

# CS368 MATLAB Programming

## Lecture 1

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Based on lecture slides by Michael O'Neill and Beck Hasti

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MATLAB

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Matrix Creation

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Matrix Access

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# Socrative

## Admin

# Lecture Format

## Admin

- In person and/or on Zoom.
- ~ 20 minutes introduction of the problem.
- ~ 30 minutes examples and quizzes.

# Grading

## Admin

- Quizzes ( $Q$ ): weekly, 2 points each.
- Programming homework ( $P$ ): biweekly, 10 points each.
- Credit if  $Q + P \geq 75$ .

# Quizzes

## Admin

- Obviously incorrect answers will lose points.
- Otherwise not graded for correctness.

# Example Quiz Type 1

## Quiz

# Example Quiz Type 2

## Quiz

# Programming Homework

Admin

- Please do not start before announcement on Canvas and Piazza.
- Due dates: biweekly on Wednesday.
- No penalty for late submissions within a week, except you have to submit a regrade request form.
- Submit output on course website.
- Submit code on Canvas.



# Programming Homework Due Dates

Admin

- Example solutions will be posted around the due date.
- If you are unable to solve some of the questions correctly before the due date, you can look at the solutions, fix your code and resubmit without penalty.
- Example solutions should not be used as starter code.

# Office Hours

## Admin

- Daily from 4 : 35 to 5 : 25, either in-person or on Zoom, see schedule on course website.
- If you don't have specific questions, you are welcome to join and work with other students on programming homework.
- If you have personal issues to discuss, private message me on Piazza or email me to set up an appointment.

# What is MATLAB

## Math

- MATrix LABoratory.
- Mainly used for numerical matrix computations.
- ① Numerical: approximation of continuous functions.
- ② Matrix: rectangular 2D array of numbers.

# Why MATLAB

## Math

- Matrix operations are simple to code.
- Matrix operations are very fast.

# How to Open MATLAB

## Code

- Download MATLAB or use the online version. There is a mobile app too.
- Command Window executes commands line by line.
- Text Editor creates an m-file script used to store a series of commands or to define functions.
- Current Folder lists the files in the working directory.
- Workspace lists the variables defined in the current session.

# MATLAB Variables

## Code

- Every variable in MATLAB is a matrix.
- A scalar is a  $1 \times 1$  matrix.
- A column vector is an  $N \times 1$  matrix.
- A row vector is a  $1 \times N$  matrix.

# Matrix Creation

## Code

- $[a; b]$  creates the matrix (column vector)  $\begin{bmatrix} a \\ b \end{bmatrix}$ .
- $[a \ b]$  or  $[a, b]$  creates the matrix (row vector)  $[a \ b]$ .
- $[a \ b; c \ d]$  creates the matrix  $\begin{bmatrix} a & b \\ c & d \end{bmatrix}$ .
- $a, b, c, d$  can be (sub)matrices themselves.

# Vector Creation Shortcuts

## Code

- $a:b$  creates the matrix (row vector)  $[a \ a + 1 \ a + 2 \ \dots \ b]$ .
- $a:d:b$  creates the matrix (row vector)  $[a \ a + d \ a + 2d \ \dots \ b]$ .
- If  $b \neq a + dn$  for some  $n$ , then the list stops at the largest value of  $a + dn$  that is less than  $b$ .



# Matrix Creation Shortcuts

## Code

- `zeros(n, m)` creates an  $n \times m$  matrix of 0s ( $n$  rows and  $m$  columns).
- `ones(n, m)` creates an  $n \times m$  matrix of 1s ( $n$  rows and  $m$  columns).
- `repmat(x, n, m)` repeats the scalar or matrix  $x$ ,  $n \times m$  times.
- `eye(n)` creates an  $n \times n$  identity matrix, for example,

$$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \text{ when } n = 3.$$

- `diag([a b c])` creates a diagonal matrix  $\begin{bmatrix} a & 0 & 0 \\ 0 & b & 0 \\ 0 & 0 & c \end{bmatrix}$ .

# Matrix Creation, Vector

## Quiz

# Matrix Creation, Block Matrix

## Quiz

# Matrix Creation, Repeat Matrix

## Quiz

# Transpose

## Code

- Transposing a matrix rearranges the elements of the matrix so that columns become rows and rows become columns.

①  $[a \ b; \ c \ d]'$  produces the transpose  $\begin{bmatrix} a & b \\ c & d \end{bmatrix}^T = \begin{bmatrix} a & c \\ b & d \end{bmatrix}$ .

②  $[a \ b]'$  produces the column vector  $\begin{bmatrix} a & b \end{bmatrix}^T = \begin{bmatrix} a \\ b \end{bmatrix}$ .

③  $[a; \ b]'$  produces the row vector  $\begin{bmatrix} a \\ b \end{bmatrix}^T = [a \ b]$ .

# Matrix Scalar Operations

## Code

- Suppose  $M$  is a matrix and  $c$  is a scalar.
- $M + c$  adds  $c$  to every element of  $M$ , for example,  $\text{zeros}(n, m) + 1$  produces the same matrix as  $\text{ones}(n, m)$ .
- $M * c$  multiplies  $c$  to every element of  $M$ , for example,  $\text{ones}(n, m) * 0$  produces the same matrix as  $\text{zeros}(n, m)$ .
- More details in the next lecture.

# Vector Access

## Code

- Suppose  $M$  is a row vector.
- If  $i$  is a scalar,  $M(i)$  accesses the  $i$ -th element of  $M$ .
- If  $i$  is a row vector,  $M(i)$  accesses the (sub)vector of  $M$  containing elements with indices in  $i$ .

# Matrix Access

## Code

- Suppose  $M$  is a matrix.
- If  $i, j$  are scalars,  $M(i, j)$  accesses row  $i$  column  $j$  of  $M$ .
- If  $i, j$  are vectors,  $M(i, j)$  accesses the (sub)matrix of  $M$  containing rows with indices in  $i$  and columns with indices in  $j$ .



# Matrix Access Shortcuts

## Code

- Suppose  $M$  is a matrix.
- If  $i$  is a scalar,  $M(i, :)$  or  $M(i, 1:end)$  accesses row  $i$  of  $M$ .
- If  $i$  is a vector,  $M(i, :)$  or  $M(i, 1:end)$  accesses the (sub)matrix of  $M$  containing rows with indices in  $i$ .
- Suppose  $M$  is a matrix.
- If  $j$  is a scalar,  $M(:, j)$  or  $M(1:end, j)$  accesses column  $j$  of  $M$ .
- If  $j$  is a vector,  $M(:, j)$  or  $M(1:end, j)$  accesses the (sub)matrix of  $M$  containing columns with indices in  $j$ .

# Matrix Access, Vector

## Quiz

# Matrix Access, Vector Sequence

## Quiz

# Matrix Access, Matrix Quiz

# Matrix Access, Matrix Sequence

## Quiz

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