

# Computer Science 102

Into to Computational Modeling

Special Topics: Programming in  
Matlab

# Matlab

- An integrated programming and graphical environment
- *Interpreted* : interactive; get answer immediately
- Also supports saving and loading large programs
- Student version available for \$100 from [mathworks.com](http://mathworks.com)
- Free, open-source “equivalent” : Octave  
<http://www.gnu.org/software/octave>
- Losing ground to Python “scipy”: numpy / matplotlib

- Questions

- 1) Why Matlab vs. lower-level (C++ / Java) language?
- 2) Why Matlab vs. a similar package (Mathematica, Maple) ?
- 3) Why Matlab vs. Python / scipy ?

# Matlab vs. C++/Java

- **Abstraction:** We should be able to ignore low-level details, such as memory management (required in C++)
- **Expressiveness:**
  - Simple (**primitive**) operations like add, subtract, multiply, divide, should work on entire matrices (tables) at once, without having to consider individual elements
  - Common operations like  $\Sigma$  (sum over elements) should be built into the language, so we don't have to code them ourselves.

# Expressiveness

Generate two matrices of uniformly distributed random numbers and add them:

```
>> a = rand(3)
```

```
a =
```

```
0.7577    0.6555    0.0318  
0.7431    0.1712    0.2769  
0.3922    0.7060    0.0462
```

```
>> b = rand(3)
```

```
b =
```

```
0.0971    0.3171    0.4387  
0.8235    0.9502    0.3816  
0.6948    0.0344    0.7655
```

```
>> c = a + b
```

```
c =
```

```
0.8549    0.9726    0.4706  
1.5666    1.1214    0.6585  
1.0871    0.7405    0.8117
```

# Expressiveness

Where one matrix is greater than another,  
set the first matrix to zero:

$$\gg a(a > b) = 0$$

**a =**

0	0	0.0318
0.7431	0.1712	0.2769
0.3922	0	0.0462

# Matlab vs. Maple/Mathematica

## Features

Matlab: Numerical (linear algebra)

*from* Maple, Mathematica: Symbolic (calculus)

<http://www.physicsforums.com/archive/topic/>

[t45208\\_Matlab\\_vs\\_Maple\\_vs\\_Mathematica.html](http://www.physicsforums.com/archive/topic/t45208_Matlab_vs_Maple_vs_Mathematica.html):

... **Matlab** is excellent for **manipulating data**, or dealing with any sort of **matrix calculations**..

From my experience **Mathematica** is ideal when it comes to **symbolics** such as **differentiation** and **integration**. I've seen a few cases where Mathematica blows Maple out of the water when one compares the types of integrals they can evaluate.

**Maple and Matlab** have the best **graphics** in my opinion. In both of them you are allowed to rotate 3D graphics and zoom in on the spot (2D) in realtime. In Mathematica things are little more complicated, which often [elicits] frustration. With Mathematica, in order to zoom, you must change the window that you are plotting with.

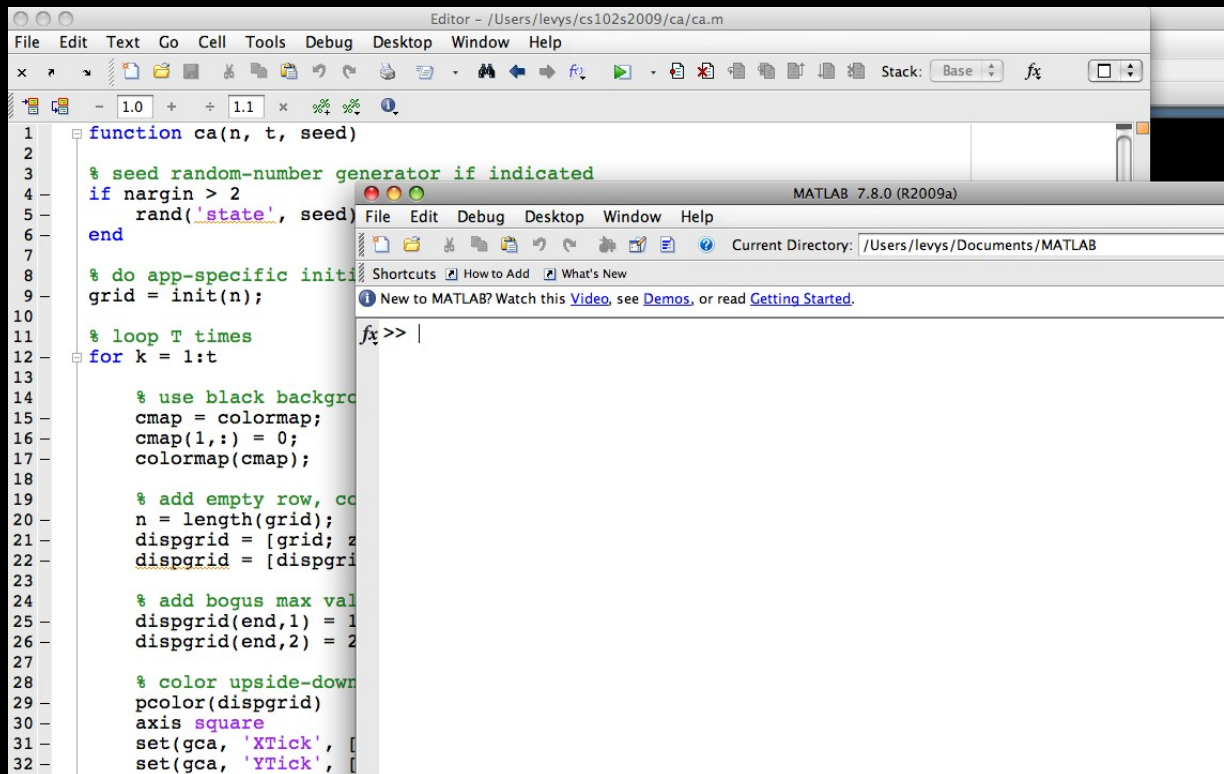
# Matlab vs. Python (scipy)

- Matlab advantages:
  - Beautiful 3D graphics with minimum effort
  - Dominates in industry, many labs
- Python advantages:
  - Free, open-source
  - Hundreds of useful libraries (robotics, DNA sequencing)



# The Matlab Environment

- Integrated Development Environment
- Editor + Command Window (Interpreter)



# Expressions and Commands

- Anything you type into the Matlab interpreter (>> prompt) is a ***statement***.
- An ***expression*** is a statement that provides all the information needed to invoke (perform) a computation.

# Expressions and Commands

- The interpreter responds by evaluating the expression
- Simplest example is a *constant* value:
  - `>> 4`
  - `ans = 4`

# Expressions and Commands

- An expression typically contains
  - an operator: +, \*, -, /, ^, sin, cos, sqrt
  - one or more inputs (a.k.a. *arguments*; a.k.a. *operands*)
- Two different styles (same result)
  - Functional: `plus(3, 2)`
  - Infix: `3 + 2`

# Expressions and Commands

- As in arithmetic notation,
  - build compound expressions from simple expressions:  $3 + 2 * 5 / \sin(\pi/3)$
  - use Order of Operations (PEMDAS) and parentheses to disambiguate:
    - $(3 + 2) * 5 / \sin(\pi/3)$

# Expressions and Commands

- Good programmers don't
  - assume that others know order of operations
  - want to waste time using o.o.o. to disambiguate code they're reading
- So use parens if there's a reasonable chance of ambiguity

**1 + 2 \* 3 / 4**

**1 + ((2 \* 3) / 4)**

*Programs should be written primarily to be read and understood by people – D. Knuth.*

# Changing State: Assignment

- Just as a system (health, airplane, particle) can have a state, so can a computation.
- State of computation is contents of computer's memory (RAM).
- We change this state (and hence state of system we're modeling) by *assigning* values to *variables*:

```
>> altitude = 13000
```

```
>> temperature = 98.7
```

```
>> area = pi * radius^2
```

# Changing State: Assignment

More generally:

>>           *name*           =           *expression*          

Variable name must start with a letter or underscore (  ), and can then contain letters, numbers, and underscores:

radius

buffalo66

cost\_of\_living



# Changing State: Assignment

- This notation differs from arithmetic, where it makes no sense to say, for example,  $x = x + 1$
- In addition to state, variables help us to
  - write general formulas:
    - `>> c = sqrt(a^2 + b^2)`
    - avoid repeating computation of useful intermediate values.
  - We should avoid repeating the same computation (code), because if there's a bugg in it, we have to fix it multiple times.
  - We should avoid repeating the same computation (code), because if there's a bugg in it, we have to fix it multiple times.

# Changing State: Assignment

*E.g.*, gravitational force  $F$  of moon at location  $(x, y, z)$   
w.r.t. center of earth:

$$F_x = \frac{-GmMx}{(x^2 + y^2 + z^2)^{\frac{3}{2}}}$$

$$F_y = \frac{-GmMy}{(x^2 + y^2 + z^2)^{\frac{3}{2}}}$$

$$F_z = \frac{-GmMz}{(x^2 + y^2 + z^2)^{\frac{3}{2}}}$$

all contain

$$\frac{-GmM}{(x^2 + y^2 + z^2)^{\frac{3}{2}}}$$

# Changing State: Assignment

all contain

$$\frac{-GmM}{(x^2 + y^2 + z^2)^{\frac{3}{2}}}$$

So...

```
>> pos_to_force = -G*m*M/((x^2 + y^2 + z^2)^(3/2));  
>> Fx = x*pos_to_force;  
>> Fy = y*pos_to_force;  
>> Fz = z*pos_to_force;
```

# Help!

All Matlab operators have built-in help:

```
>> help cos
```

```
COS      Cosine.
```

```
COS(X) is the cosine of the elements of X.
```

```
See also ACOS, COSD.
```

Unbroken block of comments at top of your own code gets reported as help:

```
>> help simon_lab1
```

```
Simon Levy, CSCI 121, Jan. 04, 2005
```

```
Lab 1: Polynomial Curve Fitting
```

# Functions: The Basis of Computing

- Most of what we do in Matlab (or any language) involves writing and using functions.
- Like a function in math, a Matlab function has one or more inputs (**arguments**) and an output (**return value**).
- Each function is stored in its own document (.m file)
- We can call functions directly from the command prompt, and functions can call each other.

# Example: Hypotenuse of Right Triangle

```
1 function c = pythag(a, b)
2 % PYTHAG implements Pythagorean theorem to compute hypoteneuse.
3 %
4 %     PYTHAG(A, B) returns the hypoteneuse of right triangle whose legs have
5 %     lengths A and B, using the Pythagorean Theorem.
6
7 c = sqrt(a^2 + b^2);
```

```
>> pythag(3, 4)
```

```
ans =
```

```
5
```

```
>> help pythag
```

```
PYTHAG implements Pythagorean theorem to compute hypoteneuse.
```

```
PYTHAG(A, B) returns the hypoteneuse of right triangle whose legs have
lengths A and B, using the Pythagorean Theorem.
```

# Variable Names Are Arbitrary But Should Make Sense

*required*

`function foo = bar(baz, moo)`

`foo = sqrt(baz^2 + moo^2)`

# A Function's Variables Are “Private” (Hidden)

```
>> h = pythag(5, 7)
```

```
h =
```

```
8.6023
```

```
>> a
```

```
??? Undefined function or variable 'a'.
```

```
>> b
```

```
??? Undefined function or variable 'b'.
```

```
>> c
```

```
??? Undefined function or variable 'c'.
```



# Programming to an API

- It is rare to build an entire software project from scratch.
- Instead, we reuse our own or other's code.
- So we have to know how to **invoke** (**call**) existing code.
- **A**pplication **P**rogramming **I**nterface specifies how to do this
- Simplest form is what we get when call **help** on a function

# Requirement Specification via Stub Functions

- **Stub** function is like an API for something not yet written:

```
1  function grid = init(n)
2  % INIT Cellular Automaton initialization
3  %
4  %   INIT(N) returns an NxN grid of values initalized for a particular CA.
5
6  % XXX currently returns an empty grid|
7  grid = [];
```