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%matlab introduction course notes ---week 6, term 1
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1. Matlab as calculator

1.1 basic arithmetic operator + - * / ^ ()

e.g. $2+3/4*5 =$

$3^2*4 =$

$3-4/4-2 =$

1.2 extended arithmetic - accidental error

$1/0 =$

$-1/0 =$

$0/0 =$

$1/\text{Inf} =$

we know $1/(1/x) = x$, then try $1/(1/0) = ?$

complex number $1+i$, $-1+3*i$

2. Numbers and formats

2.1 Different kind of numbers

Integer: e.g. 123, -218

Real : e.g. 1.234, - 10.9

complex : e.g. $3.21-3.4*i$ ($i = \sqrt{-1}$) .

Inf : Infinity (dividing by 0)

NaN: Not a number (0/0)

e: notation for very large or small number, e.g. -
 $1.34e+03 = ?$, $1.34e-05 = ?$

2.2 Calculation: 15 significant figures

The 'format' tells how matlab prints numbers. Type
'help format' in command window for full list

e.g. $\pi = ??$ usually 3.1416

format long

$\pi = ??$

format short e

$\pi = ??$

format short

$\pi = ??$

If want to switch back to default format, type:
format

2.3 finite accuracy consequences

Matlab limit accuracy (enough for most cases)

64 bits, store number as large as $2*10^{308}$, as
small as $2*10^{-308}$

store any number 15 significant figures:

e.g. 1.23456789023456 (14 figures, can handle)

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1.23456789023456789012 (20 digits, truncated to
15 figures)
    round off cannot be avoid.
    e.g. what is sin(pi) = ?
        try sin(pi) = ??-slight round-off error, take
it as zero as long as small like 10^(-15).

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3. Variables

3.1 combination of oth letter and number, case sensitive
e.g. a , x1, z2453, A, t = 2+3-9, 2*t-2
Not allowed: Net-c, 2p, %x, @sign
3.2 special names: eps (= 2^(-54)), pi --> avoid using
3.3 complex numbers : i, j = sqrt(-1), unless you
change them

4. Suppressing output (don't want to show output)

hidden: x = -13; (semi-colon).

5. Build-in function

5.1 sin, cos, tan, sec = 1/sin, cosec = 1/cos, cotan
e.g. work out the coordinate of a point on a circle
of radius 5 centred at origin, having an elevation 30
degree = pi/6 radians.
so (x, y), where x = 5*cos(pi/6), y =
5*sin(pi/6).
5.2 inverse trig function
e.g. asin, acos, atan--> answer returned in radians,
so asin(1) = pi/2
5.3 exponential
exp : exp(x) = e^x
logarithm: log: log to base e/ log10 to base 10
square root: sqrt().
e.g. x = 9; sqrt(x), exp(x), log(sqrt(x)),
log10(x^2+6)

5.4 more

e.g. eigenvalue, eigenvector: eig
solving DE:

6. vectors

6.1 row vectors

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a = [1 2 3] or a = [1, 2, 3]
e.g. v = [1 3 sqrt(5)], what is length(v)
space vitally important : e.g. v2 = [3+ 4 5], v3 = [3
+4 5];
add vector of the same length: e.g. v + v3, v4 = 3*v3,
v5 = 2*v-3*v4, v6 = v+v2??? wrong! since dimension must
agree
build a row vector from existing ones: e.g. w = [1 2
3], z = [8, 9], cd = [2*z -w], sort(cd) (ascending order)
look at value of particular entries: e.g. w(2) = ?
set w(3) =
100, then w = ??

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6.2 column vector

e.g. c = [1; 3; sqrt(5)] or c2 = [3 return 4 return 5]
 $c_3 = 2*c-5*c_2$

6.3 colun notation : a shortcut for producing row vectors

e.g. 1:100
3:7
5:0.1:6
1:-1 --> []
0.32:0.1:0.6
-0.4:-0.3:-2

6.4 extracting bits of a vector

e.g. r5 = [1:2:6 -1:-2:-7]
get 3rd to 6th entries: r5(3:6) = , try
r5(1:2:7) = ?, r5(6:-2:1) = ??

6.5 tranposing: row-> col, col-> row

e.g. w,w', c, c' (w = [1 2 -3], c = [1;2 ; 3.5])
 $t = w+2*c'$, $T = 5*w'-2*c$

7. vector operation

7.1 scalar product: $u*v = \sum (u_i * v_i)$

u = [u1, ..., un]; v = [v1;...; vn]
e.g. u = [10 -11 12], v = [20; -21; -22]; prod =
 u^*v
e.g. w = [2 1 3]; z = [7; 6; 5]; check: v^*w , u^*w' ,
 u^*u' , v^*z

norm of a vector: $\|u\| = \sqrt{\sum(u_i)}$
compute norm: $\sqrt{u^*u'}$ or $\text{norm}(u)$

7.2 dot product-vector of the same length times with each other

$u.v = [u_1v_1, \dots, u_nv_n]$

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e.g. u.*w, u.*v', u.*z, u'.*v
ex.: Tabulate y = x*sin(pi*x) for x = 0, 0.25, ... ,
1
ans: x = 0:.25:1; y = x.*sin(pi*x);
7.3 dot division of array-element by element division
e.g. a = 1:5, b = 6:10, check a./b = , a./a = , c =
-2:2, a./c, a.*b-24, ans./c
ex: limit sin(pi*x)/x, as x-->0
ans: x = [.1 .01. .001 .0001], sin(pi*x)./x,
format long , ans - pi
e.g. 1/x (wrong!), 1./x (correct)
7.4 dot power of array (.^) square all element of a
vector
e.g. u.*u, u.^2, u.^4, u.*w.^(-2)

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8. Matrix