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Motivation

- A large and complicated problem would be conquered by solving its subproblems.
- So the first step is problem decomposition, that is, separating tasks into smaller self-contained units.
- This is also beneficial to code reuse without copying the codes.
- Note that bugs propagate across the program when you copy and paste the codes.

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Function

- A function is a piece of program code that accepts input arguments from the caller, and then returns output arguments to the caller.
- In MATLAB, the syntax of functions is similar to math functions,

$$y=f(x),$$

where x is the input and y is the output.

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User-Defined Functions

• We can define a new function as follows:

```
1 function [outputVar] = function_name(inputVar)
2 % What to do.
3 end
```

- This function should be saved in a file with the function name!
- Note that the input/output variables can be optional.

Example: Addition of Two Numbers

```
1 function z = myAdd(x, y)
2 % Input: x, y (any two numbers).
3 % Output: z (sum of x and y).
4 z = x + y;
5 end
```

- It seems bloody trivial.
- The truth is that the plus operator is actually the function **plus**.¹
- Also true for all the operators like +.

¹See https://www.mathworks.com/help/matlab/ref/plus.html. 🗈 🛌 🕤 🔍

Variable-length Input Argument List² (Optional)

- We can know the number of input arguments for the function executed by **nargin**.
- **varargin** is an input variable in a function definition statement that enables the function to accept any number of input arguments.
 - It must be declared as the last input argument and collects all the inputs from that point onwards.
- The variable **varargout** is a special word similar to **varargin** but for outputs.

²See https://www.mathworks.com/help/matlab/ref/varargin.html. 🛓 🗠 🗬

Example

```
function ret = myAdd(varargin)
1
2
       switch nargin
3
            case 0
4
                disp("No input.");
5
            case 1
6
                ret = varargin{1};
7
            case \{2, 3\}
8
                ret = sum([varargin{:}]);
9
            otherwise
10
                error("Too many inputs.");
11
       end
12
13
14
   end
```

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Variable Scope

- Variables in a function are known as local variables, existing only for the function.
- These variables are wiped out when the function finishes its task.
- You may trace the data flow in the program by using the debugger.³
 - Let's set some breakpoints!!!

³See https://www.mathworks.com/help/matlab/matlab_prog/ debugging-process-and-features.html.

Example

```
1 clear; clc;
2
3 x = 0;
4 for i = 1 : 5
5 addOne(x);
6 disp(x); % output ?
7 end
```

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Function Handles & Anonymous Functions

• Anonymous functions are used once and not written in the standard form of functions, for example,

1 f = $Q(x) \times (x + 1)$ f is a function handle.

- However, they contain only single statement.
- Besides, we use function handles⁴ to handle functions.
- This is also called lambda expressions.
- You can also assign an existing function to a handle, for example,

1 g = @sin

⁴You may refer to https://en.wikipedia.org/wiki/Function_pointer. The truth is that every function name is an alias of the function address!

More Examples^{5,6,7}

```
1 function y = getSlope(f, x0)
2     eps = 1e-9;
3     y = (f(x0 + eps) - f(x0)) / eps;
4 end
```

1	<pre>function y = differentiate(f)</pre>
2	eps = 1e-9;
3	y = Q(x) (f(x + eps) - f(x)) / eps;
4	end

⁵Thanks to a lively class discussion (MATLAB244) on August 22, 2014.
 ⁶Contribution by Ms. Queenie Chang (MAT25108) on March 18, 2015.
 ⁷Thanks to a lively class discussion (MATLAB260) on September 16, 2015.

Vectorization (Revisited)

- We can apply a function to each element of array by **arrayfun**.⁸
- 1 B = arrayfun(@(x) 2 * x, A) % Equivalent to 2 * A.

• cellfun is similar to arrayfun but applied to cells.⁹

```
1 >> data = {"NTU", "CSIE", [], "MATLAB"};
2 >> isempty(data) % Output 0.
3 >> cellfun(@isempty, data) % Output 0 0 1 0.
```

⁸See https://www.mathworks.com/help/matlab/ref/arrayfun.html.
⁹See https://www.mathworks.com/help/matlab/ref/cellfun.html.

Error and Error Handling

• You can issue/throw an **error** if you do not allow the callee for some situations.



 As an app programmer, you should use a try-catch statement to handle errors.

```
1 try
2 % Normal operations.
3 catch
4 % Handler operations.
5 end
```

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Example: Combinations

• For all nonnegative integers $n \ge k$, $\binom{n}{k}$ is given by

$$\binom{n}{k} = \frac{n!}{k!(n-k)!}.$$

• Note that **factorial**(*n*) returns *n*!.

```
1 clear; clc;
2
3 n = input("n = ? ");
4 k = input("k = ? ");
5 y = factorial(n) / (factorial(k) * factorial(n - k))
6 disp('End of program.');
```

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- Try n = 2, k = 5.
- However, **factorial**(-3) is not allowed!
- The program is not designed to handle this error, so it is interrupted in Line 5 and does not reach the end of program.
- Add error handling to the program:

```
1 clear; clc;
2
3 n = input("n = ? ");
  k = input("k = ? ");
4
5 try
       y = factorial(n) / (factorial(k) * ...
6
           factorial(n - k))
7 catch e % capture the thrown exception
       disp("Error: " + e.message); % show the message
8
  end
g
10
  disp("End of program.");
```

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