

A0B17MTB – Matlab

Part #6



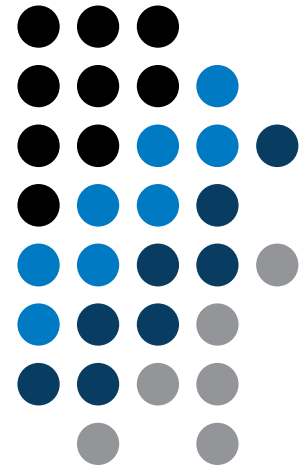
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Department of Electromagnetic Field

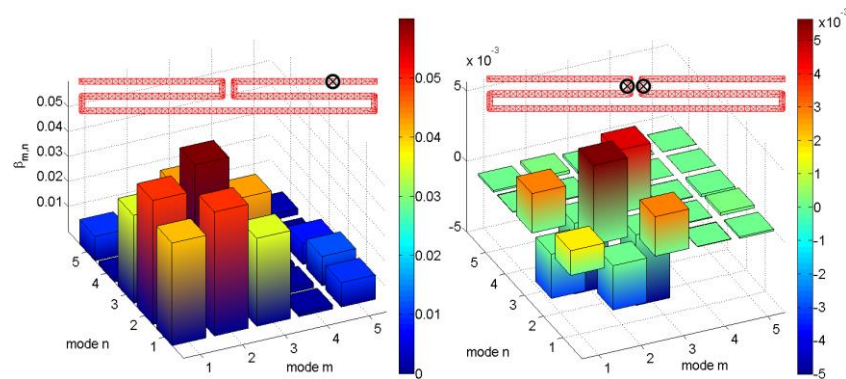
B2-626, Prague



Learning how to ...

Visualizing in Matlab #1

Debugging

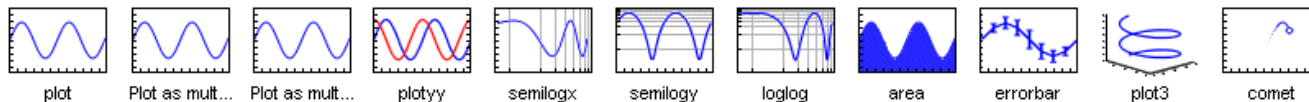


Introduction to visualizing

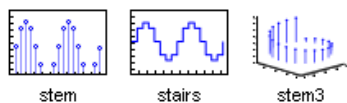
- we have already got acquainted (marginally) with some of Matlab graphs
 - `plot`, `stem`, `semilogx`, `surf`, `pcolor`
- in general, graphical functions in Matlab can be used as
 - higher level
 - access to individual functions, object properties are adjusted by input parameters of the function
 - first approx. 9-10 weeks of the semester
 - lower level
 - calling and working with objects directly
 - knowledge of Matlab handle graphics (OOP) is required
 - opens wide possibilities of visualization customization
- details to be found in help:
 - Matlab → Graphics → Plotting Basics

Selected graphs #1

MATLAB LINE PLOTS

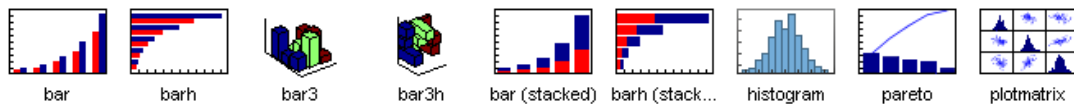


MATLAB STEM AND STAIR PLOTS

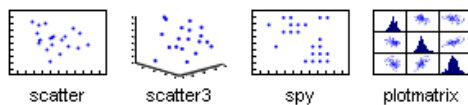


```
>> plot(linspace(1,10,10));
>> stem(linspace(1,10,10));
>> % ... and others
```

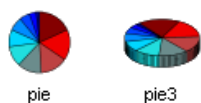
MATLAB BAR PLOTS



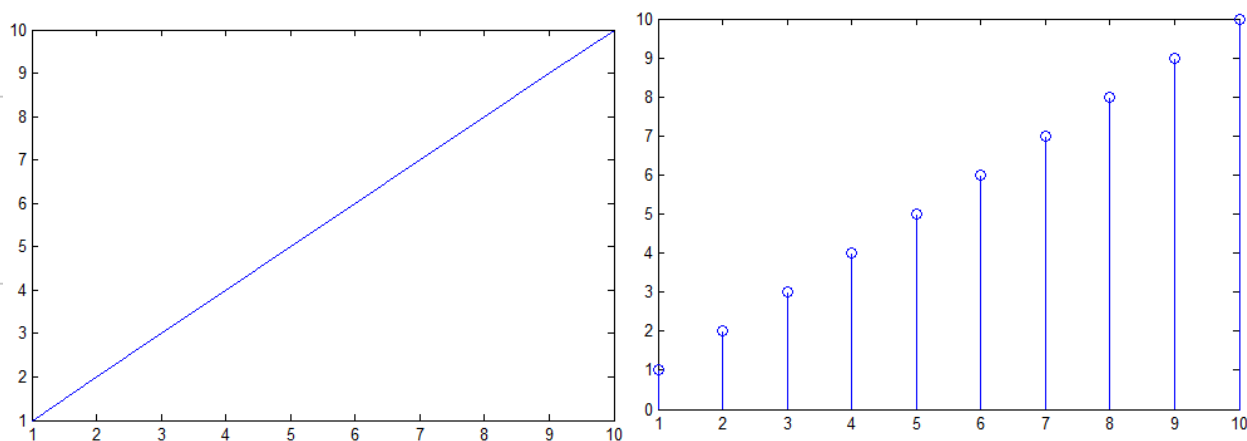
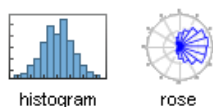
MATLAB SCATTER PLOTS



MATLAB PIE CHARTS



MATLAB HISTOGRAMS

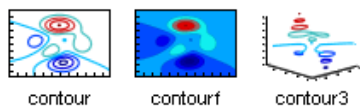


Selected graphs #2

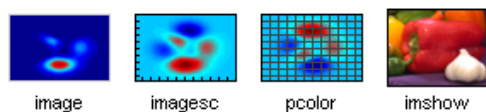
MATLAB POLAR PLOTS



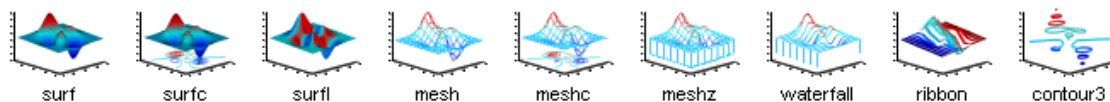
MATLAB CONTOUR PLOTS



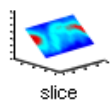
MATLAB IMAGE PLOTS



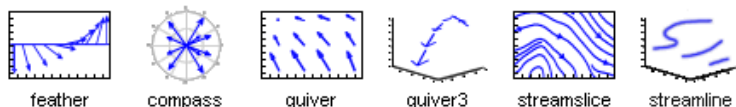
MATLAB 3-D SURFACES



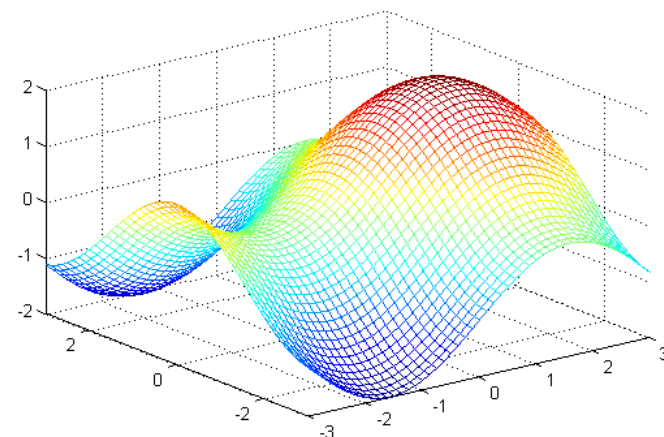
MATLAB VOLUMETRICS



MATLAB VECTOR FIELDS



```
>> [X,Y] = meshgrid(-3:.125:3);
>> Z = sin(X) + cos(Y);
>> mesh(X,Y,Z);
>> axis([-3 3 -3 3 -2 2]);
```



Selected functions for graph modification

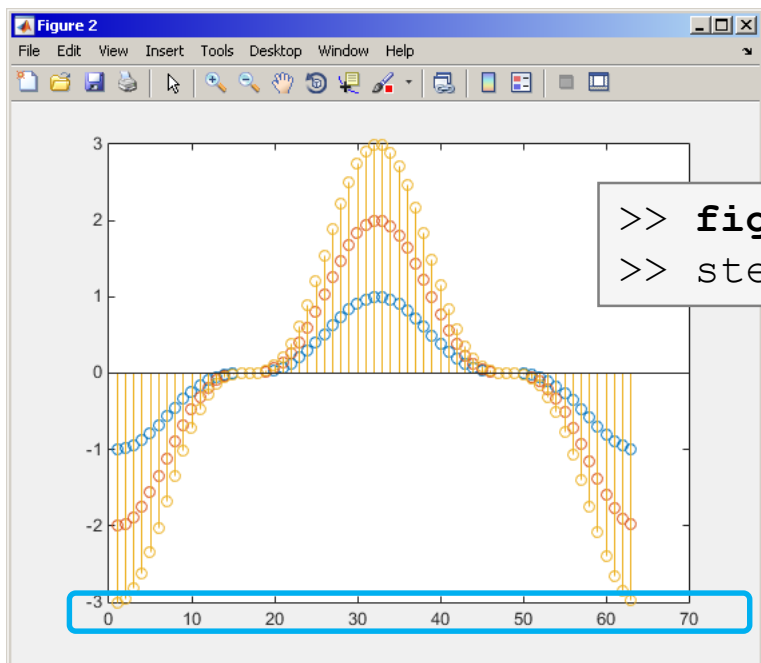
- Graphs can be customized in many ways, the basic ones are:

function	description
title	title of the graph
grid <code>on</code> , grid <code>off</code>	turns grid on / off
xlim, ylim, zlim	set axes' range
xlabel, ylabel, ...	label axes
hold <code>on</code>	enables to add another graphical elements while keeping the existing ones
legend	display legend
subplot	open more axes in one figure
text	adds text to graph
gtext, ginput	insert text using mouse, add graph point using mouse
and others	

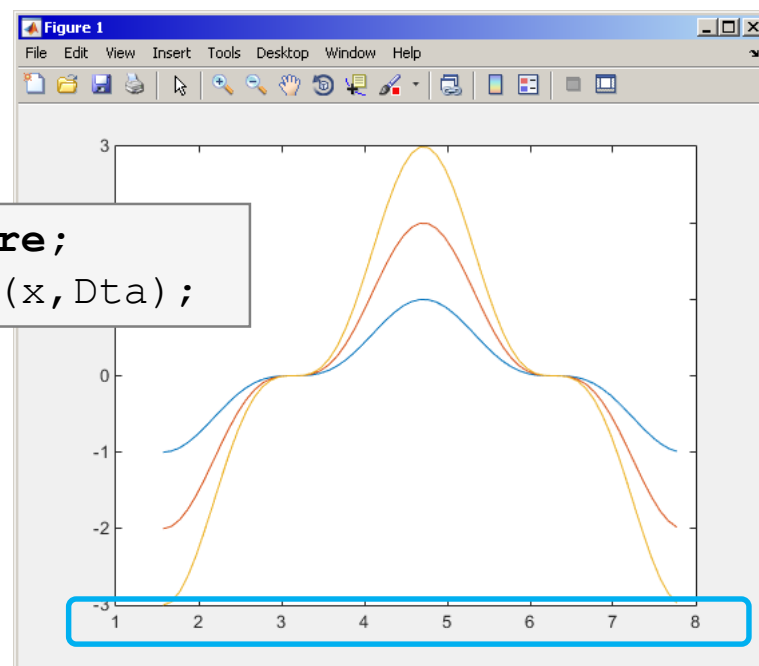
figure

- `figure` opens empty figure to plot graphs
 - the function returns object of class `Figure`

```
>> x = (0:0.1:2*pi) + pi/2;
>> Dta = -[1 2 3]'*sin(x).^3;
```



```
>> figure;
>> stem(Dta.'');
```



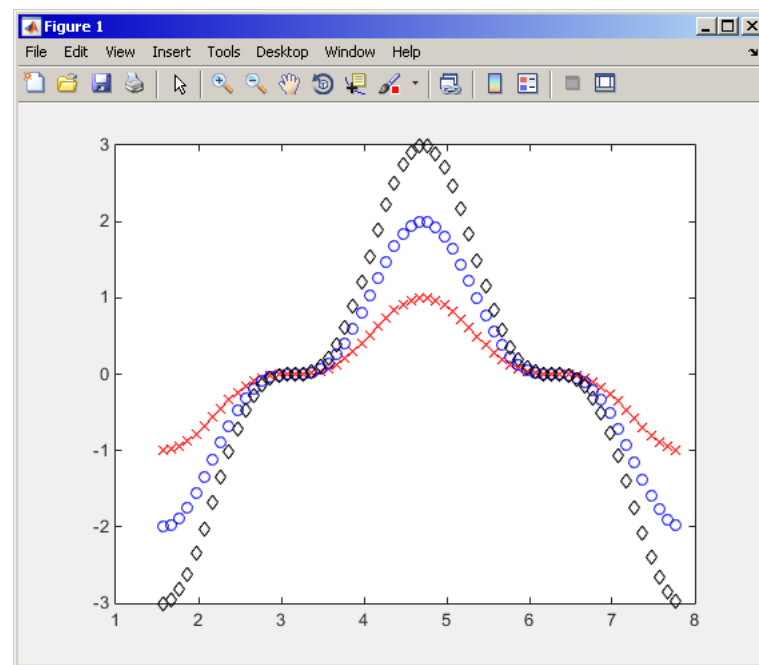
```
>> figure;
>> plot(x,Dta);
```

- it is possible to plot matrix data (column-wise)
- don't forget about x-axis data!

hold on

- function `hold on` enables to plot multiple curves in one axis, it is possible to disable this feature by typing `hold off`
- functions `plot`, `plot3`, `stem` and others enable to add optional input parameters (as strings)

```
x = (0:0.1:2*pi) + pi/2;  
Dta = -[1 2 3]'*sin(x).^3;  
figure;  
plot(x, Dta(1,:), 'xr');  
hold on;  
plot(x, Dta(2,:), 'ob');  
plot(x, Dta(3,:), 'dk');
```



LineStylec – customizing graph curves

- what do `plot` function parameters mean?
 - see `>> doc LineSpec`
 - the most frequently customized parameters of graph's lines
 - color (can be entered also using matrix `[R G B]`, where R, G, B vary between 0 a 1)
 - marker shape (*Markers*)
 - line style
- big changes since 2014b version!

line color	
'r'	red
'g'	green
'b'	blue
'c'	cyan
'm'	magenta
'y'	yellow
'k'	black
'w'	white

marker	
'+'	plus
'o'	circle
'*'	asterisk
'.'	dot
'x'	x-cross
's'	square
'd'	diamond
'^'	triangle
and others	<code>>> doc LineSpec</code>

```
plot(x, f, 'bo-');
plot(x, f, 'g*--');
```

```
figure('color', ...
       [.5 .1 .4]);
```

line style	
'-'	solid
'--'	dashed
':'	dot
'-.'	dash-dot
'none'	no line

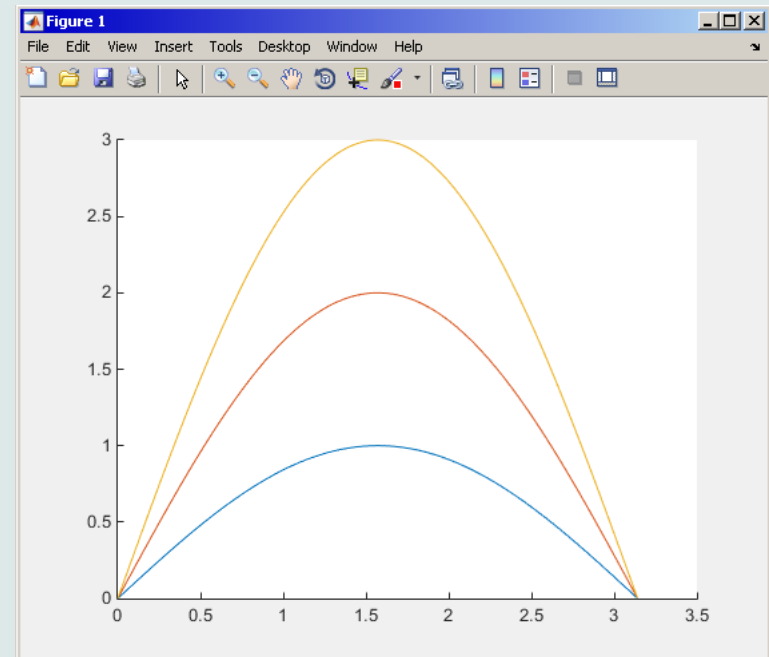
LineStyle – default setting in 2014b

- colors in given order are used when plotting more lines in one axis
 - this color scheme was changed in 2014b and later versions:
- it is not necessary to set color of each curve separately when using `hold on`
 - following default color order is used:

```
close all; clear; clc;
x = 0:0.01:pi;
figure;
hold on;
plot(x, 1*sin(x));
plot(x, 2*sin(x));
plot(x, 3*sin(x));
```

```
>> get(groot, 'DefaultAxesColorOrder')

% ans =
%
%          0      0.4470      0.7410
%      0.8500      0.3250      0.0980
%      0.9290      0.6940      0.1250
%      0.4940      0.1840      0.5560
%      0.4660      0.6740      0.1880
%      0.3010      0.7450      0.9330
%      0.6350      0.0780      0.1840
```

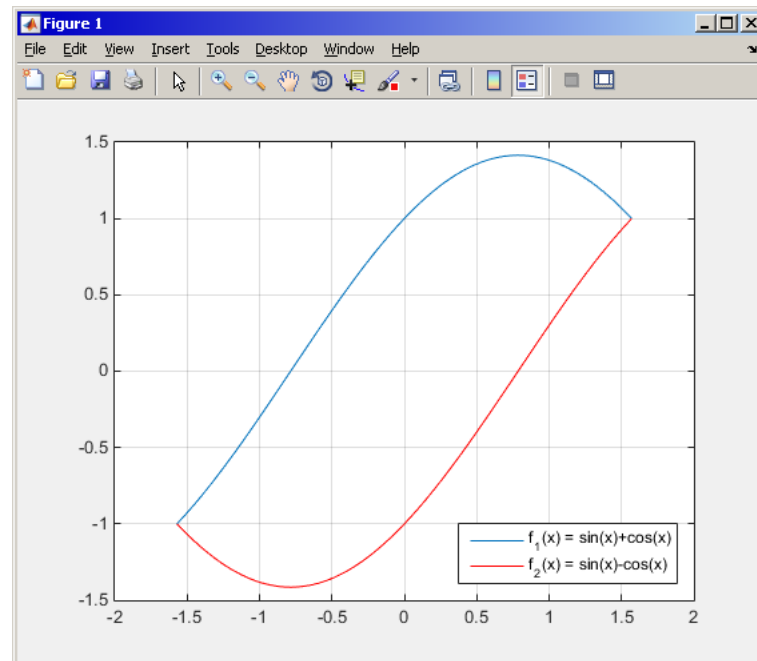
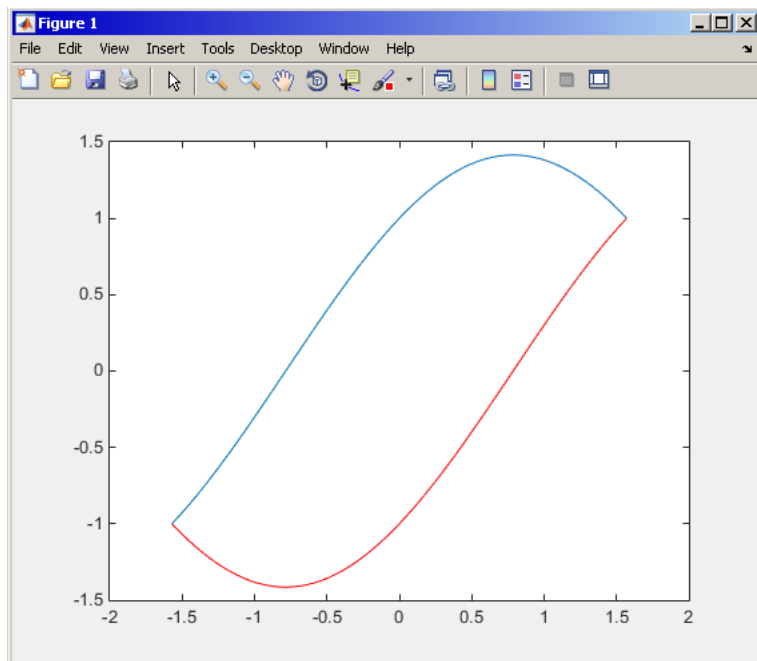


Visualizing – legend, grid

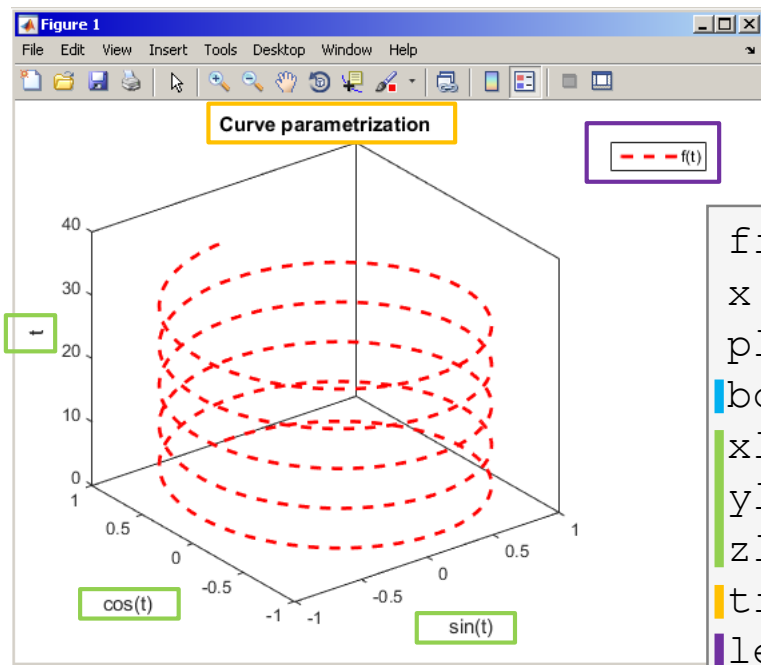
```
x = -pi/2:0.01:pi/2;
f1 = sin(x) + cos(x);
f2 = sin(x) - cos(x);
```

```
plot(x, f1);
hold on;
plot(x, f2, 'r');
```

```
grid on;
legend('f_1(x) = sin(x)+cos(x)', ...
      'f_2(x) = sin(x)-cos(x)', ...
      'Location', 'southeast');
```



- the example below shows plotting a spiral and customizing plotting parameters
 - functions `xlabel`, `ylabel` and `zlabel` are used to label the axes
 - function `title` is used to display the heading
 - function `legend` pro characterize the curve



- function `box` sets boundary to the graph

```
figure('color','w');
x = 0:0.05:10*pi;
plot3(sin(x),cos(x),x,'r--','LineWidth',2);
box on;
xlabel('sin(t)');
ylabel('cos(t)');
zlabel('t');
title('Curve parametrization')
legend('f(t)');
```

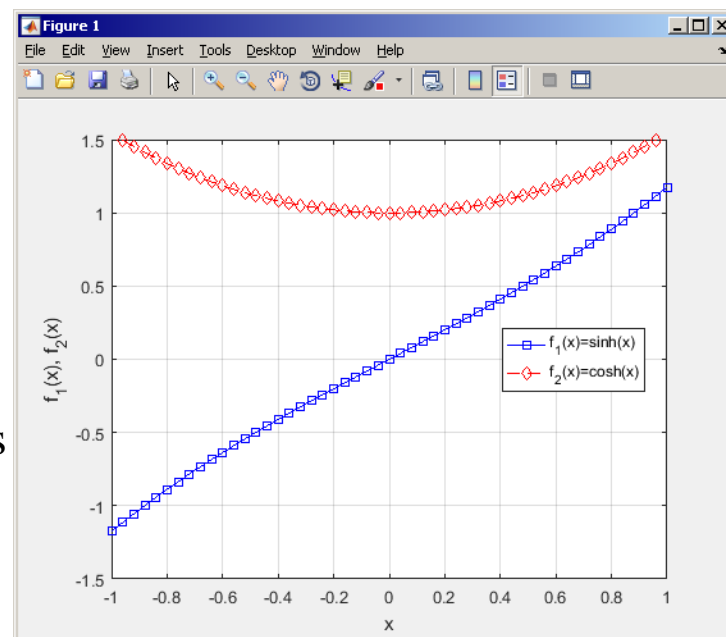
LineStyle – customizing graph curves

450 s ↑

- evaluate following two functions in the interval $x \in \langle -1, 1 \rangle$ for 51 values:

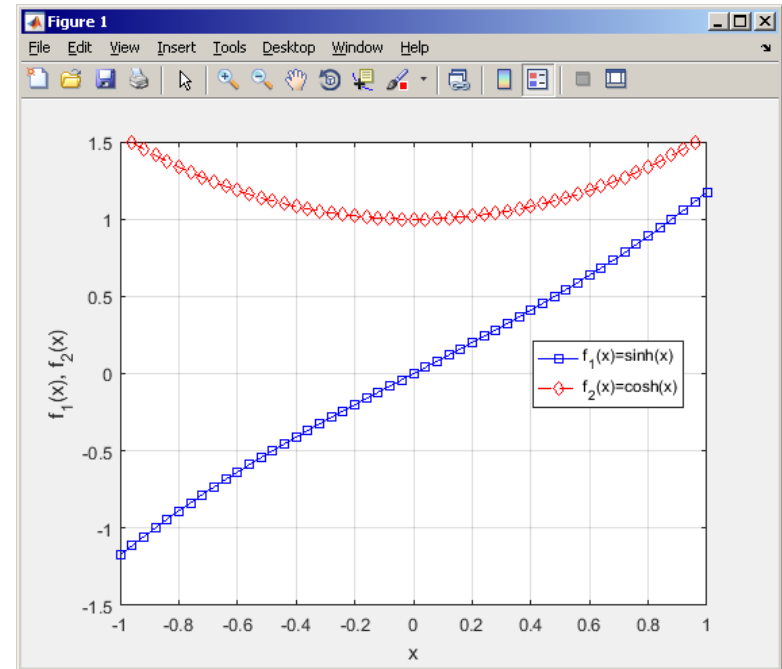
$$f_1(x) = \sinh(x), \quad f_2(x) = \cosh(x)$$

- use the function `plot` to depict both f_1 and f_2 so that
 - both functions are plotted in the same axis
 - the first function is plotted in blue with \square marker as solid line
 - the other function is plotted in red with \diamond marker and dashed line
 - limit the interval of the y-axis to $[-1.5, 1.5]$
 - add a legend associated to both functions
 - label the axes (x -axis: x , y -axis: f_1, f_2)
 - apply grid to the graph



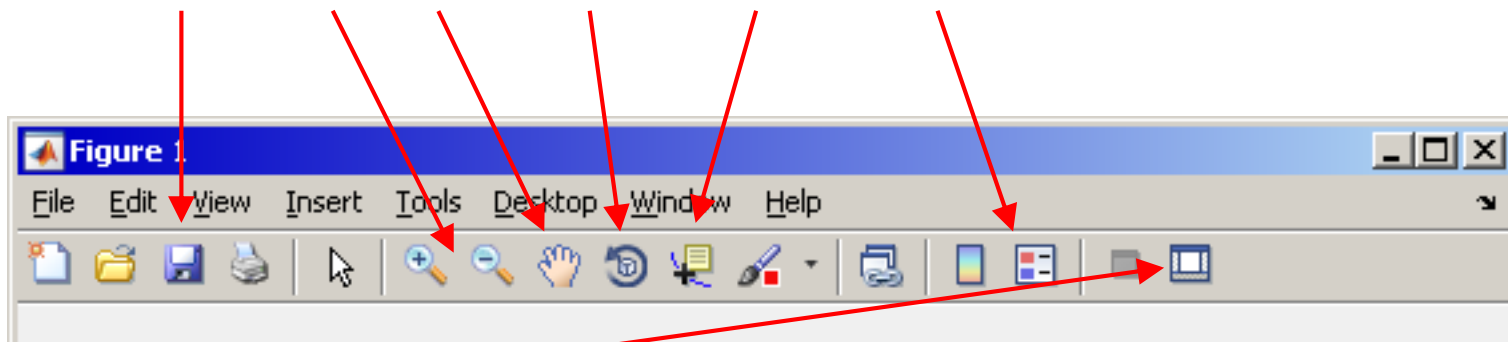
LineStyle – customizing graph curves

$$f_1(x) = \sinh(x), \quad f_2(x) = \cosh(x)$$



Visualizing – Plot tools

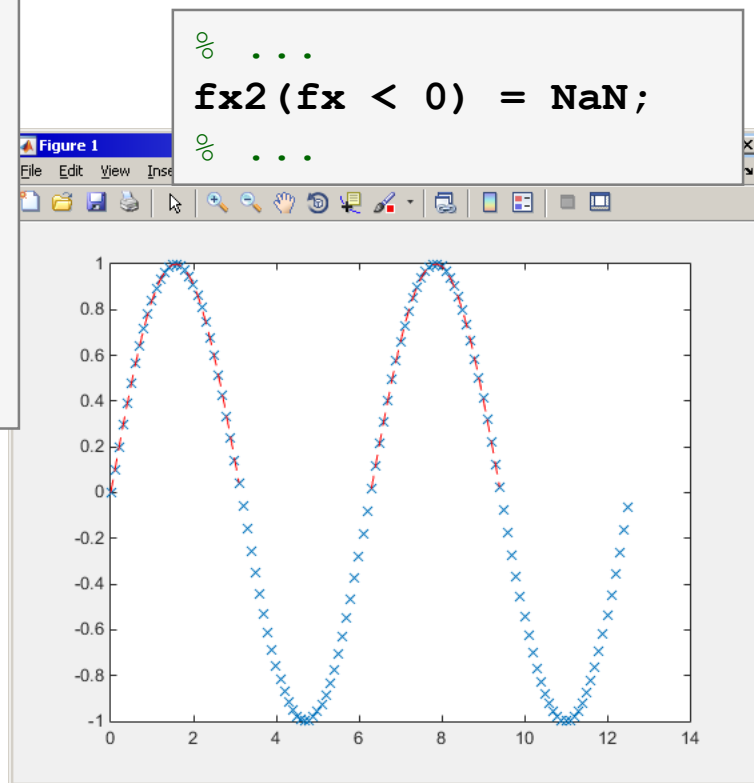
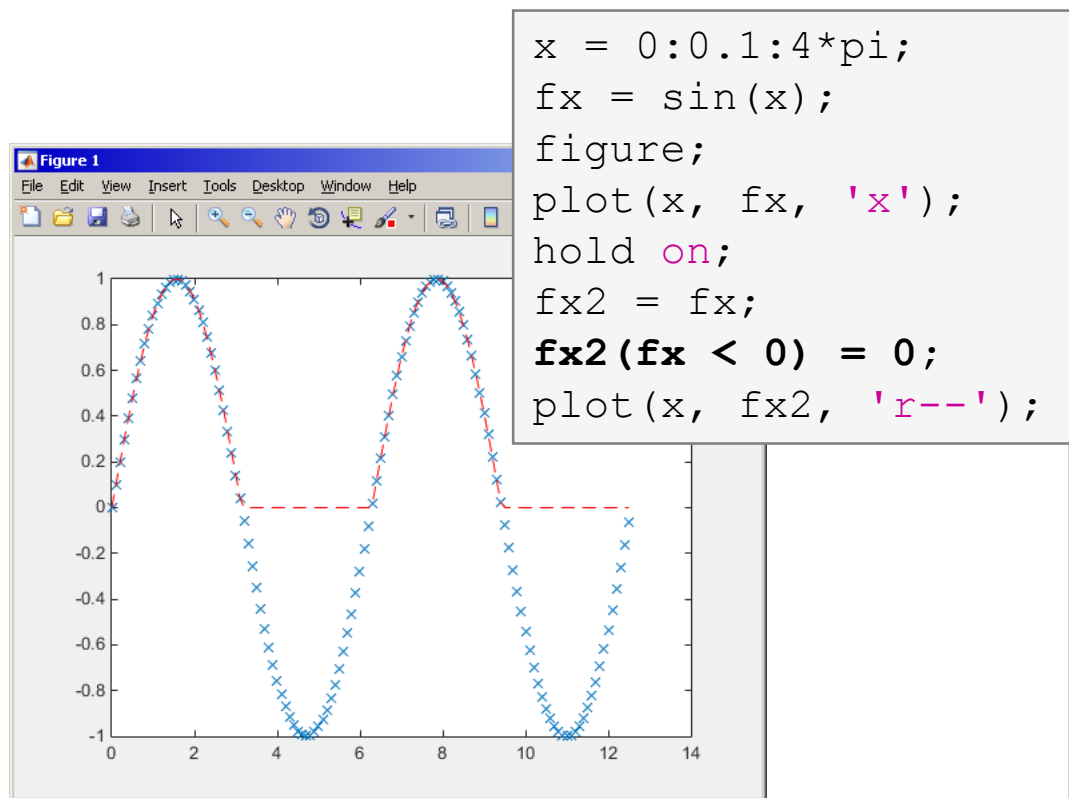
- it is possible to keep on editing the graph by other means
 - save, zoom, pan, rotate, marker, legend



- show plot tools (`showplottool`)
- all these operations can be carried out using Matlab functions
 - we discuss later (e.g. `rotate3d` activates figure's rotation tool, `view(az,el)` adjusts 3D perspective of the graph for given azimuth az and elevation el)

Visualizing – use of NaN values

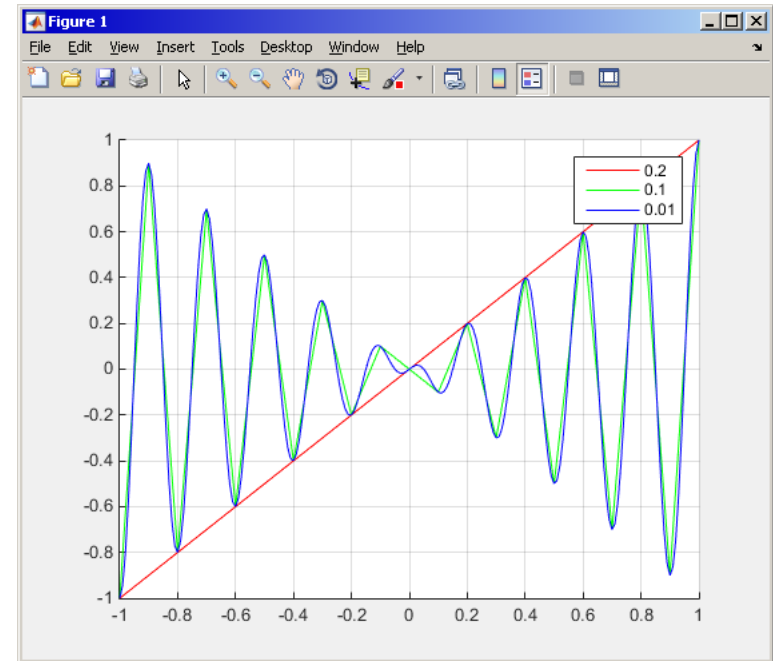
- NaN values are not depicted in graphs
 - it is quite often needed to distinguish zero values from undefined values
 - plotting using NaN can be utilized in all functions for visualizing



Exercise - sampling

300 s ↑

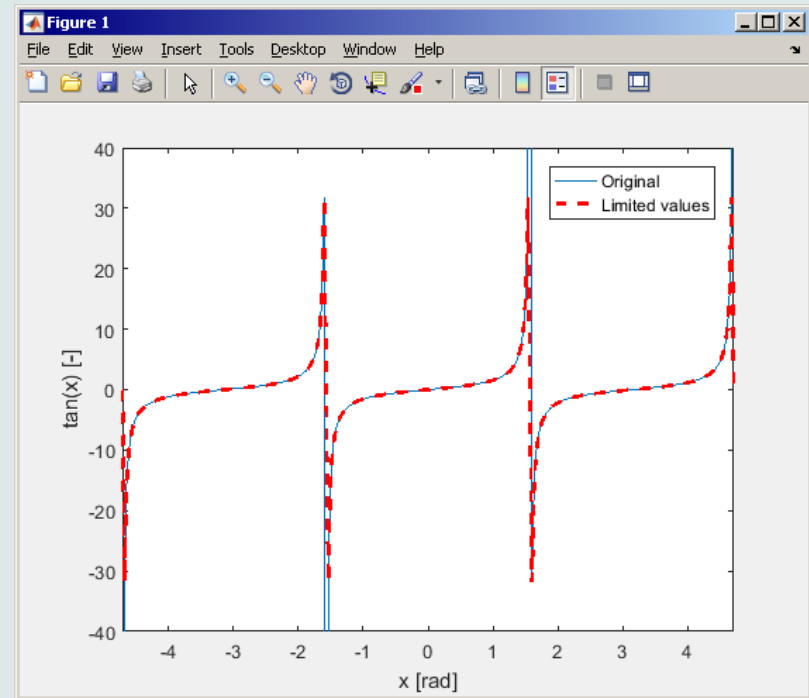
- plot function $f(x) = x \sin\left(\frac{\pi}{2}(1 + 20x)\right)$ in the interval $x \in \langle -1; 1 \rangle$
with step 0.2, 0.1 a 0.01
- compare the results!



Exercise - rounding

300 s ↑

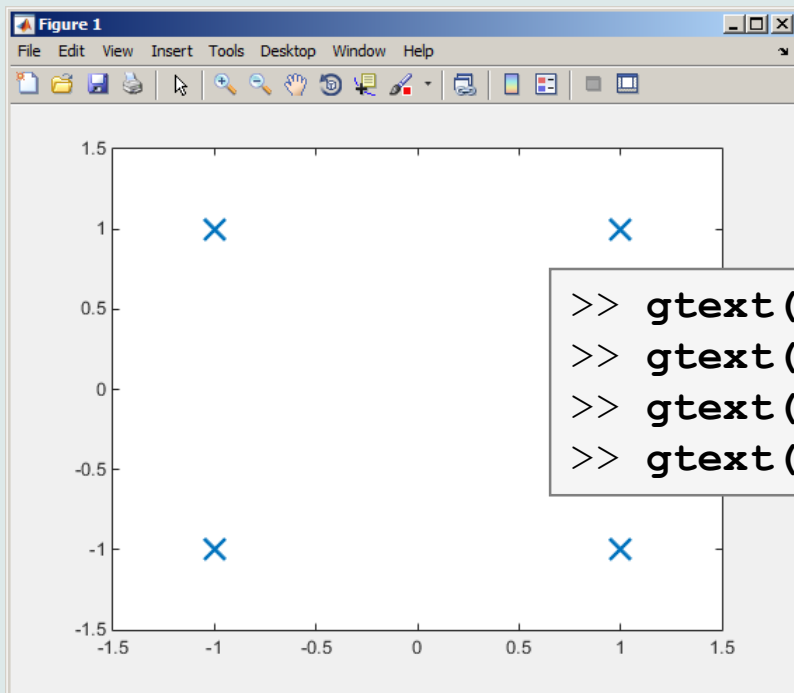
- plot function $\tan(x)$ for $x \in \langle -3/2\pi; 3/2\pi \rangle$ with step $\pi/100$
- limit depicted values by ± 40
- values of the function with absolute value greater than $1 \cdot 10^{10}$ replace by 0
 - use logical indexing
- plot both results and compare them



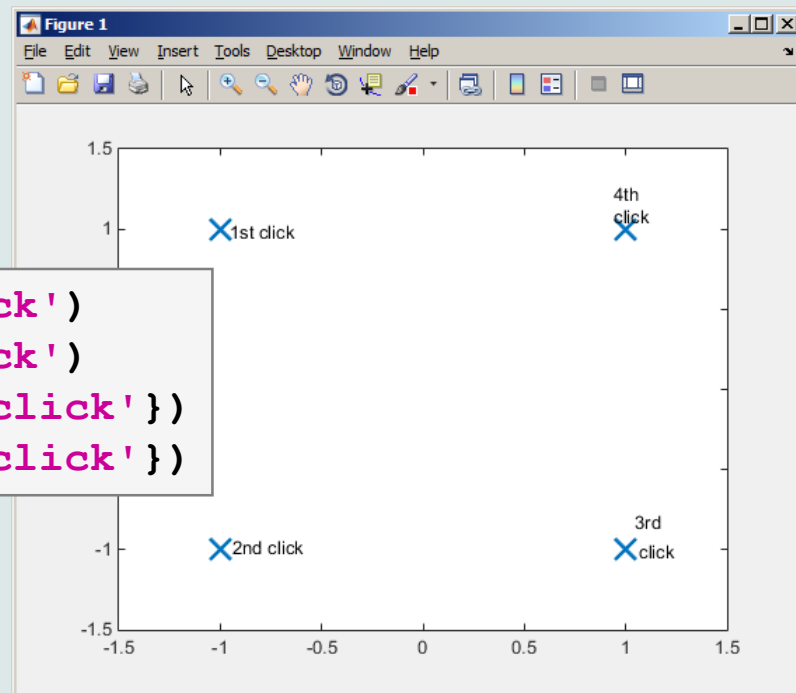
Function gtext

- function `gtext` enables placing text in graph
 - the placing is done by selecting a location with the mouse

```
>> plot([-1 1 1 -1], [-1 -1 1 1], ...
        'x', 'MarkerSize', 15, 'LineWidth', 2);
>> xlim(3/2*[-1 1]); ylim(3/2*[-1 1]);
```

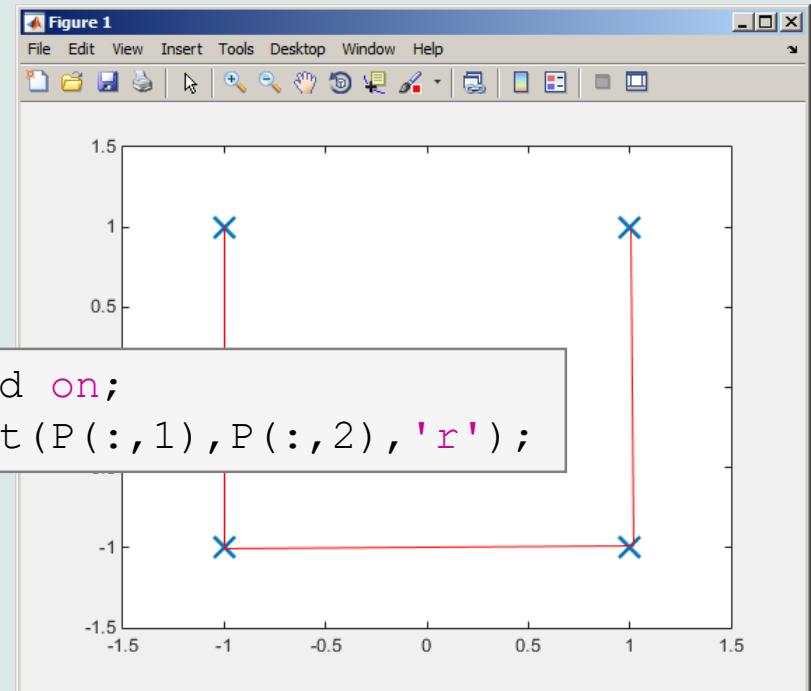
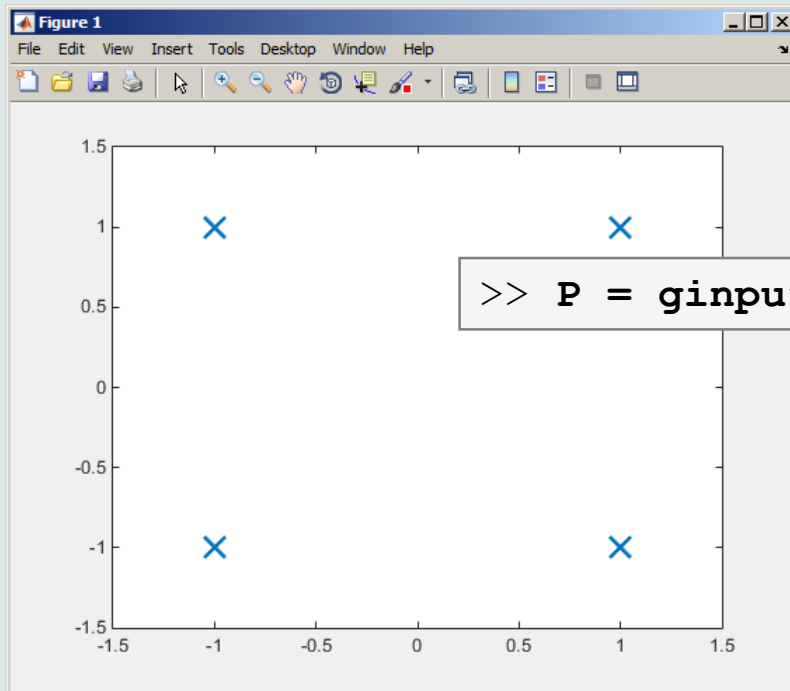


```
>> gtext('1st click')
>> gtext('2nd click')
>> gtext({'3rd'; 'click'})
>> gtext({'4th', 'click'})
```



Function `ginput`

- function `ginput` enables selecting points in graph using the mouse
 - we either insert requested number of points ($P = \text{ginput}(x)$) or terminate by pressing Enter



Debugging #1

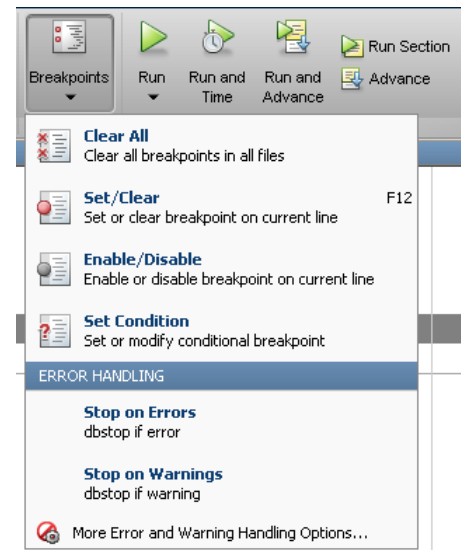
- *bug* \Rightarrow *debugging*
- we distinguish:
 - semantic errors (“logical“ or “algorithmic” errors)
 - usually difficult to identify
 - syntax errors (“grammatical” errors)
 - pay attention to the contents of error messages - it makes error elimination easier
 - unexpected events (see later)
 - e.g. problem with writing to open file, not enough space on disk etc.
 - rounding errors (everything is calculated as it should but the result is wrong anyway)
 - it is necessary to analyze the algorithm in advance, to determine the dynamics of calculation etc.
- software debugging and testing is an integral part of software development
 - later we will discuss the possibilities of code acceleration using `Matlab profile`

Debugging #2

- we first focus on semantic and syntax errors in scripts
 - we always test the program using test-case where the result is known
- possible techniques:
 - using functions who, whos, keyboard, disp
 - using debugging tools in Matlab Editor (illustration)

MATLAB Functions

<code>dbclear</code>	Clear breakpoints
<code>dbcont</code>	Resume execution
<code>dbdown</code>	Reverse workspace shift performed by <code>dbup</code> , while in debug mode
<code>dbquit</code>	Quit debug mode
<code>dbstack</code>	Function call stack
<code>dbstatus</code>	List all breakpoints
<code>dbstep</code>	Execute one or more lines from current breakpoint
<code>dbstop</code>	Set breakpoints for debugging
<code>dbtype</code>	List text file with line numbers
<code>dbup</code>	Shift current workspace to workspace of caller, while in debug mode
<code>checkcode</code>	Check MATLAB code files for possible problems
<code>keyboard</code>	Input from keyboard
<code>mlintrpt</code>	Run <code>checkcode</code> for file or folder, reporting results in browser



- using Matlab built-in debugging functions

Debugging

250 s ↑

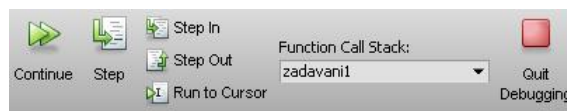
- for the following piece of code:

```
clear; clc;
N = 5e2;
mat = nan(N,N);
for iRow = 1:N
    for iCol = 1:N
        mat(iRow,iCol) = 1;
    end % end for
end % end for
```

- use Matlab Editor to:

- set *Breakpoint* (click on dash next to line number)
- run the script (F5)
- check the status of variables (keyboard mode or hover over variable's name with the mouse in Editor)
- keep on tracing the script
 - what is the difference between *Continue a Step* (F10)?

```
4 - [ ] for iRow = 1:N
5 - [ ]     for iCol = 1:N
6 - [ ]         mat(iRow,iCol) = 1;
7 - [●]     end
8 - [ ] end % end for
```



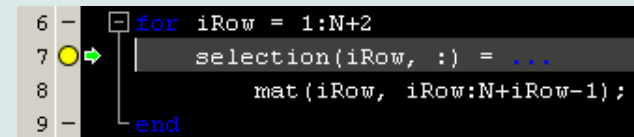
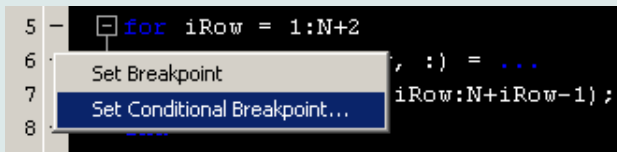
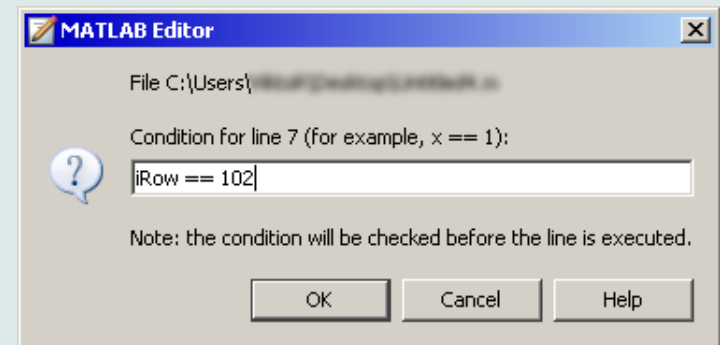
```
4 - [ ] for iRow = 1:N
5 - [ ]     for iCol = 1:N
6 - [ ]         mat(iRow,iCol) = 1;
7 - [●]     end
8 - [ ] end % end for
9
```

iRow: 1x1 double = 1

Advanced debugging

- *Conditional Breakpoints*
 - serve to suspend the execution of code when a condition is fulfilled
 - sometimes, the set up of the correct condition is not an easy task...
 - easier to find errors in loops
 - code execution can be suspended in a particular loop
 - the condition may be arbitrary evaluable logical expression

```
% code with an error
clear; clc;
N = 100;
mat = magic(2*N);
selection = zeros(N, N);
for iRow = 1:N+2
    selection(iRow, :) = ...
        mat(iRow, iRow:N+iRow-1);
end
```



Selected hints for code readability #1

```
for iRow = 1:N
    mat(iRow,:) = 1;
end % end of ...
```

- use indentation of loop's body, indentation of code inside conditions (TAB)
 - size of indentation can be adjusted in preferences (usually 3 or 4 spaces)
- use "positive" conditions
 - i.e. use `isBigger` or `isSmaller`, not `isNotBigger` (can be confusing)
- complex expressions with logical and relational operators should be evaluated separately → higher readability of code
 - compare:

```
if (val>lowLim) & (val<upLim) & ~ismember(val, valArray)
    % do something
end
```

and

```
isValid = (val > lowLim) & (val < upLim);
isNew   = ~ismember(val, valArray);
if isValid & isNew
    % do something
end
```

Selected hints for code readability #2

- code can be separated with a line to improve clarity
- use two lines for separation of blocks of code
 - alternatively use cells or commented lines `%-----`, etc.
- consider the use of spaces to separate operators (`=` & `|`)
 - to improve code readability:

```
(val>lowLim) & (val<upLim) & ~ismember (val, valArray)
```

vs.

```
(val > lowLim) & (val < upLim) & ~ismember(val, valArray)
```

- in the case of nesting use comments placed after `end`

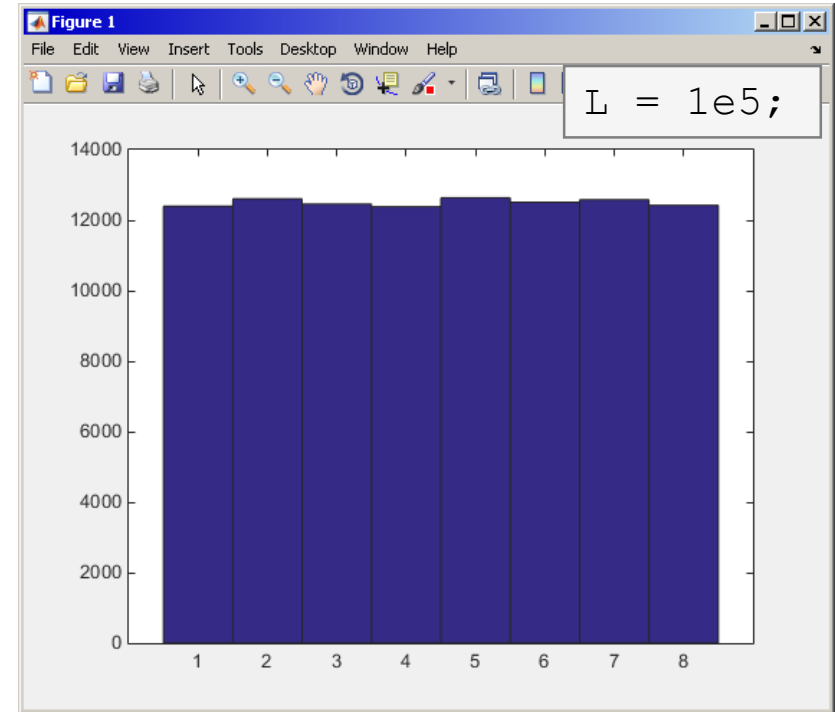
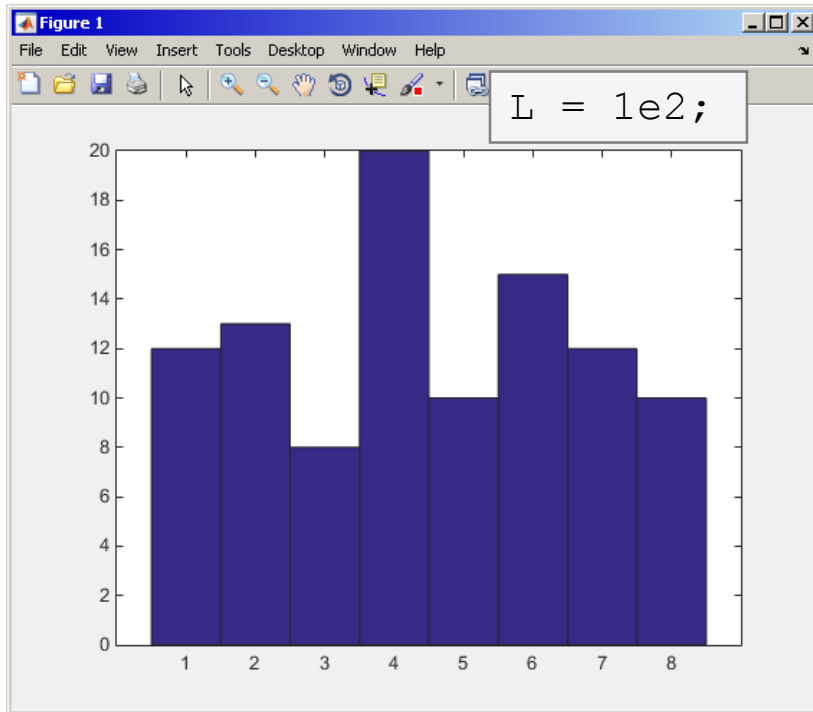
Discussed functions

<code>figure, hold</code>	open new figure, enable multiple curves in one axis	●
<code>title, xlim, ..., xlabel, ...</code>	heading, axes limits, axes labels	●
<code>legend, grid</code>	legend, grid	●
<code>gtext, ginput</code>	interactive text insertion, interactive input from mouse or cursor	

Exercise #1

600 s ↑

- create a script to simulate L roll of the dice
 - what probability distribution do you expect?
 - use histogram to plot the result
 - consider various number of tosses L (from tens to millions)



Exercise #2

600 s



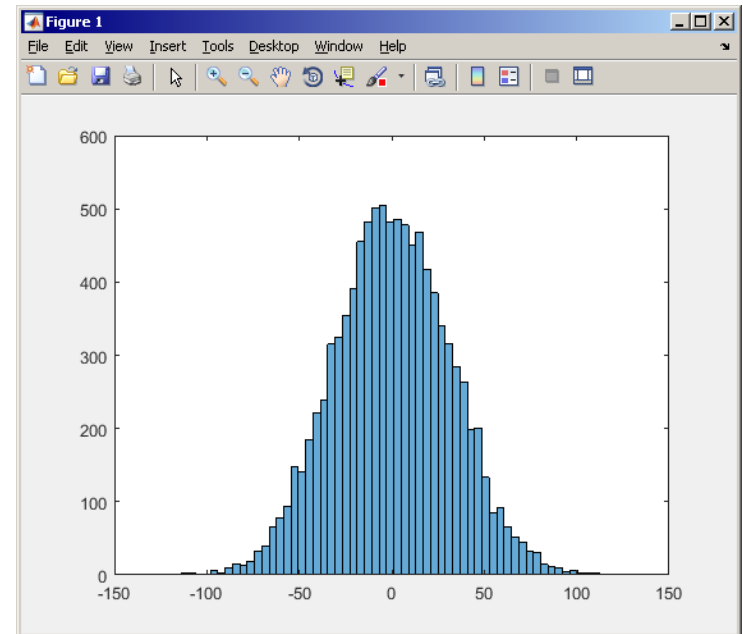
- create a script to simulate N series of trials, where in each series a coin is tossed M times (the result is either head or tail)
 - generate a matrix of tosses (of size $M \times N$)
 - calculate how many times head was tossed in each of the series (a number between 0 and M)
 - calculate how many times more (or less) the head was tossed than the expected average (given by uniform probability distribution)
 - what probability distribution do you expect?
 - plot resulting deviations of number of heads
 - use function `histogram()`

Exercise #3

- mean and standard deviation of noOnesOverAverage:

$$\mu = \frac{1}{N} \sum_i x_i \approx 0$$

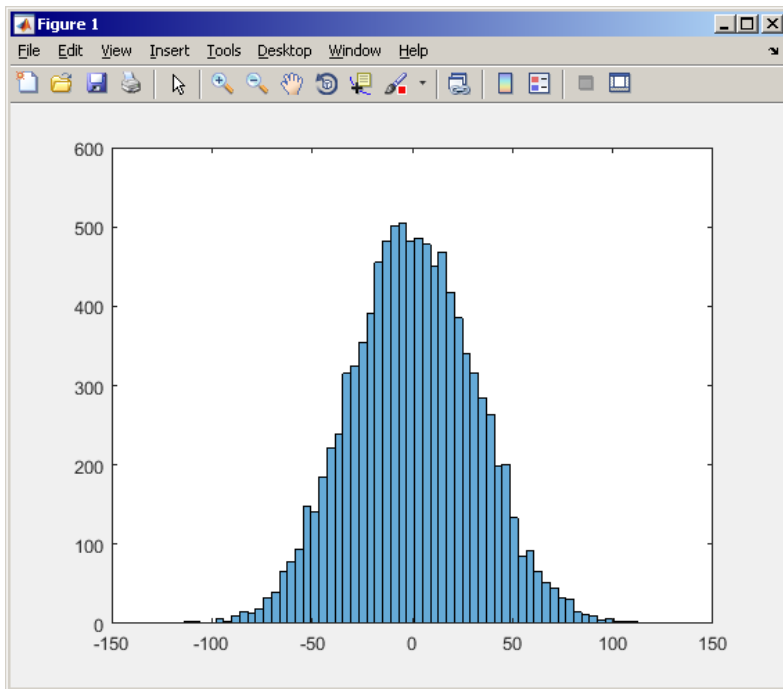
$$\sigma = \sqrt{\frac{\sum_i (\mu - x_i)^2}{N}} = \sqrt{1000} \approx 31.62$$



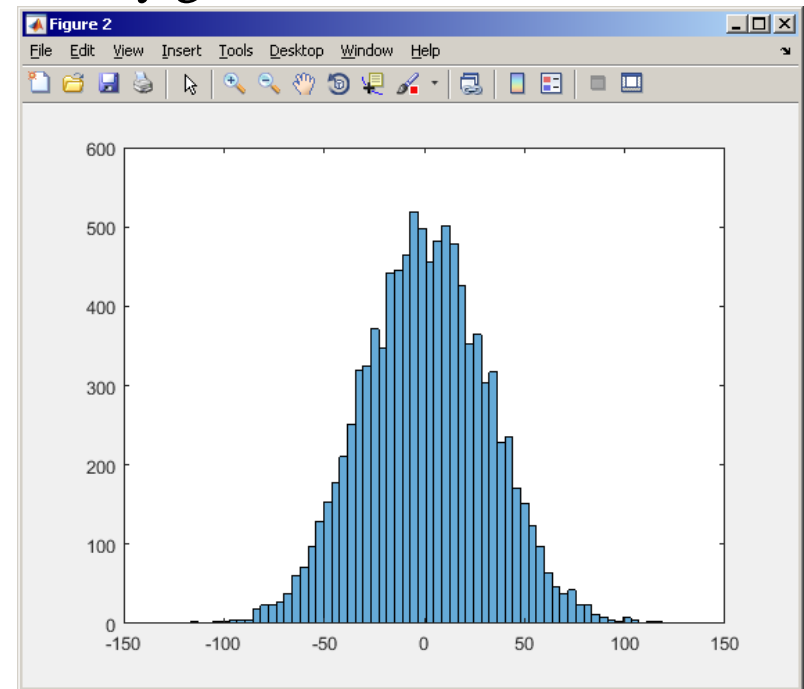
Exercise #4

- to test whether we get similar distribution for directly generated data:

coin toss:



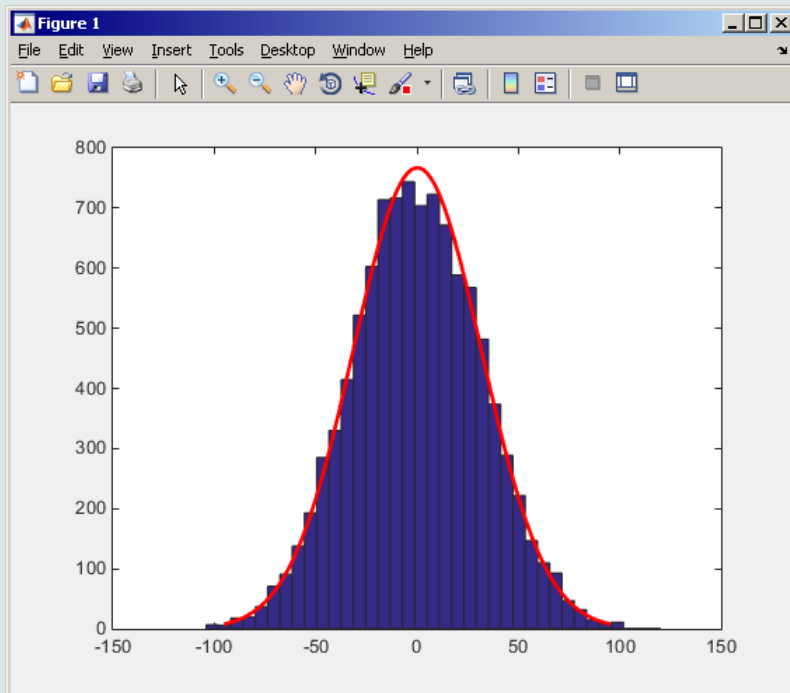
directly generated data:



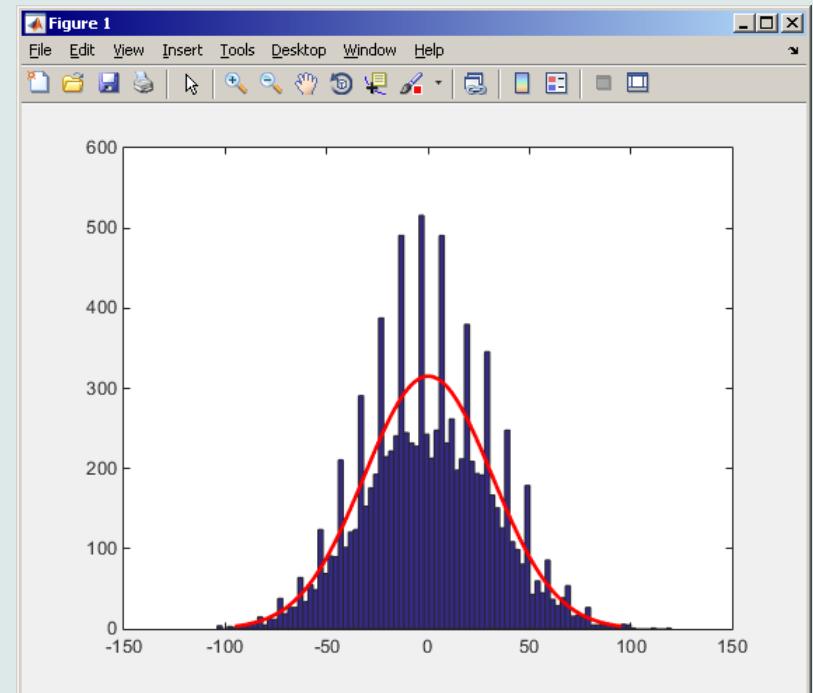
Exercise #5

- use function `histfit` (Statistics Toolbox) to plot probability density function related to a histogram
 - set the parameter `nbins` accordingly to properly display histogram of discrete random variable

```
histfit(noOnesOverAverage, 37);
```



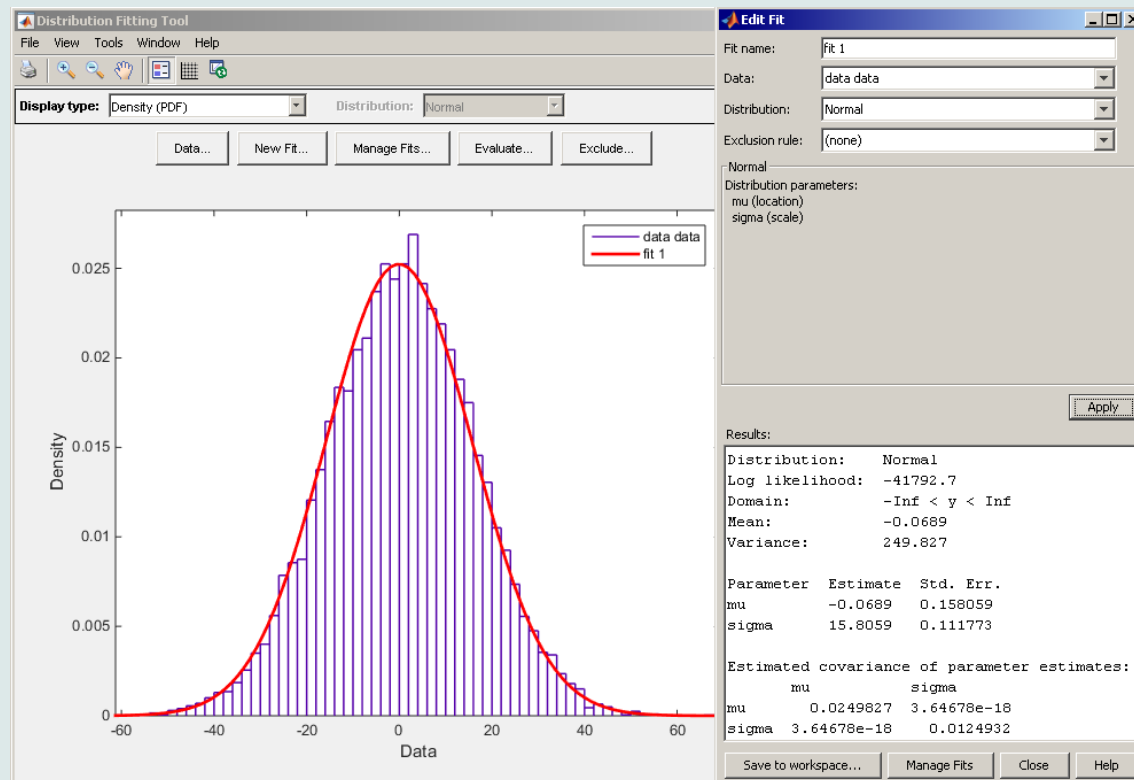
```
histfit(noOnesOverAverage, 90);
```



Exercise #6

- use Distribution Fitting Tool (dfittool) to approximate probability distributions of random trials

```
dfittool(noOnesOverAverage);
```



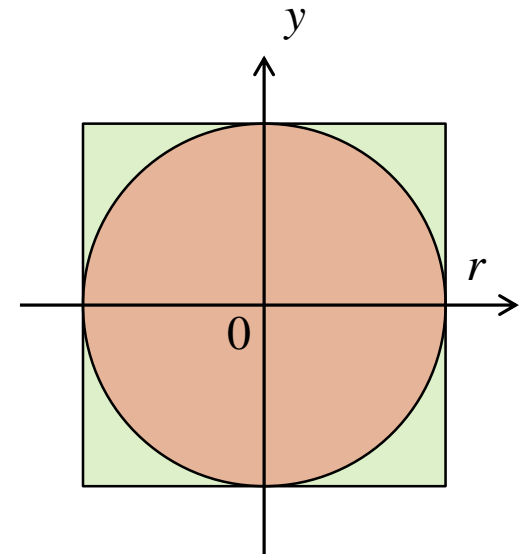
Exercise #7

600 s ↑

- use Monte Carlo method to estimate the value of π
 - Monte Carlo is a stochastic method using pseudorandom numbers
- The procedure is as follows:
 - (1) generate points (uniformly distributed) in a given rectangle
 - (2) compare how many points there are in the whole rectangle and how many there are inside the circle

$$\frac{S_{\circ}}{S_{\square}} = \frac{\pi r^2}{(2r)^2} = \frac{\pi}{4} \approx \frac{\text{hits}}{\text{shots}}$$

- write the script in the way that the number of points can vary
 - notice the influence of the number of points on accuracy of the solution



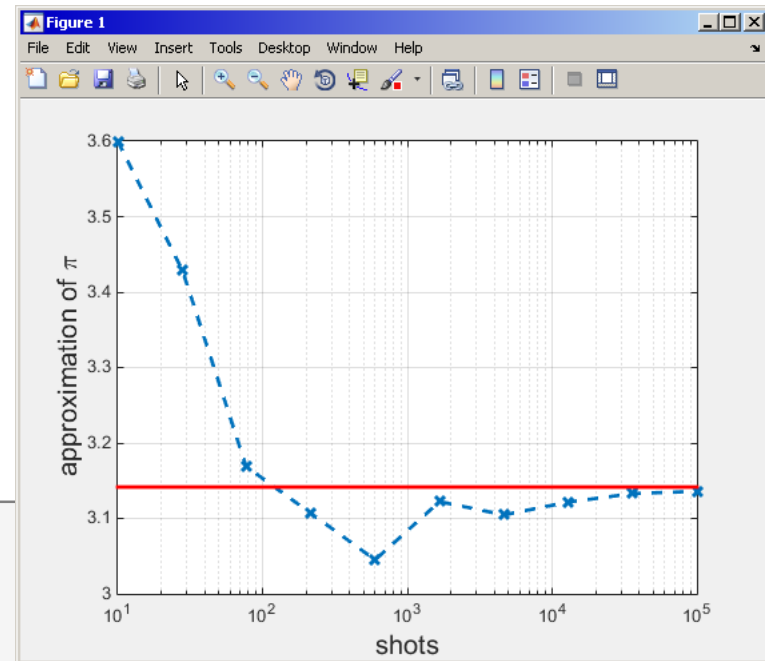
Exercise #7- solution

- resulting code (circle radius $r = 1$):

Exercise #8

- approximation of Ludolph's number - visualization:

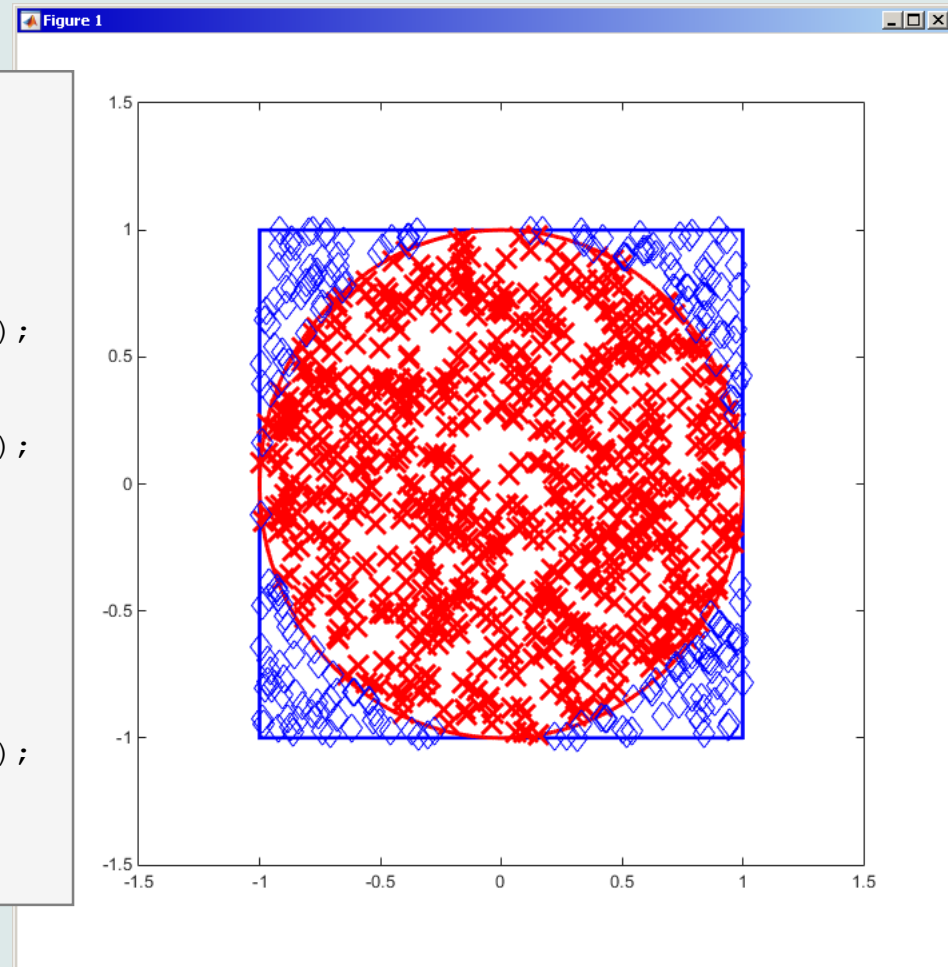
```
figure;  
semilogx(N, my_pi, 'x--', 'linewidth',2);  
xlim([N(1) N(end)]);  
hold on; grid on;  
xlabel('shots','FontSize', 15);  
ylabel('approximation of \pi','FontSize', 15);  
line([N(1) N(end)],[pi pi],'color','r','linewidth',2);
```



Exercise #9

- visualization of the task:

```
display      = 1000;  
Rdisplay    = R(1:display,1);  
shotsdisplay = shots(1:display,1:2);  
  
figure('color','w','pos',[50 50 700 700],...  
      'Menubar','none');  
line([-1 1],[-1 -1],'LineWidth',2,'Color','b');  
hold on;  
line([-1 1],[1 1],'LineWidth',2,'Color','b');  
line([-1 -1],[-1 1],'LineWidth',2,'Color','b');  
line([1 1],[-1 1],'LineWidth',2,'Color','b');  
xlim([-1.5 1.5]); ylim([-1.5 1.5]); box on;  
plot(cos(0:0.001:2*pi),sin(0:0.001:2*pi),...  
      'LineWidth',2,'Color','r');  
  
plot(shotsdisplay(Rdisplay < 1,1),...  
      shotsdisplay(Rdisplay < 1,2),'x',...  
      'MarkerSize',14,'LineWidth',2,'Color','r');  
plot(shotsdisplay(Rdisplay >= 1,1),...  
      shotsdisplay(Rdisplay >= 1,2),'bd',...  
      'MarkerSize',12);
```



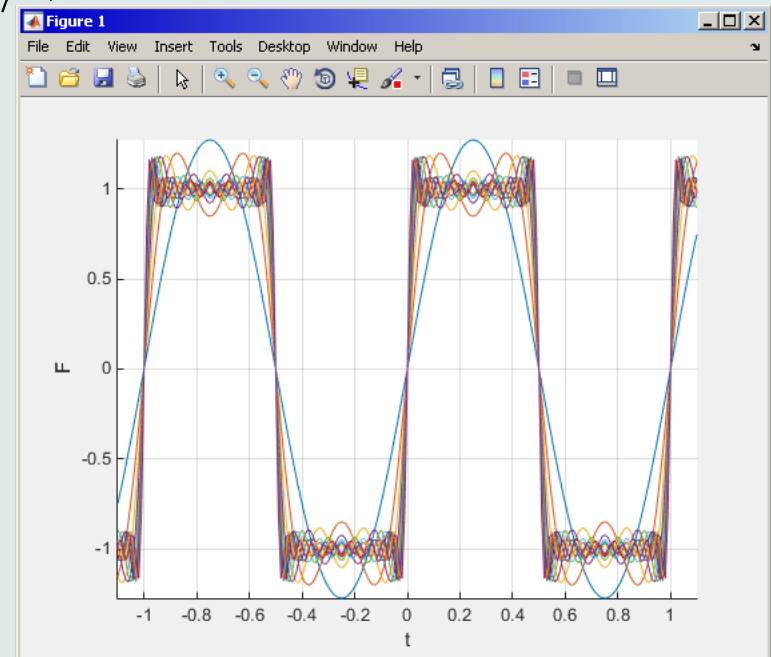
Exercise #10

600 s

- Fourier series approximation of a periodic rectangular signal with zero direct component, amplitude A and period T is

$$s(t) = \frac{4A}{\pi} \sum_{k=0}^{\infty} \frac{1}{2k+1} \sin\left(\frac{2\pi t(2k+1)}{T}\right)$$

- plot resulting signal $s(t)$ approximated by one to ten harmonic components in the interval $t \in \langle -1.1; 1.1 \rangle$ s; use $A=1$ V a $T=1$ s



Thank you!



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