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# **Introduction to Matlab**

## **ECE 111 Introduction to ECE**

### **Jake Glower - Week #1**

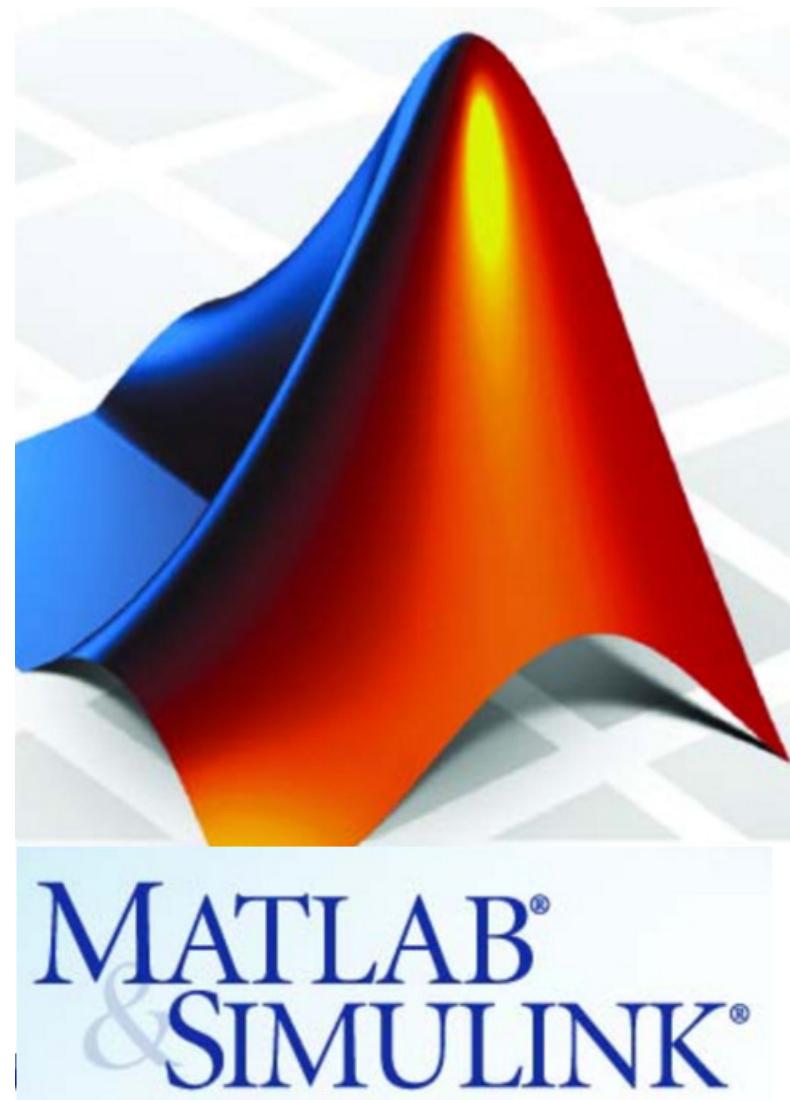
Please visit Bison Academy for corresponding  
lecture notes, homework sets, and solutions

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## Becoming familiar with MATLAB

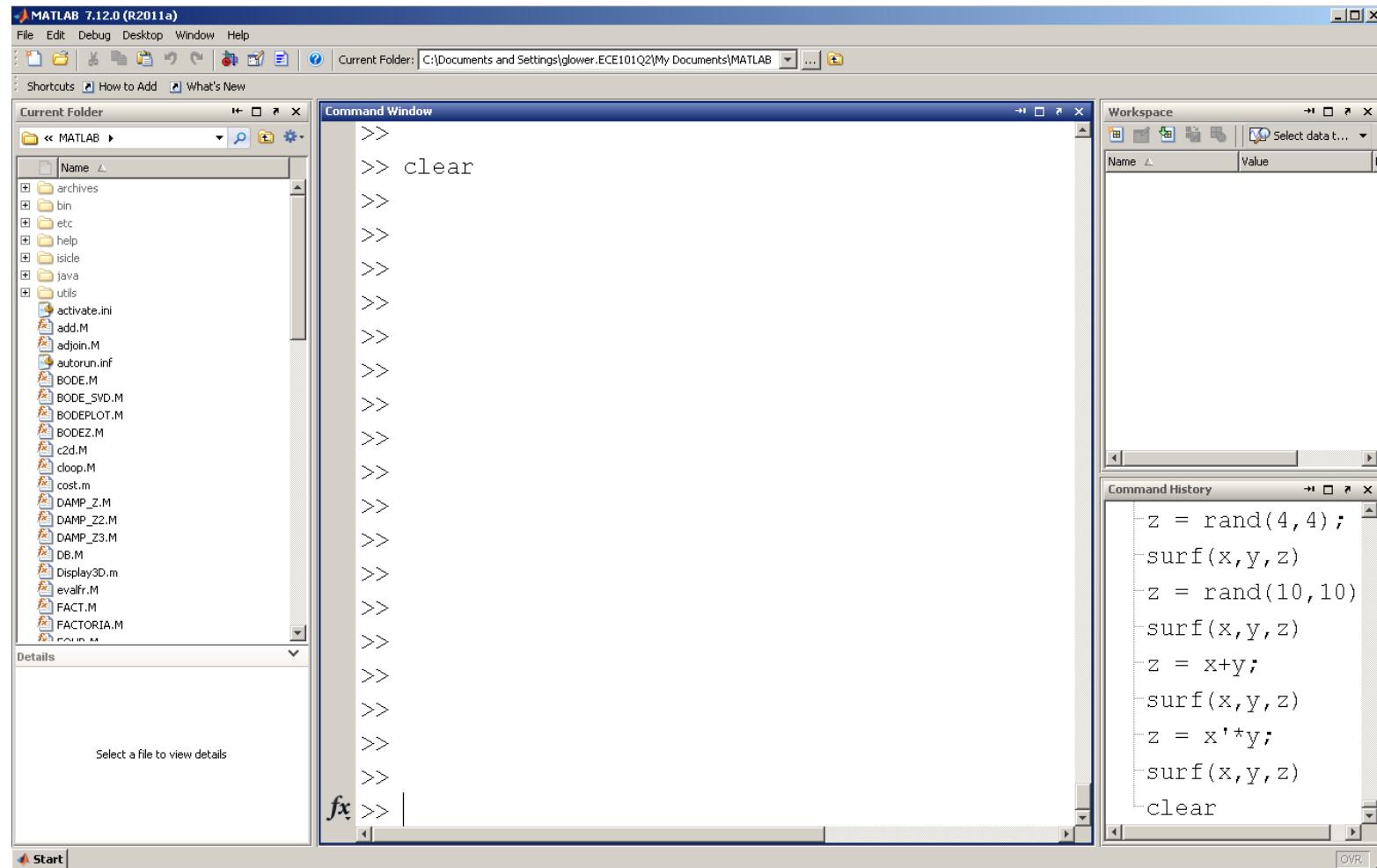
- Using the command window
- Using scripts
- Plotting with Matlab
- Random numbers in Matlab
- If-Statements
- For-Loops
- While-Loops
- Monte-Carlo Simulations



# General environment and the console

## Startup Screen:

- I usually close everything down except the command window



# Command Window

Matlab works like a calculator

- Solve

```
( 2 + 3 ) * 5
```

- Solve

```
Y = 5*cos(10*tan(3))
```

You type it the way it looks:

The screenshot shows the MATLAB 7.12.0 (R2011a) interface with the Command Window active. The window title is "MATLAB 7.12.0 (R2011a)". The menu bar includes File, Edit, Debug, Desktop, Window, and Help. Below the menu is a toolbar with various icons. The command history shows two examples:

```
>> (2 + 3) * 5
ans =
25

>> Y = 5*cos(10*tan(3))
Y =
0.7241

fx >> |
```

# Matlab Function Names

- $\pi$
- $\exp(x)$
- $10^x$
- $\log(x)$
- $\log_{10}(x)$
- $\sin(x)$
- $\cos(x)$
- $\tan(x)$
- $\arcsin(x)$
- $\arccos(x)$
- $\arctan(y/x)$
- + many more

The screenshot shows the MATLAB 7.12.0 (R2011a) interface with the command window open. The window displays several commands and their results:

```
>> exp(2)
ans =
    7.3891

>> log(10)
ans =
    2.3026

>> sin(1)
ans =
    0.8415

>> cos(2)
ans =
   -0.4161

>> asin(0.6)
ans =
    0.6435
```

The command window also shows the current path: C:\Documents and Settings\ and includes standard MATLAB icons in the toolbar.

# Order of Operations

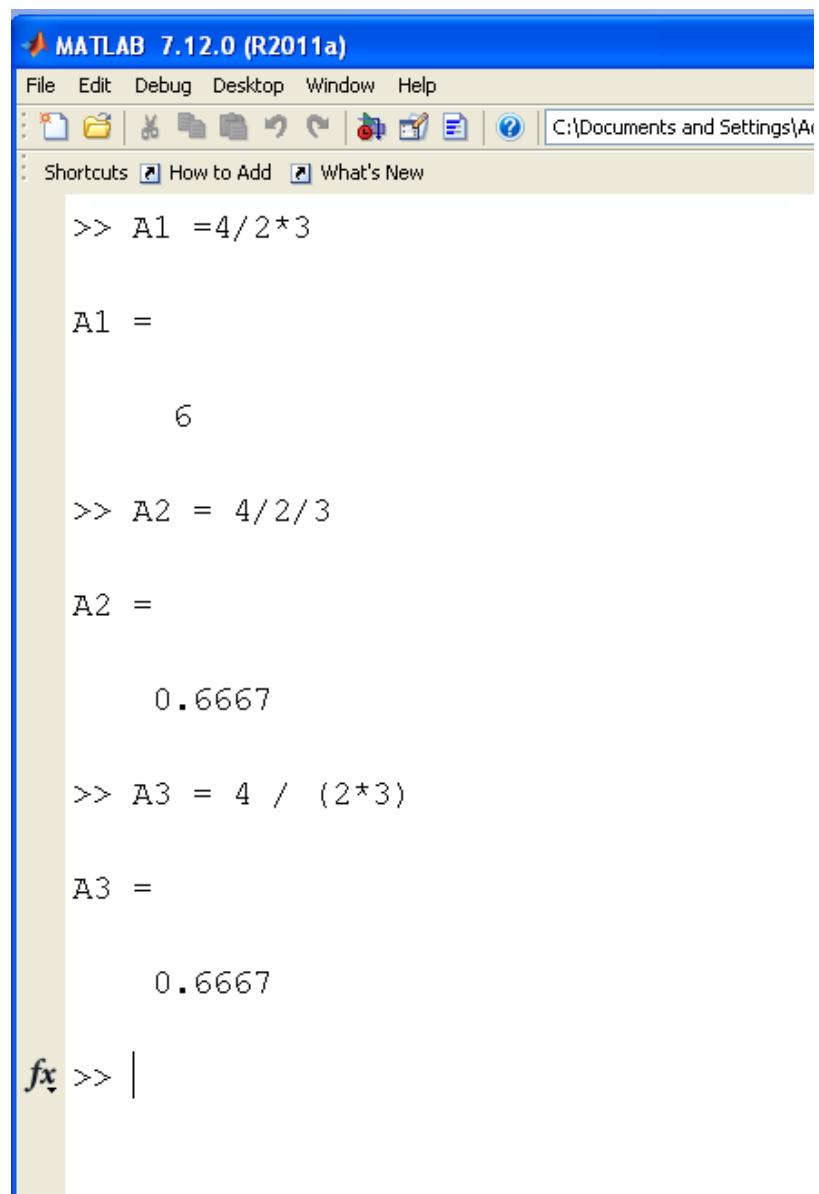
- 1st:  $\wedge$
- 2nd:  $*$ ,  $/$
- 3rd:  $+$ ,  $-$

Equations are executed

- By order of operations, then
- Left to right

Paranthesis never hurt,

- They can avoid confusion



The screenshot shows the MATLAB 7.12.0 (R2011a) interface with the command window open. The window title is "MATLAB 7.12.0 (R2011a)". The menu bar includes File, Edit, Debug, Desktop, Window, and Help. The toolbar has various icons. The current directory is set to "C:\Documents and Settings\A...". The command window displays the following code and results:

```
>> A1 = 4/2*3
A1 =
6

>> A2 = 4/2/3
A2 =
0.6667

>> A3 = 4 / (2*3)
A3 =
0.6667

fx >> |
```

# Matlab as a Calculator

You can define variables as you go

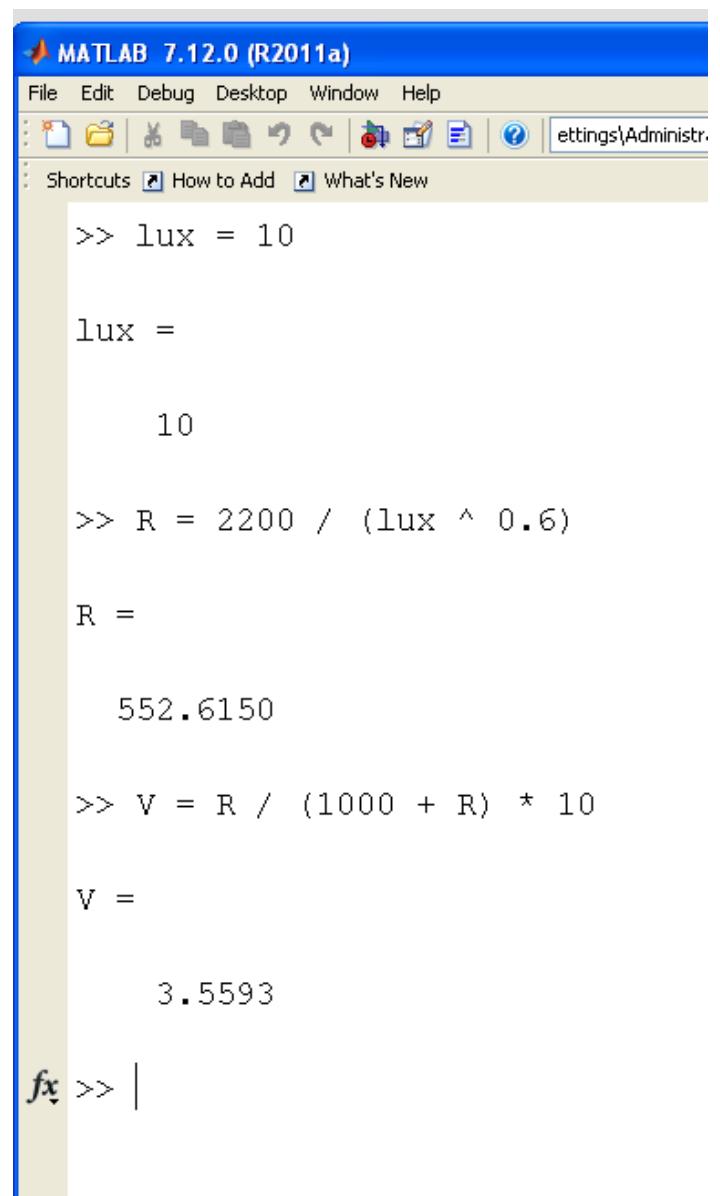
- 1st character must be a letter
- 2nd onward can be letters or numbers
- Case sensitive

Example: Light Sensor

$$R = \left( \frac{2200}{(lux)^{0.6}} \right) \Omega$$

$$V = \left( \frac{R}{1000+R} \right) 10V$$

Find R and V @ 10 Lux



```
MATLAB 7.12.0 (R2011a)
File Edit Debug Desktop Window Help
Shortcuts How to Add What's New
>> lux = 10
lux =
10
>> R = 2200 / (lux ^ 0.6)
R =
552.6150
>> V = R / (1000 + R) * 10
V =
3.5593
fx >> |
```

# Doing Several Operations at Once

Matlab is a matrix language

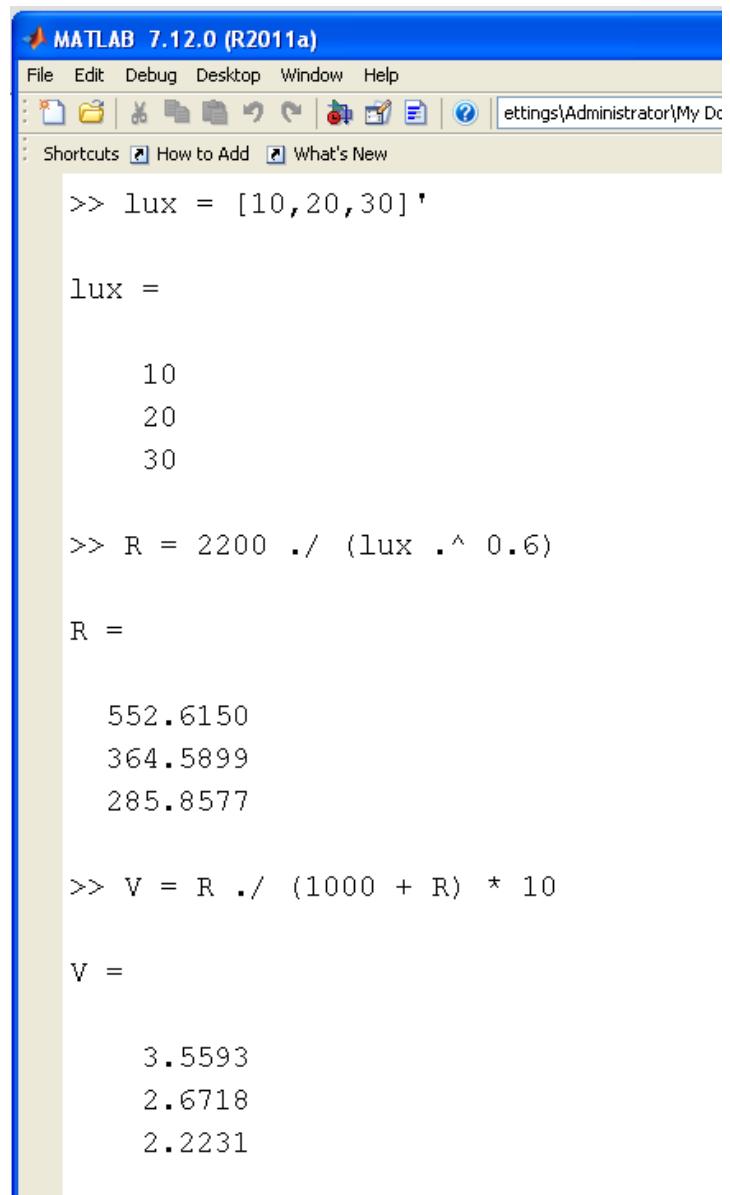
- [ start of a matrix
- ,
- ;
- ]
- ' transpose
- next column (a space also works)
- next row
- end of matrix.

Multiplication, Power

- \*, ^
- Matrix operations (coming soon)

Dot-Notation

- .\* ./ ,^
- Element-by-element operations
- Allows you to do several operations at once



The screenshot shows the MATLAB 7.12.0 (R2011a) interface. The command window displays the following code and its execution:

```
>> lux = [10,20,30] '
lux =
    10
    20
    30

>> R = 2200 ./ (lux .^ 0.6)
R =
    552.6150
    364.5899
    285.8577

>> V = R ./ (1000 + R) * 10
V =
    3.5593
    2.6718
    2.2231
```

# Formatting Output

- Terminate a line with a semi-colon if you don't want the result displayed
- Leave off the semi-colon if you *do* want to see the result

```
format short
```

```
pi
```

```
3.1416
```

```
format long
```

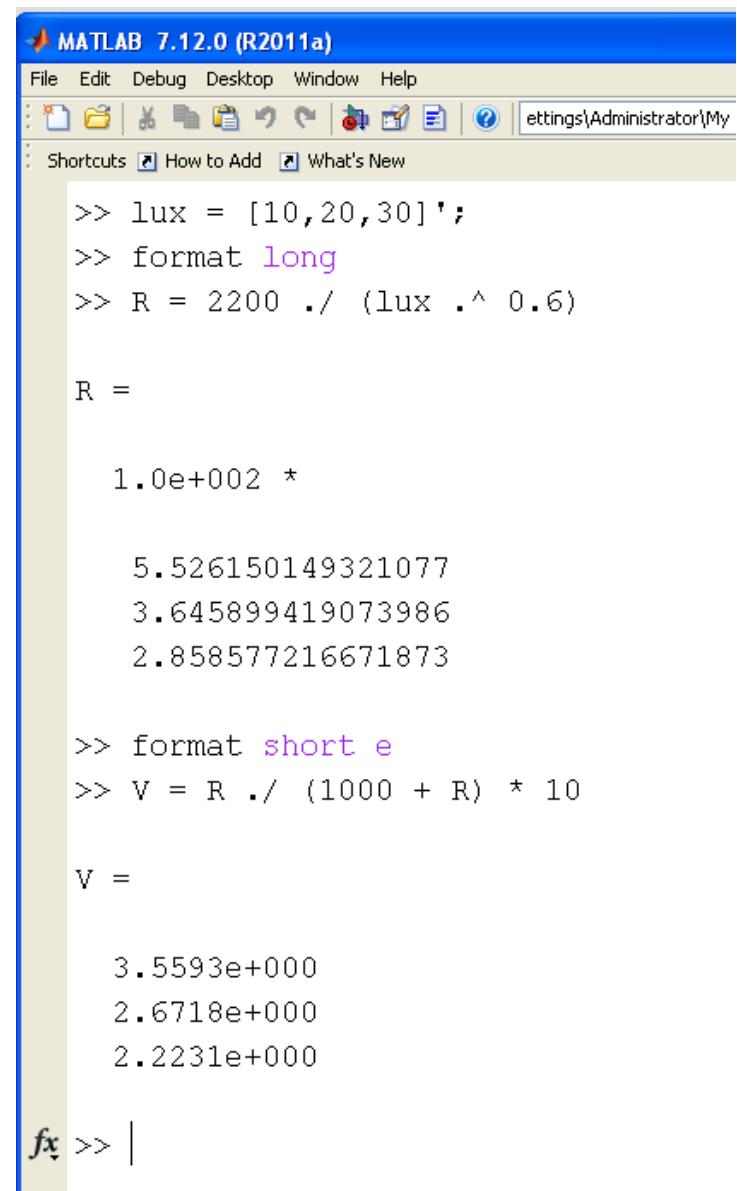
```
pi
```

```
3.141592653589793
```

```
format shorteng
```

```
pi^30
```

```
821.2893e+012
```



The screenshot shows the MATLAB 7.12.0 (R2011a) interface. The menu bar includes File, Edit, Debug, Desktop, Window, Help, and several icons. The toolbar below the menu bar includes icons for file operations like Open, Save, and Print, as well as other MATLAB-specific tools. The workspace window shows the following code and its execution results:

```
>> lux = [10,20,30]';
>> format long
>> R = 2200 ./ (lux .^ 0.6)

R =
1.0e+002 *

5.526150149321077
3.645899419073986
2.858577216671873

>> format short e
>> V = R ./ (1000 + R) * 10

V =
3.5593e+000
2.6718e+000
2.2231e+000

fx >> |
```

# Matlab as a Graphing Calculator

Matlab has pretty good graphics

This is useful if you want to know what happens over a range of values.

Example: Find R for  $1 < \text{lux} < 100$

$$R = \left( \frac{2200}{(\text{lux})^{0.6}} \right) \Omega$$

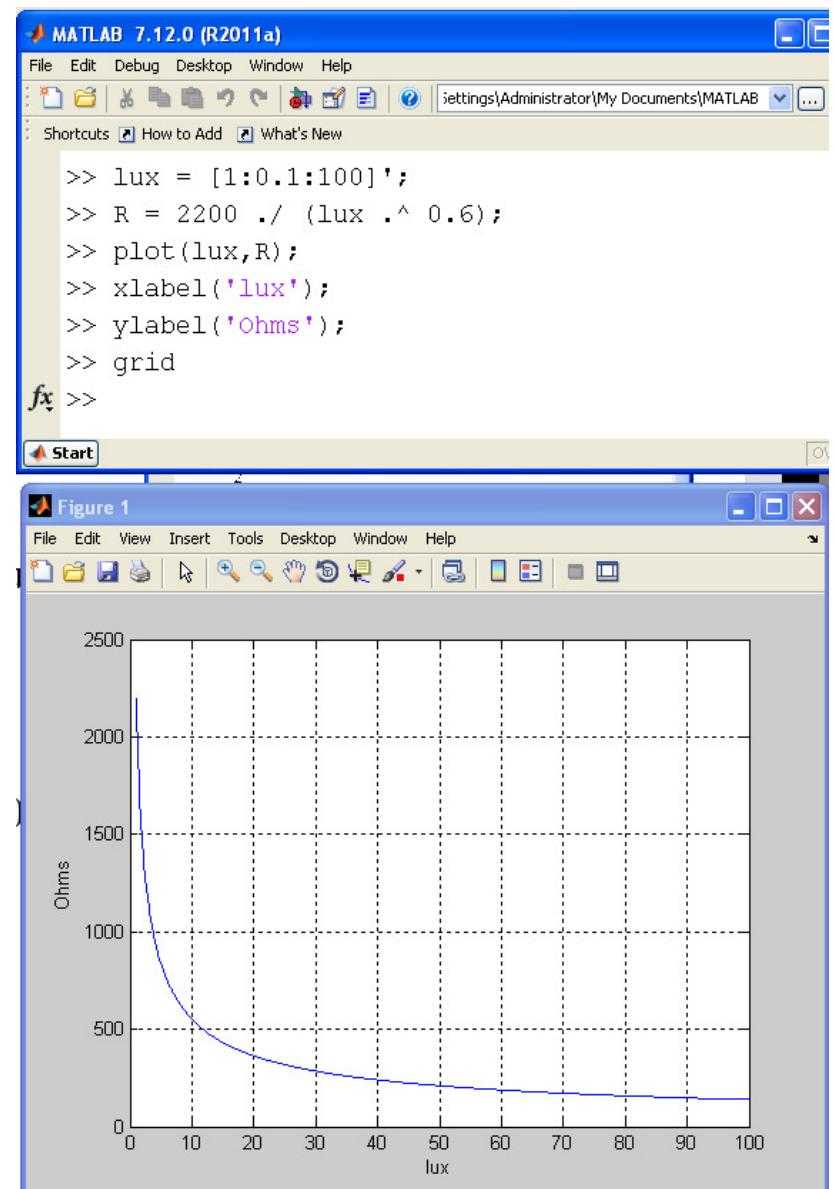
Linear spacing

- 1 to 100 lux, step size = 0.1

```
lux = [1 : 0.1 : 100]';
```

Log spacing from  $10^{-2}$  to  $10^3$  with 100 points

```
lux = logspace(-2, 3, 100)';
```



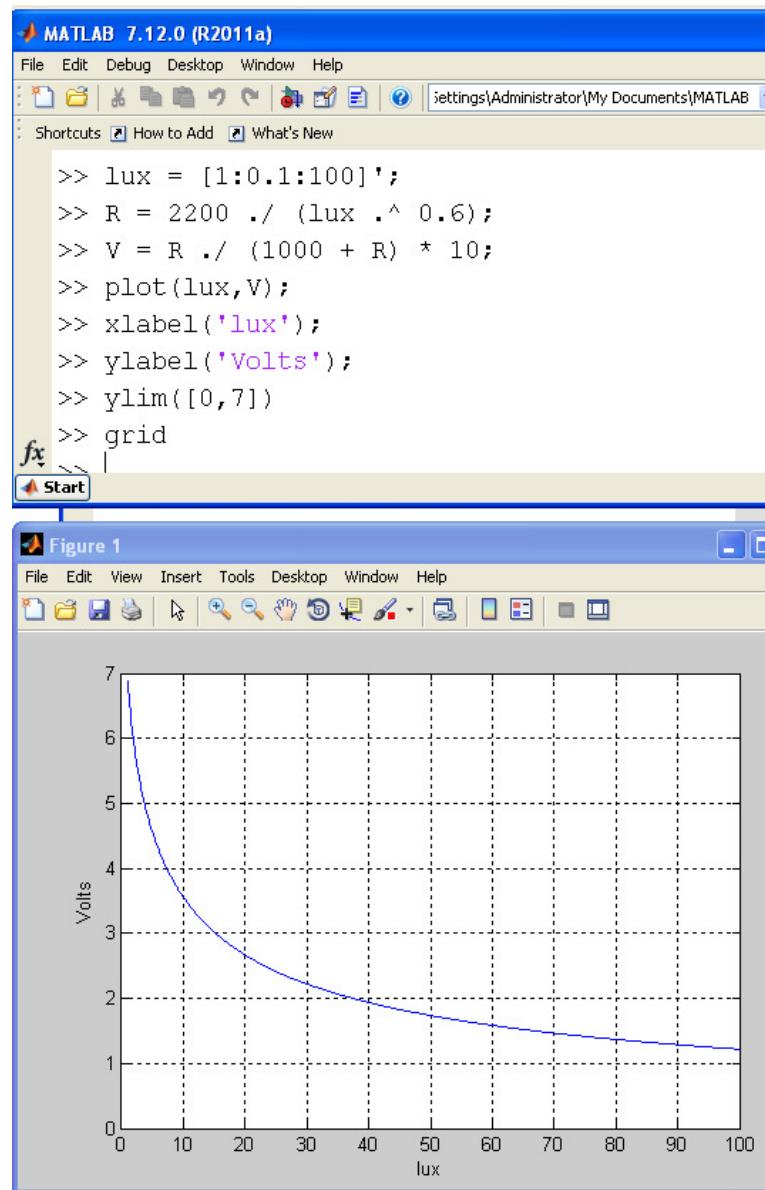
# Matlab as a Graphing Calculator

Graphs are useful

- They show you how the two variables are related
- They allow you to determine V over a range of lux
- They allow you to determine lux if you know V

Example: If you read 2.00 Volts, what is the light level?

- Read it off the graph
- light = 36 lux (approx)



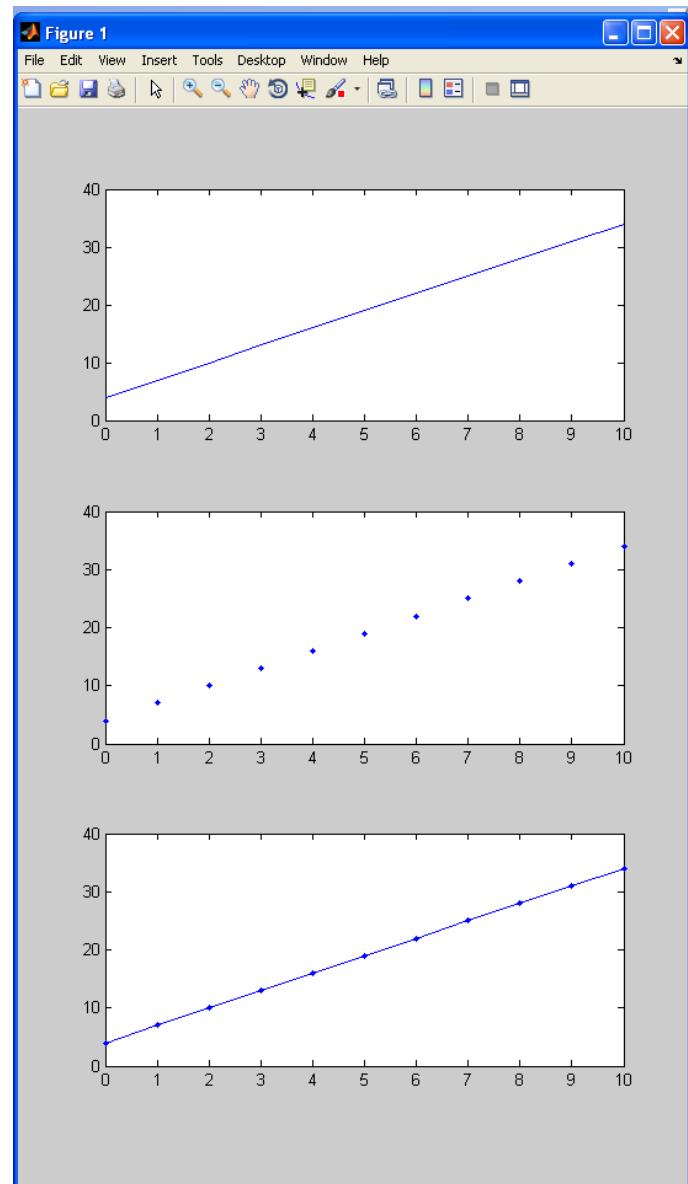
# Plotting Functions in Matlab:

Matlab has some pretty good graphics capabilities.

Matlab Plot Command	x axis	y axis	type of function
plot(x,y)	linear	linear	$y = ax + b$
semilogx(x,y)	log()	linear	$y = a \log(bx)$
semilogy(x,y)	linear	log()	$y = a e^{bx}$
loglog(x,y)	log()	log()	$y = a \cdot b^x$
subplot(abc)	Create 'a' rows, 'b' columns of graphs. Starting at #c		

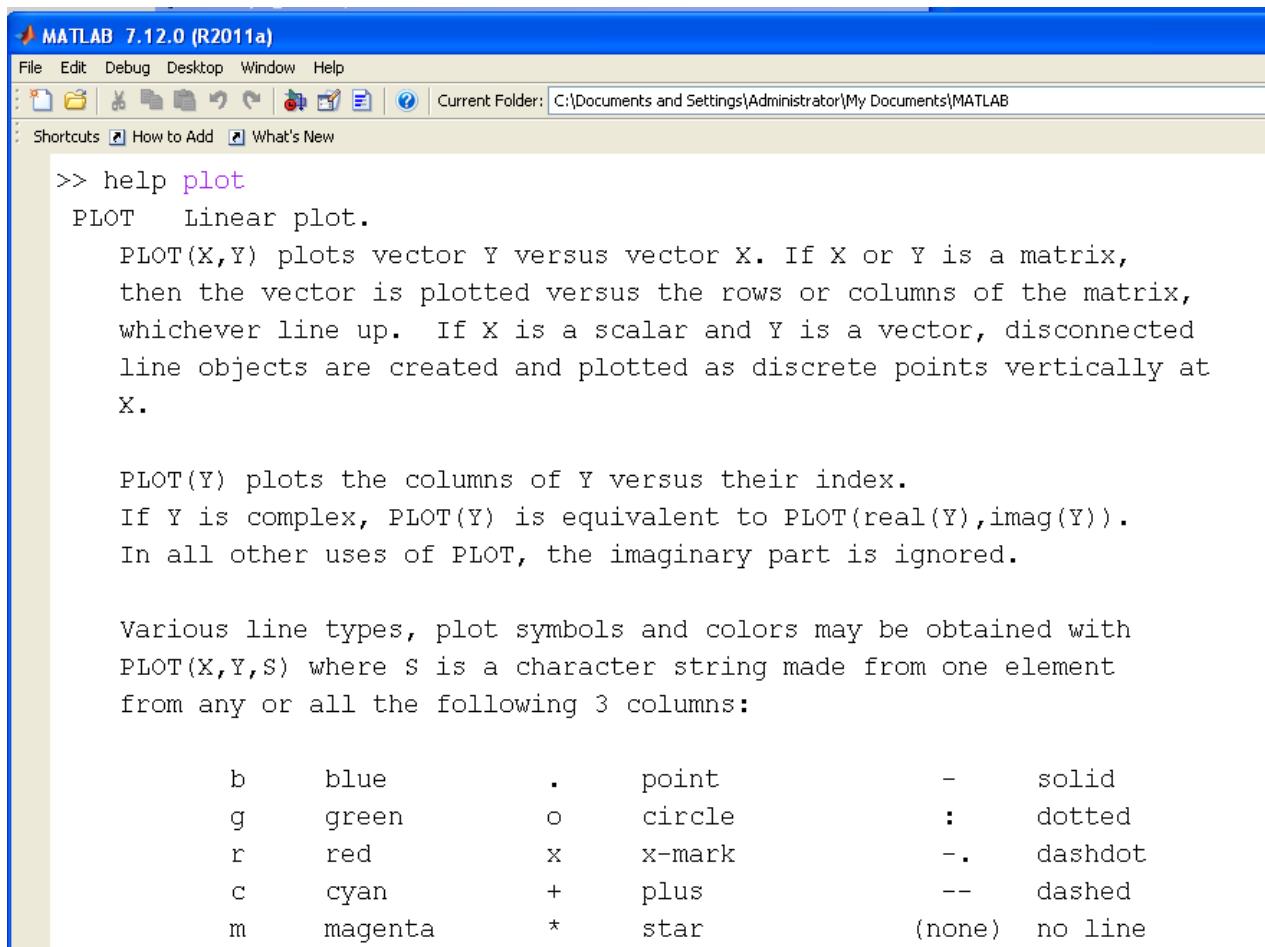
```
x = [0:1:10]';
y = 3*x + 4;

subplot(311)
plot(x,y);
subplot(312)
plot(x,y,'.');
subplot(313)
plot(x,y,'.-');
```



# Matlab Help

If you forget how to use a function, type help



The screenshot shows the MATLAB 7.12.0 (R2011a) interface. The title bar reads "MATLAB 7.12.0 (R2011a)". The menu bar includes File, Edit, Debug, Desktop, Window, and Help. The toolbar has icons for New, Open, Save, Print, and others. The current folder is set to "C:\Documents and Settings\Administrator\My Documents\MATLAB". The command window displays the following text:

```
>> help plot
PLOT Linear plot.

PLOT(X,Y) plots vector Y versus vector X. If X or Y is a matrix,
then the vector is plotted versus the rows or columns of the matrix,
whichever line up. If X is a scalar and Y is a vector, disconnected
line objects are created and plotted as discrete points vertically at
X.

PLOT(Y) plots the columns of Y versus their index.
If Y is complex, PLOT(Y) is equivalent to PLOT(real(Y),imag(Y)).
In all other uses of PLOT, the imaginary part is ignored.

Various line types, plot symbols and colors may be obtained with
PLOT(X,Y,S) where S is a character string made from one element
from any or all the following 3 columns:
```

b	blue	.	point	-	solid
g	green	o	circle	:	dotted
r	red	x	x-mark	-.	dashdot
c	cyan	+	plus	--	dashed
m	magenta	*	star	(none)	no line

## Multiple Plots on the same graph:

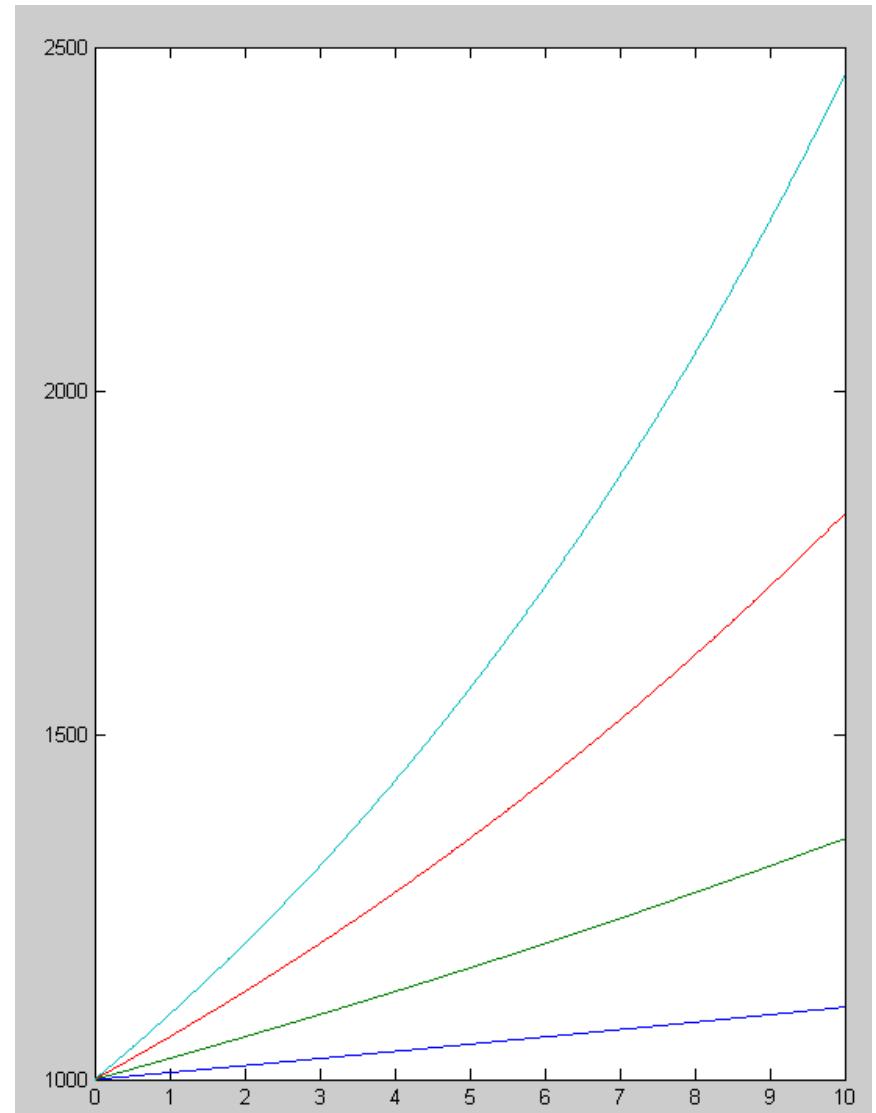
```
plot(x1,y1, x2,y2, x3,y3)  
plot(x, [y1,y2,y3])
```

Invest \$1000 for 10 years at...

- 1% interest
- 3% interest
- 6% interest
- 9% interest

```
t = [0:0.01:10]';  
y1 = 1000 * exp(0.01*t);  
y3 = 1000 * exp(0.03*t);  
y6 = 1000 * exp(0.06*t);  
y9 = 1000 * exp(0.09*t);
```

```
% Method #1  
plot(t,y1,t,y3,t,y6,t,y9)  
  
% Method #2  
plot(t,[y1,y3,y6,y9])
```



# Polynomials

`poly([a,b,c])`

- Give a polynomial with roots at (a, b, c)

`roots([a,b,c,d])`

- Find the roots of the polynomial

$$ax^3 + bx^2 + cx + d = 0$$

`poly([1,2,3])`

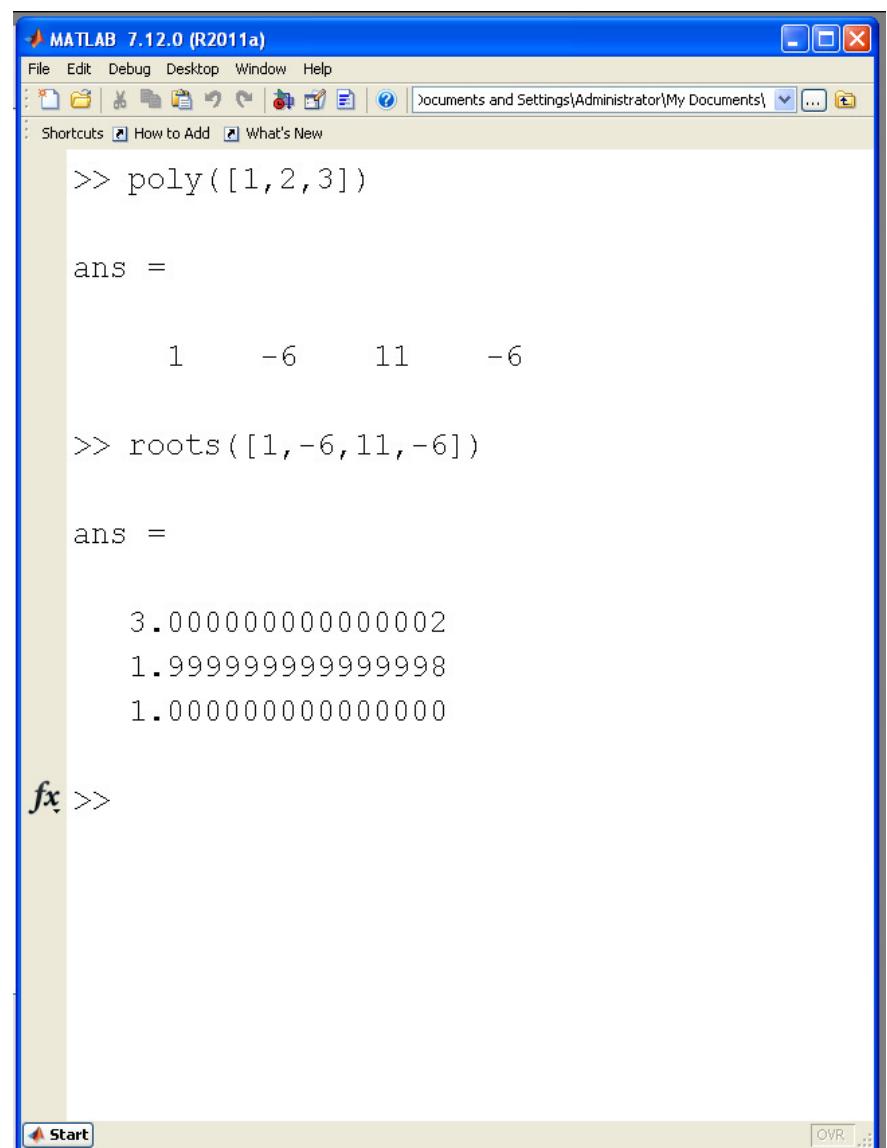
1      -6      11      -6

$$y = x^3 - 6x^2 + 11x - 6$$

$$= (x - 1)(x - 2)(x - 3)$$

`roots([1,-6,11,-6])`

3.0000  
2.0000  
1.0000



The screenshot shows the MATLAB 7.12.0 (R2011a) interface with the command window open. The window displays the following code and results:

```
>> poly([1,2,3])
ans =
    1     -6     11     -6

>> roots([1,-6,11,-6])
ans =
    3.000000000000002
    1.999999999999998
    1.000000000000000
```

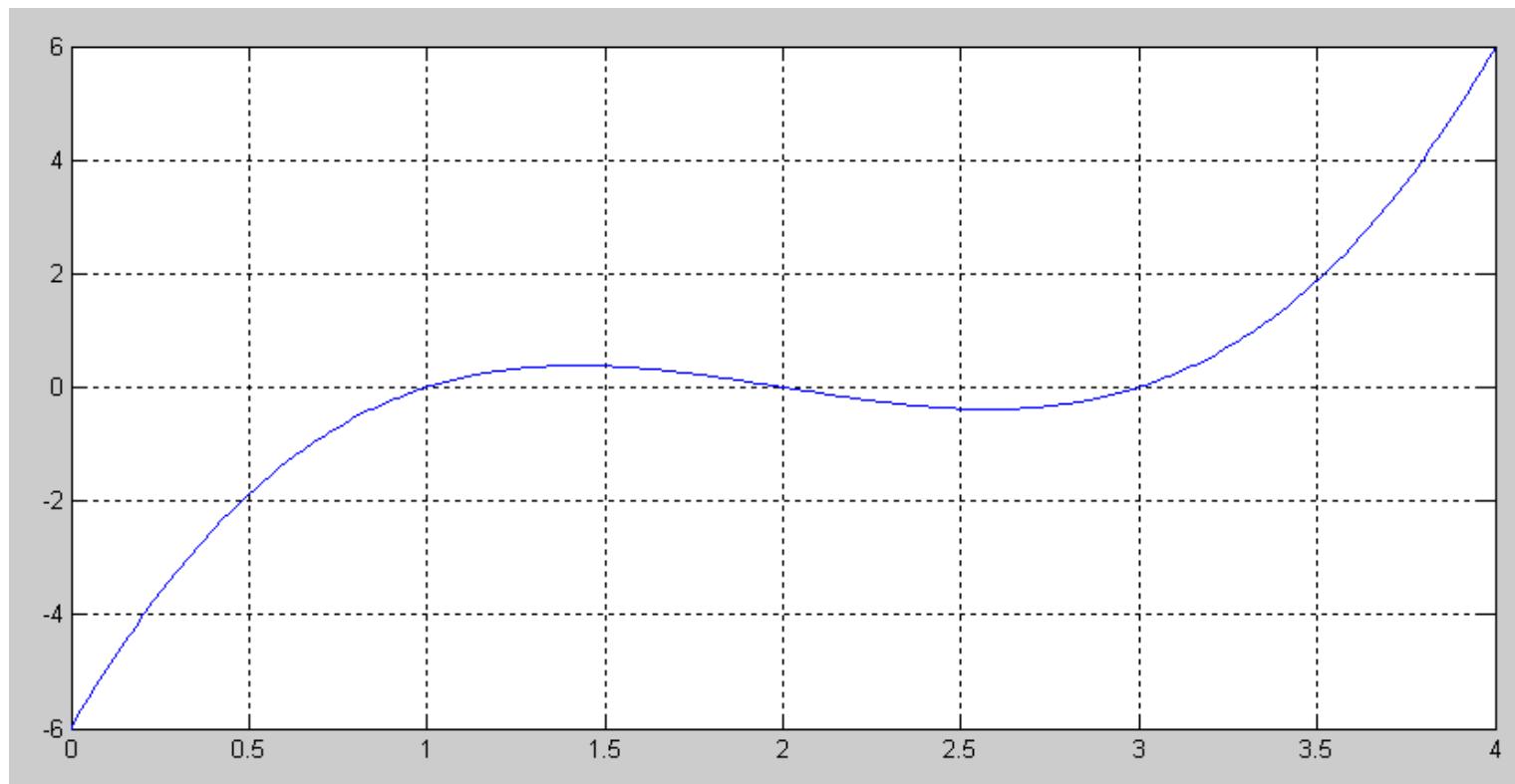
The command `fx >>` is visible on the left side of the window.

---

Note: The roots are the zero crossings

- Roots = { 1, 2, 3 }

```
x = [0:0.01:4]';  
y = x.^3 - 6*(x.^2) + 11*x - 6;  
plot(x,y);  
grid on
```



# Change the Problem to Fit the Solution

`roots()` finds the zero crossings of a polynomial

$$0 = x^3 + 5x^2 + 7x + 2$$

If you want to find a different answer, change the problem

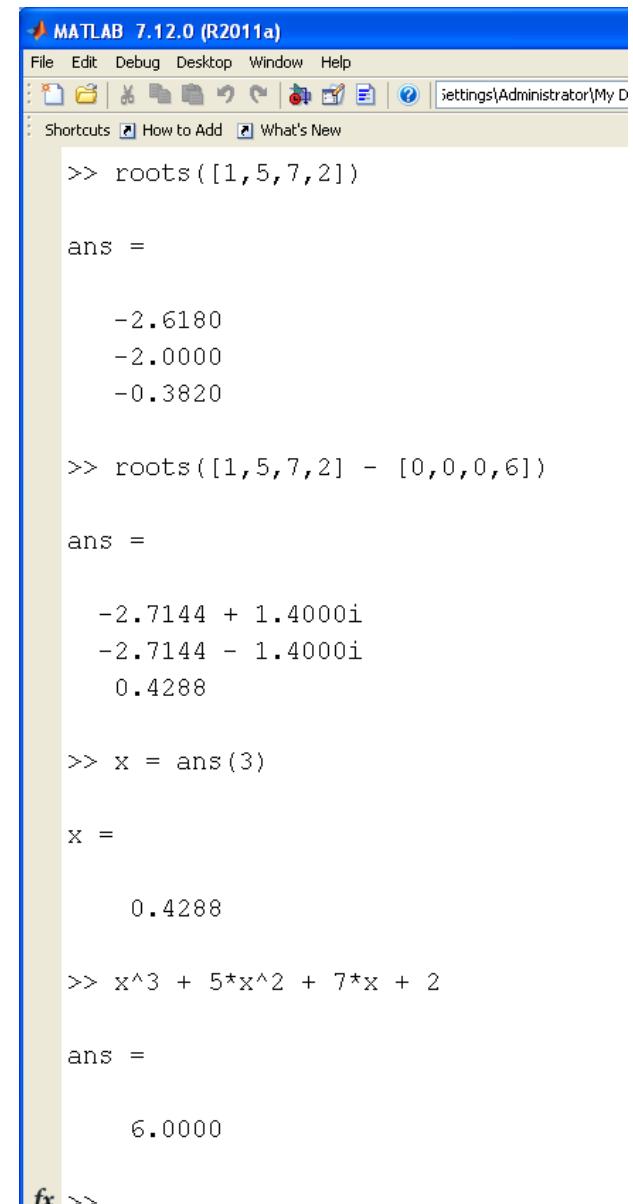
$$6 = x^3 + 5x^2 + 7x + 2$$

becomes

$$0 = (x^3 + 5x^2 + 7x + 2) - (6)$$

Note that

- $6 = 0x^3 + 0x^2 + 0x + 6$
- You have to use matrixies with similar dimensions



The screenshot shows the MATLAB 7.12.0 (R2011a) interface with the command window open. The command window displays the following code and its execution results:

```
>> roots([1,5,7,2])
ans =
-2.6180
-2.0000
-0.3820

>> roots([1,5,7,2] - [0,0,0,6])
ans =
-2.7144 + 1.4000i
-2.7144 - 1.4000i
0.4288

>> x = ans(3)
x =
0.4288

>> x^3 + 5*x^2 + 7*x + 2
ans =
6.0000
```

# Matlab Scripts

Instead of typing the same set of commands over-and-over again, you can place these Matlab commands in a file (a Matlab script)

- The file must have a .m extension
- You can execute this script using the green arrow
- You can execute this script by calling it from the command window

The screenshot shows the MATLAB 7.12.0 (R2011a) interface. At the top is the 'Editor' window titled 'Editor - C:\Documents and Settings\Administrator\My Documents\MATLAB\...', containing the following script code:

```
1 - x = [-2:0.5:2]';
2 - y = (x+1) .* (x-1) .* (x-3);
3 - disp([x,y])
4 -
```

Below the Editor is the 'command window' titled 'MATLAB 7.12.0 (R2011a)', showing the output of the script execution:

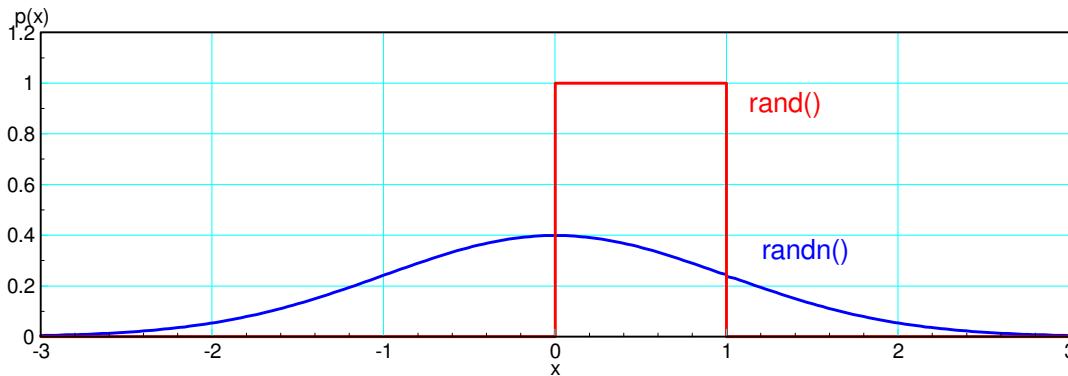
```
>> Script_Demo
-2.0000 -15.0000
-1.5000 -5.6250
-1.0000 0
-0.5000 2.6250
0 3.0000
0.5000 1.8750
1.0000 0
1.5000 -1.8750
2.0000 -3.0000

fx >>
```

# Random Numbers: Rolling Dice

rand  
randn

random number: (0, 1)  
standard normal random #



rand(1, 5)

1x5 matrix of random #

ceil( 6\*rand )

6-sided die

ceil( 8\*rand(1, 3) )

3d8

sum( 6\*rand(5, 1) )

sum of 5d6  
(level 5 fireball)

```
>> rand
ans =
0.6463

>> randn(1,3)
ans =
1.0933    1.1093   -0.8637

>> ceil(8*rand(1,3))
ans =
6      6      2

fx >> |
```

# If-Statement

```
if - end  
if - else - end  
if - elseif - end
```

Do a set of operations if a statement is true

Valid boolean statements:

$(N == 3)$	$N = 3$
$(N > 3)$	$N > 3$
$(N \geq 3)$	$N \geq 3$
$(N \neq 3)$	$N \neq 3$
$(N \geq 3) * (N \leq 7)$	$3 \leq N \leq 7$

Example: Roll a loaded die

- 20% of the time you always roll a 6
- The rest of the time it's a fair die
- Each time you run the script, you get a new die roll

```
Editor - C:\Documents and Settings\Administrator\My Documents\MATLAB\... File Edit Text Go Cell Tools Debug Desktop Window Help 1 - if(rand < 0.2) 2 - d6 = 6; 3 - else 4 - d6 = ceil( 6*rand ); 5 - end 6 - disp(d6)
```

The screenshot shows the MATLAB Editor window with a script file named "Script\_Demo.m". The code inside the script is an if-statement that rolls a die. It checks if a random number is less than 0.2. If true, it sets d6 to 6. Otherwise, it uses the ceil function to roll a fair die (6 possible outcomes). Finally, it displays the result.

```
MATLAB 7.12.0 (R2011a) File Edit Debug Desktop Window Help 1 - 2 - 3 - 4 - 5 - 6 - 6 - 4 - 3 - 2 - 6 - 5 - fx >> Start
```

The screenshot shows the MATLAB Command Window. The user has run the script, and the results are displayed. The die was rolled 10 times, resulting in the numbers 6, 4, 3, 2, 6, 5, 6, 4, 3, and 2.

# For-Loops

```
for i=1:100
    Matlab commands
end
```

Repeat a set of commands a fixed number of times

Terminate with an *end* statement

Example: Cast a level-8 Fireball

- $y = 8d6$
- Use loaded dice (20% chance of a 6)
- Each time you run the script, you get a different result

The screenshot shows the MATLAB environment. The top window is the 'Editor' showing a script named 'ForLoop.m'. The code inside the editor is:

```
1 -     Damage = 0;
2 -     for i=1:8
3 -         if(rand < 0.2)
4 -             d6 = 6;
5 -         else
6 -             d6 = ceil( 6*rand );
7 -         end
8 -         Damage = Damage + d6;
9 -     end
10 -    disp(Damage)
```

The bottom window is the 'Command Window' showing the output of running the script:

```
29
30
21
28
36
```

---

## Monte-Carlo Simulations

- One extremely useful capability of Matlab is to run Monte Carlo simulations
- To find the probability of an event, repeat an experiment 100,000 times
- The probability is then roughly the percentage of the time the outcome happened

Procedure:

- Write a script to run an experiment one time
- Once that works, repeat 100,000 times
- (place the code inside a for-loop)

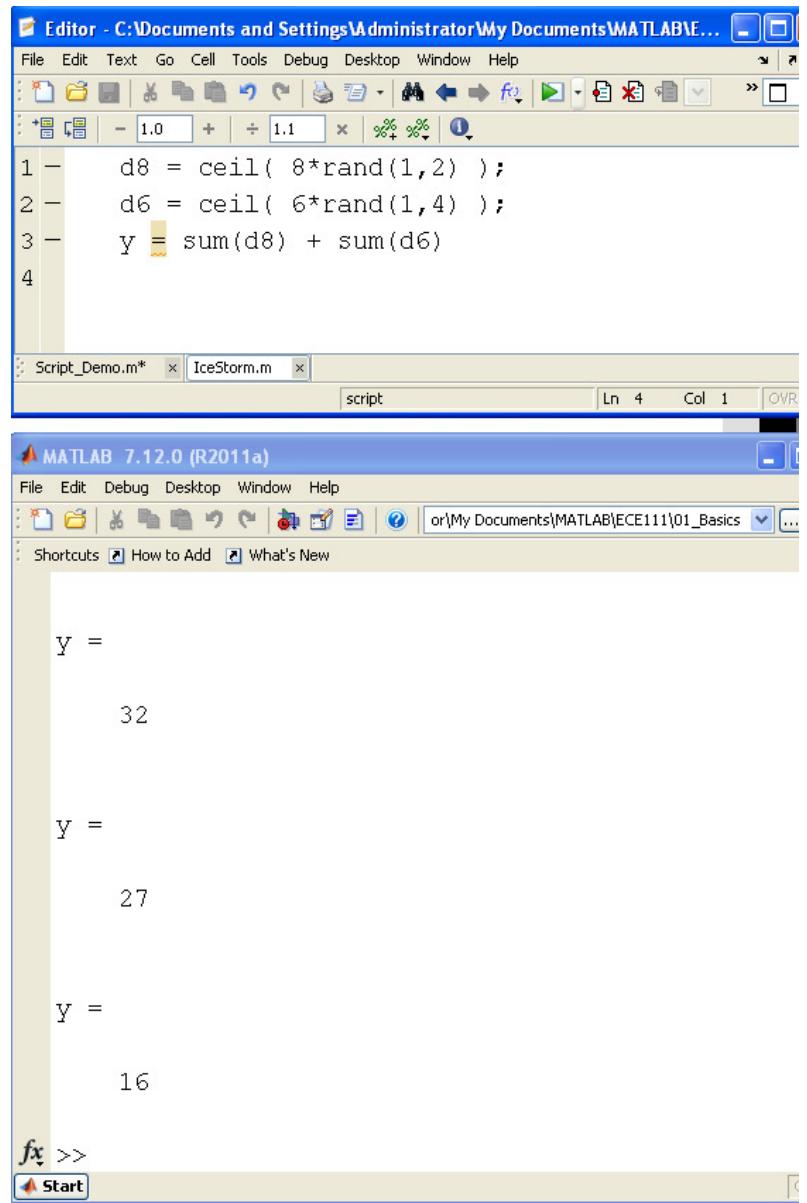
## Example: Ice Storm

The Dungeons and Dragon's spell *Ice Storm* does 6-40 damage

- The sum of two 8-sided dice and four 6-sided dice
- $y = 2d8 + 4d6$

Determine...

- The probability of doing N damage
- The probability that  $N > 30$



The image shows the MATLAB 7.12.0 (R2011a) interface. The top window is the 'Editor' showing the code for generating damage values:

```
Editor - C:\Documents and Settings\Administrator\My Documents\MATLAB\...
File Edit Text Go Cell Tools Debug Desktop Window Help
1 - d8 = ceil( 8*rand(1,2) );
2 - d6 = ceil( 6*rand(1,4) );
3 - y = sum(d8) + sum(d6)
4
```

The bottom window is the 'MATLAB' window showing the results of running the script:

```
MATLAB 7.12.0 (R2011a)
File Edit Debug Desktop Window Help
Script Demo.m* | IceStorm.m | script | Ln 4 Col 1 OVR
y =
32
y =
27
y =
16
fx >>
Start
```

The command window displays three different damage values: 32, 27, and 16.

## Solution: Step 1

- Create a file *IceStorm.m*
- Find  $y = 2d8 + 4d6$

Note that every time you run this script, you get a different answer

- it's random

The screenshot shows the MATLAB environment. The top window is the 'Editor' showing the code for 'IceStorm.m':

```
Editor - C:\Documents and Settings\Administrator\My Documents\MATLAB\...
File Edit Text Go Cell Tools Debug Desktop Window Help
+ - 1.0 ÷ 1.1 × %% %& ①
1 - d8 = ceil( 8*rand(1,2) );
2 - d6 = ceil( 6*rand(1,4) );
3 - y = sum(d8) + sum(d6)
4
```

The bottom window is the 'MATLAB 7.12.0 (R2011a)' command window:

```
MATLAB 7.12.0 (R2011a)
File Edit Debug Desktop Window Help
Script Demo.m* x IceStorm.m x
Ln 4 Col 1 OVR
MATLAB 7.12.0 (R2011a)
File Edit Debug Desktop Window Help
Script Demo.m* x IceStorm.m x
Ln 4 Col 1 OVR
or\My Documents\MATLAB\ECE111\01_Basics ...
Shortcuts How to Add What's New
```

The command window displays the output of running the script:

```
Y =
32
Y =
27
Y =
16
```

At the bottom of the command window, there are buttons for 'fx' and 'Start'.

## Solution: Step 2

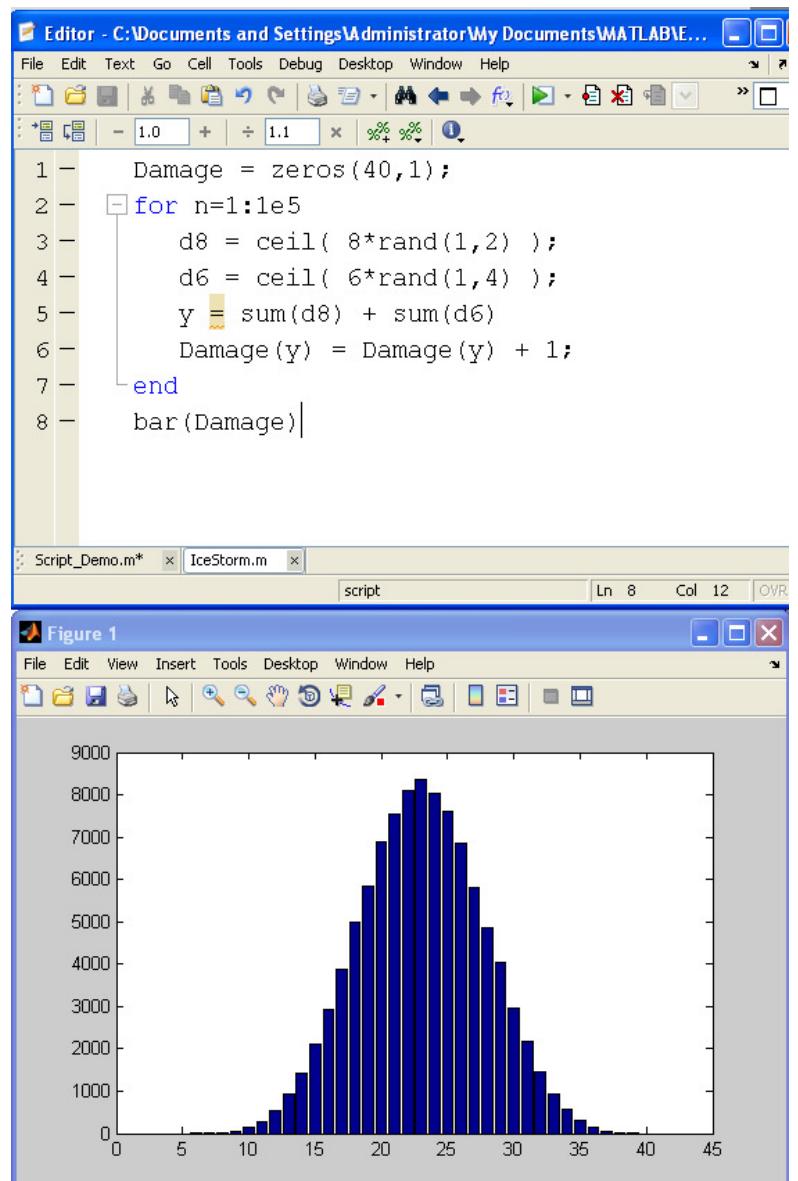
- Repeat 100,000 times
- Keep track of how many times you did y damage

The odds of doing 30 damage

```
>> Damage(30) / 100000  
ans = 0.0297
```

The odds of doing 30 or more damage

```
>> sum(Damage(30:40) / 100000)  
ans = 0.0866
```



## Monte-Carlo Example #2

A and B are playing a match

- A has a 60% chance of winning any given game.
- What is the probability that A will win the match?

Start by playing a single match

- A won the match 5-2
- Different result each time you run the script

```
Editor - C:\Documents and Settings\Administrator\My Documents\MATLAB...
File Edit Text Go Cell Tools Debug Desktop Window Help
1 - Matches = 0;
2 - A = 0;
3 - B = 0;
4 - for i=1:7
5 -     if(rand < 0.6)
6 -         A = A + 1;
7 -     else
8 -         B = B + 1;
9 -     end
10 - end
11 - if(A > B)
12 -     Matches = Matches + 1;
13 - end
14 - disp([A, B, Matches])
```

```
MATLAB 7.12.0 (R2011a)
File Edit Debug Desktop Window Help
Shortcuts How to Add What's New
fx >>
5 2 1
A won the match 5-2
```

## Now repeat for 100,000 matches

- A wins 70,913 times in 100,000 matches
- A has roughly a 70.9% chance of winning any given match

The screenshot shows the MATLAB environment with two main windows: the Editor and the Command Window.

**Editor Window:** Displays a script named "ForLoop.m" located at "C:\Documents and Settings\Administrator\My Documents\MATLAB\...". The script contains the following code:

```
1 -     Matches = 0;
2 -     for N=1:1e5
3 -         A = 0;
4 -         B = 0;
5 -         for i=1:7
6 -             if(rand < 0.6)
7 -                 A = A + 1;
8 -             else
9 -                 B = B + 1;
10 -            end
11 -        end
12 -        if(A > B)
13 -            Matches = Matches + 1;
14 -        end
15 -    end
16 -    Matches
```

**Command Window:** Displays the output of running the script. It shows the variable "Matches" assigned the value 70913.

```
Matches =
70913
```

# While-Loop

```
while(statement is true)
    do the following
end
```

Example: Count how many times you roll a die until you get a 1

The image shows two windows from the MATLAB interface. The top window is the 'Editor' showing a script named 'Match.m'. The script contains the following code:

```
1 - N = 0;
2 - d6 = 0;
3 - while(d6 ~= 1)
4 -     d6 = ceil(6*rand);
5 -     N = N + 1;
6 - end
7 - disp(['# rolls = ',int2str(N)]);
8 -
```

The bottom window is the 'MATLAB' window showing the command window output. It displays several lines of text starting with '# rolls =', followed by the numbers 2, 4, 19, 2, 4, 3, 2, and 1, each on a new line. At the bottom of the command window, there is a prompt 'fx >>'.

## While-Loop (cont'd)

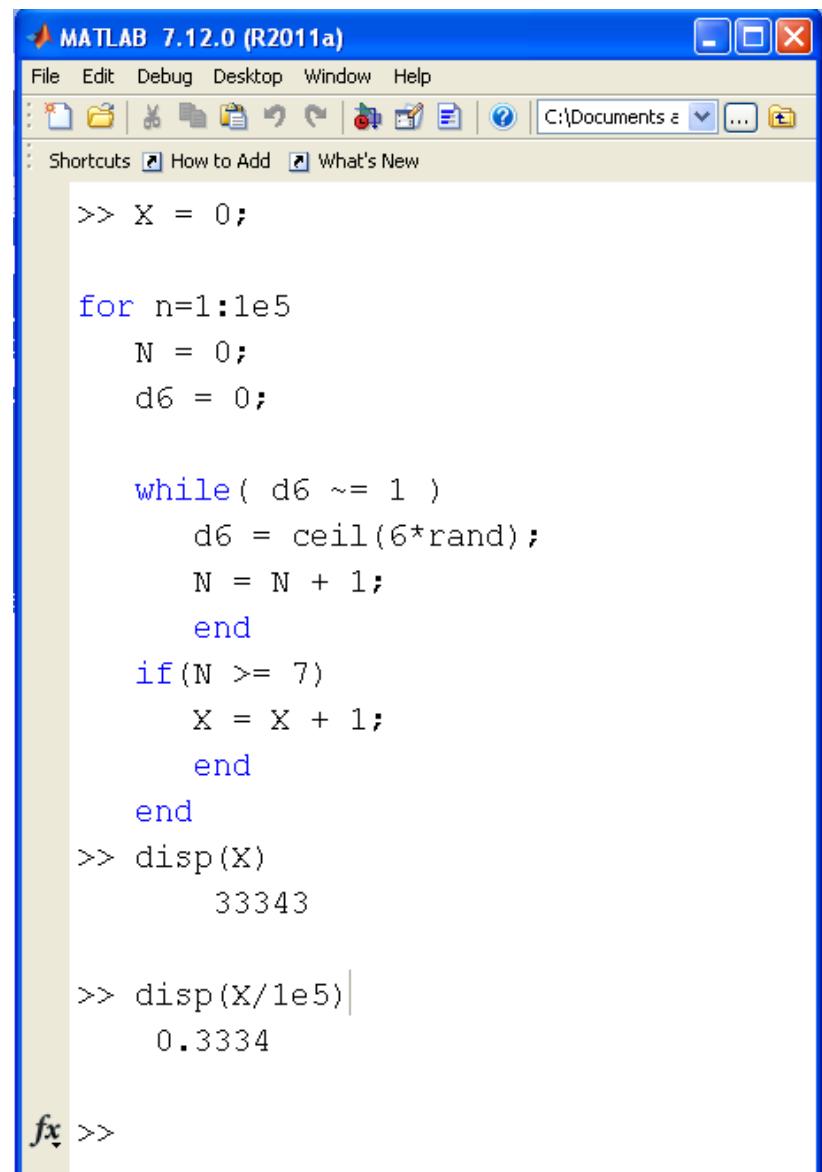
What is the chance that it will take 7 or more rolls to get a 1?

Repeat 100,000 times

- Monte-Carlo Simulation

In 100,000 trials

- It took 7 or more rolls 33,343 times
- There is about a 33.34% chance it will take 7 or more rolls to get a 1



The screenshot shows the MATLAB 7.12.0 (R2011a) interface with the command window open. The code in the window is as follows:

```
>> x = 0;

for n=1:1e5
    N = 0;
    d6 = 0;

    while( d6 ~= 1 )
        d6 = ceil(6*rand);
        N = N + 1;
    end
    if(N >= 7)
        x = x + 1;
    end
end

>> disp(x)
33343

>> disp(x/1e5)
0.3334
```

The command `f1` is visible at the bottom left of the window.

## While-Loop (cont'd)

Player A and B are playing a match

- Player A has a 60% chance of winning any given game
- When a player is up 3 games, the match is over

What is the chance player A wins the match?

Solution: Play a single match

- If A wins, A gains 1 point.
- If A loses, A loses 1 point.
- Keep playing until A is up 3 or down 3

The image shows two windows from the MATLAB interface. The top window is the 'Editor' showing a script named 'Match.m'. The script contains the following code:

```
A = 0;
while(abs(A) < 3)
    if(rand < 0.6)
        A = A + 1;
    else
        A = A - 1;
    end
end
if(A == 3)
    Wins = 1;
else
    Wins = 0;
end
disp(['Wins = ',int2str(Wins)])
```

The bottom window is the 'MATLAB' window showing the command prompt and output. The command prompt shows the variable 'Wins' being assigned values of 1 and 0 multiple times, indicating different runs of the simulation. The output window shows the final value of 'Wins' as 1.

## Win-by-3 (cont'd)

Now play 100,000 matches

- A wins about 77% of the time with this format
- TV hates this format since a match can take a very long time

The screenshot shows the MATLAB environment. The top window is the 'Editor' showing a script named 'Match.m'. The script contains the following code:

```
1 -     Wins = 0;
2 -     for n=1:1e5
3 -         A = 0;
4 -         while(abs(A) < 3)
5 -             if(rand < 0.6)
6 -                 A = A + 1;
7 -             else
8 -                 A = A - 1;
9 -             end
10 -        end
11 -        if(A == 3)
12 -            Wins = Wins + 1;
13 -        end
14 -    end
15 -    disp(['Wins = ',int2str(Wins)])
```

The bottom window is the 'Command Window' showing the output of the script:

```
Wins = 77051
Wins = 77330
Wins = 77051
Wins = 77103
Wins = 77181
Wins = 76884
Wins = 77107
Wins = 77217
fx >>
```

# While-Loop: Tennis

Assume A and B are playing a match

- A has a 60% chance of winning any given game
- If a player wins 4 games and is up by 2 games, the match is over.
- Otherwise, the match continues until a player is up two games.

Find the probability that A wins the match

Solution: Start with playing a single match

- A wins 4 - 1
- A wins 6 - 4
- A loses 8 - 6
- A wins 4 - 1

```
A = 0;
B = 0;
while(max(A,B) < 4)
    if(rand < 0.6) A = A + 1;
    else B = B + 1;
end
while(abs(A - B) < 2)
    if(rand < 0.6) A = A + 1;
    else B = B + 1;
end
disp([A,B])
```

```
4 1
6 4
6 8
4 1
```

Now repeat for 100,000 matches

Result is A wins about 73,500 times

- A has about a 73.5% chance of winning the match

Results will vary each time you run this script

- it's random

To find the actual odds, you need to use a student-t test (week #15 of ECE 111)

The screenshot shows the MATLAB Editor and Command Window interface. The Editor window displays a script named 'Tennis.m' with the following code:

```
1 -     Wins = 0;
2 -     for n=1:1e5
3 -         A = 0;
4 -         B = 0;
5 -         while(max(A,B) < 4)
6 -             if(rand < 0.6) A = A + 1;
7 -             else B = B + 1;
8 -         end
9 -     end
10 -    while(abs(A - B) < 2)
11 -        if(rand < 0.6) A = A + 1;
12 -        else B = B + 1;
13 -    end
14 -    if(A > B) Wins = Wins + 1; end
15 - end
16 -
17 - disp(Wins)
```

The Command Window below shows three runs of the script, each resulting in a different value for Wins:

```
73779
73497
73677
```

---

## Summary

Matlab is a fairly friendly computer language

You can use the command window as a calculator

- Adds, subtracts, multiplies, divides

Scripts allow you to try & modify code as you write it

For-loops let you run code multiple times

- Monte-Carlo simulations...

If-statements allow you to check for conditions

- If the sum is 25 or more...

While-loops let you run code until an event happens

- repeat until you roll a 1

---

# Matlab Commands

## Display

- `format short` display results to 4 decimal places
- `format long` display results to 13 decimal places
- `format short e` display using scientific notation
- `format long e` display using scientific notation

## Polynomials

- `poly(x)`
- `roots(x)`
- `conv(x,y)`

---

## Analysis

- `sqrt(x)` square root of x
- `log(x)` log base e
- `log10(x)` log base 10
- `exp(x)`  $e^x$
- `exp10(x)`  $10^x$
- `abs(x)`  $|x|$
- `round(x)` round to the nearest integer
- `floor(x)` round down (integer value of x)
- `ceil(x)` round up to the next integer
- `real(x)` real part of a complex number
- `imag(x)` imaginary part of a complex number
- `abs(x)` absolute value of x, magnitude of a complex number
- `angle(x)` angle of a complex number (answer in radians)
- `unwrap(x)` remove the discontinuity at pi (180 degrees) for a vector of angles
- `sum(x)` sum the columns of x
- `prod(x)` multiply the columns of x

---

## Trig Functions

- $\sin(x)$        $\sin(x)$  where x is in radians
- $\cos(x)$        $\cos()$
- $\tan(x)$        $\tan()$
- $\text{asin}(x)$        $\arcsin(x)$
- $\text{acos}(x)$        $\arccos(x)$
- $\text{atan}(x)$        $\arctan(x)$
- $\text{atan2}(y,x)$       angle to a point (x,y)

## Probability and Statistics

- $\text{factorial}(x)$        $x!$
  - $\text{gamma}(x)$        $x!$
  - $\text{rand}(n,m)$       create an  $n \times m$  matrix of random numbers between 0 and 1
  - $\text{randn}(n,m)$       create an  $n \times m$  matrix of random numbers with a normal distribution
  - $\text{length}(x)$       return the dimensions of x
  - $\text{mean}(x)$       mean (average) of the columns of x
  - $\text{std}()$       standard deviation of the columns of x
-

---

## Display Functions

- `plot(x)` plot x vs sample number
- `plot(x,y)` plot x vs. y
- `semilogx(x,y)`  $\log(x)$  vs y
- `semilogy(x,y)` x vs  $\log(y)$
- `loglog(x,y)`  $\log(x)$  vs  $\log(y)$
- `mesh(x)` 3d plot where the height is the value at  $x(a,b)$
- `contour(x)` contour plot
- `bar(x,y)` draw a bar graph
- `xlabel('time')` label the x axis with the word 'time'
- `ylabel()` label the y axis
- `title()` put a title on the plot
- `grid()` draw the grid lines

---

## Useful Commands

- `hold on` don't erase the current graph
- `hold off` do erase the current graph

- 
- `diary` create a text file to save whatever goes to the screen
  - `linepace(a, b, n)` create a  $1 \times n$  array starting at  $a$ , increment by  $b$
  - `logspace(a,b,n)` create a  $1 \times n$  array starting at  $10^a$  going to  $10^b$ , spaced logarithmically
  - `subplot()` create several plots on the same screen
  - `disp('hello')` display the message *hello*

## Utilities

- `format` set the display format
  - `zeros(n,m)` create an  $n \times m$  matrix of zeros
  - `eye(n,m)` create an  $n \times m$  matrix with ones on the diagonal
  - `ones(n,m)` create an  $n \times m$  matrix of ones
  - `help` help using different functions
  - `pause(x)` pause  $x$  seconds (can be a fraction). Show the graph as well
  - `clock` the present time
  - `etime` the difference between two times
  - `tic` start a stopwatch
  - `toc` the number of seconds since tic
-