

# Lecture 1: MATLAB Environment, Basic Math Operators

B0B17MTB, BE0B17MTB – MATLAB

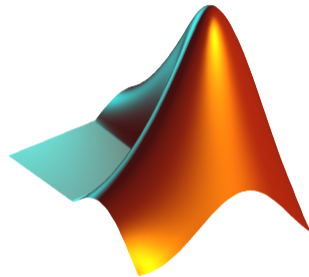
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1. MATLAB Environment
2. Scalars, Vectors, Matrices
3. Basic Math Operations
4. Exercises





# The MATLAB Environment

The screenshot shows the MATLAB R2019a interface with the following components highlighted by numbered callouts:

- 1**: Command Window (containing the prompt `>>`)
- 2**: Workspace (table with columns: Name, Value, Class, Bytes)
- 3**: Command History (containing a list of executed commands)
- 4**: Current Folder (file browser on the left)
- 5**: Details (bottom left of the file browser)
- 6**: File menu (top left)
- 7**: MATLAB logo (bottom left)
- 8**: Search bar (top right)

**Command History:**

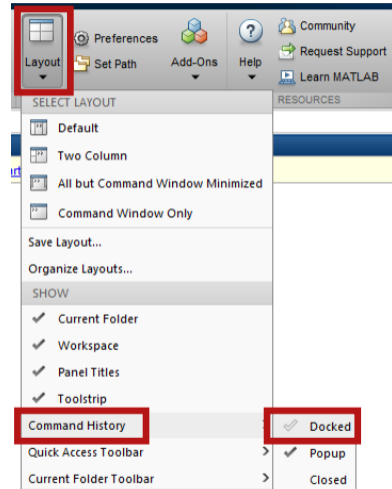
```

a1 = pi/3;
R = [cos(a1) 0 -sin(a1);...
      0 1 0;...
      sin(a1) 0 cos(a1)];
v2 = R * v
clear
A = [1 1; 1 2]
B = [1 1]
x = A\b
b = [1;1]
A\b
b./A
x = A\b
a1.*A
(b./A)'.
A\b
t-- 26.05.2019 15:44 -->
D:\preferences
clear
  
```



# The MATLAB Environment – Panels

1. Command Window
2. Workspace
3. Command History – *not activated, to activate* →
4. Current Folder
5. Current Folder – Details
6. Current Working Directory
7. Status (“Busy” when MATLAB is executing your code)
8. Search in documentation





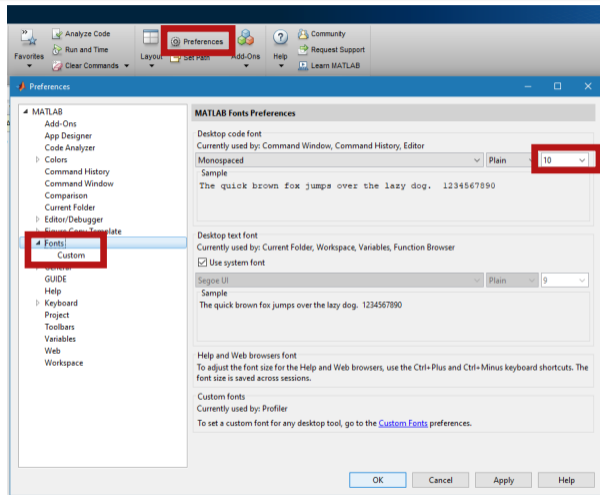
# Preferences

▶ Command:

```
>> preferences
```

▶ Ribbon menu:

- ▶ Change font size.





# MATLAB Online

- ▶ [matlab.mathworks.com](https://matlab.mathworks.com)
- ▶ Runs in a web browser.
- ▶ Requires (CTU) log in.
- ▶ Slower than regular MATLAB.

Name	Value	Size	Class
a	[1;1;1;1;1;1;1;1;1;1]	10x1	double



# Documentation

```
>> doc % opens documentation window
```

```
>> help % MATLAB help
```

```
>> demo % tutorials
```



# The Help Structure

## ► Command:

```
>> help sin
```

## ► Output:

```
sin    Sine of argument in radians.  
      sin(X) is the sine of the elements of X.
```

```
See also asin, sind, sinpi.
```

```
Reference page for sin
```





# The Documentation Structure I.

► Command:

```
>> doc sin
```

1. Documentation page
2. Search field
3. Documentation contents
4. Bookmarks of this page

The screenshot shows the MATLAB Help interface for the `sin` function. The search field at the top right is circled with a '2'. The 'sin' title is circled with a '1'. The 'CONTENTS' sidebar on the left is circled with a '3'. The 'ON THIS PAGE' section in the sidebar is circled with a '4'. The main content area includes sections for Syntax, Description, and Examples. A plot of the sine function is shown at the bottom.



## The Documentation Structure II.

- ▶ Check the origin of the function.
  - ▶ Several functions with the same name may exist.
- ▶ Functions types by origin:
  - ▶ MATLAB core functions – most of them build-in, some are available for editing (not recommended!).
  - ▶ Functions from installed toolboxes.
  - ▶ User-created functions.
- ▶ Calling priority for functions will be discussed later.
- ▶ During this course, **always open a function from core installation.**

The screenshot shows a search bar with 'sin|' entered. Below it, a list of search results is displayed under the heading 'Functions'. Each result includes the function name, a brief description, and the source toolbox. A search icon is visible in the top right corner of the search bar.

Function	Description	Source
<code>sin</code>	Sine of argument in radians	MATLAB
<code>sin</code>	Symbolic sine function	Symbolic Math Toolbox
<code>sin</code>	Sine of fixed-point values	Fixed-Point Designer
<code>sind</code>	Sine of argument in degrees	MATLAB
<code>sinh</code>	Hyperbolic sine of argument in radians	MATLAB

» 136 more



# Workspace Browser

- ▶ List of variables.
- ▶ Deleting/modification of existing variables.
- ▶ Saving/loading.
- ▶ Values, Class and Memory information.
- ▶ Other information can be added: size, min, max, ...
- ▶ All information can be obtained using MATLAB functions that we learn later, *e.g.*, min, max, max, length.
- ▶ Fast data plotting option (in ribbon).

The screenshot shows the MATLAB Workspace Browser window with the following data:

Name	Value	Class	Bytes
1	1	double	8
A	[-1,1;-2]	double	32
5	5	double	8
B	[1,2,3;4,5,6;7,8,9]	double	72
c	[1,0,0]	double	24
d	[0;1;0]	double	24

The Variable Editor window for variable 'A' shows the following data grid:

	1	2	3	4	5	6
1	-1	1				
2	1	-2				
3						
4						
5						



# MATLAB Commands

- ▶ Matlab is **cAsE sEnSiTiVe!**
  - ▶ Almost entirely, with certain exceptions (properties of graphics objects, ...).
  - ▶ Pay attention to typos and variable names (see later).
    - ▶ New versions of MATLAB offer certain options.

```
>> AA = [1 1 1]
>> Aa
```

- ▶ Beware of different syntax in Mathematica.
  - ▶ Following syntax is incorrect both in MATLAB and Mathematica:

```
>> Sin(pi/2) % function names start with lower case
>> cos[pi/2] % function input is in parentheses ()
```

- ▶ Will be discussed in the next lectures.



# Naming Conventions

- ▶ Names of variables can have max. 63 characters starting with letter  
(`>> namelengthmax`)
  - ▶ Letters and numbers are allowed, other symbols (colon “:”, hyphen “-” and others) are not.
  - ▶ Underscore is allowed in the variable name “\_” (not at the beginning, though!).
- ▶ Lowercase letters in the names of scalars and variables (`a = 17.59;`).
- ▶ Matrix names usually start with a capital letter (`A = [ . . . ];`).
- ▶ Iteration variables, variables used in `for` cycles usually named `m`, `n`, `k`, etc.
  - ▶ It is advisable to avoid `i` and `j` (complex unit).
- ▶ Avoid, if possible, standalone letter “`l`” (to be confused with one “`1`”) and predefined variables in MATLAB environment (see later).
- ▶ Choose names corresponding to the meaning of each particular variable.
- ▶ Avoid using names of existing functions or scripts (overloading can occur).
- ▶ The same conventions are valid for names of functions and scripts.



# Variable Names

- ▶ Examples of valid variable names:

```
a, A, b, c, x1, x2, M_12, test1, matrix_A, fx, fX
```

- ▶ Examples of invalid variable names:

```
1var      % starts with a number (not possible in MATLAB)  
matrix A  % contains space  
coef.a    % possible only if coef is of type 'struct'  
Test-1    % algebraic expressing: ans = Test - 1  
f(y)      % makes sense when using symbolic expressions
```

- ▶ Examples of valid numbers in MATLAB,

```
3, -66, +0.0015, .015, 1e2, 1.6025e-10, 05.1
```



# Functions who, whos

- ▶ Function `who` lists all variables in MATLAB Workspace.
  - ▶ Wide variety of options.
- ▶ Functions `whos` lists the variable names + dimension, size and data type of the variables or displays content of a file.
  - ▶ Wide variety of options.

```
>> whos('-file', 'matlab.mat');
```

```
>> a = 15; b = true; c = 'test'; d = 1 + 5j;  
>> who  
>> whos  
>> Ws = whos;
```



# Workspace – Output Deletion

- ▶ To clean (erase) command window:

```
>> clc
```

- ▶ To clean one (or more) variable(s):

```
>> clear          % whole Workspace is deleted  
>> clear XX      % variable XX is deleted  
>> clear XX YY   % variables XX and YY are deleted  
>> clear z*      % everything starting with 'z' is deleted
```

- ▶ clear has a number of other options (graphics, I/O)





# Command History Window

- ▶ Command History window stores all commands from the Command Window.
- ▶ Command History is accessible though  $\uparrow$  or  $\downarrow$ .
- ▶ it is possible to filter out past commands by, *e.g.*:
  - » `A = [ +  $\uparrow$ .`
- ▶ It is possible to copy-and-paste entire Command History:  
`SHIFT / CTRL / CTRL + A  $\rightarrow$  CTRL + C.`



# Matrices in MATLAB

- ▶ Matrix is a basic data structure in MATLAB.
- ▶ There are following variables types depending on size:
  - ▶ scalar:  $1 \times 1$
  - ▶ vector:  $M \times 1$  or  $1 \times N$
  - ▶ matrix:  $M \times N$
  - ▶ array (multidimensional matrices):  
 $M \times N \times P \times Q \times R \times \dots$
- ▶ Matrices can be complex.
- ▶ It can contain text as well (beware the length).

- ▶  $M$ -by- $N$  matrix:

$$\begin{array}{c}
 a_{i,j} \\
 \downarrow \\
 M \text{ rows} \\
 i \text{ changes}
 \end{array}
 \begin{array}{c}
 \xrightarrow{N \text{ columns}} \\
 j \text{ changes}
 \end{array}
 \begin{bmatrix}
 a_{1,1} & a_{1,2} & a_{1,3} & \dots \\
 a_{2,1} & a_{2,2} & a_{2,3} & \dots \\
 a_{3,1} & a_{3,2} & a_{3,3} & \dots \\
 a_{4,1} & a_{4,2} & a_{4,3} & \dots \\
 \vdots & \vdots & \vdots & \ddots
 \end{bmatrix}$$



# Matrix Creation

- ▶ Following techniques are available:
  - ▶ element-by-element entering (suitable for small matrices only),
  - ▶ colon notation “:” to define elements of series,
  - ▶ generation by built-in functions,
  - ▶ generation of matrices in m-files,
  - ▶ import and export from/to external files(.mat, .txt, .xls, ...).



# Matrix Construction Element-by-element I.

- ▶ Test following commands to construct matrices by element enumeration.

- ▶ Suitable for small matrices only.

```
>> a1 = -1
>> a2 = [-1] % brackets are redundant
```

```
>> v1 = [-1 0 1]
>> v2 = [-1; 0; 1]
```

```
>> M1 = [-1 0 1; -2 0 2]
>> M2 = [-1 -2; 0 0 ; 1 2]
>> M3 = [[-1 -2]; [0 0]] % inner brackets are redundant
```

$$a_1 = a_2 = -1$$

$$\mathbf{v}_1 = \begin{bmatrix} -1 & 0 & 1 \end{bmatrix}$$

$$\mathbf{v}_2 = \begin{bmatrix} -1 \\ 0 \\ 1 \end{bmatrix}$$

$$\mathbf{M}_1 = \begin{bmatrix} -1 & 0 & 1 \\ -2 & 0 & 2 \end{bmatrix}$$

$$\mathbf{M}_2 = \begin{bmatrix} -1 & -2 \\ 0 & 0 \\ 1 & 2 \end{bmatrix}$$

$$\mathbf{M}_3 = \begin{bmatrix} -1 & -2 \\ 0 & 0 \end{bmatrix}$$



## Matrix Construction Element-by-element II.

- ▶ Construct following matrices:
  - ▶ Matrix values are defined inside square brackets [],
  - ▶ semicolon “;” separates individual rows of a matrix.

$$\mathbf{A} = \begin{bmatrix} -1 & 1 \\ 1 & -2 \end{bmatrix} \quad \mathbf{B} = \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{bmatrix}$$





# Matrix Construction

- ▶ Semicolon placed at the end of a command suppresses display of the output in Command Window.

```
>> a = 1  
>> b = 5;
```

- ▶ When there is more than one command on the same line, comma is used to separate each of the commands.

```
>> a = 1, b = 5  
>> a = 1; b = 5;
```

- ▶ Note: it is possible to copy and paste code including “»”
- ▶ Row vs. column vector:

```
>> c = [1 0 0]  
>> d = [0; 0; 1]
```



# Basic Math Operators I.

- ▶ Operator types:
  - ▶ arithmetic:
    - ▶ matrix,
    - ▶ vector,
  - ▶ relational,
  - ▶ logical and other (to be mentioned later ...).
- ▶ Other operations using MATLAB functions:
  - ▶ complex conjugate,
  - ▶ sum, determinant, square root,
  - ▶ and hundreds of other functions ...

---

+	addition
-	subtraction
*	multiplication
^	power
.'	transpose
\	left matrix division
/	right matrix division
.	dot notation

---



# Operator Precedence in MATLAB

► According to the following table:

► see MATLAB → Language Fundamentals → Operators and Elementary Operations → Arithmetic

1	parentheses	()					
2	transpose, power	'	.	^	.	^	
3	(matrix) power with unary and logical operations	.	^-	.	^+	.	^~
4	unary plus, unary minus, logical negation	+	-	~			
5	multiplication, division	*	.	*	/	\	.
6	addition, subtraction	+	-				
7	colon operator	:					
8	relation operators	<	>	<=	>=	==	~=
9	logical AND (element-wise)	&					
10	logical OR (element wise)						
11	logical AND (short-circuit)	&&					
12	logical OR (short-circuit)						





## Basic Math Operators II.

- ▶ Type in the following commands:
  - ▶ Zero can be omitted with a decimal number beginning with zero (not recommended).

```
>> a3 = -2/4
>> a4 = -0.5
>> a5 = -.5
```

- ▶ What is the difference between  $a_3$ ,  $a_4$  and  $a_5$ ?
- ▶ Beware the precedence of operators:

```
>> 3*5*6
>> a1 = 15
>> a2 = 10;
>> a2/a3
>> a2/a3*a4
>> a2/(a3*a4)
```

- ▶ Explain the difference between  $a_2/a_3*a_4$  and  $a_2/(a_3/a_4)$ .
- ▶ Verify the rules of operator precedence from the previous slide.



# Lengthy commands in MATLAB

- ▶ It is suitable to structure command blocks for clarity:
  - ▶ next line: SHIFT + ENTER

```
>> A = [1 1 1]; B = [2 2 2]; % SHIFT + ENTER  
C = [2 3 2];
```

- ▶ Three dots notation:
  - ▶ For continuation of the same command on the next line.
  - ▶ Compare results:

```
>> A1 = [ 1 1 ...  
2 3]
```

```
>> A2 = [ 1 1  
2 3]
```



# Basic Math Functions I.

- ▶ Math functions in MATLAB are generally divided in three groups:
  - ▶ **Scalar:**
    - ▶ Function operates over individual elements of a matrix,
    - ▶ *e.g.:* sin, sqrt, log, factorial.
  - ▶ **Vector:**
    - ▶ Function operates over individual rows/columns of a matrix,
    - ▶ *e.g.:* sum, max.
  - ▶ **Matrix:**
    - ▶ Function operates over a whole matrix,
    - ▶ *e.g.:* det, trace.



## Basic Math Functions II.

- ▶ Using MATLAB help, calculate the following expression:  $a \sin^2(\alpha) + a \cos^2(\alpha) - a$ 
  - ▶ Use numerical values your own choice.
  
- ▶ Verify following logarithmic identity:  $\log_{10}(a) + \log_{10}(b) - \log_{10}(ab) = 0$
  
- ▶ Find sum of all elements in individual rows of the following matrix:

$$T = \begin{bmatrix} \frac{1}{2} & \frac{1}{3} & \frac{1}{4} & \frac{1}{5} \\ 6 & 7 & 8 & 9 \\ 0.2 & 0.3 & 0.4 & 0.5 \end{bmatrix}$$



## Basic Math Functions III.

- ▶ Assume following vectors  $\mathbf{u} = (1, 2, 3)$  and  $\mathbf{v} = (3, 2, 1)$ .

- ▶ Calculate:

$$\begin{array}{cc} \mathbf{u}\mathbf{v}^T & \mathbf{v}\mathbf{u}^T \\ \mathbf{v}^T\mathbf{u} & \mathbf{u}^T\mathbf{v} \\ \mathbf{u} \cdot \mathbf{v} & \mathbf{u} \times \mathbf{v} \end{array}$$

- ▶ Following functions are needed:
  - ▶ transpose (.' ) of a matrix,
  - ▶ dot scalar product,
  - ▶ cross product.
- ▶ What is the result of the above mentioned operations?

$$\mathbf{A} = \begin{bmatrix} 1 & 2 \\ 3 & 4 \\ 5 & 6 \end{bmatrix}$$

$$\mathbf{A}^T = \begin{bmatrix} 1 & 3 & 5 \\ 2 & 4 & 6 \end{bmatrix}$$



# Matrix Division in MATLAB

- ▶ Two cases are distinguished:
  - ▶ **left** division (`\` - `mldivide`),
  - ▶ **right** division (`/` - `mrdivide`).
- ▶ Solution of a linear system of equations:
  - ▶ **A** is an invertible (regular) matrix,
  - ▶ **b** is a column (row) vector.

$$\mathbf{Ax} = \mathbf{b}$$

$$\mathbf{x} = \mathbf{A}^{-1}\mathbf{b}$$

```
>> x = A \ b
```

$$\mathbf{xA} = \mathbf{b}$$

$$\mathbf{x} = \mathbf{bA}^{-1}$$

```
>> x = b / A
```



## Basic Math Functions IV.

- ▶ Find the sum of diagonal elements (trace of a matrix) of the matrix  $\mathbf{T}$  with elements coming from normal distribution with mean equal to 10 and standard deviation equal to 4.
- ▶ Find determinant of matrix  $\mathbf{U}$ .

$$\mathbf{U} = \begin{bmatrix} 1 & 2 & 3 \\ 0 & 2 & 0 \\ 0 & -2 & -1 \end{bmatrix}$$

```
>> T = 10 + 4*randn(7, 7);
```

```
>> U = [1 2 3; 0 2 0; ...  
0 -2 -1];
```

- ▶ Solve the linear system of equations:

$$x_1 + 2x_2 + 3x_3 = 6$$

$$\mathbf{Ax} = \mathbf{b}$$

$$4x_1 + 5x_2 + 6x_3 = 15$$

$$\mathbf{x} = \mathbf{A}^{-1}\mathbf{b}$$

$$7x_1 + 8x_2 + x_3 = 16$$



# Predefined Values in MATLAB

- ▶ MATLAB contains several predefined values:
  - ▶ `eps` – precision of single/double numbers (Determines the shortest distance between two single/double numbers).
  - ▶ `ans` – *answer* – most recent answer.
  - ▶ `NaN` – *not a number* (every expression containing NaN is NaN)
    - ▶ NaN can be used advantageously in some cases.
  - ▶ `Inf` – *infinite number* (variable `Inf` can be used in calculation)
    - ▶ Pay attention to `Inf` propagation throughout your code (use allowed operations only).
  - ▶ `i`, `j` – complex unit.
    - ▶ They are all basically functions (without input parameter).
  - ▶ Check results of the following expressions:

```

>> t1 = 10/0    % t1 = Inf
>> t2 = 0/0    % t2 = NaN
>> t3 = t1*5    % t3 = Inf
>> t4 = t1 + t2 % t4 = NaN
  
```

- ▶ `pi`, `intmin`, `intmax`, `realmin`, `realmax`, ... (functions)





# Format of Command Line Output

- ▶ Up to now we have been using basic setup.
- ▶ MATLAB offers number of other formatting options
  - ▶ Use format `style`.
  - ▶ Output format does not change neither the computation accuracy nor the accuracy of stored results (`eps`, `realmax`, `realmin`, ... still apply).

<code>style</code>	format description
<code>short</code>	fixed 4 decimal points are displayed
<code>long</code>	15 decimal points for double precision, 7 decimal points for single precision
<code>shortE</code>	floating-point format (scientific notation)
<code>longE</code>	-//-
<code>bank</code>	two decimal points only (eur – cents)
<code>rat</code>	MATLAB attempts to display the results as a fraction
<code>compact</code>	suppressed the display of blank lines
and others...	note: omitting <code>style</code> parameter restores default setup



# Format of Command Line Output

- ▶ Try following output format settings:
  - ▶ Each format is suitable for different type of problems.

```
>> s = [-5 1/2 1/3 10*pi sqrt(2)];  
>> format long; s  
>> format rat; s  
>> format bank; s  
>> format hex; s  
>> format +; s  
>> format; s
```

- ▶ There exist other formats with slight differences.
  - ▶ Check `>> doc format`
- ▶ Later, we will learn how to use formatted conversion into strings (commands `sprintf` and `fprintf`).



# Complex Numbers I.

- ▶ More entry options in MATLAB.

```
>> C1 = 1 + 1j % preferred
>> C2 = 1 + 5i % preferred
>> C3 = 1 + 5*i % NO!
>> C4 = 1 + 5*sqrt(-1)
>> C5 = complex(1, 2)
>> C6 = 1e1i
>> C7 = exp(1j*pi/4)
```

- ▶ `cart2pol` and `pol2cart`, among others, can be used as well...

- ▶ Frequently used functions:

---

<code>real, imag</code>	real and imaginary part of a complex number
<code>conj</code>	complex conjugate
<code>abs</code>	absolute value of a complex number
<code>angle</code>	angle in complex plane [rad]
<code>complex</code>	constructs complex number from real and imaginary components
<code>isreal</code>	checks if the input is a complex number (more on that later)
<code>i, j</code>	complex unit
<code>cplxpair</code>	sort complex numbers into complex conjugate pairs

---



## Complex Numbers II.

- ▶ Create complex number  $z = 1 + 1j$  and its complex conjugate  $s = z^*$ .
- ▶ Switch between Cartesian and polar form (find  $|z|$  and  $\varphi$ ).

$$z = \operatorname{Re}\{z\} + j\operatorname{Im}\{z\} = a + jb$$

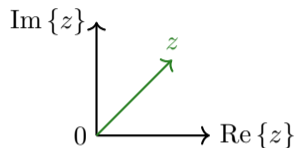
$$z = |z| e^{j\varphi}, |z| = \sqrt{a^2 + b^2}$$

$$z = |z| (\cos \varphi + j \sin \varphi)$$

- ▶ Verify Moivre's theorem:

$$z^n = (|z| e^{j\varphi})^n$$

$$z^n = |z|^n (\cos(n\varphi) + j \sin(n\varphi))$$



# Exercises

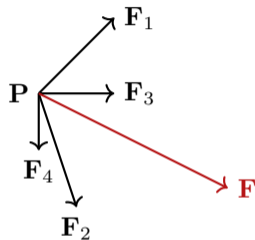


## Exercise I.

- ▶ Following forces were localized at point **P** in  $xy$  plane:

$$\begin{aligned} \mathbf{F}_1 &= [2, 2] & \mathbf{F}_3 &= [2, 0] \\ \mathbf{F}_2 &= [1, -3] & \mathbf{F}_4 &= [2, -1.5] \end{aligned}$$

- ▶ What is the direction of the resultant force **F**?
- ▶ Normalize the resulting vector.



$$\mathbf{n}_F = \frac{\mathbf{F}}{|\mathbf{F}|} = \frac{\mathbf{F}}{\sqrt{F_x^2 + F_y^2 + F_z^2}}$$



## Exercise II.

- ▶ Type-in following commands:

```
>> clear, clc;
>> w1 = [1 2 3 4]
>> w2 = [-2 -3 -4]
>> w3 = [-2; -3; -4]
>> w4 = w1^2, w5 = w2 - w1
```

- ▶ Compare differences.
  - ▶ What is the cause of error in calculation of w4 and w5?
- ▶ Try also:

```
>> w3*3, w1 - 3
>> w1 + [5 5 5 5]
>> w6 = 5*w1 - [3 5 6] - w2
```

- ▶ Calculate the norm (magnitude) of vector w1.
  - ▶ Try more options.
- ▶ How to modify the calculation in the case of a complex vector?



## Exercise III.

- ▶ Calculate roots of the quadratic function:

$$-2x^2 - 5x = 3.$$

- ▶ First, rearrange the terms of the function.

$$2x^2 + 5x + 3 = 0 \Rightarrow a = 2, b = 5, c = 3$$

$$x_{1,2} = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a} = \frac{-5 \pm \sqrt{25 - 24}}{4}$$

$$x_1 = -1, x_2 = -\frac{3}{2}$$

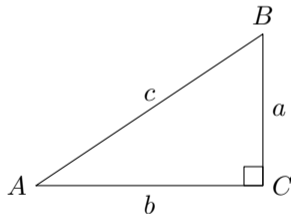
- ▶ MATLAB provides particular function for calculation of roots a function, try to search it out.





## Exercise IV.

- ▶ Think over how many ways there are to calculate the length of hypotenuse when two legs of a triangle ( $a$ ,  $b$ ) are given.
  - ▶ Make use of various MATLAB operators and functions.
  - ▶ Consider also the case where the legs are complex numbers.





## Exercise V.

- ▶ Create an arbitrary vector  $\mathbf{v}$  and rotate it around arbitrary angle  $\alpha$  in  $xz$  plane using rotation matrix  $\mathbf{R}$ .

$$\mathbf{v}' = \mathbf{R}\mathbf{v}$$
$$\mathbf{R} = \begin{bmatrix} \cos \alpha & 0 & -\sin \alpha \\ 0 & 1 & 0 \\ \sin \alpha & 0 & \cos \alpha \end{bmatrix}$$



## Exercise VI.

- ▶ Use the following code and round the resulting number to:

```
>> r = 1 + 10*rand(1)
```

- ▶ nearest integer,
  - ▶ nearest integer greater than  $r$ ,
  - ▶ nearest integer lower than  $r$ ,
  - ▶ zero,
  - ▶ zero with precision of 2 decimal digits.
- ▶ Find remainder after  $r$  is divided by 0.1.
    - ▶ *modulus* vs. *remainder after division*



## Exercise VII.

- Find out the magnitude of a complex vector (avoid indexing).

- Use `abs` and `sqrt`.

$$\mathbf{Z} = [ 1 + 1j \quad \sqrt{2} ]$$

$$\|\mathbf{Z}\| = ?, \quad \mathbf{Z} \in \mathbb{C}^2$$

- Alternatively, use following functions:

- `norm`
  - `dot` (*dot product*)
  - `hypot` (*hypotenuse*)

```
Z = [1+1j, sqrt(2)]
Zz = abs(Z)
sqrt(Zz*Zz.')
```

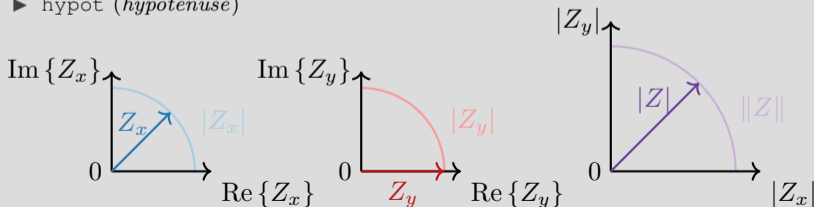
*% or*

```
sqrt(sum(Zz.^2))
```

*% or with indexing*

```
sqrt(Zz(1)^2 + Zz(2)^2)
```

```
norm(Z)
sqrt(dot(Z, Z))
hypot(Z(1), Z(2))
```



# Questions?

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