

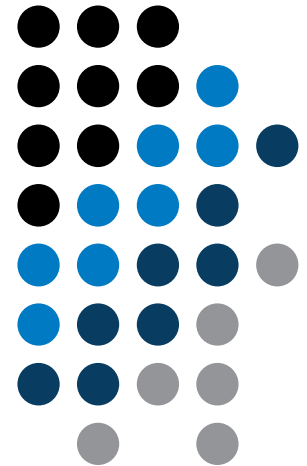
A0B17MTB – Matlab

Part #4



Miloslav Čapek
miloslav.capek@fel.cvut.cz
Viktor Adler, Pavel Valtr, Filip Kozák

Department of Electromagnetic Field
B2-634, Prague

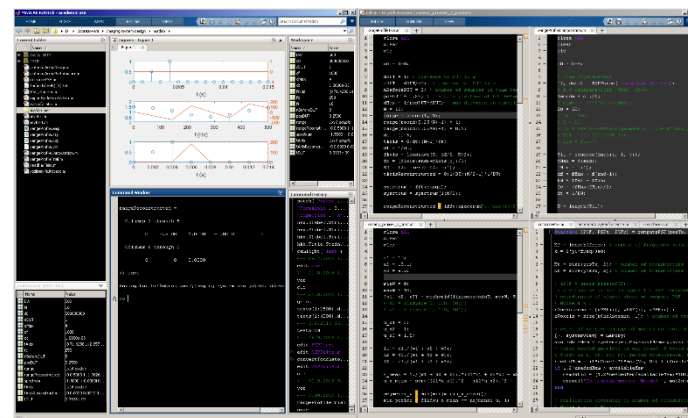


Learning how to ...

Matlab Editor

Relational and logical operators

Data type cell



- it is often wanted to evaluate certain sequence of commands repeatedly
⇒ utilization of Matlab scripts (plain ASCII coding)
- the best option is to use Matlab Editor
 - to be opened using: `>> edit`
- a script is a sequence of statements that we have been up to now typing in the command line
 - all the statements are executed one by one on the launch of the script
 - the script operates with global data in Matlab Workspace
 - suitable for quick analysis and solving problems involving multiple statements
- there are specific naming conventions for scripts (and also for functions as we see later)

Script execution, m-files

- to execute script:
 - F5 function key in Matlab Editor
 - Current Folder → select script → context menu → Run
 - Current Folder → select script → F9
 - From the command line:

```
>> script_name
```
- Scripts are stored as so called m-files
 - .m
 - caution: if you have Mathematica installed, the .m files may be launched by Mathematica

The screenshot displays the Matlab Editor interface with two script files open. The left window, titled 'SXPWrite.m', contains a function definition with various comments and code blocks. Annotations 1, 2, and 3 are placed over specific parts of the code. The right window, titled 'cutFrequencyRange.m', shows another function definition with annotations 4 and 5. At the bottom, a terminal window shows the following commands:

```
>> edit % launch editor
>> edit myFce1 % open new file 'myFce1' in the current directory
```

Useful shortcuts for Matlab Editor

key	meaning
CTRL + Pg. UP	switch among all open m-files - one direction
CTRL + Pg. DOWN	- other direction
CTRL + R	adds '%' at the beginning of the selected lines, "comment lines"
CTRL + T	removes '%' from selected lines
F5	execute current script / function
CTRL + S	save current file (done automatically after pressing F5)
CTRL + HOME	jump to the beginning of file
CTRL + END	jump to the end of file
CTRL + → / ←	jump word-by-word or expression-by-expression to the right / left
CTRL + W	close current file
CTRL + O	activates open file dialog box (drag and drop technique also available)
CTRL + F	find / replace dialog box
CTRL + G	„go to“, jumps to the indicated line number
CTRL + D	open m-file of the function at the cursor's position
CTRL + I	indentation of block of lines corresponding to key words (<code>for</code> / <code>while</code> , <code>if</code> / <code>switch - case</code>)
F1	open context help related to the function at position of cursor

Matlab Editor

120 s ↑

- open Matlab Editor and prepare to work with a new script, call it `signal1.m`, for instance
- use signal generation and limiting from the previous lecture as the body of the script
- save the script in the current (or your own) folder
- try to execute the script (F5)

```
>> edit signal1
```

```
%% script generates signal with noise  
clear; clc;  
N = 5; V = 40; T = 1;  
t = linspace(0, N*T, N*V);  
s_t = sqrt(2*pi)*sin(2*pi*t) + randn(1, N*V);  
plot(t, s_t);
```

- note: from now on, the code inside scripts will be shown without leading „>>“

Useful functions for script generation

- function `disp` displays value of a variable in Command Window
 - without displaying variable's name and the equation sign "="
 - can be combined with `s` text (more on that later)
 - more often it is advantageous to use more complicated but robust function `sprintf`

```
>> a = 2^13-1;
b = [8*a 16*a];
b
b =
    65528    131056
```

```
a = 2^13-1;
b = [8*a 16*a];
b
```

vs.

```
a = 2^13-1;
b = [8*a 16*a];
disp(b);
```

```
>> a = 2^13-1;
b = [8*a 16*a];
disp(b);
    65528    131056
```

- function `input` is used to enter variables
 - if the function is terminated with an error, the input request is repeated

```
A = input('Enter parameter A: ');
```

```
>> A = input('Enter parametr A: ');
Enter parametr A: 10.153
>> A = input('Enter string str: ', 's');
Enter string str: this is a test
>> whos
  Name      Size      Bytes  Class  Attributes
  A         1x14      28    char
  ans       1x1        8    double
```

- It is possible to enter strings as well:

```
str = input('Enter String str: ', 's');
```


Matlab Editor – Exercise

600 s ↑

- create a script to calculate compound interest*
 - the problem can be described as :

$$P = \frac{rA \left(1 + \frac{r}{n}\right)^{nk}}{n \left(\left(1 + \frac{r}{n}\right)^{nk} - 1 \right)},$$

where P is regular repayment of debt A , paid n -times per year in the course of k years with interest rate r (decimal number)

- create a new script and save it
- at the beginning delete variables and clear Command Window
- implement the formula first, then proceed with inputs (input) and outputs (disp)
- try to vectorize the code, e.g. for various values of n , r or k
- check your results (for $A = 1000$, $n = 12$, $k = 15$, $r = 0.1$ is $P = 10.7461$)

*interest from the prior period is added to principal

Matlab Editor – Exercise

```

%% script loanRepayment.m
clear; clc;

...

...

...

...

...

...

...

...

...

```

- try to vectorize the code, both for r and k

$$P = \frac{rA \left(1 + \frac{r}{n}\right)^{nk}}{n \left(\left(1 + \frac{r}{n}\right)^{nk} - 1 \right)}$$

- use scripts for future work with Matlab
 - bear in mind, however, that parts of the code can be debugged using command line

Useful functions for script generation

- function `keyboard` stops execution of the code and gives control to the keyboard
 - the function is widely used for code debugging as it stops code execution at the point where doubts about the code functionality exist

```
K>>
```

- `keyboard` status is indicated by `K>>` (`K` appears before the prompt)
- The keyboard mode is terminated by `dbcont` or press `F5` (Continue)
- function `pause` halts code execution,
 - `pause(x)` halts code execution for `x` seconds

```
% code; code; code;  
pause;
```

- see also: `echo`, `waitforbuttonpress`
 - special purpose functions

Matlab Editor – Exercise

360 s ↑

- modify the script for compound interest calculation in the way that
 - values A and n are entered from the command line (function input)
 - test the function `keyboard` (insert it right after parameter input)
 - is it possible to use `keyboard` mode to change the parameters inserted by `input`?
 - arrange for exiting the `keyboard` (`K>>`) mode, use `dbcont`
 - interrupt the script before displaying results (function `pause`)
 - note the warning „*Paused*“ in the bottom left part of main Matlab window

```
%% script loanRepayment.m calculates regular repayment
clear; clc;
...
...
...
...
...
...
...
...
...
...
```

Script commenting

- **MAKE COMMENTS!!**
 - important / complicated parts of code
 - description of functionality, ideas, change of implementation

enables to separate
function into more
blocs
(%% ...)

```
% A = magic(3);
matX = dataIn(:,1);
SumX = sum(matX); % all members are summed
%% CELL mode (must be enabled in Editor)
disp(num2str(SumX));
Z = inv(ZZ);
%{
This is a multi-line comment.
Mostly, it is more appropriate to use more
single-line comments.
%}
```

typical comment
(one-/multiple- line)

Multiple-line
comment

Shortcuts:
CTRL+R
CTRL+T

When not making comments...

- ...
no
one
will
understand!

```

edgTotal = MeshStruct.edgTotal;
RHO_P    = zeros(3,9,edgTotal);
RHO_M    = zeros(3,9,edgTotal);
for m = 1:edgTotal
    RHO_P(:,:,m) = repmat(MeshStruct.Rho_Plus1(:,m), [1 9]);
    RHO_M(:,:,m) = repmat(MeshStruct.Rho_Minus1(:,m), [1 9]);
end
Z        = zeros(edgTotal,edgTotal) + 1j*zeros(edgTotal,edgTotal);
for p = 1:MeshStruct.trTotal
    Plus = find(MeshStruct.TrianglePlus - p == 0);
    Minus = find(MeshStruct.TriangleMinus - p == 0);
    D     = MeshStruct.trCenter9 - ...
            repmat(MeshStruct.trCenter(:,p), [1 9 MeshStruct.trTotal]);
    R     = sqrt(sum(D.*D));
    g     = exp(-K*R)./R;
    gP    = g(:,:,MeshStruct.TrianglePlus);
    gM    = g(:,:,MeshStruct.TriangleMinus);
    Fi    = sum(gP) - sum(gM);
    ZF    = FactorFi.*reshape(Fi,edgTotal,1);
for k = 1:length(Plus)
    n     = Plus(k);
    RP    = repmat(MeshStruct.Rho_Plus9(:,:,n), [1 1 edgTotal]);
    RPi   = repmat(MeshStruct.Rho_Minus9(:,:,n), [1 1 edgTotal]);
    A     = sum(gP.*sum(RP.*RHO_P)) + sum(gM.*sum(RP.*RHO_M));
    Z1    = FactorA.*reshape(A,edgTotal,1);
    Z(:,n) = Z(:,n) + MeshStruct.edgLength(n)*(Z1+ZF);
end
for k = 1:length(Minus)
    n     = Minus(k);
    RP    = repmat(MeshStruct.Rho_Minus9(:,:,n), [1 1 edgTotal]);
    RPi   = repmat(MeshStruct.Rho_Plus9(:,:,n), [1 1 edgTotal]);
    A     = sum(gP.*sum(RP.*RHO_P)) + sum(gM.*sum(RP.*RHO_M));
    Z1    = FactorA.*reshape(A,edgTotal,1);
    Z(:,n) = Z(:,n) + MeshStruct.edgLength(n)*(Z1-ZF);
end
end
end

```

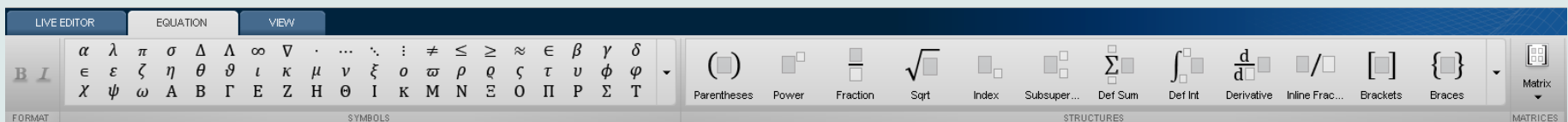
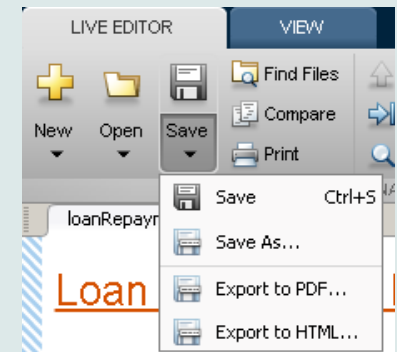
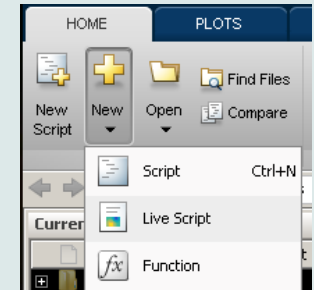
Cell mode in Matlab Editor



- cells enable to separate the code into smaller logically compact parts
 - separator: %%
 - the separation is visual only, but it is possible to execute a single cell - shortcut CTRL+ENTER

Live Script

- In Matlab from R2016a
- Live script can contain code, generated output, formatted text, images, hyperlinks, equations, ...
 - it is necessary to use Live Editor
 - HOME → New → Live Script
 - editor creates *.mlx files
- Export options: PDF, HTML
- Internal extensive equation editor



LIVE EDITOR
VIEW

Loan Repayment Live Script

Compound interest is the addition of interest to the principal sum of a loan or deposit.

Initialization of script

```
clear; clc; close all
r = 0.1:0.01:0.2;
A = 1e3;
n = 12;
k = 1:15;
```

Computation

$$P = \frac{rA \left(1 + \frac{r}{n}\right)^{nk}}{n \left(\left(1 + \frac{r}{n}\right)^{nk} - 1 \right)}$$

```
[R, K] = meshgrid(r, k);
P = R*A.*(1 + R/n).^ (n*K) ./ ...
    (n.*(1 + R/n).^ (n*K) - 1);
```

Plot Results

```
surf(R, K, P)
xlabel('r (-)');
ylabel('k (years)');
zlabel('P (-)');
```

For more information:
https://en.wikipedia.org/wiki/Compound_interest

Data in scripts

- scripts can use data that has appeared in Workspace
- variables remain in the Workspace even after the calculation is finished
- operations on data in scripts are performed in the base Workspace

Naming conventions of scripts and functions

- names of scripts and functions
 - max. number of characters is 63 (additional characters are ignored)
 - naming restrictions similar to variable names apply
 - choose names describing what the particular function calculates
 - avoid existing names as the new script is called instead of an existing built-in function (overloading can occur)
- more information:
 - <http://www.mathworks.com/matlabcentral/fileexchange/2529-matlab-programming-style-guidelines>
- in the case you want to apply vector functions row-wise
 - check whether the function enables calculation in the other dimension (max)
 - transpose your matrix
 - some of the functions work both column-wise and row-wise (sort × sortrows)

startup.m script

- script `startup.m`
 - always executed at Matlab start-up
 - it is possible to put your predefined constants and other operations to be executed (loaded) at Matlab start-up
- location (use `>> which startup`):
 - `...\Matlab\R201Xx\toolbox\local\startup.m`
- change of base folder after Matlab start-up :

```
% script startup.m in ..\Matlab\Rxxx\toolbox\local\
clc;
disp('Workspace is changing to:');
cd('d:\Data\Matlab\');
cd
disp(datestr(now, 'mmm dd, yyyy HH:MM:SS.FFF AM'));
```

```
Workspace is changing to:
```

```
d:\Data\Matlab
```

```
February 25, 2014 3:36:03.347 PM
```

```
Keep on working...
```

```
>>
```

matlabrc.m script

- executed at Matlab start-up (or manually executed: `>> matlabrc`)
- contains some basic definitions, e.g.
 - figure size, set-up of some graphic elements
 - sets Matlab path (see later)
 - and others
- in the case of a multi-license it is possible to insert a message in the script that will be displayed to all users at the start-up
- location (use `>> which matlabrc`):
 - `... \Matlab\R201Xx\toolbox\local\matlabrc.m`
- last of all, `startup.m` is called (if existing)
- `matlabrc.m` is to be modified only in the case of absolute urgency!

Relational operators

- to inquire, to compare, whether ‘something’ is greater than, lesser than, equal to etc.
- the result of the comparison is always either
 - positive (`true`), logical one „1“
 - negative (`false`), logical zero „0“

>	greater than
>=	greater than or equal to
<	lesser than
<=	lesser than or equal to
==	equal to
~=	not equal to

- all relational operators are vector-wise
 - it is possible to compare as well vectors vs. vectors, matrices vs. matrices, ...
- often in combination with logical operators (see later)
 - more relational operators applied to a combination of expressions

Relational operators

300 s ↑

- having the vector $\mathbf{G} = \begin{pmatrix} \frac{\pi}{2} & \pi & \frac{3}{2}\pi & 2\pi \end{pmatrix}$, find elements of \mathbf{G} that are
 - greater than π
 - lesser or equal to π
 - not equal to π
- try similar operations for $\mathbf{H} = \mathbf{G}^T$ as well
- try to use relational operators in the case of a matrix and scalar as well
- find out whether $\mathbf{V} \geq \mathbf{U}$:

$$\mathbf{V} = \begin{pmatrix} -\pi & \pi & 1 & 0 \end{pmatrix}$$

$$\mathbf{U} = \begin{pmatrix} 1 & 1 & 1 & 1 \end{pmatrix}$$

Relational operators

200 s ↑

- find out results of following relations
 - try to interpret the results

```
>> 2 > 1 & 0 % ???
```

```
>> r = 1/2;  
>> 0 < r < 1 % ???
```

```
>> (1 > A) <= true
```

Logical operators

- to enquire, to find out, whether particular condition is fulfilled
- the result is always either
 - positive (`true`), logical one „1“
 - negative (`false`), logical zero „0“
- `all`, `any` is used to convert logical array into a scalar
- Matlab interprets any numerical value except 0 as `true`
- all logical operators are vector-wise
 - it is possible to compare as well vectors vs. vectors, matrices vs. matrices, ...
- functions `is*` extend possibilities of logical enquiring
 - we see later

<code>&</code>	<code>and</code>
<code> </code>	<code>or</code>
<code>~</code>	<code>not</code>
	<code>xor</code>
	<code>all</code>
	<code>any</code>

Logical operators – application

- assume a vector of 10 random numbers ranging from -10 to 10

```
>> a = 20*rand(10, 1) - 10
```

- following command returns `true` for elements fulfilling the condition:

```
>> a < -5 % relation operator
```

- following command returns values of those elements fulfilling the condition (logical indexing):

```
>> a(a < -5)
```

- following command puts value of -5 to the position of elements fulfilling the condition :

```
>> a(a < -5) = -5
```

- following command sets value of the elements in the range from -5 to 5 equal to zero (opposite to tresholding):

```
>> a(a > -5 & a < 5) = 0
```

- tresholding function (values below -5 sets equal to -5, values above 5 sets equal to 5):

```
>> a(a < -5 | a > 5) = sign(a(a < -5 | a > 5))*5
```

Logical operators

420 s ↑

- determine which of the elements of the vector $\mathbf{A} = \left(\frac{\pi}{2} \quad \pi \quad \frac{3}{2}\pi \quad 2\pi \right)$
 - are equal to π or are equal to 2π
 - pay attention to the type of the result (= logical values true / false)
 - are greater than $\pi/2$ and at the same time are not equal 2π
- concatenate elements from the previous condition to vector \mathbf{A}

Logical operators

150 s ↑

- create a row vector in the interval from 1 to 20 with step of 3
 - create the vector filled with elements from the previous vector that are greater than 10 and at the same time smaller than 16; use logical operators

Logical operators

240 s ↑

- create matrix $M = \text{magic}(3)$ and find out using functions `all` and `any`
 - in which columns all elements are greater than 2
 - in which rows at least one element is greater than or equal to 8
 - whether the matrix M contains positive numbers only

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

```
>> M = magic(3);
>> all(M > 2)
>> any(M >= 8, 2)
>> all(all(M > 0))
>> all(M(:) > 0)
```

$$\text{any} \begin{pmatrix} 0 & 1 & 1 \\ 1 & 1 & 0 \\ 0 & 1 & 1 \end{pmatrix} = (1 \ 1 \ 1), \quad \text{all} \begin{pmatrix} 0 & 1 & 1 \\ 1 & 1 & 0 \\ 0 & 1 & 1 \end{pmatrix} = (0 \ 1 \ 0), \quad \text{any} \left(\text{all} \begin{pmatrix} 0 & 1 & 1 \\ 1 & 1 & 0 \\ 0 & 1 & 1 \end{pmatrix} \right) = \text{any}(0 \ 1 \ 0) = 1$$

Logical operators: &&, ||

- in the case we need to compare scalar values only then "short-circuited" evaluation can be used
- evaluation keeps on going till a point where it makes no sense to continue
 - i.e. when evaluating

```
>> clear;  
>> a = true;  
>> b = false;  
>> a && b && c && d
```

... no problems with undefined variables c, d, because the evaluation is terminated earlier

- however:
 - terminated with error ...

```
>> clear;  
>> a = true;  
>> b = true;  
>> a && b && c && d
```


Logical operators

240 s



- find out the result of following operation and interpret it

```
>> ~(~[1 2 0 -2 0])
```

- test whether variable b is not equal to zero and then test whether at the same time $a / b > 3$
 - following operation tests whether both conditions are fulfilled while avoiding division by zero!

Matrix indexation using own values

300 s ↑

- create matrix A

```
>> N = 4;
>> A = magic(N)
```

```
A =
    16     2     3    13
     5    11    10     8
     9     7     6    12
     4    14    15     1
```

- first think about what will be the result of the following operation and only then carry it out

```
>> B = A(A)
```

- does the result correspond to what you expected?
- can you explain why the result looks the way it looks?
- notice the interesting mathematical properties of the matrix A and B
- are you able to estimate the evolution?, $C = B(B)$
- try similar process for $N = 3$ or $N = 5$

- variable of type cell enables to store all types of variables (i.e. for instance variable of type cell inside another variable of type cell)

- Examples of cell:

```
>> CL1 = {zeros(2), ones(3), rand(4), 'test', {NaN(1), inf(2)}}
```

- variable of type cell can be easily allocated:

```
>> CL0 = cell(1, 3)
```

- memory requirements is a trade-off for complexity of cell type

Cell indexing #1

- there are two possible ways of cell structure indexing
 - round brackets () are used to access cells as such
 - curly brackets { } are used to access data in individual cells
- **Example.:**

```
>> CL = {[1 2;3 4];eye(3);'test'}
>> CL(2:3)      % returns cells 2, 3 of CL
>> CL{1}       % returns matrix [1 2; 3 4]
>> CL{1}(2,1)  % = 3

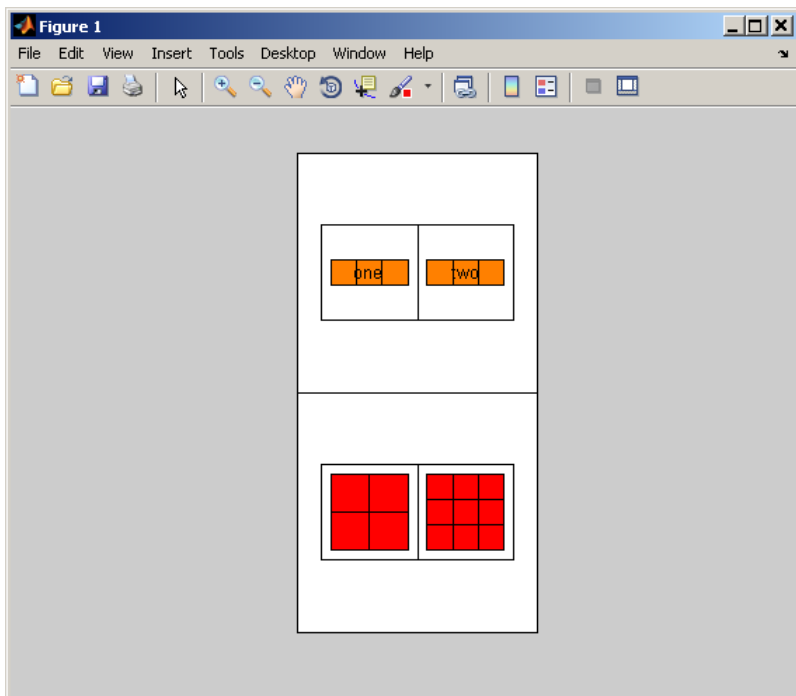
>> CL1 = CL(1) % CL1 is still a cell!
>> M    = CL1{1} % M is a matrix of numbers of type double
```

Cell indexing #2

- Example.:

```
>> CL1 = {'one', 'two'};
>> CL2 = {[1, 2; 3, 4], magic(3)};
>> CL = {CL1; CL2};
>> CL{2}{1}(2,1)
```

- functions to get oriented in a cell



- celldisp

```
>> celldisp(CL)
```

```
CL{1}{1} =
```

```
one
```

```
CL{1}{2} =
```

```
two
```

```
CL{2}{1} =
```

```
1 2
3 4
```

```
CL{2}{2} =
```

```
8 1 6
3 5 7
4 9 2
```

- cellplot

Typical application of cells

- in `switch-case` branching for enlisting more possibilities
- work with variously long strings
- GUI
- all iteration algorithms with variable size of variables
- ...

Discussed functions

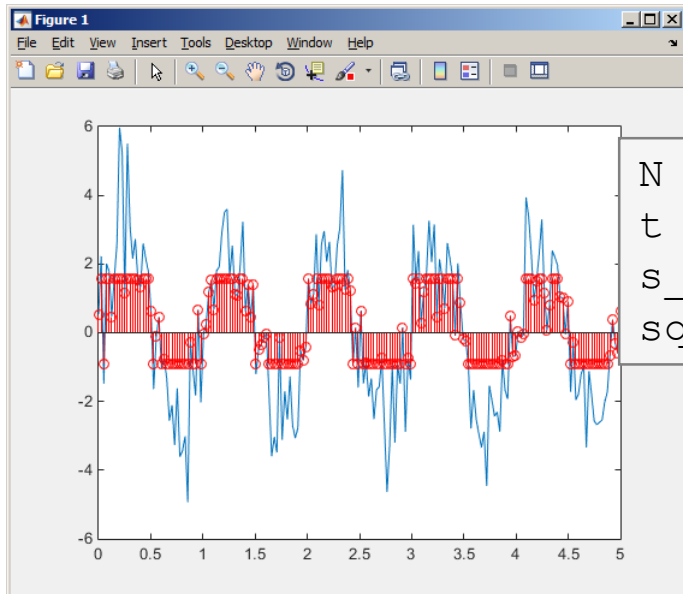
edit	open Matlab Editor	•
keyboard	stops execution of the file and gives control to keyboard	•
return, input	return control to invoking function, value input request	•
disp, pause	display result in command line, pauses code execution	•
num2str	conversion from datatype numeric to char	•
and, or, not, xor	functions overloading logical operators	
all, any	evaluation of logical arrays („all of“, „at least one of“)	•
sign	signum function	

Exercise #1

360 s ↑

- recall the signal from lecture 3
 - try again to limit the signal by values s_{\min} a s_{\max}
 - use relational operators ($>$ / $<$) and logical indexing ($s(a > b) = c$) instead of functions \max , \min
 - solve the task item-by-item

$$s_p(t) = \begin{cases} s_{\min} & \Leftrightarrow s(t) < s_{\min} \\ s_{\max} & \Leftrightarrow s(t) > s_{\max} \\ s(t) & \dots \text{otherwise} \end{cases} \quad \begin{aligned} s_{\min} &= -\frac{9}{10} \\ s_{\max} &= \frac{\pi}{2} \end{aligned}$$



```
N = 5; V = 40;  
t = linspace(0, N, N*V);  
s_t = randn(1, N*V) + ...  
sqrt(2*pi)*sin(2*pi*t);
```


Exercise #2

300 s ↑

- consider following matrix: $\mathbf{A} = \begin{pmatrix} 1 & 1 & 2 \\ 2 & 3 & 5 \end{pmatrix}$
- write a condition testing whether all elements of \mathbf{A} are positive and at the same time all elements of the first row are integers
 - if the condition is fulfilled display the result using `disp`

```
A = [1 1 2; 2 3 5];  
if logicalExpr  
    % display result  
end
```

- compare with
 - what is the difference?

Thank you!



ver. 10.1 (22/10/2018)
Miloslav Čapek, Pavel Valtr
miloslav.capek@fel.cvut.cz
Pavel.Valtr@fel.cvut.cz

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