

EL2310 – Scientific Programming

Lecture 5: Programming in Matlab



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Overview

Lecture 5: Programming in Matlab

Wrap Up

Subfunctions

Profiling and Debugging

Making Movies

`nargin` and `nargout`

- ▶ 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

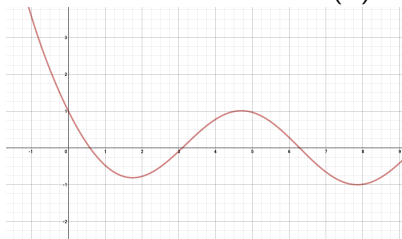
Skip to next iteration

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

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

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 1

- ▶ Modify the Newton method from Task 4.4 to break when we are done.

Subfunctions

- ▶ Can have many functions in an m-file
- ▶ Only one function is the *primary function*
- ▶ Subfunctions begin with a new function header
- ▶ Subfunctions cannot be called from outside, only from other subfunctions and the primary function
- ▶ Only the primary function can be called from outside

Why subfunctions?

- ▶ Can make the code easier to read/write
- ▶ Can have everything in one file
- ▶ Encapsulation
- ▶ Remember that only primary function can be called from outside

Task 2

- ▶ Rewrite the Newton code so that the code to calculate $f(x)$ and $f'(x)$ are in a subfunction.

Passing functions as arguments

- ▶ In the Newton method task from last time we would have to write a new primary function for every new function we would like to solve
- ▶ Can be avoided by instead passing a function name as an argument

'Old style' syntax

- ▶ Call function B with function A as argument
- ▶ Old style: B('A') - passing function name

```
function A(x)
    <commands>
end
```

```
function B(fcn)
    feval(fcn, <args>)
end
```

'New style' syntax

- ▶ **New style: B (@A) - passing function handle**

```
function A(x)
    <commands>
end
```

```
function B(fcn)
    fcn(<args>)
end
```

Task 3

- ▶ Re-implement the Newton function (Task 4.4) with function as argument
- ▶ Now we can solve any $f(x) = 0$ assuming we define a function that returns evaluation of $f(x)$ and $f'(x)$

Symbolic manipulation

- ▶ Matlab (with the right toolbox) can also do symbolic calculations
- ▶ Declare symbol with e.g. `syms t`

- ▶ Example

`syms t` - Declare symbolic variable

`f = t*sin(t)`

`diff(f, 't')` - Differentiation

`subs(f, 't', 3)` - Substitution

Profiling

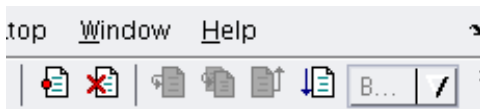
- ▶ Often useful to be able to tell what takes time in your program
- ▶ Can use `profile`
- ▶ `profile on` - Starts profiler
- ▶ `profile off` - Stops profiler
- ▶ `profile viewer` - Displays results
- ▶ For more info do `help profile`
- ▶ Use `fcn_busy` as a function in our Newton task and profile the code!

Debugging

- ▶ Very rare that you get everything right immediately
- ▶ Debugging often accomplished by printing intermediate results
- ▶ Compare outputs with expected values

Debugging continued

- ▶ The MATLAB editor has debugging support so that you can step through the code to see what happens
- ▶ You can set 'breakpoint(s)'
 - ▷ Program will stop at the breakpoint
 - ▷ which will allow you to check variables, etc.
- ▶ Step line by line
- ▶ Step in/out of functions
- ▶ ...



Making movies with MATLAB

► Check out

- ▷ `frame=getframe (figure_handle)` Get a movie frame
- ▷ `movie (frames)` Play movie frames
- ▷ `movie2avi (frames)` Make a movie file
- ▷ `avi=avifile (filename)` Create AVI file
- ▷ `addframe (avi, frame)` Add a frame to the AVI file

Task 4 (let's see how)

- ▶ Make a movie for `surf(X, Y, Z)` with $Z = \sin(X - x_0)$ for varying x_0

Movie making example

```
[X,Y] = meshgrid(0:0.1:10,0:0.1:10);  
n = 0;  
for x0 = 0:0.1:10  
    Z = sin(X-x0);  
    surf(X,Y,Z)  
    n = n + 1;  
    F(n) = getframe(gcf);  
    drawnow  
end  
  
movie2avi(F, 'sinmovie.avi','FPS',10)
```