

MATLAB Course

For Engineers

lecture 3



Matrix Methods for Linear Equations

Matrix notation enables us to represent multiple equations as a single matrix equation. **For example**, consider the following set:

$$2x_1 + 9x_2 = 5$$

$$3x_1 - 4x_2 = 7$$

This set can be expressed in vector-matrix form as

$$\begin{bmatrix} 2 & 9 \\ 3 & -4 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} 5 \\ 7 \end{bmatrix}$$

Which can be **represented** in the following compact form

$$\mathbf{Ax}=\mathbf{b} \longrightarrow \mathbf{x}=\mathbf{b}/\mathbf{A}$$

Solution of Linear Algebraic Equations

1- The Matrix Inverse Method

The procedure for doing this is developed from the concept of a matrix inverse. The inverse of a matrix A is denoted by A^{-1} and has the property that

$$A^{-1}A = AA^{-1} = I$$

Where I is the identity matrix. Using this property, we multiply both sides of equation from the left by A^{-1} to obtain

$$A^{-1}Ax = A^{-1}b \longrightarrow Ix = A^{-1}b \longrightarrow x = A^{-1}b$$

$$x = \text{inv}(A)*b$$

$$\gg A=[2,9;3,-4]; \quad \gg b=[5;7]; \quad \gg x=\text{inv}(A)*b$$

Note: If A ($\det(A) = 0$) is singular, then a unique solution to equation does not exist.

Solution of Linear Algebraic Equations

2- The Left Division Method

Matlab provides the **left division** method for solving the equation set $\mathbf{Ax} = \mathbf{b}$.

This method is based on **Gauss elimination**.

To use the **left division** method to solve for \mathbf{x} , you type $\mathbf{x} = \mathbf{A} \backslash \mathbf{b}$

```
>> A = [2,9;3,-4];
```

```
>> b = [5,7]';
```

```
>> x = A\b
```

```
x =
```

```
2.3714
```

```
0.0286
```

Complex Number

A **complex number** consists of the **real** part and the **imaginary** part.

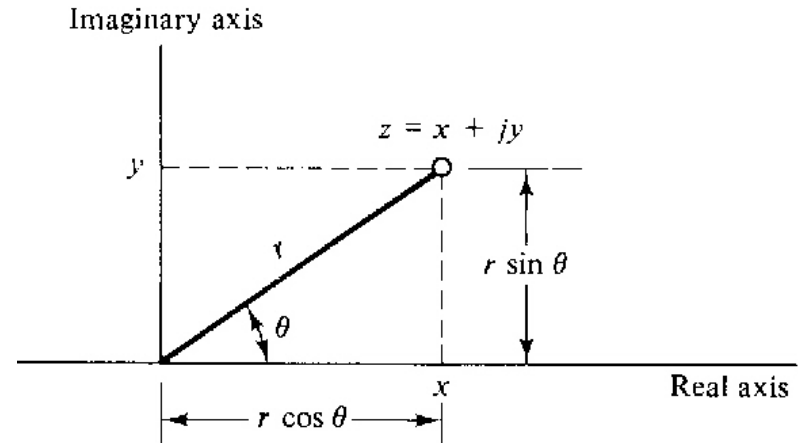
➤ Imaginary number

In Matlab, **i** and **j** are variable names that default to the imaginary number

This **imaginary** number is defined to be the square root of -1

$$z = x + jy \quad \text{or} \quad z = x + iy$$

where **x** is **real** part **y** is **imaginary** part



Complex Number Function

For Example:

The number $z = 1 - 2i$ is entered as follows:

$\gg z = 1 - 2i$ or $z = 1 - 2j$

An asterisk (*) is not needed between i or j

abs(z)	Absolute value
angle(z)	Angle of a complex number
conj(z)	Complex conjugate
imag(z)	Imaginary part of a complex number
real(z)	Real part of a complex number

Script File (M-file)

You can perform operations in Matlab in two ways:

1. In the **interactive mode** (**Similar to using a calculator**), in which **all commands** are entered directly in the **Command window**.
2. By **running** a Matlab program stored in **script file**. This type of file contains **Matlab Commands**, so running it is equivalent to typing all the commands- one at a time- at the Command window prompt(>>).

You can **run** the file by typing its **name** at the Command window prompt (>>).

Rules For Naming a Script File

- 1- The **name** of a script file **must** begin with a **letter**, and may include **digits** and the **underscore** character, up to 31 characters.
- 2- **Do not** give a script file the same name as a **variable**.
- 3- **Do not** give a script file the same name as a MATLAB **command** or **function**. You can check to see if a command, function or file name already exists by using the **exist** command.

Diary

Another way of capturing output is with the **diary** command. The command

```
>> diary filename % your name
```

copies every thing that subsequently appears in the **Command Window** to the text file **filename**. You can then **edit** the resulting file with any text editor (including the Matlab Editor).

Stop recording the session with

```
>> diary off
```

Creating and Using Script File

COMMENTS

The Comment symbol (%) may be put anywhere in the line. Matlab **ignores** everything to the right of the % symbol. **For example,**

```
>> % This is a comment.
```

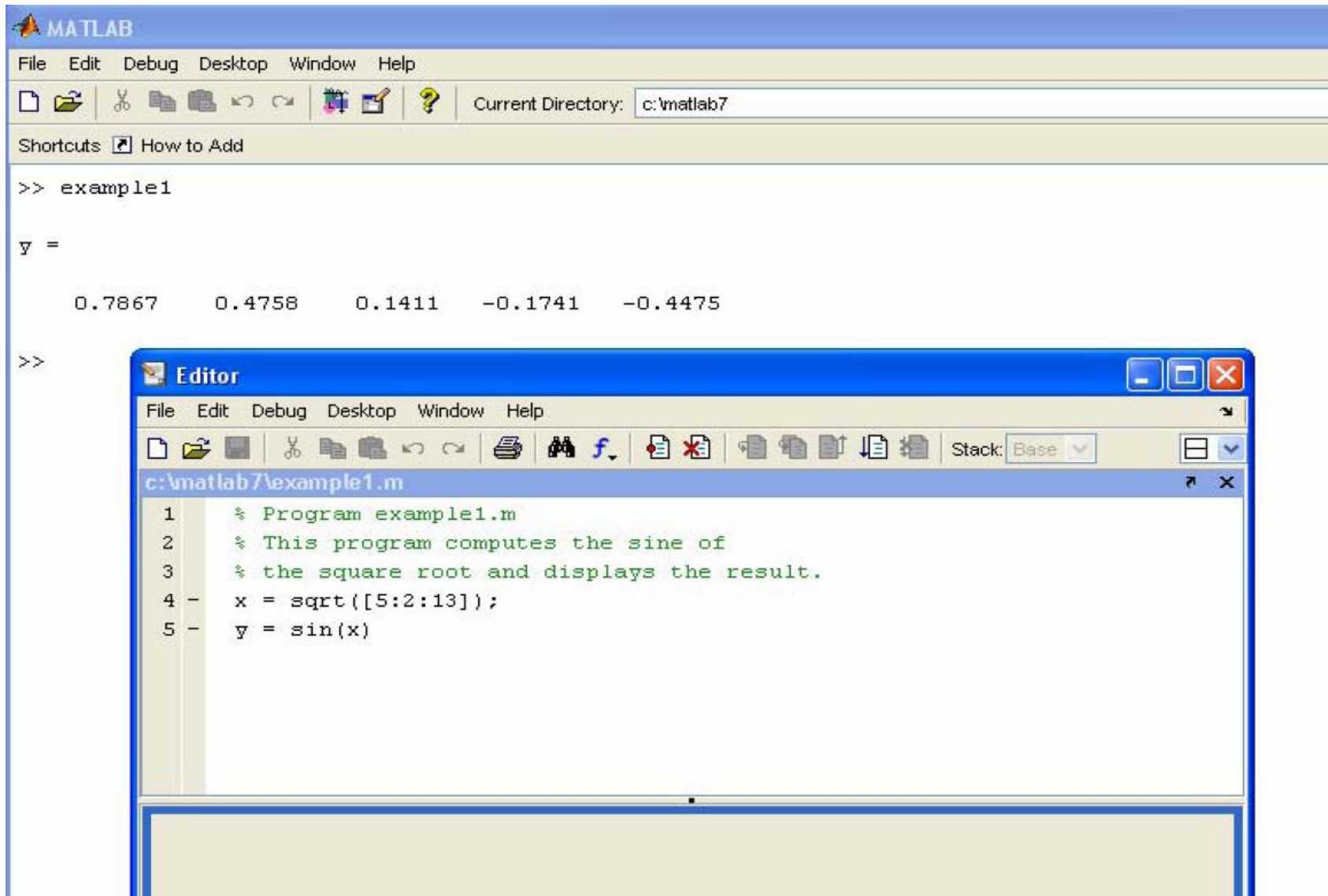
```
>> x = 2+3 % So is this.
```

```
x =
```

```
5
```

Note that the portion of the line before the % sign executed to compute **x**.

The Matlab Command window with the Editor/Debugger open



Debugging Script Files

Program **errors** usually fall into one of the following categories.

1. **Syntax errors** such as omitting a **parenthesis** or **comma**, or **spelling** a command name incorrectly. MATLAB usually **detects** the more obvious errors and displays a message describing the error and its location.
2. Errors due to an **incorrect** mathematical procedure, called **runtime errors**. Their occurrence often depends on the particular input data. A common example is **division by zero**.

To locate program **errors**, try the following:

1. **Test** your program with a simple version of the problem which can be **checked by hand**.
2. **Display** any intermediate calculations by **removing semicolons** at (;) the end of statements.
3. **Use** the **debugging** features of the **Editor/Debugger**.

Programming Style

1. *Comments section %*

- a. The **name** of the **program** and any key words in the **first line**.
- b. The **date** created, and the **creators' names** in the **second line**.
- c. The **definitions** of the **variable** names for every input and output variable. Include definitions of variables used in the calculations and *units of measurement for all input and all output variables!*
- d. The **name** of every **user-defined function** called by the program.

Programming Style

2. Input Section

Include input **data** and/or the input **functions** and **comments** for documentation.

3. Calculation Section

4. Output Section

This section might contain **functions** for displaying the output on the screen.

Input/output commands

Command	Description
<code>disp(A)</code>	Displays the contents , but not the name, of the array A .
<code>disp('text')</code>	Displays the text string enclosed within quotes .
<code>x = input('text')</code>	Displays the text in quotes, <u>waits</u> for user input from the keyboard, and stores the value in x .
<code>x = input('text', 's')</code>	Displays the text in quotes, <u>waits</u> for user input from the keyboard, and stores the input as a string in x .

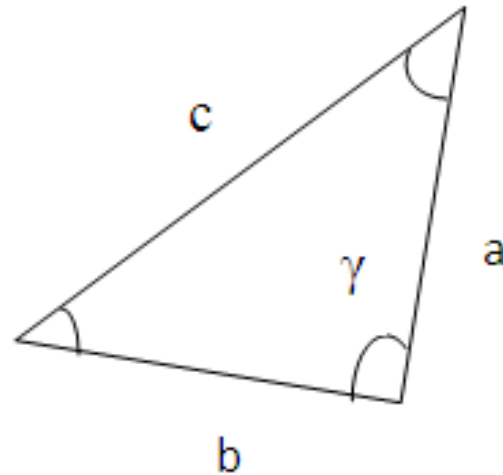
Example of a Script File

Problem:

In the **triangle** shown has a three sides **a,b,c** and three angle α,β,γ , write a script file to calculate the side **c**, defined **a, b, γ** (**in degree**) as **input variables** by substituting the variables in the law of cosines.

$$c^2 = a^2 + b^2 - 2ab \cos(\gamma)$$

Use the program to find **c**
at **a=21, b=45, $\gamma=60^\circ$**



Solution

```
%Programming for law of cosines  
%Calculate the one side of a triangle  
%Created in 3 January 2012 by Eng.Bani yaseen  
%Input variables length of two sides of triangle  
... and angle.  
%Output Variable compute length of the third  
... side of the triangle  
a=input('please enter side a:');  
b=input('please enter side b:');  
gamma=input('please enter the angle gamma:');  
  
c=sqrt(a^2+b^2-2*a*b*cosd(gamma));  
  
disp(c)
```

User-Defined Function (**Function File**)

Another type of **M-file** is a **function file**. Unlike a **script file**, all the variables in a **function file** are **local variables**, Which means their values are available only **within** the function.

Function file are useful when you need to **repeat** a set of commands **several times**. They are the building blocks of a large programs.

To create a **function file**, open **M-file** from / file/ tools bar.

Function Definition Line

The **first line** in a **function file** **must** begin with a *function definition line* that has a list of **inputs** and **outputs**. This line distinguishes a **function M-file** from a **script M-file**. Its syntax is as follows:

```
function [output variables] = function_name(input variables)
```

Note that the **output variables** are enclosed in *square brackets* **[]**, while the **input variables** must be enclosed with *parentheses* **()**. The **function name** (here, name) **should** be the **same** as the **file name** in which it is saved (with the **.m** extension).

Function Example

```
function z = fun(x,y)
u = 3*x;
z = u + 6*y.^2;
```

Note the use of a **semicolon ;** at the end of the lines.

This **prevents** the values of **u** and **z** from being displayed.

Note also the use of the array exponentiation operator (**.**[^]).

This enables the function to accept **y** as an **array**.

Call this function with its output argument:

```
>>fun(3,7)
ans =
    303
```

The function uses **x = 3** and **y = 7** to compute **z**.

Call this function **without** its output argument and try to access its value. You will see an **error** message.

```
>>fun(3,7)
```

```
ans =
```

```
    303
```

```
>>z
```

```
??? Undefined function or variable 'z'.
```

Assign the output argument to another variable q:

```
>>q = fun(3,7)
```

```
q =
```

```
    303
```

You can **suppress** the output by putting a **semicolon** ; after the function call. **For example**, if you type `q = fun(3,7);` the value of `q` will be computed but **not** displayed (*because of the semicolon*).

The variables **x** and **y** are local to the function **fun**, so unless you pass their values by naming them **x** and **y**, their values will not be available in the workspace outside the function. The variable **u** is also local to the function. **For example,**

```
>>x = 3;y = 7;
```

```
>>q = fun(x,y);
```

```
>>x
```

```
    x =
```

```
     3
```

```
>>y
```

```
    y =
```

```
     7
```

```
>>u
```

```
??? Undefined function or variable 'u'.
```

Only the order of the arguments is important, not the names of the arguments:

```
>>x = 7;y = 3;  
>>z = fun(y,x)  
z =  
    303
```

The second line is equivalent to `z = fun(3,7)`.

You can use arrays as input arguments:

```
>>r = fun([2:4],[7:9])  
r =  
    300    393    498
```

A **function** may have **more** than **one** output. These are enclosed in **square brackets**.

For example, the function **circle** computes the **area** A and **circumference** C of a circle, given its **radius** as an input argument.

```
function [A, C] = circle(r)
A = pi*r.^2;
C = 2*pi*r;
```

The function is **called** as follows, if the **radius** is **4**.

```
>> [A, C] = circle(4)
A =
    50.2655
C =
    25.1327
```

Examples of Function Definition Lines

1. **One** input, **one** output:

```
function [area_square] = square(side)
```

2. **Brackets** are **optional** for **one** input, **one** output:

```
function area_square = square(side)
```

3. **Three** inputs, **one** output:

```
function [volume_box] = box(height,width,length)
```

4. **One** input, **two** outputs:

```
function [area_circle, circumf] = circle(radius)
```

5. **No** named output: `function sqplot(side)`

Local Variables

The **names** of the input variables given in the function definition line are **local** to that function.

This means that **other** variable names **can** be used when you **call** the function.

All variables inside a function are **erased** after the function **finishes** executing, **except** when the same variable names appear in the **output** variable list used in the function call.

Global Variables

The **global** command declares certain variables **global**, and therefore their values are available to the basic **workspace** and to other **functions** that declare these variables global.

The syntax to declare the variables **a**, **x**, and **q** is

```
>>global a x q
```

Any assignment to those variables, in any **function** or in the base **workspace**, is **available** to **all** the other **functions** declaring them global.

Finding Zeros of a Function `fzero`

You can use the `fzero` function to **find** the **zero** of a function of a single variable, which is denoted by x . One form of its syntax is:

```
>>fzero('function', x0)
```

where `function` is a **string** containing the name of the function, and x_0 is a user-supplied **guess** for the **zero**.

The `fzero` function returns a value of x that is near x_0 .

It identifies only points where the function crosses the x -axis, not points where the function just **touches** the axis.

For example, `fzero('cos', 2)` returns the value 1.5708.

Example:

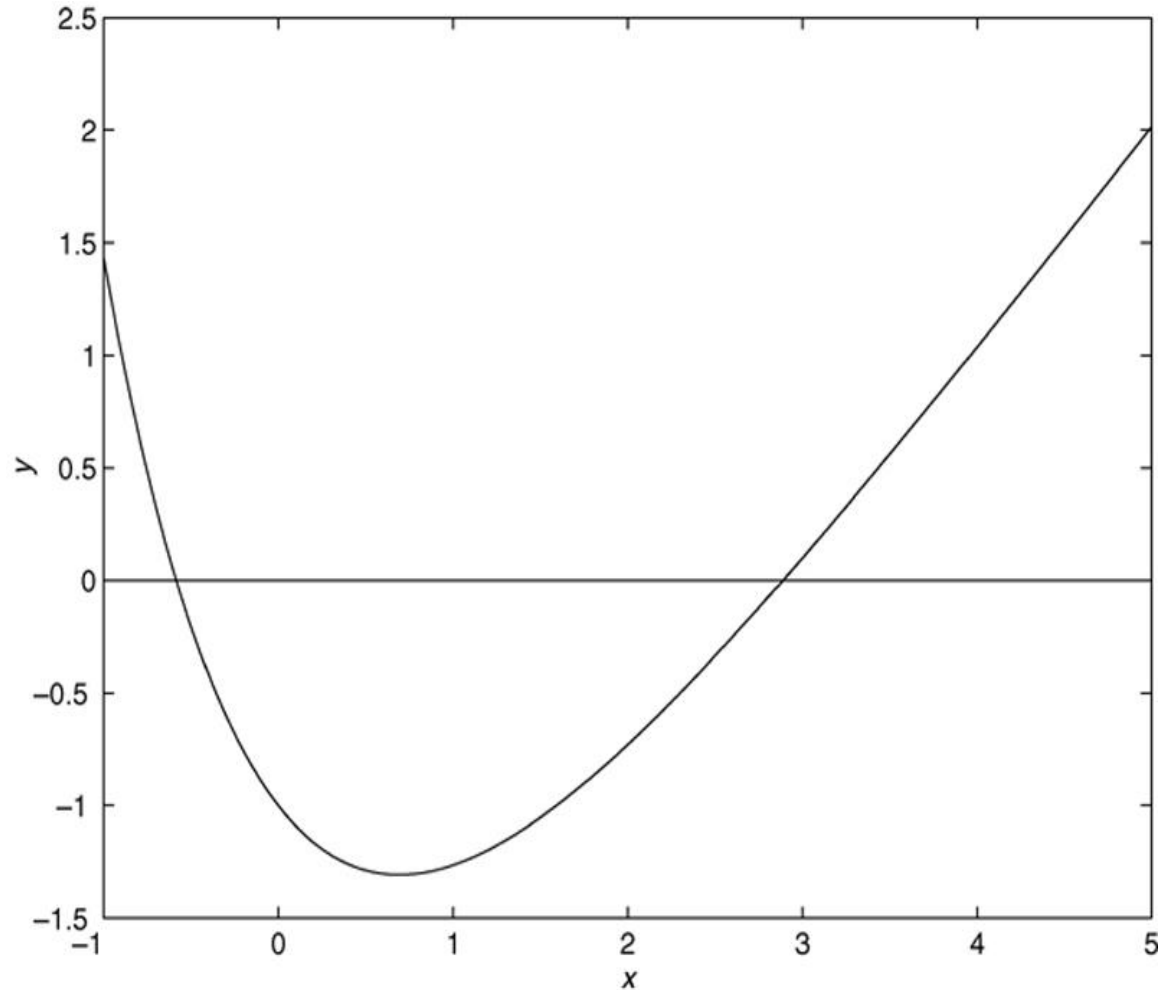
Plot of the function $y = x + 2e^{-x} - 3$.

There is a **zero near**

$x = -0.5$

and **one near**

$x = 3$



To use the **fzero** function to find the zeros of more complicated functions, it is more convenient to define the function in a function file.

For example, if $y = x + 2e^{-x} - 3$, define the following function file:

```
function y = f1(x)
y = x + 2*exp(-x) - 3;
```

To find a more precise value of the **zero** near $x = -0.5$, type

```
>>x1 = fzero('f1',-0.5)
```

The answer is $x = -0.5881$.

```
>>x2 = fzero('f1',3)
```

The answer is $x = 2.8887$.

Finding the Minimum of a Function (`fminbnd`)

The `fminbnd` function finds the **minimum** of a function of a **single** variable, which is denoted by **x**. One form of its syntax is:

```
fminbnd('function', x1, x2)
```

where **function** is a **string** containing the name of the function. The `fminbnd` function returns a value of **x** that minimizes the function in the interval $x1 \leq x \leq x2$.

For example,

```
>>fminbnd('cos', 0, 4) returns the value 3.1416.
```

When using `fminbnd` it is more convenient to define the function in a **function** file. **For example**, if $y = 1 - xe^{-x}$, define the following function file:

```
function y = f2(x)
y = 1-x.*exp(-x);
```

To find the value of **x** that gives a **minimum** of **y** for $0 \leq x \leq 5$, type

```
>>x = fminbnd('f2',0,5)
```

The answer is $x = 1$. To find the **minimum** value of **y**, type `>>y = f2(x)`. The result is $y = 0.6321$.

Function Handles @

You can **create** a **function handle** to any **function** by using the at sign, **@**, **before** the **function name**. You **can** then name the **handle** if you wish, and use the **handle** to reference the function. **For example**, to create a handle to the **sine** function, you type

```
>>sine_handle = @sin;
```

where **sine_handle** is a user-selected name for the handle.

A common use of a function handle is to pass the function as an **argument** to another function. **For example**, we can plot **sin x** over $0 \leq x \leq 6$ as follows:

```
>>plot([0:0.01:6],sine_handle,[0:0.01:6])?!
```

Methods for Calling Functions

There are **four** ways to invoke, or “**call**,” a function into action. These are:

1. As a character **string** identifying the appropriate function **M-file**,
2. As a function **handle**,
3. As an “**inline**” function object,
4. As a **string** expression.

Examples of these ways follow for the **fzero** function used with the **user-defined function fun1**, which computes $y = x^2 - 4$.

1. As a character **string** identifying the appropriate **function M-file**, which is

```
function y = fun1(x)
y = x.^2-4;
```

The function may be called as follows, to compute the zero over the range $0 \leq x \leq 3$:

```
>>[x, value] = fzero('fun1', [0, 3])
```

2. As a function handle to an existing function M-file:

```
>>[x, value] = fzero(@fun1, [0, 3])
```

3. As an **“inline”** function object:

```
>>fun1 = 'x.^2-4';  
>>fun_inline = inline(fun1);  
>>[x, value] = fzero(fun_inline,[0, 3])
```

4. As a **string expression**:

```
>>fun1 = 'x.^2-4';  
>>[x, value] = fzero(fun1,[0, 3])  
or as  
>>[x, value] = fzero('x.^2-4',[0, 3])
```

Anonymous Functions

Anonymous functions enable you to create a **simple function** without needing to create an **M-file** for it. You can construct an anonymous function either at the **MATLAB command line** or from **within another function** or **script**. The syntax for creating an anonymous function from an expression is

```
fhandle = @(arglist) expr
```

where **arglist** is a **comma-separated** list of input arguments to be passed to the **function**, and **expr** is any **single**, valid **MATLAB expression**.

To create a **simple function** called **sq** to calculate the square of a number, type

```
>>sq = @(x) x.^2;
```

To improve readability, you may enclose the expression in parentheses, as **sq = @(x) (x.^2) ;**

To **execute** the function, type the name of the **function handle**, followed by any input arguments enclosed in **parentheses**.

For example,

```
>>sq([5,7])
```

```
ans =
```

```
25
```

```
49
```

Multiple Input Arguments

You can **create anonymous functions** having **more** than one input. **For example**, to define the function

$\sqrt{(x^2 + y^2)}$, type

```
>>sqrtsum = @(x,y) sqrt(x.^2 + y.^2);
```

Then type

```
>>sqrtsum(3,4)
```

```
ans =
```

```
5
```

As another **example**, consider the function defining a plane, $z = Ax + By$. The **scalar** variables **A** and **B** **must** be assigned values before you create the **function handle**. **For example**,

```
>>A = 6; B = 4:
```

```
>>plane = @(x,y) A*x + B*y;
```

```
>>z = plane(2,8)
```

```
z =
```

```
44
```

Calling One Function within Another

One **anonymous function** can call another to implement function composition. Consider the function $5 \sin(x^3)$. It is composed of the functions $g(y) = 5 \sin(y)$ and $f(x) = x^3$. In the following session the function whose handle is **h** calls the functions whose handles are **f** and **g**.

```
>>f = @(x) x.^3;  
>>g = @(x) 5*sin(x);  
>>h = @(x) g(f(x));  
>>h(2)  
ans =  
    4.9468
```

Importing Spreadsheet Files

Some spreadsheet programs store data in the **.wk1** format.

You can use the command

M = wk1read('filename') to **import** this data into MATLAB and store it in the matrix **M**.

The command **A = xlsread('filename')** **imports** the ***Microsoft Excel*** workbook file **filename.xls** into the array **A**. The command **[A,B]=xlsread('filename')** imports all ***numeric*** data into the array **A** and ***all text*** data into the cell array **B**.