

EL2310 – Scientific Programming

Lecture 4: Programming in Matlab



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Overview

Lecture 4: Programming in Matlab

Wrap Up

More on Scripts and Functions

Basic Programming

Today

- ▶ More on programming in matlab
 - ▷ flow control: selection and repetition
 - ▷ checking input and output arguments
- ▶ Tips for faster code
- ▶ Timing, debugging and profiling

Remember: What files are run

- ▶ Matlab cannot tell if an identifier is a variable or a function
- ▶ Resolved by picking first match from
 1. variable in current workspace
 2. built-in variable (like pi, i)
 3. built-in m-file
 4. m-file in current directory
 5. m-file in path

A word on rounding

- ▶ `round(x)`: round to the nearest integer
- ▶ `fix(x)`: round to nearest integer towards zero
- ▶ `floor(x)`: round to the nearest integer $\leq x$
- ▶ `ceil(x)`: round to the nearest integer $\geq x$

Script / Function Basics

- ▶ You run them by typing filename
- ▶ Can also run from the MATLAB editor
- ▶ A function should have the same filename as the function name
- ▶ Do not need to compile m-files (like for C/C++, JAVA, etc)
- ▶ Interpreted as they are run
- ▶ Downside: might not find error until run-time (editor will do syntax check)

Scripts

- ▶ Lines in script executed as if on command line
- ▶ Operates on base workspace variables
- ▶ Ex script:

```
% Calculate factorial  
y = prod(1:n);
```
- ▶ What is needed for it to run?
- ▶ How will the workspace be changed?

Functions

- ▶ Header:

```
function[out1, out2] = myfunction(in1, in2)
```

- ▶ Defines max number of input and output arguments but not minimum

- ▶ A variable used in the function must be passed in or be given value in some other way (see later)

- ▶ Remember that local variables exist only in local scope

- ▶ Ex function:

```
function [y] = factorial(n)
```

```
% y=factorial(n) - Calculates the factorial
```

```
y = prod(1:n);
```

- ▶ **y is a local variable here**

Returning values from a function

- ▶ You can return values from a function at any time with:
`return`
- ▶ Interrupts the execution and returns to where the function was invoked
- ▶ Current values of variables corresponding to returned values are used
- ▶ There is an implicit `return` at the end of the function

Branching with `if`

- ▶ Often want to control the flow depending on the value of some variable

- ▶ if-elseif-else construction

```
if <logical expression>
    <commands>
elseif <logical expression>
    <commands>
else
    <commands>
end
```

- ▶ Can have any number of commands in between
- ▶ Can have many `elseif`
- ▶ Do not forget the last `end`

Relations

`==` equal to

`<` less than

`<=` less than or equal to

`~=` not equal to

`>` greater than

`>=` greater than or equal to

Logical operators and functions

Logical Operators

& and

| or

~ not

Short-circuit Operators

A && B - B not evaluated if A==0

A || B - B not evaluated if A==1

Functions

`xor(A, B)` exclusive or (exactly one of 2 is true)

`isempty(A)` check if argument is an empty array []

`any(A, dim)` check if any element is non-zero

`all(A, dim)` check if all elements are non-zero

Verify correct input

- ▶ What happens with our function factorial for argument -2
- ▶ Look at “real” factorial function
- ▶ Need to check that inputs are correct

Branching with `switch`

- ▶ Useful with many `==` expressions

```
switch <variable>
  case <value>
    <commands>
  case <value>
    <commands>
  otherwise
    <commands>
end
```

- ▶ Commands associated with first true `case` executed, or `otherwise` if no true `case`
- ▶ All commands until next `case`, `otherwise` or `end` are executed

nargin and nargsout

- ▶ Can check how many input and output arguments were given
- ▶ `nargin`: number of inputs arguments
- ▶ `nargout`: number of output arguments
- ▶ Typically:
 - ▷ Let `nargin` and `nargout` define what is done
 - ▷ Check `nargin` and give default values if not given

Repetition with `for`

- ▶ `for`-loops allow you to loop over some value

```
for <loop variable> = <vector>  
    <commands>  
end
```

- ▶ You can define the vector in any of the many ways we saw before

- ▶ Ex: (cumulative sum)

```
sum = 0;  
for v = values  
    sum = sum + v;  
end
```

Repetition with `while`

- ▶ `while` <condition>
 <commands>
end
- ▶ `for`-loops good when you know which values to loop over in advance
- ▶ `while`-loops when repeating something until some criteria is fulfilled
- ▶ Ex: Repeat approximation until the error is small enough

Tips

- ▶ Avoid loops
- ▶ Use matrix operations
- ▶ Pre-allocate memory

Breaking a repetition

- ▶ Sometimes you want to break out of a repetition
- ▶ Use `break` command
- ▶ Will continue after the end statement of the `for/while` loop

Skip to next iteration

- ▶ Sometimes you want to start the next iteration
- ▶ Use `continue` command
- ▶ Will go up to the `for/while` statement again

Next time

- ▶ Closing our `MATLAB` introduction
- ▶ with some more on programming
- ▶ and making movies.

Task 4.1

- ▶ Write function that returns a string with the season given the average temperature

Task 4.2

- ▶ Investigate `nargin` and `nargout`
- ▶ What happens if not all inputs and outputs are used?

Task 4.3

- ▶ Example of pre-allocation:

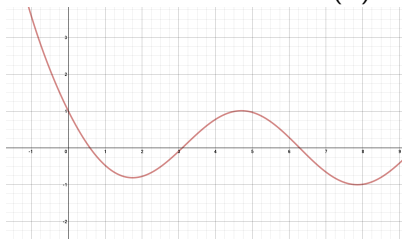
```
tic  
<initialization>  
n = 1000;  
for k=1:n  
    X(k,k) = 2*k;  
end  
toc
```

- ▶ Investigate with initializations

1. `X=[]`
2. `X=zeros(n,n)`
3. What if you built it directly in one command?

Task 4.4

- ▶ Write a function that finds a solution to: $f(x) = e^{-x} - \sin(x) = 0$



- ▶ Newton's method: $x_{n+1} = x_n - \frac{f(x_n)}{f'(x_n)}$
- ▶ Assume initial guess x_0 is given
- ▶ Iterate at most `maxit` time
- ▶ Stop if $|x_n - x_{n-1}| \leq tol$

Task 4.5

- ▶ Finding solutions to equations is another key problem (besides regression) you should know how to handle. Have a look in the Matlab documentation what other methods are already implemented and available with Matlab. Compare the performance with your implementation of Newton's method.
- ▶ What optimization methods exist in Matlab? Can you determine minima and maxima of $f(x)$ in some interval?