



Einführung in MATLAB

Sommer Campus 2004

Teil I

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Lehrstuhl für Mustererkennung und Bildverarbeitung
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- Teil 1 (Mittwoch)

- allgemeine Einführung in MatLab

Klaus Peschke

- Teil 2 (Donnerstag)

- Fortgeschrittene Technik (Optimierung, Profiling, Mex-Interface)

Bernard Haasdonk

- Teil 3 (Freitag)

- MATLAB Bibliotheken (Standard, Open-Source)

Gerd Brunner



- Introduction
- Help / Demos / Doks
- Variables
- Operators
- Data types
- Indexing
- Control statements
- Plotting
- Reading / Writing
- Functions
- Vectorisation



- MATLAB is...
 - is a high-performance language for technical computing
 - is an interactive system whose basic data element is an array
 - an easy-to-use environment where problems and solutions are expressed in familiar mathematical notation
- the name MATLAB stands for matrix laboratory
- MATLAB is very intuitive



- command line help:

```
help [functionname]  
lookfor [functionname]
```

- very useful and comprehensive help navigator in the menu bar:
 - Help
 - Help Navigator
- on-line help at:

<http://www.mathworks.com/>¹⁾

¹⁾ diagrams and examples are copied from MATLAB 6.0.5



- command line

demos

- over the menu bar:
 - Help
 - Demos
- on-line demos / tutorials at:
<http://www.mathworks.com/>
or via google

Getting started



- ...an example

```
A = [1 0 5];  
zero_pos = find (A == 0);
```

Variable names / keywords

- Variables need not to be declared
- Variables are defined by assigning values to them
- MATLAB is case sensitive
- keywords are reserved names

```
>> iskeyword  
ans =  
    'break'  
    'case'  
    'catch'  
    ...
```

- variable names that equals a function name will block function call to that function
 - check with *which*

```
>> which -all disp  
disp is a build-in function.  
...
```


- Matrix operators

```
help ops
Operators and special characters.
Arithmetic operators.
plus      - Plus                +
minus     - Minus              -
mtimes    - Matrix multiply    *
times     - Array multiply     .*
power     - Array power        .^
mldivide  - Left matrix divide \
mrdivide  - Right matrix divide /
ldivide   - Left array divide  .\
rdivide   - Right array divide ./
```

- no increment ++ operator !

- Relational operators

Relational operators.

eq	- Equal	==
ne	- Not equal	~=
lt	- Less than	<
gt	- Greater than	>
le	- Less than or equal	<=
ge	- Greater than or equal	>=

- use: *help keyword* to get further help

```
help eq
```

Special characters



- Special characters

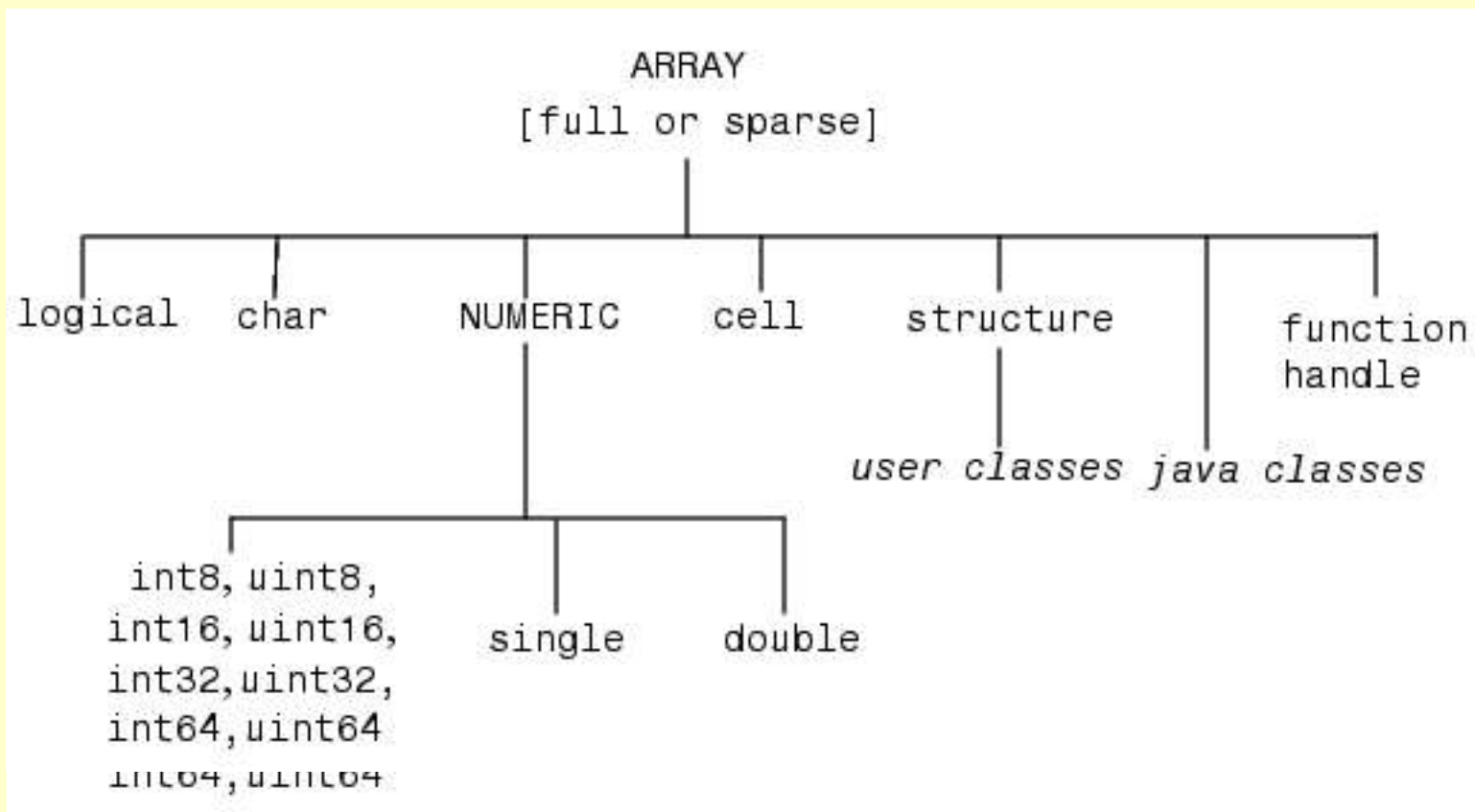
Special characters.

colon	- Colon	:
paren	- Parentheses and subscripting	()
paren	- Brackets	[]
paren	- Braces and subscripting	{ }
punct	- Function handle creation	@
punct	- Semicolon	;
punct	- Comment	%
punct	- Invoke operating system command	!
punct	- Assignment	=
punct	- Quote	'
ctranspose	- Complex conjugate transpose	'

Data types

- all data is stored in arrays

```
A = [ data1, data2 ... ; ... ]
```



Data types

- logical
 - contains true (1) and false (0)
- char
 - array of char = string
- numeric
 - double
 - (un-)signed integer

```
>> A = ([1 2 3 4 5] >= 3)
A =
    0 0 1 1 1
```

```
>> S = ['H' 'A' 'L' 'L' 'O']
S =
HALLO
```

```
>> T = [1 2 3 4 5; 6 7 8 9 10]
T =
     1     2     3     4     5
     6     7     8     9    10
```

```
>> U = int8 ( ones (3,2))
U =
     1     1
     1     1
     1     1
```

Cell arrays

- cell array to store different data structures

cell 1,1 <table><tr><td>3</td><td>4</td><td>2</td></tr><tr><td>9</td><td>7</td><td>6</td></tr><tr><td>8</td><td>5</td><td>1</td></tr></table>	3	4	2	9	7	6	8	5	1	cell 1,2 <table><tr><td>'Anne Smith'</td></tr><tr><td>'9/12/94'</td></tr><tr><td>'Class II'</td></tr><tr><td>'Obs. 1'</td></tr><tr><td>'Obs. 2'</td></tr></table>	'Anne Smith'	'9/12/94'	'Class II'	'Obs. 1'	'Obs. 2'	cell 1,3 <table><tr><td>.25+3i</td><td>8-16i</td></tr><tr><td>34+5i</td><td>7+.92i</td></tr></table>	.25+3i	8-16i	34+5i	7+.92i	
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4	2																				
1	5																				
[4 2 7]	.02 + 8i																				

Multidimensional arrays / indexing

- accessing values with the ()

```
A = [1 2 3 4 5];  
a3 = A(3)  
a3 =  
    3
```

index counting starts with 1
not 0 (like in C/C++) !!

- the : means here “all”
 - accessing the rows
 - accessing the columns

```
A = [1 2 3 4 5; 6 7 8 9 10];  
row2 = A(2,:)   
row2 =  
    6 7 8 9 10
```

```
A = [1 2 3 4 5; 6 7 8 9 10];  
row2 = A(2,:);  
A ( 1, :) = row2;
```

- the *end* keyword
indexes the last element

```
A = [1 2 3 4 5; 6 7 8 9 10];  
lastel = A( 1,end)  
lastel =  
    5
```

Single indexing vs. subscript values

- single indexing means index to a nx1 vector containing all the data (faster access)
- the nx1 vector is created columnwise (“Fortran style”)

```
A =   1   2   3   4   5  
      6   7   8   9  10  
sgA = A(:)  
sgA =  
     1  
     6  
     2  
     7  
     3  
     8  
     4  
     9  
     5  
    10
```

```
A = [1 2 3 4 5; 6 7 8 9 10];  
a6 = A(6)  
a6 =  
     8
```

```
A = [1 2 3 4 5; 6 7 8 9 10];  
a6 = sgA(6)  
a6 =  
     8
```


Converting bw. subscript and linear indexing



- search and show all even elements

```
A = [1 2 3 4 5; 6 7 8 9 10];  
[idx] = find( mod(A,2) == 0)
```

```
idx =  
2  
3  
6  
7  
10
```

- just using *idx* on *A*

```
A( idx)  
ans =  
6  
2  
8  
4  
10
```

- convert to subscripts

```
[r_idx, c_idx] = ind2sub( size( A),idx);
```

```
r_idx =  
2  
1  
2  
1  
2
```

```
c_idx =  
1  
2  
3  
4  
5
```

Converting bw. subscript and linear indexing



- search and show all even elements (2)

```
A = [1 2 3 4 5; 6 7 8 9 10];  
[r_idx c_idx] = find( mod(A,2) == 0)
```

r_idx =

2
1
2
1
2

c_idx =

1
2
3
4
5

- just using *r_idx* and *c_idx* on A

```
A(r_idx,c_idx)  
ans =  
     6     7     8     9    10  
     1     2     3     4     5  
     6     7     8     9    10  
     1     2     3     4     5  
     6     7     8     9    10
```

- use function sub2ind

```
idx = sub2ind(size(A),r_idx,c_idx);  
A( idx)
```

Converting bw. subscript and linear indexing



- search and show all even elements (3)

```
A = [1 2 3 4 5; 6 7 8 9 10];  
A( find( mod(A,2) == 0))
```

- very easy !! ;-)

Control statements

- if ... if *logical_expression*
 statements
 end

```
if n < 0
    disp('error')
elseif rem(n,2) == 0
    A = n/2;
else
    A = (n+1)/2;
end
```

- for ... for *index = start:increment:end*
 statements
 end

```
A = [1:10];
for h = 1:2:10
    A(h) = 0;
end
```

for *matrix*
 statements
end

```
A = [1:10];
idx = [1 3 5 7 9];
for h = idx
    A(h) = 0;
end
```



Control statements

- while ... if *expression*
 statements
 end

```
n = 0;  
while prod(1:n) < 1e3  
    n = n + 1;  
end
```

- switch ... switch *expression*
 case
 statements
 case
 statements
 :
 otherwise
 end

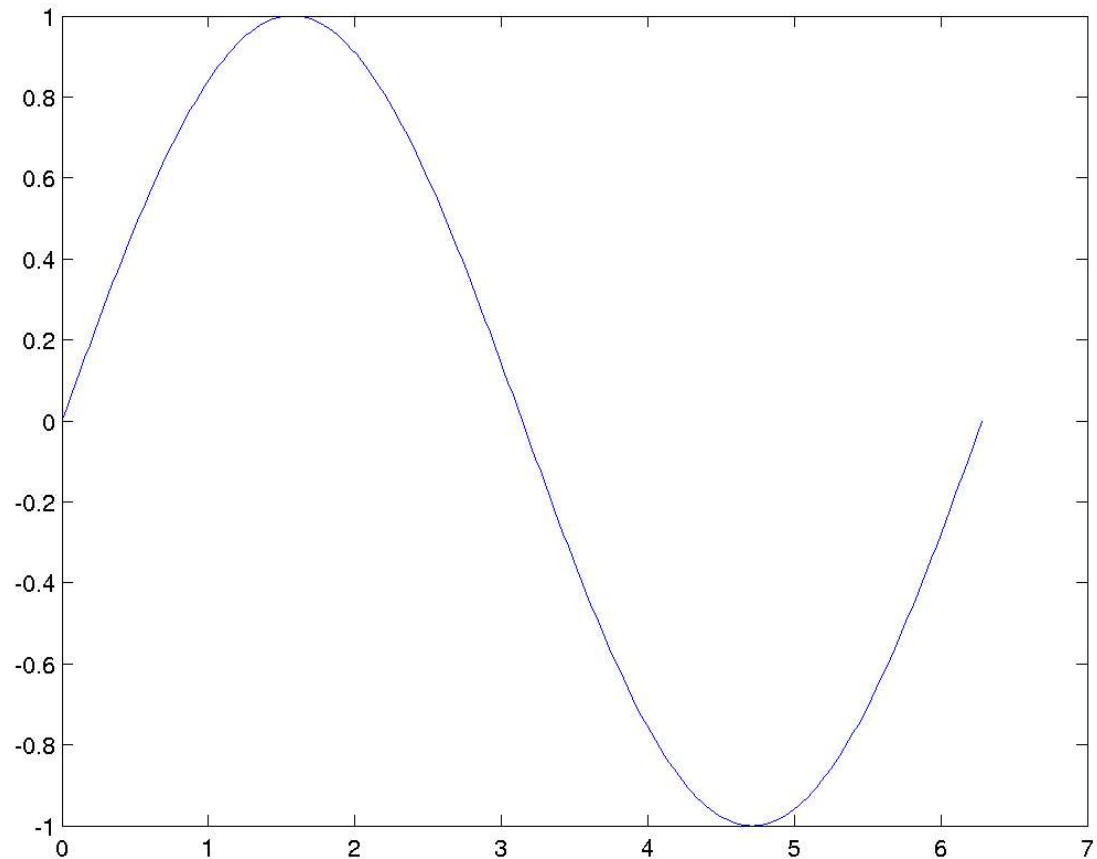
```
switch invar  
    case 'a'  
        disp('vowel');  
    case 'e'  
        disp('vowel');  
    otherwise  
        disp('consonant');  
end
```



- `continue`: skips commands in a `for` or `while` loop
- `break`: terminates the execution of a `for` or `while` loop
- `try...catch`: error handling
- `return`: returns to the invoking function

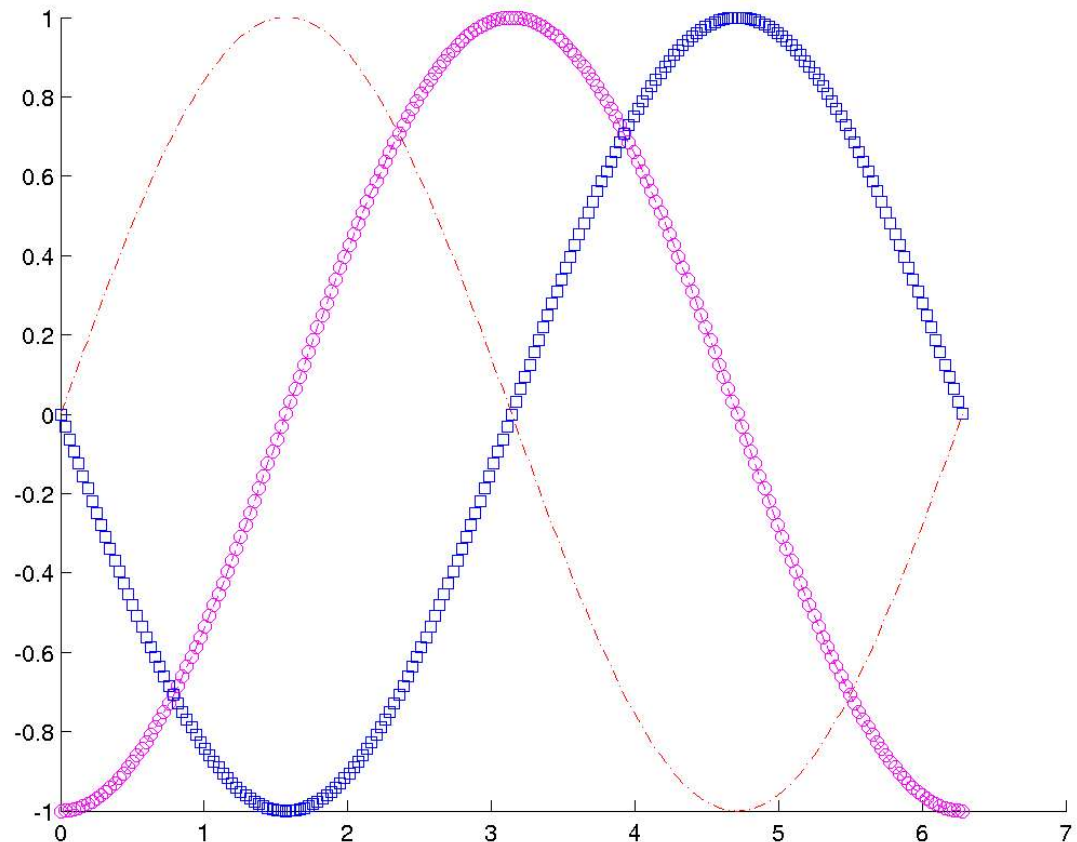
- making a diagram with: *plot (x1,x2,parameters)*

```
x=0:pi/100:2*pi;  
y=sin(x);  
plot (x,y);
```

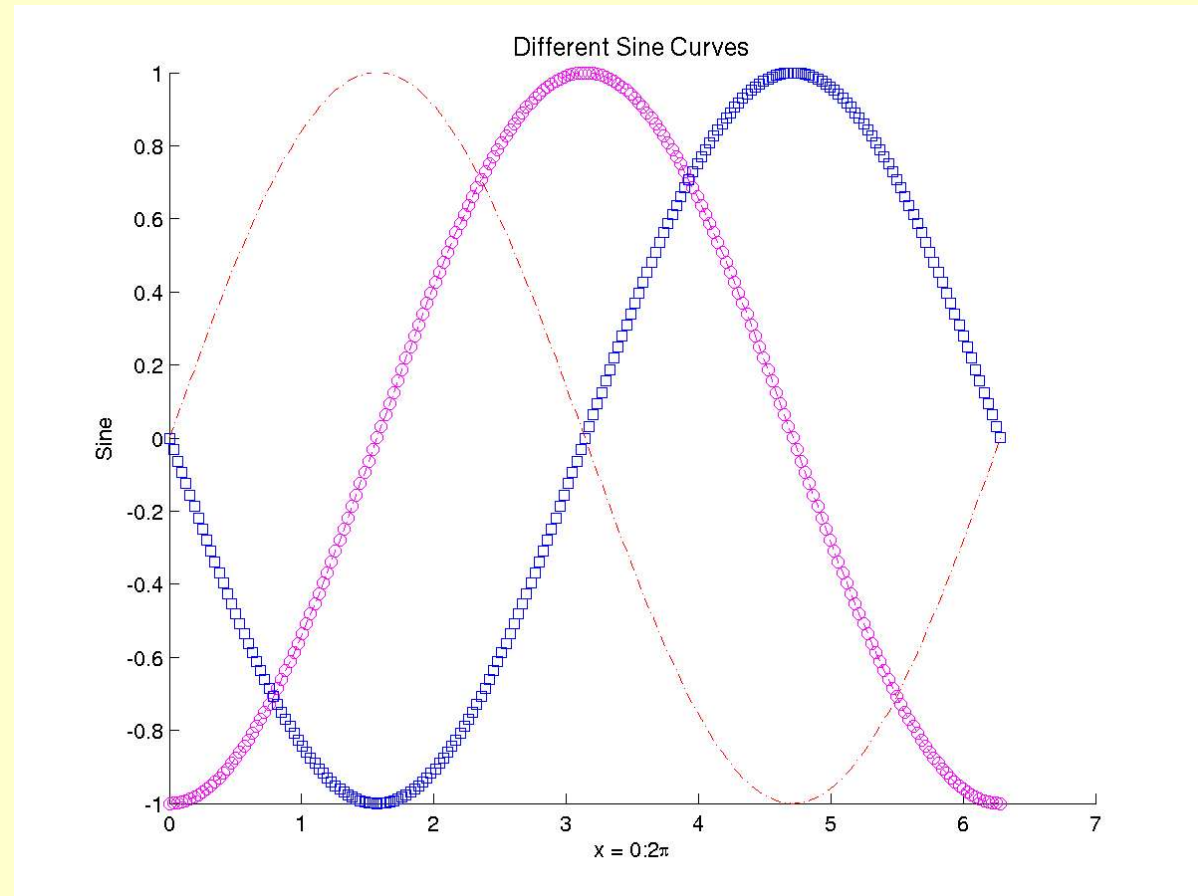


- ...using *linespec* parameter

```
x=0:pi/100:2*pi;  
y1=sin(x);  
y2=sin(x-pi/2);  
y3=sin(x-pi);  
hold;  
plot (x,y1,'-.r');  
plot (x,y2,'om');  
plot (x,y3,'sb');  
hold off
```



- ...using labels



```
xlabel('x = 0:2\pi');  
ylabel('Sine');  
title('Different Sine Curves','FontSize',12);
```

Plotting images



- using function *imagesc* (...)

```
im=imread ('saturn.tif');  
imagesc( im);  
colormap ( gray);
```

- function *imshow* (...) to plot an image
 - function relates to image processing toolbox

- ...plotting several diagrams/images in one window
using subplot(rows, cols, idx)
- ...interactive editing the plot (menu)
- ...using graphic handles

```
plot (...);  
set( gca, 'XDir','reverse') ;
```

- ...graphical input

```
[x y] = ginput ( npoints);
```

Writing / Reading data (file I/O)

- writing data with:

save filename var1 var2 ... -option

```
a = 33;  
b = 5;  
save result.mat a b
```

save ('filename','var1','var2',...'-option');

```
a = 33;  
b = 5;  
save ('res_ascii','a','b','-ASCII');
```

Writing / Reading data (file I/O)



- reading data with:

load filename -option

load res_ascii -ascii	% returns a two dimensional array
load result	% returns variable a and b

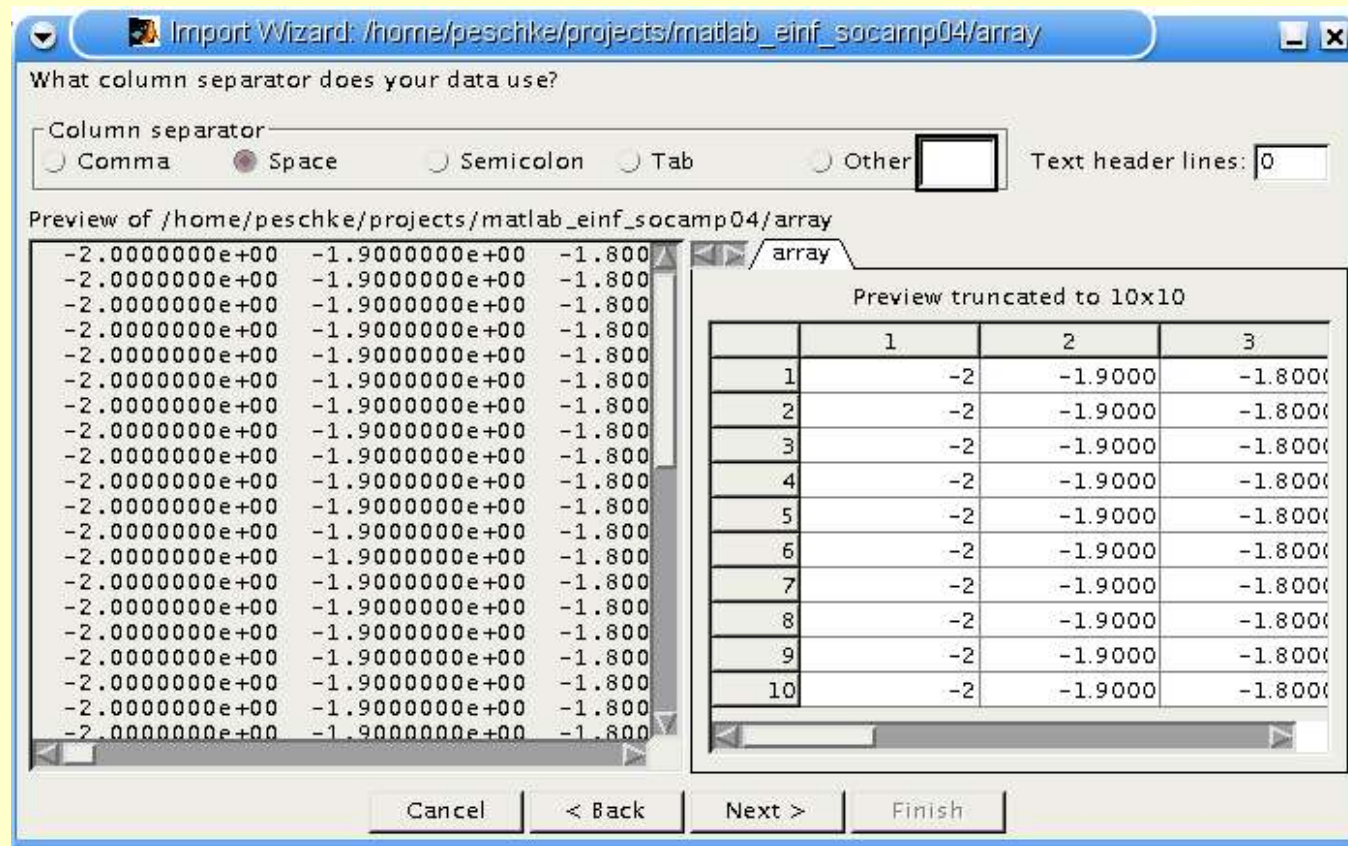
- also functional form:

load ('filename','-option');

e.g. when file name is given as a string or contains spaces
etc.

Import Data

- import data (click right on file in file browser)...





- Scripts are just commands (stored in a file) executed one after another in the global space
- Functions...
 - are stored in a separate .m-file, that has the same name as the function
 - operate on variables on their own work space
 - can accept input arguments
 - can return values



- Definition of a function
 - keyword function
 - function name
 - input argument
 - output argument
- Example: find all even elements of an array

```
function [r, c] = find_even_el( V)  
  
[r, c] = find( mod(V,2) == 0);
```


- ...running a function

```
A = [1 2 3 4 5; 6 7 8 9 10];  
[r,c] = find_even_el(A)
```

- or with a function handle

```
A = [1 2 3 4 5; 6 7 8 9 10];  
[r,c] = feval (@find_even_el, A)
```

- more advance example

```
>> type mean
function y = mean(x,dim)
%MEAN  Average or mean value.
%  For vectors, MEAN(X) is the mean value of the elements in X. For
%  matrices, MEAN(X) is a row vector containing the mean value of
%  each column. For N-D arrays, MEAN(X) is the mean value of the
...
if nargin==1,
    % Determine which dimension SUM will use
    dim = min(find(size(x)~=1));
    if isempty(dim), dim = 1; end
    y = sum(x)/size(x,dim);
else
    y = sum(x,dim)/size(x,dim);
end
```



```
>> help mean
```

MEAN Average or mean value.

For vectors, MEAN(X) is the mean value of the elements in X. For matrices, MEAN(X) is a row vector containing the mean value of each column. For N-D arrays, MEAN(X) is the mean value of the

...

```
>> lookfor mean
```

MEAN Average or mean value.

MEAN2 Compute mean of matrix elements.

DMAE Mean absolute error performance derivative function.

DMSE Mean squared error performance derivatives function.

DMSEREG Mean squared error w/reg performance derivative function.

...

Running scripts faster

- loops are slow in MATLAB -> code should be **vectorized**

```
Y = 10 * rand ( 1000, 500);  
V = [1:1000]';  
  
Z1 = zeros(1000,500);  
for m = 1:size( Z, 2)  
    Z1( :,m) = V .* Y( :, m);  
end
```

takes 7,8 sec

```
Y = 10 * rand ( 1000, 500);  
V = [1:1000]';  
  
tic  
Z2 = diag( V)*Y;  
toc
```

takes 0,8 sec

- pre-allocate arrays

The repmat function

- use repmat (...) for big arrays

```
A = [1 2 3; 4 5 6];  
  
B = repmat(A,2,3);  
B =  
    1    2    3    1    2    3    1    2    3  
    4    5    6    4    5    6    4    5    6  
    1    2    3    1    2    3    1    2    3  
    4    5    6    4    5    6    4    5    6
```

- Aufgabenzettel
 - Aufgaben (pdf-Datei) und alle Daten unter:
/misc/database/matlab_sommer_campus04/
- ...oder MATLAB Tutorials/Demos :-)