Introduction to MATLAB Programming with Applications

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> MATLAB 335 Fall 2020

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1 >> Lecture 0
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3 >> -- Introduction
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Class Information

- Instructor: 盧政良 (Zheng-Liang Lu)
- Email: arthurzllu@gmail.com
- The course website is
 - http://www.csie.ntu.edu.tw/~d00922011/matlab.html.
- All lecture slides are organized in English and will be modified if necessary.

Teaching Philosophy

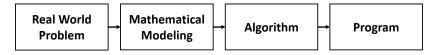
- I try to lower the barriers to entry.
- I provide resources as many as possible.
- I answer your questions.

Roll Call



What Can A Program Do?

 A program is an implementation of an algorithm expressed in a specific programming language.



Algorithms In A Nutshell¹

- An algorithm is a well-defined computational procedure that takes necessary information as input and produces an correct answer as output.
- Simply put, an algorithm is a procedure that solves a specific class of problems, like a recipe or a cookbook.



¹Also see http://ed.ted.com/lessons/
your-brain-can-solve-algorithms-david-j-malan: > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3) > < (3)

- An algorithm has properties as follows:
 - Definiteness: all steps are precisely defined.
 - Finiteness: for any input, the algorithm must terminate after a finite number of steps (time).
 - Effectiveness: operations are basic enough (e.g. $+-\times\div$) to be able to done exactly and in a finite number of steps.
- Note that an algorithm could be expressed not only in programming languages, but also in human languages, flow charts, and pseudo codes.

Example: Greatest Number

- Let A be a list of numbers.
- For example, consider $A = \{1, 7, 9, -2, 4\}$.
- Then it is clear that the answer is 9.
- Now propose an algorithm which finds the greatest element in for any list of numbers.

Input: A.

Output: the greatest element in A.

• Try a top-down approach in your native language?

Optimal Solution

- Let A(1) be the first element of A and so on.
- The symbol ← is a copy operator from right to left.

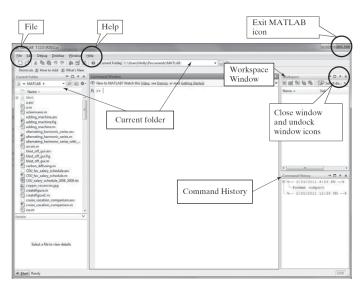
```
1 max <- A(1)
2 for i <- 2 ~ n
3    if A(i) > max
4         max <- A(i)
5    end
6 end
7 return max</pre>
```

- In Line 1, why not $\boxed{\max \leftarrow 0}$ but $\boxed{\max \leftarrow A(1)}$?
- You may extend this solution to more questions:
 - Smallest element?
 - Location of the greatest element?

Remarks

- Program design \approx data structures + algorithms
 - Data structures: organize your data in an efficient way
 - Algorithms: process your data so that you can derive the solution
- In some sense, we can say that programming languages are less important than the two above.
- Here we will learn programming concepts and classical algorithms in MATLAB.

MATLAB: An Overview



Command Window

Let's try a greeting, "Hello, MATLAB."

```
1 >> disp("Hello, MATLAB.");
```

- **disp** takes the **string** as input and outputs it on the screen.
- A string is double-quoted in MATLAB.
- The convention in the slides is as follows:
 - Boxes show the listings for sample programs.
 - Important words and sentences are highlighted in red.
 - Words in blue are reserved words.
 - Bold words in black are functions.

Errors

- MATLAB interrupts your program if an error occurs.
- Don't be frustrated by these red lines.
- Most of these errors detected by MATLAB are syntax errors and runtime errors, which can be avoided by more practices.
- Logic errors cannot be found by the machine itself!

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"Why do we fall sir? So that we can learn to pick ourselves up."

- Alfred Pennyworth, Batman Begins (2005)

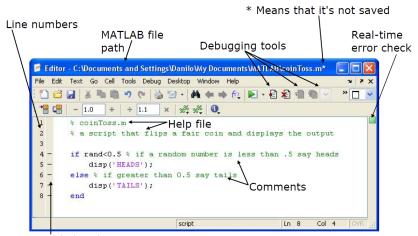
Help Yourself

 help followed by the command name shows the usage of that command, for example,

```
1 >> help disp
2 ...
```

- The reference page also provides the detail of commands with fruitful examples.
- Google is your best friend (when you learn by yourself).

Scripts: the Editor



Possible breakpoints

Courtesy of The MathWorks, Inc. Used with permission.

Debut: Your First MATLAB Program

```
1 % This is my first MATLAB program.
2
3 clear; % Clear all variables stored in the workspace.
4 clc; % Clear the screen.
5 % Main program
6 disp("Hello, Matlab.");
```

- The lines which begin with % are treated as comments which won't be executed.
- The command clear is used to release all the variables in the workspace².
- Use clc to clean the command window.

- To run this program, we need to save to a file, for example, helloworld.m.
- Click the Run button.³
- Alternatively, press F5 for saving the file and executing the program.

```
>> helloworld
Hello, world.
```

³If this script is not at the current folder when you execute it, MATLAB will offer two options: (1) change folder, or (2) add to path pool. We often choose (1).4日 > 4周 > 4 目 > 4 目 > 目

Block Comments

- Press ctrl + r to comment lines.
- Press ctrl + t to de-comment lines. (Useful!)
- The contiguous comment lines starting from the top of file are regarded as the program document.

```
1 >> help helloworld
2
3 This is my first MATLAB program.
```

 We can easily organize the program by these two hot keys during the trial-and-error stage.