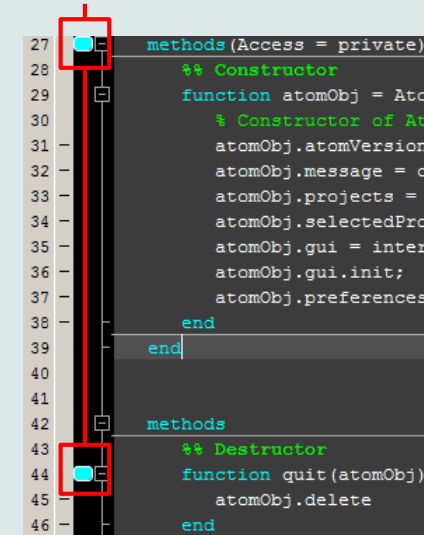
- ideally just one degree of abstraction
- code duplicity prevention
- function and methods should
 - solve one problem only, but properly
 - be easily and immediately understandable
 - be as short as possible
 - have the least possible number of input variables (< 3)
- further information:
 - Martin: Clear Code (Prentice Hall)
 - McConnell: Code Complete 2 (Microsoft Press)
 - Johnson: The Elements of Matlab Style (Cambridge Press)
 - Altman: Accelerating Matlab Performance (CRC)

Useful tools for long functions

- bookmarks
 - CTRL+F2 (add / remove bookmark)
 - F2 (next bookmark)
 - SHIFT+F2 (previous bookmark)
- Go to...
 - CTRL+G (go to line)
- long files can be split
 - same file can be opened e.g. twice



bookmarks



```

28
29 %% Validation of expression
30 [isExprValid, validExpression] = workspace.
31 if ~isExprValid
32     workspace.message.show(controller.notifi
33         .unsupportedExpression);
34 end
35
36 %% Generation of name of hidden var.
37 % name = workspace.generateVariableName;
38 name = num2str(workspace.nHiddenVariables +
39 workspace.nHiddenVariables = workspace.nHi
  
```

```

28
29 %% Validation of expression
30 [isExprValid, validExpression] = workspace
31 if ~isExprValid
32     workspace.message.show(controller.notifi
33         .unsupportedExpression);
34 end
35
36 %% Generation of name of hidden var.
37 % name = workspace.generateVariableName;
38 name = num2str(workspace.nHiddenVariables
39 workspace.nHiddenVariables = workspace.nHi
  
```

```

28 %% Constructo
29 function atom
30 % Construc
31 atomObj.at
32 atomObj.me
33 atomObj.pr
34 atomObj.se
35 atomObj.gu
36 atomObj.gu
37 atomObj.pr
38 end
39 end
  
```

Discussed functions

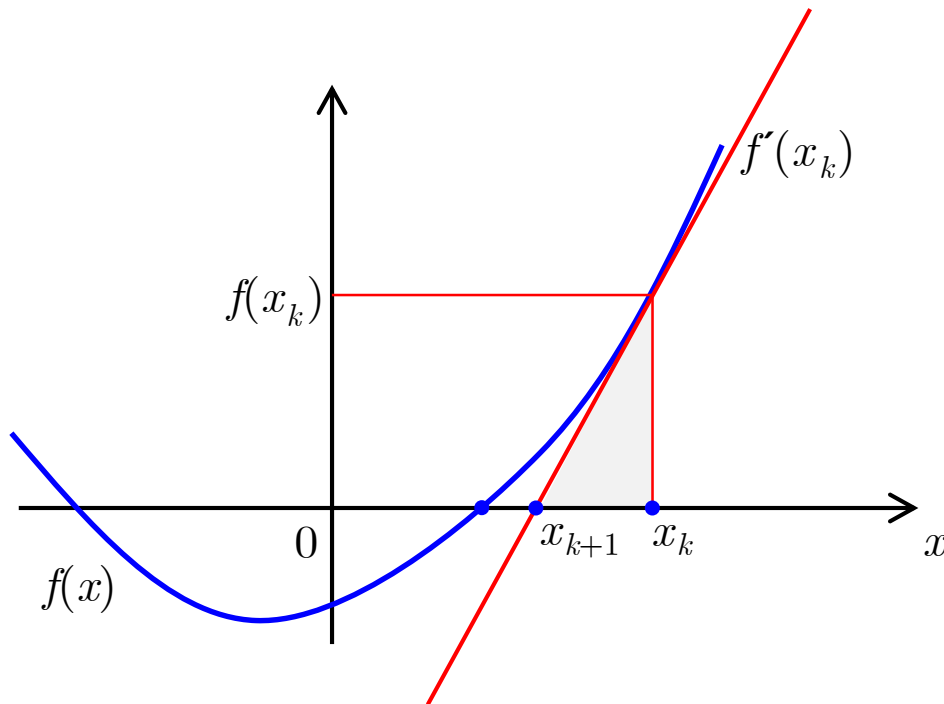
@	handle, anonymous function
varargin, varargout	variable number of input / output variables
evalin, assignin	evaluation of a command / assignment in another workspace
inputname	names of input variables in parent's workspace

Exercise #1 - notes

- find the unknown x in equation $f(x) = 0$ using Newton's method
- typical implementation steps:
 - (1) mathematical model
 - seize the problem, its formal solution
 - (2) pseudocode
 - layout of consistent and efficient code
 - (3) Matlab code
 - transformation into Matlab's syntax
 - (4) testing
 - usually using a problem with known (analytical) solution
 - try other examples...

Exercise #2

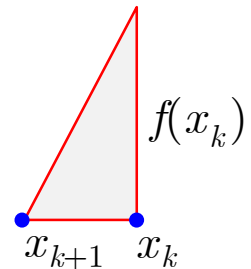
- find the unknown x in equation of type $f(x) = 0$
 - use Newton's method
- Newton's method:



$$f'(x_k) = \frac{\Delta f}{\Delta x} \approx \frac{df}{dx}$$

$$f'(x_k) = \frac{\Delta f}{\Delta x} = \frac{f(x_k) - 0}{x_k - x_{k+1}}$$

$$x_{k+1} = x_k - \frac{f(x_k)}{f'(x_k)}$$



Exercise #3

- find the unknown x in equation $f(x) = 0$ using Newton's method
- pseudocode draft:

(1) until $|(x_k - x_{k-1})/x_k| \geq \text{err}$ and simultaneously $k < 20$ do:

(2) $x_{k+1} = x_k - \frac{f(x_k)}{f'(x_k)}$

(3) `disp([k xk+1 f(xk+1)])`

(4) $k = k + 1$

- pay attention to correct condition of the (while) cycle
- create a new function to evaluate $f(x_k)$, $f'(x_k)$
- use following numerical difference scheme to calculate $f'(x_k)$:

$$f'(x_k) \approx \Delta f = \frac{f(x_k + \Delta) - f(x_k - \Delta)}{2\Delta}$$

Exercise #4

600 s ↑

- find the unknown x in equation $f(x) = 0$ using Newton's method
 - implement the above method in Matlab to find the unknown x in $x^3 + x - 3 = 0$
 - the method comes in the form of a script calling following function :

```
clear; close all; clc;

% enter variables
% xk, xk1, err, k

while cond1 and_simultaneously cond2
    % get xk1 from xk
    % calculate f(xk)
    % calculate df(xk)
    % calculate xk1
    % increase value of k
end
```

```
function fx = optim_fcn(x)

fx = x^3 + x - 3;
```

Exercise #5

```
function fx = optim_fcn(x)
fx = x^3 + x - 3;
```

- what are the limitations of Newton's method
 - in relation with existence of multiple roots
- is it possible to apply the method to complex values of x ?

Exercise #6

600 s ↑

- using integral function calculate integral of current $Q = \int I(t)dt$ in the interval $t \in \langle 0,1 \rangle$ s. The current has following time dependency, where $f = 50$ Hz

$$I t = 10 \cos 2\pi ft + 5 \cos 4\pi ft$$

- solve the problem using handle function

- using anonymous function

Thank you!



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