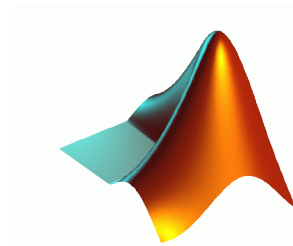




COMS W3101-2

# Programming Languages: MATLAB



## Lecture 5

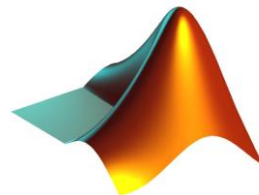
Spring 2010

Instructor: Michele Merler

# Quiz Review

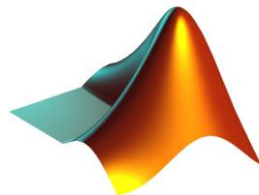
- ▶ 1. Generate the pythagoric table (do not insert the values manually)

1	2	3	4	5	6	7	8	9	10	11	12
2	4	6	8	10	12	14	16	18	20	22	24
3	6	9	12	15	18	21	24	27	30	33	36
4	8	12	16	20	24	28	32	36	40	44	48
5	10	15	20	25	30	35	40	45	50	55	60
6	12	18	24	30	36	42	48	54	60	66	72
7	14	21	28	35	42	49	56	63	70	77	84
8	16	24	32	40	48	56	64	72	80	88	96
9	18	27	36	45	54	63	72	81	90	99	108
10	20	30	40	50	60	70	80	90	100	110	120
11	22	33	44	55	66	77	88	99	110	121	132
12	24	36	48	60	72	84	96	108	120	132	144



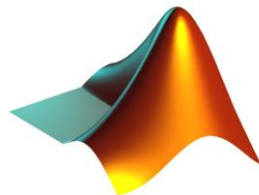
# Quiz Review

- ▶ 1. Generate the pythagoric table (do not insert the values manually)
  - `r = 1:12;`
  - `PT = r'*r;`



# Quiz Review

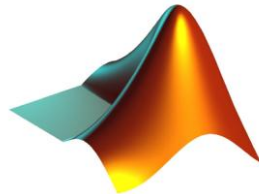
- ▶ 2. Compute the **series**  $S = 4 \cdot \left( 1 - \frac{1}{3} + \frac{1}{5} - \frac{1}{7} + \frac{1}{9} - \frac{1}{11} + \dots \right) \rightarrow \pi$ 
  - Using **10** elements ( $S_{10}$ )
  - Using **100** elements ( $S_{100}$ )
  - Compare the  $S_{10}$  and  $S_{100}$  with the value of the limit. Which one is closer to the limit? Display the answer to command window



# Quiz Review

- 2. Compute the **series**  $S = 4 \cdot \left( 1 - \frac{1}{3} + \frac{1}{5} - \frac{1}{7} + \frac{1}{9} - \frac{1}{11} + \dots \right) \rightarrow \pi$
- Using **10** elements ( $S_{10}$ )  $\mapsto N = 9$
  - Using **100** elements ( $S_{100}$ )  $\mapsto N = 99$
  - Compare the  $S_{10}$  and  $S_{100}$  with the value of the limit. Which one is closer to the limit? Display the answer to command window

$$S = 4 \cdot \left( 1 - \frac{1}{3} + \frac{1}{5} - \frac{1}{7} + \frac{1}{9} - \frac{1}{11} + \dots \right) \rightarrow \pi$$
$$= 4 \cdot \sum_{n=0}^{N=\infty} (-1)^n \left( \frac{1}{2n+1} \right)$$



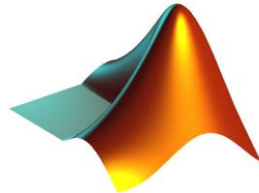
# Quiz Review

► 2. Compute the **series**  $S = 4 \cdot \left( 1 - \frac{1}{3} + \frac{1}{5} - \frac{1}{7} + \frac{1}{9} - \frac{1}{11} + \dots \right) \rightarrow \pi$

- Using **10** elements ( $S_{10}$ )  $\mapsto$  **N = 9**
- Using **100** elements ( $S_{100}$ )  $\mapsto$  **N = 99**
- Compare the  $S_{10}$  and  $S_{100}$  with the value of the limit. Which one is closer to the limit?  
Display the answer to command window

$$S = 4 \cdot \left( 1 - \frac{1}{3} + \frac{1}{5} - \frac{1}{7} + \frac{1}{9} - \frac{1}{11} + \dots \right) = 4 \cdot \sum_{n=0}^{N=\infty} (-1)^n \left( \frac{1}{2n+1} \right) \rightarrow \pi$$

◦ `fracVec = ones(1,100)./[1:2:199];`



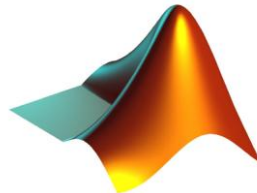
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$$S = 4 \cdot \left( 1 - \frac{1}{3} + \frac{1}{5} - \frac{1}{7} + \frac{1}{9} - \frac{1}{11} + \dots \right) = 4 \cdot \sum_{n=0}^{N=\infty} \underbrace{(-1)^n}_{\text{signs}} \left( \frac{1}{2n+1} \right) \rightarrow \pi$$

- `fracVec = ones(1,100)./[1:2:199];`
- `signs = (-1).^[0:99];`



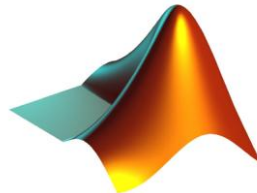
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$$S = 4 \cdot \left( 1 - \frac{1}{3} + \frac{1}{5} - \frac{1}{7} + \frac{1}{9} - \frac{1}{11} + \dots \right) = 4 \cdot \sum_{n=0}^{N=\infty} (-1)^n \left( \frac{1}{2n+1} \right) \rightarrow \pi$$

- `fracVec = ones(1,100) / [1:2:199];`
- `signs = (-1).^[0:99];`
- `S10 = 4 * sum(fracVec(1:10).*signs(1:10));`
- `diff10 = pi - S10;`
- `S100 = 4 * sum(fracVec.*signs);`
- `diff100 = pi - S100;`





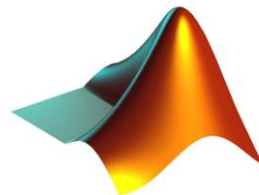
# Quiz Review

► 2. Compute the **series**  $S = 4 \cdot \left( 1 - \frac{1}{3} + \frac{1}{5} - \frac{1}{7} + \frac{1}{9} - \frac{1}{11} + \dots \right) \rightarrow \pi$

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- `fracVec = ones(1,100)./ [1:2:199];`
- `signs = (-1).^ [0:99];`
- `S10 = 4 * sum(fracVec(1:10).*signs(1:10));`
- `diff10 = pi - S10;`
- `S100 = 4 * sum(fracVec.*signs);`
- `diff100 = pi - S100;`
- `if(diff10>diff100)`
- `disp('S100 is closer to the limit')`
- `else`
- `disp('S100 is closer to the limit')`
- `end`

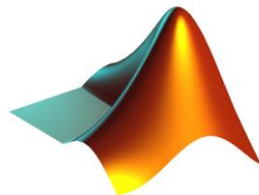


# Quiz Review

► 2. Compute the **series**  $S = 4 \cdot \left( 1 - \frac{1}{3} + \frac{1}{5} - \frac{1}{7} + \frac{1}{9} - \frac{1}{11} + \dots \right) \rightarrow \pi$

- Using **10** elements ( $S_{10}$ )
- Using **100** elements ( $S_{100}$ )
- Compare the  $S_{10}$  and  $S_{100}$  with the value of the limit. Which one is closer to the limit? Display the answer to command window

- `varSign = -1;`
- `S10 = 4;`
- `for in=3:2:19`
- `S10 = S10 + 4 * varSign * 1/in;`
- `varSign = -1 * varSign;`
- `end`

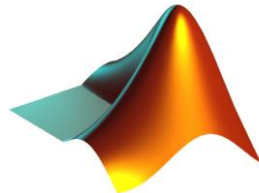


# Quiz Review

► 2. Compute the **series**  $S = 4 \cdot \left( 1 - \frac{1}{3} + \frac{1}{5} - \frac{1}{7} + \frac{1}{9} - \frac{1}{11} + \dots \right) \rightarrow \pi$

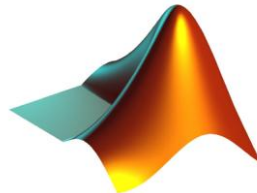
- Using **10** elements ( $S_{10}$ )
- Using **100** elements ( $S_{100}$ )
- Compare the  $S_{10}$  and  $S_{100}$  with the value of the limit. Which one is closer to the limit? Display the answer to command window

- `varSign = -1;`
- `S100 = 4;`
- `for in=3:2:199`
- `S100 = S100 + 4 * varSign * 1/in;`
- `varSign = -1 * varSign;`
- `end`



# Quiz Review

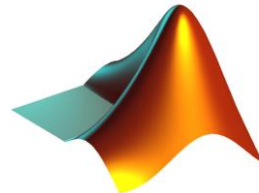
- ▶ 3. Compute  $\sin(x)$  and  $\cos(x)$  in the interval  $x = [0, 2\pi]$  (choose the number of elements in  $x$  so that the functions can be plotted smoothly). You have to plot 3 graphs in the same figure:
  - Plot  $\sin(x)$  in blue in the specified interval, label the axes, assign a title to the figure
  - Plot  $\cos(x)$  in red in the specified interval, label the axes, assign a title to the figure and display the legend
  - Compute the maximum between the two functions at each point in  $x$ , then plot the function called  $\max\sin\cos(x)$ , with line width 2 and color magenta, together with  $\sin(x)$  and  $\cos(x)$  in the specified interval. Label the axes, assign a title to the figure and display the legend



# Quiz Review

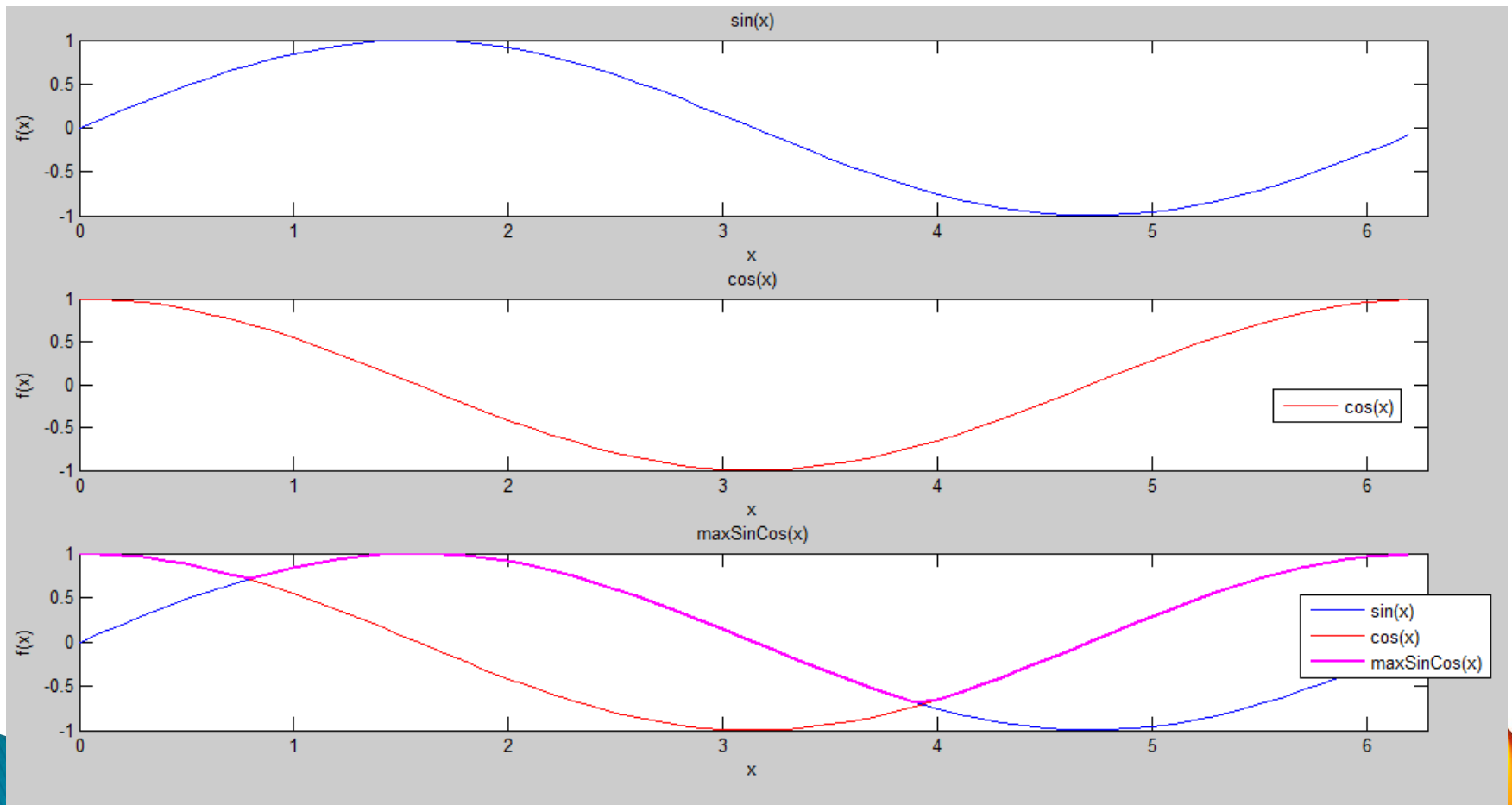
- ▶ 3. Compute  $\sin(x)$  and  $\cos(x)$  in the interval  $x = [0, 2\pi]$  (choose the number of elements in  $x$  so that the functions can be plotted smoothly). You have to plot 3 graphs in the same figure:

- Plot  $\sin(x)$  in blue in the specified interval, label the axes, assign a title to the figure
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- 
- `x = [0:0.1:2*pi];`
  - `sX = sin(x);`
  - `cX = cos(x);`
  - `figure`
  - `subplot(3,1,1)`
  - `plot(x,sX);`
  - `xlim([0 2*pi])`
  - `title('sin(x)');`
  - `xlabel('x'); ylabel('f(x)')`
  - `subplot(3,1,2)`
  - `plot(x,cX,'r');`
  - `xlim([0 2*pi])`
  - `title('cos(x)');`
  - `xlabel('x'); ylabel('f(x)'); legend('cos(x)');`
  - `maxSinCosX = max(sin(x),cos(x));`
  - `subplot(3,1,3)`
  - `plot(x,sX);`
  - `hold on`
  - `plot(x,cX,'r');`
  - `plot(x,maxSinCosX,'m','linewidth',2);`
  - `hold off`
  - `xlim([0 2*pi])`
  - `title('maxSinCos(x)');`
  - `xlabel('x'); ylabel('f(x)')`
  - `legend('sin(x)','cos(x)','maxSinCos(x)')`



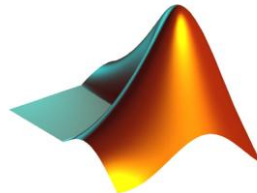
# Quiz Review

## 3. Output



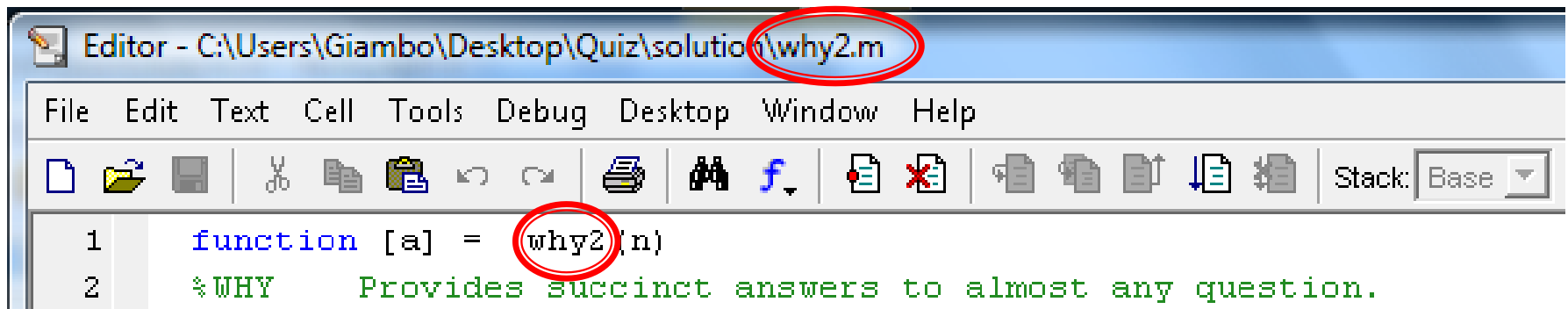
# Quiz Review

- ▶ 4. Playing with the 'why' function.
  - Open the 'why' function, copy the full code into a file named **why2.m** and save it. Modify line 1 of **why2.m** so that the function returns the variable 'a'.
  - Write function called 'countWhy' that takes a *filename.txt* as input. In the function, implement a loop which invokes the 'why2' command at every iteration. Stop the loop when the message returned by 'why2' is a repetition of a message already seen. Write to *filename.txt* all the 'why2' messages seen, and display to command window the number of iterations achieved.



# Quiz Review

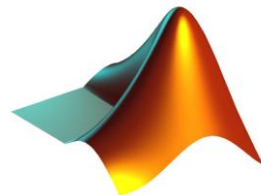
- ▶ 4. Playing with the 'why' function.
  - Open the 'why' function, copy the full code into a file named **why2.m** and save it. Modify line 1 of **why2.m** so that the function returns the variable 'a'.



The image shows a MATLAB Editor window titled "Editor - C:\Users\Giambo\Desktop\Quiz\solution\why2.m". The file name "why2.m" is circled in red. The menu bar includes File, Edit, Text, Cell, Tools, Debug, Desktop, Window, and Help. The toolbar contains various icons for file operations, editing, and debugging. The code editor shows two lines of code:

```
1 function [a] = why2(n)
2 %WHY Provides succinct answers to almost any question.
```

The function name "why2" in line 1 is circled in red.

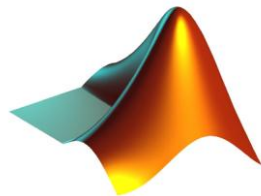




# Quiz Review

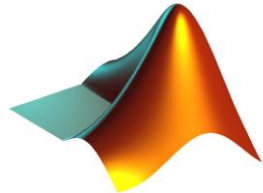
- ▶ Write function called 'countWhy' that takes a *filename.txt* as input. In the function, implement a loop which invokes the 'why2' command at every iteration. Stop the loop when the message returned by 'why2' is a repetition of a message already seen. Write to *filename.txt* all the 'why2' messages seen, and display to command window the number of iterations achieved.

- `numTimes = countWhy('whyAnswers.txt');`
- `disp(numTimes)`



# Quiz Review

- `function [count] = countWhy(filename)`
- `fid = fopen(filename, 'w');`
- `count = 0;`
- `in = 1;`
- `control = 0;`
- `while 1`
- `v{in} = why2;`
- `fprintf(fid, '%s\n', v{in});`
- `control = 0;`
- `if(in>1)`
- `for in2 = 1:in-1`
- `if(strcmp(v{in}, v{in2}))`
- `control=1;`
- `break`
- `end`
- `end`
- `end`
- `if(control==1)`
- `break`
- `else`
- `in = in+1;`
- `end`
- `end`
- `fclose(fid)`
- `count = in`



# Functions Handles

- ▶ Handle = another type of variables in MATLAB
- ▶ An identifier for a function

- `h = @sin;`                      ◦ `handlename = @functionname;`

- `x = h(pi/2);`

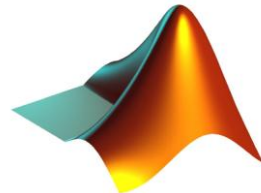
- `x = sin(pi/2);`

- ▶ Can be inserted in structs and cells, **not arrays**

- `S.a = @sin; S.b = @cos; S.c = @tan;`

- `C = {@sin, @cos, @tan};`

- ~~`A = [@sin, @cos, @tan];`~~



# Functions Handles

## ► Handle to anonymous function

- `h = @(x,y) x + y;`
- `handlename = @(v1,v2,...) body;`

### Example 1

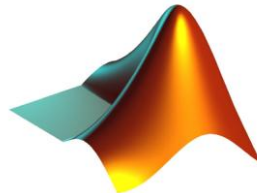
- `h = @(x,y) x + y;`
- `x = h(1,2);`

### Example 2

- `h = @(fun,x,y) fun(x) + y;`
- `val = h(@sin, pi/2, 3);`

### Example 3

- `function [val] = myfun(fun,x,y)`
- `val = fun(x) + y;`
- `myfun(@sin, pi/2, 3);`



# Functions Handles

## ► Handle to anonymous function

- `h = @(x,y) x + y;`
- `handlename = @(v1,v2,...) body;`

### Example 1

- `h = @(x,y) x + y;`
- `x = h(1,2);`

Note that the function does not have a specified name, but it is identified only through the function handle *h*!

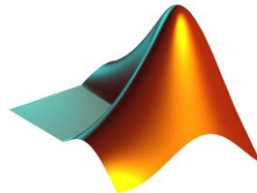
### Example 2

- `h = @(fun,x,y) fun(x) + y;`
- `val = h(@sin, pi/2, 3);`

In these cases the variable *fun* is a function handle itself!

### Example 3

- `function [val] = myfun(fun,x,y)`
- `val = fun(x) + y;`
- `myfun(@sin, pi/2, 3);`



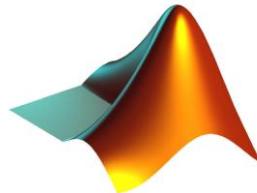
# Find zeros of functions

- ▶ `fzero()` – finds a zero of a function  $f(x)$  the closest possible to a specified point  $x1$

- `xZ = fzero(@sin,x1);`
- `res = fzero(funHandle,startPoint);`

Example1: find the zero of the function  $\sin(x)$  closest to  $\pi/3$

- `x = [-pi:0.1:pi];`
- `x1 = pi/3;`
- `xZero = fzero(@sin,x1);`
- `plot(x, sin(x));`
- `hold on`
- `plot(x, 0.*x, 'k');`
- `plot(x1, sin(x1), 'g*');`
- `plot(xZero, sin(xZero), 'rd');`
- `hold off`
- `xlim([-pi pi]);`



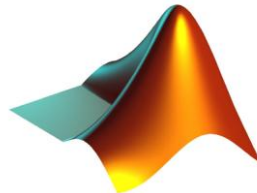
# Find zeros of functions

- ▶ `fzero()` – finds a zero of a function  $f(x)$  inside a specified range  $x1$

- `xZ = fzero(@sin,x1);`      ◦ `res = fzero(funHandle,range);`

Example2: find the zero of the function  $\sin(x)$  between  $-\pi/3$  and  $\pi/3$

- `x = [-pi:0.1:pi];`
- `x1 = [-pi/3 pi/3];`
- `xZero = fzero(@sin,x1);`
- `plot(x, sin(x));`
- `hold on`
- `plot(x, 0.*x, 'k');`
- `plot(x1, sin(x1), 'g*');`
- `plot(xZero, sin(xZero), 'rd');`
- `hold off`
- `xlim([-pi pi]);`



# Find zeros of functions

- ▶ `fzero()` – finds a zero of a function  $f(x)$  inside a specified range  $x1$

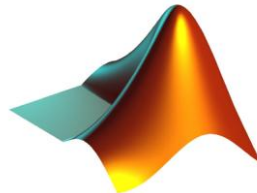
- `xZ = fzero(@sin,x1);`      ◦ `res = fzero(funHandle,range);`

Example2: find the zero of the function  $\sin(x)$  between  $-\pi/3$  and  $\pi/3$

- `x = [-pi:0.1:pi];`
- `x1 = [-pi/3 pi/3];`
- `xZero = fzero(@sin,x1);`
- `plot(x, sin(x));`
- `hold on`
- `plot(x, 0.*x, 'k');`
- `plot(x1, sin(x1), 'g*');`
- `plot(xZero, sin(xZero), 'rd');`
- `hold off`
- `xlim([-pi pi]);`

If  $x1$  is a range, the function *fun()* referenced by *funHandle* **MUST** change sign between  $x1(1)$  and  $x1(2)$  !

$\text{Sign}(\text{fun}(x1(1))) \sim = \text{Sign}(\text{fun}(x1(2)))$  !!!





# Find roots of polynomials

- ▶ `roots()` – returns a vector whose elements are the roots of a polynomial

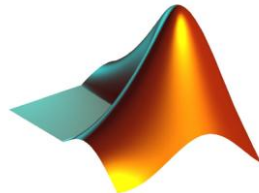
Example  $x^2 - 5x + 6 = 0 \Leftrightarrow (x-3)(x-2) = 0$

◦ `p = [1 -5 6];`

◦ `res = roots(vec);`

◦ `res = roots(p);`

↓  
`[3; 2]`



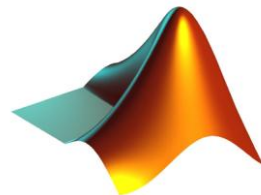
# Solving Equations

- ▶ Suppose we have the following system of linear equations:

$$\begin{cases} x + y - 2z = 4 \\ 3x + 5y + z = -2 \\ -2x + 3y - 10z = 7 \end{cases}$$

- We want to solve it and find the values of  $x$ ,  $y$  and  $z$
- We can store the equations in the following way:
  - $AX = b$ , with

$$A = \begin{bmatrix} 1 & 1 & -2 \\ 3 & 5 & 1 \\ -2 & 3 & -10 \end{bmatrix} \quad X = \begin{bmatrix} x \\ y \\ z \end{bmatrix} \quad b = \begin{bmatrix} 4 \\ -2 \\ 7 \end{bmatrix}$$

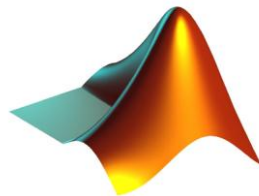


# Solving Equations

- ▶ Suppose we have the following system of linear equations:

$$\begin{cases} x + y - 2z = 4 \\ 3x + 5y + z = -2 \\ -2x + 3y - 10z = 7 \end{cases}$$

- We know from linear algebra the solution is
  - $X = \text{inv}(A) * b$
- So with MATLAB we can solve it in 2 ways:
  - `X = inv(A) * b;`
  - `X = A \ b;`



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**NOTE 1 :** the `\` operator works for square systems. For rectangular systems it gives the least squares solution.

**NOTE 2 :** we have to check if the system is over or underdetermined

# Linear Algebra

## ▶ `rank()`

- Computes the rank of a matrix (the number of linearly independent rows or columns)
- $R = \text{rank}(M) ;$

## ▶ `det()`

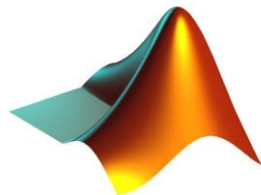
- Computes the determinant of a matrix, which must be square
- NOTE: if determinant is nonzero, matrix is invertible
- $d = \text{det}(M) ;$

## ▶ `trace()`

- Computes the trace of a matrix (the sum of its diagonal elements)
- $R = \text{trace}(M) ;$

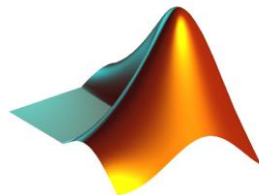
## ▶ `inv()`

- Computes the inverse of a matrix
- $A_{\text{inv}} = \text{inv}(M)$



# Computing the determinant: cofactor expansion

[http://comp.uark.edu/~jjrencis/femur/Learning-Modules/Linear-Algebra/solving/determinant/cofactor\\_expansion.html](http://comp.uark.edu/~jjrencis/femur/Learning-Modules/Linear-Algebra/solving/determinant/cofactor_expansion.html)



# Matrix Decomposition

## ► Eigenvalues, Eigenvectors

### ► `eig()`

- `[eigVect eigVal] = eig(M);`
- NOTE: M must be square
- RESULT: 2 matrices of same dimension as M,
  - a diagonal matrix eigVal whose diagonal elements are the eigenvalues of M
  - a matrix eigVec whose columns are the eigenvectors of M
- $\text{eigVal} * M = \text{eigVal} * \text{eigVec}$

## ► Singular Value Decomposition

### ► `svd()`

- `[U, S, V] = svd(M);`
- NOTE: M does not have to be square
- RESULT: a diagonal matrix S of the same dimension as M, with nonnegative diagonal elements in decreasing order, and unitary matrices U and V so that
- $M = U * S * V'$ .



# Differentiation

## ► `diff()` 1D

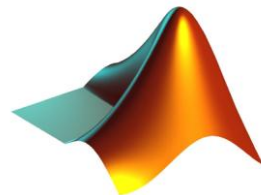
- `x = [1:2:11];`
- `diff(x)/2;`

$$f(x) \rightarrow \frac{df(x)}{dx}$$

## ► `gradient()` 2D

- `x = 1:12;`
- `M = x' * x`
- `[dx dy] = gradient(M);`

$$f(x, y) \rightarrow \begin{matrix} \frac{\partial f(x, y)}{\partial x} \\ \frac{\partial f(x, y)}{\partial y} \end{matrix}$$



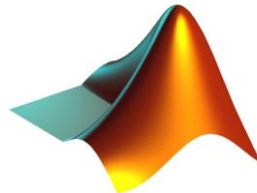


# Integration 1

## ► Using the trapezoidal rule

- `x = 0:0.01:pi;`
- `intTX = trapz(x,sin(x));`

$$\text{int } X = \int_0^{\pi} \sin(x) dx$$

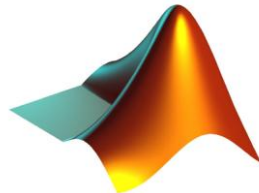


# Integration 2

- ▶ Using recursive adaptive Simpson quadrature

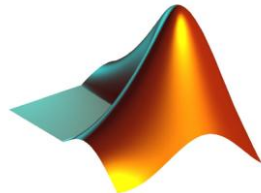
$$\text{int } X = \int_0^{\pi} \sin(x) dx$$

- `intQX = quad(@sin, 0, pi)`
- `q = quad(@sin, 0, pi, tol);`



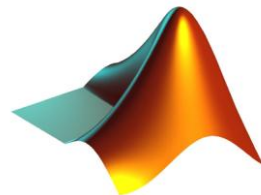
# Polynomial Fitting

- ▶ Fit an  $n^{th}$  degree polynomial to predefined data
- ▶ `polyfit()`
- ▶ `polyval()`
- ▶ Example (fit 2nd degree polynomial to noisy data )
  - `x = [-4:0.1:4];`
  - `y = x.^2;`
  - `yNoisy = y + randn(size(y));`
  - `plot(x,yNoisy,'.');`
  - `polyY = polyfit(x,yNoisy,2);`



# Polynomial Fitting

- ▶ Fit an  $n^{th}$  degree polynomial to predefined data
- ▶ `polyfit()`
- ▶ `polyval()`
- ▶ Example (fit 2nd degree polynomial to noisy data )
  - `x = [-4:0.1:4];`
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  - `yNoisy = y + randn(size(y));`
  - `plot(x,yNoisy,'.');`
  - `polyY = polyfit(x,yNoisy,2);`
  - `hold on;`
  - `plot(x,polyval(polyY,x),'r');`
  - `hold off;`



# Polynomial Fitting

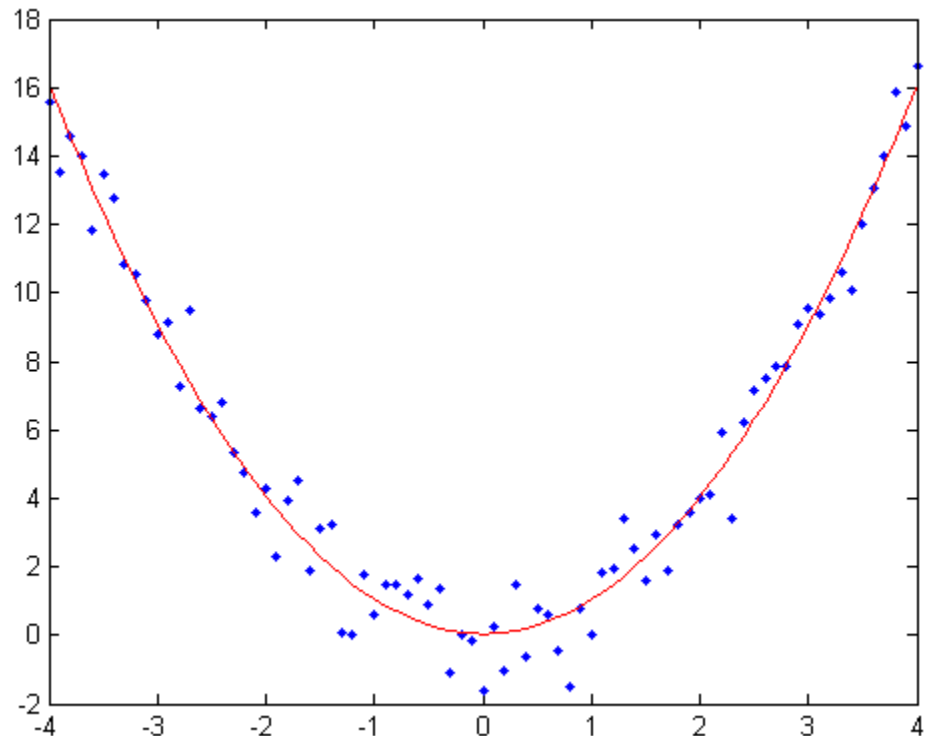
- ▶ Fit an  $n^{th}$  degree polynomial to predefined data

- ▶ `polyfit()`

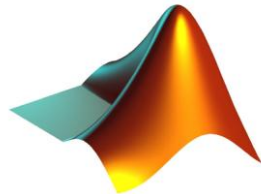
- ▶ `polyval()`

- ▶ Example (fit 2nd degree)

- `x = [-4:0.1:4];`
- `y = x.^2;`
- `yNoisy = y + randn(1, length(x));`
- `plot(x, yNoisy, 'b'); hold on;`
- `polyY = polyfit(x, y, 2);`
- `hold on;`
- `plot(x, polyval(polyY, x), 'r');`
- `hold off;`

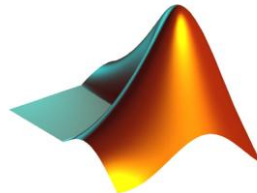


# Exercises in class !



# Exercises in class 1 / 2

- `bought = dlmread('groceries.txt', ',', 0, 1);`
- `fid = fopen('groceries.txt');`
- `food = textscan(fid, '%s');`
- `fclose(fid);`
- `food = strtok(food{1}, ',');`
- `M = eye(length(food), length(food));`
- `for in1=1:length(food)`
- `for in2=1:length(food)`
- `if(in1 ~= in2)`
- `M(in1, in2) = . . .`
- `coBought(food, bought, food{in1}, food{in2}) / . . .`
- `numBought(food, bought, food{in1});`
- `end`
- `end`
- `end`
- `imagesc(M);`
- `colormap('hot');`
- `colorbar`

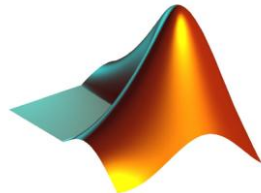


# Exercises in class 1 / 2

- `function [num] = numBought(names,mat,index)`
- `for in=1:length(names)`
- `if(strcmp(names{in},index))`
- `break`
- `end`
- `end`
- `num = sum(mat(in,:));`

---

- `function [num] = coBought(names,mat,index1,index2)`
- `for in=1:length(names)`
- `if(strcmp(names{in},index1))`
- `in1 = in;`
- `end`
- `if(strcmp(names{in},index2))`
- `in2 = in;`
- `end`
- `end`
- `num = sum( mat(in1,:).* mat(in2,:) );`





# Exercises in class 2/2

```
% series 1
```

```
n = 1:10^5;
```

```
S1 = cumsum( 2 ./ (n.^2 + 2.*n) );
```

```
figure
```

```
subplot(1,2,1)
```

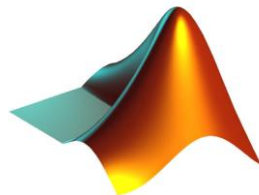
```
plot(S1)
```

```
% series 2
```

```
S2 = cumsum((-1).^n .* n./(n+1));
```

```
subplot(1,2,2)
```

```
plot(S2)
```



# Homeworks policy

- ▶ Due at beginning of class, no exceptions
- ▶ Put your code (.m files) and additional files in a single folder, name it *youruni\_hw\_X* and zip it
- ▶ Upload the zipped folder to CourseWorks
- ▶ Bring a printout of your code to class
- ▶ Good luck and have fun, it's the last one !

