AE0B17MTB – Matlab

Part #9

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

Department of Electromagnetic Field
B2-634, Prague
Learning how to ...

Visualization in Matlab #2

GUI #1

!!! Attention: SINCE MATLAB R2014b CHANGES IN GRAPHICS !!!
Advanced visualizing in Matlab

- basic possibilities of visualizing mentioned in 6th part of the course
  - figure and basic plotting (plot, stem, ...)
  - setting curve options of a graph LineSpec (doc LineSpec)
  - functions for graph description (title), grid, legend, etc.

- graph options
  - graph as a handle object (change since version R2014b)
  - way of setting property values of graphic "objects"

- selected advanced possibilities of visualizing
  - inserting more graphs in a single figure
  - tens of types of graphs (see Help)
  - projection of 3D graphs
  - view, colormap
Object identifiers (up to R2014b)

- each individual object has its own identifier (‘handle’ in Matlab terms)
- these handles are practically a reference to an existing object
  - handle is always created by Matlab, it is up to the user to store it
  - complex graphs (contours) may have more identifiers
- root has always handle = 0 (more on root later), figure usually an integer, other objects have handle equal to positive real number (of class double)

```matlab
>> figHandle = figure;
>> axHandle = axes;
```

- number stored in figHandle variable exists even after closing the window, but it is not a handle any more
Object identifiers (since R2014b)

- each graphic object is marked as an object in workspace
  - an object is defined by its class with its properties and methods

- \texttt{root} can still be accessed using function \texttt{get()} with parameter 0
  - \texttt{root} is newly \texttt{groot} object
  - (more in part GUI #1)

- after object destruction (closing \texttt{figure})
  - the object still exists in workspace (it appears as a reference to deleted object)
Advanced visualization in Matlab

- graph as a handle number (version < R2014b)
- graph as an object (since version R2014b)
  - note: in what follows we will reference graphs as handle objects
Advanced visualization in Matlab

- Property editor (Inspector)
Advanced visualization in Matlab

- the way of setting handle object properties
  - the possibility of using functions `set` a `get` exists for both versions
  - not case sensitive

```matlab
>> myPlotObj = plot(1:10);
>> get(myPlotObj, 'color')
```

```matlab
>> set(myPlotObj, 'color', 'r')
>> get(myPlotObj, 'color')
```

- dot notation (only for versions R2014b and higher)
  - is case sensitive

```matlab
>> myPlotObj = plot(1:10);
>> myPlotObj.Color
```

```matlab
>> myPlotObj.Color = 'r';
>> myPlotObj.Color
```
get and set functions

- Create a graphic object in the way shown. Then using functions `get` and `set` perform following tasks.

```
myPlotObj = plot(0:10);
```

- find out the thickness of the line and increase it by 1.5
- set the line color to green
- set the line style to dotted
Dot notation application

- Using dot notation change the initial setting of the function shown to get plot as in the figure.

```matlab
myPlotObj = plot(sin(0:0.2:2*pi));
```
What is handle good for?

- when having a handle, one can entirely control given object
- the example below returns all identifiers existing in window figure
- in this way we can, for instance, change item ‘Open’… to ‘Otevrit’…
- or anything else (e.g. callback of file opening to callback of window closing 😊)

```matlab
fhndl = figure('Toolbar','none');
allFigHndl = guihandles(fhndl);
set(allFigHndl.figMenuOpen,'Label','Otevrit...')
```
More graphs in a window – subplot

- inserting several different graphs in a single window **figure**
  - function **subplot(m,n,p)**
  - m – number of lines
  - n – number of columns
  - p – position

```matlab
% Visualizing

% Generate time vector
t = linspace(0, 0.1, 0.1*10e3);

% Define frequencies
f1 = 10; f2 = 400;

% Calculate signals
y1 = sin(2*pi*f1*t);
y2 = sin(2*pi*f2*t);
y = sin(2*pi*f1*t) + sin(2*pi*f2*t);

% Plot signals
figure('color', 'w')
subplot(3, 1, 1); plot(t, y1);
subplot(3, 1, 2); plot(t, y2);
subplot(3, 1, 3); plot(t, y);
```
Double y axis – plotyy

\[ x = 0:0.01:20; \]
\[ y1 = 200 \times \exp(-0.05 \times x) \times \sin(x); \]
\[ y2 = 0.8 \times \exp(-0.5 \times x) \times \sin(10 \times x); \]

\texttt{figure('color', 'w');}
\texttt{plotyy(x, y1, x, y2); % old version}
\texttt{% new version:}
\texttt{yyaxis left; plot(x, y1);}
\texttt{yyaxis right; plot(x, y2);}
Logarithmic scale

- functions `semilogy`, `semilogx`, `loglog`

```matlab
x = 0:0.1:10;
y1 = exp(x);
y2 = log(x);

figure('color', 'w')
subplot(2,2,1); plot(x, y1);
title('plot(e^x)');
subplot(2,2,2); semilogy(x, y1);
title('semilogy(e^x)')
subplot(2,2,3); plot(x, y2);
title('plot(log_1_0(x))')
subplot(2,2,4); semilogx(x, y2);
title('semilogx(log_1_0(x))')
```
Example

- compare functions `plot` and `plotyy` in one figure object (using `subplot`) for functions shown below
  - in the object created by `plotyy` change default colors of individual lines to blue and black (don’t forget about the axes)

```matlab
x = 0:0.1:10;
y1 = 200 * exp(-0.05*x) .* sin(x);
y2 = 0.8 * exp(x);
```
Example - solution
stairs

```matlab
x = 0:2:50;
y1 = exp(0.05*x) .* sin(x);
y2 = exp(0.01*x) .* cos(x);

figure('Color', 'w');
stairs(x, y1, 'LineWidth', 2);
hold on; grid on;
stairs(x, y2, ...
    'Color', 'r', ...
    'Marker', 'x', ...
    'LineWidth', 2);

title('display using STAIRS');
```
Plotting 2-D functions

- contour, quiver, mesh

```matlab

t = 0:pi/10:pi;
[x, y] = meshgrid(t);
z = sin(x) + cos(y) .* sin(x);
[gx, gy] = gradient(z);

figure('Color', 'w');

subplot(1, 2, 1);
contour(x, y, z);
hold on;
quiver(t, t, gx, gy);

subplot(1, 2, 2);
mesh(x, y, z);
```

Visualizing
Advanced visualizing in Matlab

- function slice
- function view

```matlab
[x, y, z] = meshgrid(-2:0.2:2, ...  
                    -2:0.25:2, ...  
                    -2:0.16:2);

v = x .* exp(-x.^2 - y.^2 - z.^2);

xslice = [-1.2, 0.8, 2];
yslice = 2;
zslice = [-2, 0];

figure('Color', 'w');
slice(x, y, z, v, xslice, yslice, zslice);
% view(azimuth, elevation)
view(-60, 40);
```
Exercise #1 assignment

- try to imitate the figure below where functions $y_1$ and $y_2$ are defined as:

$$x = 0:2:50;$$
$$y_1 = \exp(0.05*x) \times \sin(x);$$
$$y_2 = \exp(0.01*x) \times \cos(x);$$
Exercise #1 solution
Pie plot – pie, pie3

\[ V1 = [32\ 24\ 18]; \quad \% \; \text{sum}(V1) = 74 \]
\[ V2 = V1/100; \quad \% \; \text{sum}(V2) = 0.74 \]
\[ V3 = [V2\ 1-\text{sum}(V2)]; \quad \% \; \text{sum}(V3) = 1 \]

figure('Color', 'w');
subplot(1, 3, 1); pie(V1); title('sum(V1) = 74');
subplot(1, 3, 2); pie(V2); title('sum(V2) = 0.74');
subplot(1, 3, 3); pie(V3); title('sum(V2) = 1');
Exercise

- opinion polls show parties’ preference projections as follows:
- plot the poll result using pie plot including the item 'others'
  - 1st party: 32%
  - 2nd party: 24%
  - 3rd party: 18%
  - 4th party: 7%
  - 5th party: 6%
scatter

```matlab
x = 10 * randn(500, 1);
y = 10 * randn(500, 1);
c = hypot(x, y);
figure('color', 'w');
scatter(x, y, 100./c, c);
box on;
```
Picture depiction

- functions `image`, `imagesc`
- function `colormap`

```
load clown
imagesc(X)
colormap(gray)
load mandrill
image(X)
colormap(map)
axis equal
```
**colormap**

- determines the scale used in picture color mapping
- it is possible to create / apply an own one: colormapeditor
Exercise

- create a chessboard as shown in the figure:
  - the picture can be drawn using the function `imagesc`
  - consider `colormap` setting
Exercise

- Modify the axes of the chessboard so that it corresponded to reality:
Structure of GUI #1

- Screen ~ groot
- Application window ~ figure
- Drawing space ~ axes
- Graphical objects ~ uiobjects
Structure of GUI #2

Visualizing

- uicontrol
- uicontextmenu
- uimenu
- uipanel
- uibottongroup
- uitoolbar
Structure of GUI

- objects are sorted in a logical way
Structure of GUI

- object hierarchy

![Diagram of GUI structure]

- core objects
- plot objects
- group objects
- annotation objects

- axes

- figure

- Predefined dialog boxes

- uiobjects
  - Menus and toolbars
  - GUI controls and indicators
Structure of GUI #3

Visualizing

- text
- edit
- pushbutton
- checkbox
- popupmenu
- slider
- radiobutton
- listbox
- axes
- uitable
- uibuttongroup
- uipanel
Screen properties, \textit{groot}

- corresponds to computer screen in Matlab

- is unique and callable using function
  - \texttt{get(0)}
  - in workspace – data structure

- \texttt{groot}
  - in workspace – handle object

- all other objects are children (descendants)

\begin{verbatim}
>> groot
ans =

Graphics \textbf{Root} with properties:

  CurrentFigure: [0x0 GraphicsPlaceholder]
  ScreenPixelsPerInch: 96
  ScreenSize: [1 1 1920 1200]
  MonitorPositions: [2x4 double]
    Units: 'pixels'

Show all properties

  CallbackObject: [0x0 GraphicsPlaceholder]
  Children: [0x0 GraphicsPlaceholder]
  CurrentFigure: [0x0 GraphicsPlaceholder]
  FixedWidthFontName: 'Courier New'
  HandleVisibility: 'on'
  MonitorPositions: [2x4 double]
  Parent: [0x0 GraphicsPlaceholder]
  PointerLocation: [2401 787]
  ScreenDepth: 32
  ScreenPixelsPerInch: 96
  ScreenSize: [1 1 1920 1200]
  ShowHiddenHandles: 'off'
    Tag: ''
    Type: 'root'
    Units: 'pixels'
    UserData: []
\end{verbatim}
Graphical window, *figure*

- object *figure* creates standalone graphical window
  - a new window is created on calling the function when the window doesn't exist
  - all windows are descendants of the object *groot*
  - all secondary graphic objects are descendants of the object *figure* and are drawn in the window
- *figure* has many properties
  - see `get(figure)`
  - `hFig = figure`
Matlab combines size of an object and its position in one matrix

- two ways of entering exist
  - (A) absolute position in pixels
  - (B) normalized position related to the size of parent object

**Position property**

![Diagram showing position property](image)

```matlab
%% A)
uicontrol('Units','pixels',...
    'Style','pushbutton',...
    'Position',[50 150 75 25]);

%% B)
uicontrol('Units','normalized',...
    'Style','pushbutton ',...
    'Position',[0.05 0.12 0.1 0.05]);
```
Figure creation

- used when we want, for instance, to put figure in the center of the screen
- window width: 400px, window height: 200px

```matlab
dispSize = get(0, 'ScreenSize');
figSize = [400 200];
figHndl = figure('pos', ... 
    [(dispSize(3)-figSize(1))/2 ... 
    (dispSize(4)-figSize(2))/2 ... 
    figSize(1) figSize(2)]);
```
Exercise – GUI window creation

- in a new script that we will be extending throughout todays lecture create a figure window that opens in the center of the screen having width of 400 pixels and height of 250 pixels
  - make sure the figure's name is „Example“ and the title figure 1 doesn’t display
  - use Tag property for naming (e.g. 'figExample')
  - change window’s color (up to you)
Graph area, axes

- defines area where descendants of object axes are placed
- all objects related to axes object generate axes even when not yet exist (similarly to figure)
- axes has many properties
  - see get(axes)
  or
  - properties(axes)
**Function** `axis`

- **axis scales** `axes`
  - format (2D): `[x_min x_max y_min y_max]`
  - format (3D): `[x_min x_max y_min y_max z_min z_max]`

```
line([0.1 0.9], [0 1], 'LineWidth', 3)
axis([0 1 0 1])
```

```
line([0.8 0.2], [0.1 0.6], 'LineWidth', 2)
axis([0 2 0 1])
```
Group **uiobjects**: **uimenu**

- it is possible to define keyboard shortcuts (e.g. CTRL+L)
- it is possible to move in the menu using ALT+character
- callback function can be assigned

490 lines of code

- for more see `help uimenu`
**Group uiobjects:** `uicontextmenu`

- creates context menu
  - appears upon mouse right-click
  - menu item selection activates related callback

```matlab
figHndl = figure;
cMenu = uicontextmenu;
axsHndl = axes('Parent',figHndl,'UIContextMenu',cMenu);
uimenu(cMenu,'Label', 'select1','Callback',@callbackFcn1);
  uimenu(cMenu,'Label', 'select2','Callback',@callbackFcn2,...
             'Separator','on');
  uimenu(cMenu,'Label', 'select3','Callback',@callbackFcn3);
```
**Group uiobjects:** **uitoolbar**

- it is possible to create own menu icons in Matlab
- not complicated but out of scope of this course
- for those interested see >> doc uitoolbar

```matlab
icon(:,:,1) = .85.*pics;
icon(:,:,2) = .98.*pics;
icon(:,:,3) = .85.*pics;
```

- way of icon placement
  - >> doc uipushtool
  - >> doc uitoggletool
**Group uiobjects: uipanel**

- create panel as a parent to other objects
- objects inside are oriented related to the panel
- many features available (see >> doc uipanel)

```matlab
fgHnd = figure;
h1p = uipanel('Title', 'main panel', ...
    'FontSize', 12, 'BackgroundColor', ...
    'white', 'Position', [0.25 0.25 0.4 0.25]);
h2p = uipanel('Parent', h1p, ...
    'Title', 'sub-panel', 'FontSize', 12, ...
    'Position', [0.25 0.25 0.7 0.7]);
```
Exercise – panel

- create panel and place it to position \[90 \ 180 \ 220 \ 60\] px
- call the panel „Visibility“, set Tag to „panelVisibility“
- find out its color and store it in a variable which we will be later using to unify colors of other objects within the panel
Group uiobjects: uitab

- creates a tab that will be parent for other object (same as with panel)
- for more see >> doc uitabgroup
Group **uiobjects**: **uitable**

- creates a 2D table
- can be placed anywhere in the **figure** window
- has a wide range of properties and items (check, popup)

**see** >> **doc uitable**

```matlab
>> figure
>> t = uitable;
>> set(t, 'Data', magic(10));
>> set(t, 'ColumnWidth', {35})
```
Group uiobjects: uibuttongroup

- block with a group of buttons
- for more see >> doc uibuttongroup
Group **uiobjects**: `actxcontrol`

- enables to create Microsoft ActiveX control in the figure window

- seznam podporovaných Microsoft ActiveX control

  ```
  >> list = actxcontrollist
  >> h = actxcontrolselect
  ```

- examples
  - web browser

  ```
  >> h = actxcontrol('AcroPDF.PDF.1',...)
  ```

  - PDF reader

  ```
  >> h = actxcontrol('Shell.Explorer.2',...)
  ```

- for more information see

  ```
  >> docsearch getting started with COM
  ```
Group uiobjects: uicontrol
Group uiobjects: uicontrol

- `uicontrol` creates basic functional elements of GUI
- to change style of `uicontrol` use property `style`
  ```matlab
  >> t = uicontrol;
  >> set(t, 'Style', 'text');
  ```
- to get properties of `uicontrol` use
  ```matlab
  >> get(t);
  ```
- for more see >> `doc uicontrol`
Group uicontrol: text

- place text at a given spot
- usually used to
  - as a label for other items
  - information text for user

```matlab
>> figure
>> text1 = uicontrol(...
    'Units', 'Normalized', ...
    'Style', 'Text', ...
    'Position', [0.15 0.85 0.3 0.1], ...
    'Tag', 'MTB', ...
    'Fontsize', 10, ...
    'BackgroundColor', [0.8 0.5 0.8], ...
    'HorizontalAlignment', 'center', ...
    'String', 'MATLAB is great');
```
Exercise – text

- create four text arrays having following properties that will be placed to following positions (normalized values)
  - \([0.1 \ 0.4 \ 0.15 \ 0.075]\) font 9 figureColor
  - \([0.26 \ 0.4 \ 0.175 \ 0.075]\) font 10 textColor
  - \([0.55 \ 0.4 \ 0.15 \ 0.075]\) font 9 figureColor
  - \([0.71 \ 0.4 \ 0.175 \ 0.075]\) font 10 textColor

- assign labels X-position/Y-position to the arrays with figureColor, others leave without labels

- assign its own handle to each text array
Exercise – text, solution
Group uicontrol: edit

- enables to read an array of characters
  - the array of characters is of type \texttt{char}
  - the string has to be processed (\texttt{str2num}, \texttt{str2double},...)
- CTRL+C,+V,+X,+A,+H shortcuts are available to user
- a console can be created using \texttt{edit} in Matlab
Group uicontrol: pushbutton

- one-state button
- callback function is called on push
- appearance setting is similar to object text
Exercise – pushbutton

- create a button with label „End“
  - place it at (normalized) position [0.3 0.1 0.4 0.125]
  - font size set to 9
  - background color: [0.1 0.5 0.6]
  - text color: [0.8 0.9 0.9]
Group uicontrol: radiobutton

- two-state (on/off)

- these elements can be grouped
  - button group (object uibuttongroup)

- callback function can detect switching from one radiobutton to other
Group uicontrol: checkbox

- similar to radiobutton
- tick box (with a text attached)
- callback called on state change

```matlab
function checkboxFcn(hObject) % treated
  % to find out, whether the box is ticked
  if hObject.Value % ticked
    % ...
  else % not ticked
    % ...
  end
```
Exercise – checkbox

- create a checkbox placed inside panel `panel1`
- the label is „Show position“
  - make sure to show hint help on mouse cursor close to the checkbox
- assign its own tag to the checkbox
- set the same background color as that of panel
Exercise

- Save your GUI file for later use (during next lecture)
Group uicontrol: listbox

- list of items, it is possible to choose one or more items
- property string contains list of strings (items)
- property value contains matrix of selected items
- values max and min have impact on selection
**Group uicontrol: slider**

- input value is a numerical range (min and max)
- user moves slider by steps (sliderstep)
- requires
  - range
  - slider step
  - initial value

```matlab
maxVal = 10;
minVal = 2;
slider_step(1) = 0.4/(maxVal-minVal);
slider_step(2) = 1/(maxVal-minVal);
set(sliderHnd1, 'SliderStep', ... 
    slider_step, 'Max', maxVal, ... 
    'Min', minVal, 'Value', 6.5);
```
Group uicontrol: popupmenu

- clicking on arrow displays item list and enables to choose one item
  - string contains list of strings
  - value contains index of the selected item
- more info >> doc uicontrol

```
function popupFcn(hObject) % treated
val = get(hObject, 'Value');

string_list = get(hObject, 'String');
selected_string = string_list{val};
% ...
```
Group `uicontrol`: `togglebutton`

- toggle button
  - stays turned on after clicking
- more info >> `doc uicontrol`
## Discussed functions

<table>
<thead>
<tr>
<th>Command</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>get, set</td>
<td>get or set object’s property</td>
</tr>
<tr>
<td>subplot</td>
<td>placing more graphs in one figure</td>
</tr>
<tr>
<td>plotyy, semilogy, semilogx, loglog, pie, stairs, contour, quiver</td>
<td>2D graphs with modified axis/axes</td>
</tr>
<tr>
<td>image, imagesc</td>
<td>draw matrix as a picture</td>
</tr>
<tr>
<td>pie3, mesh, slice, scatter</td>
<td>3D graphs</td>
</tr>
<tr>
<td>colormap</td>
<td>change colormap of a plot</td>
</tr>
<tr>
<td>view</td>
<td>defines view of 3D graph</td>
</tr>
<tr>
<td>axis</td>
<td>sets axis range</td>
</tr>
</tbody>
</table>
Exercise #1

- create function with two inputs and one output

```matlab
function logicState = createToggles(nRows, nColumns)
% function generating GUI with toggle buttons
```

- function creates figure with toggle buttons arranged in matrix nRows x nColumns

- after clicking on toggle buttons and close window function returns matrix of logical values representing state of toggle buttons

```
>> logicState = createToggles(2, 3)
logicState =
    1     0     1
    0     1     0
```
Exercise #1 - solution
Thank you!

Miloslav Čapek, Pavel Valtr
miloslav.capek@fel.cvut.cz

Apart from educational purposes at CTU, this document may be reproduced, stored or transmitted only with the prior permission of the authors.
Document created as part of A0B17MTB course.