

MATH 3341: Introduction to Scientific Computing Lab

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Lab 02: Variables, Arrays, and Scripts





Script Files



A script file is simply a file that contains a chain of commands that you edit in a separate window, then execute with a single mouse click or command. This is where we can define variables, perform calculations and leave commands to remind us what the file calculates.



File Naming Conventions

- “The rules are exactly the same as for variable names: start with a letter, followed by letters or numbers or underscore, maximum 63 characters (excluding the .m extension), and must not be the same as any MATLAB reserved word.”
- “None of the conventions matter to MATLAB itself: they only matter to the people writing the code, and the people maintaining the code (usually a much harder task), and to the people paying for the code (you’d be amazed how much gets written into contract specifications.)”

Reference:


<https://www.mathworks.com/matlabcentral/answers/30223-what-are-the-rules-for-naming-script-files>



Put Comments to Your Script File

```
% MATH 3341, Spring 2020  
% Lab 02: Variables, Arrays, and Scripts  
% Author: first_name last_name  
% Date: 02/05/2020
```

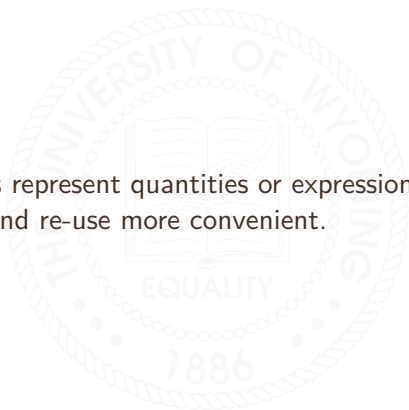




Variables



Variables help us represent quantities or expressions in order to make their use and re-use more convenient.



Naming Variables

- Must start with a letter.
- Followed by letters (a-z, A-Z) or numbers (0-9) or underscores (-).
- Maximum 63 characters (excluding the .m extension).
- Must not be the same as any MATLAB reserved word.
- Space is not permitted.
- Case sensitive, i.e., a \neq A.



Naming Variables

- Be as descriptive as possible with your variable names.
- Avoid built-in function/variable names (reserved keywords) such as `pi`, `sin`, `exp`, etc.
- Check if a name is already in use: `which variableName` or `exist variableName`.



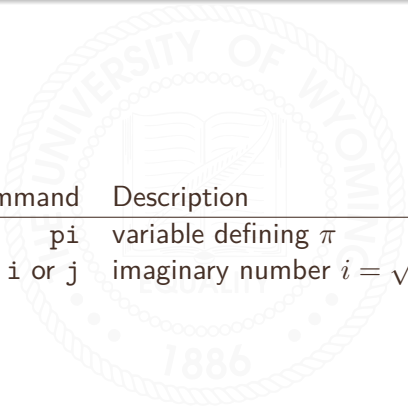
Naming Conventions

- snake_case: writing compound words or phrases in which the elements are separated with one underscore character (`_`) and no spaces, e.g. “foo_bar”.
- camelCase: writing compound words or phrases such that each word or abbreviation in the middle of the phrase begins with a capital letter, with no intervening spaces or punctuation, e.g. “fooBar”
- Other conventions: Hungarian notation, positional notation, etc.

Reference: [https://en.wikipedia.org/wiki/Naming_convention_\(programming\)](https://en.wikipedia.org/wiki/Naming_convention_(programming))



Default Variable Definitions



Command	Description
<code>pi</code>	variable defining π
<code>i</code> or <code>j</code>	imaginary number $i = \sqrt{-1}$





Arrays



Array, Vectors, and Matrices

- An array is a data form that can hold several values, all of one type.
- A vector is a 1-D array: we can define row vectors, column vectors.
- A matrix is a 2-D array.
- Also, we can define N -D array.

The general notation for a vector or matrix is a list of values enclosed in square brackets `[]` separated by commas (space) or semi-colons (or the combination).



Vectors

- Row vector, e.g., $x = [1 \ 2 \ 3 \ 4]$
 - $x = [1,2,3,4]$
 - $x = [1 \ 2 \ 3 \ 4]$
- Column vector, e.g., $x = \begin{bmatrix} 1 \\ 2 \\ 3 \\ 4 \end{bmatrix}$ or $x = [1 \ 2 \ 3 \ 4]^T$
 - $x = [1;2;3;4]$
 - $x = [1 \ 2 \ 3 \ 4]'$ where $'$ is the infix notation for transpose operation in MATLAB.



Matrices

- Define a matrix, e.g., $A = \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix}$
- `A = [1,2;3,4]`



Generate a Subarray using Slicing

- `a = [1,2,3;4,5,6;7,8,9]`
- `b = a(1,1) % b = [1]`
- `c = a(:,1) % c = [1;4;7]` same as `c = a(1:3,1)`
- `d = a(2:end,2:end) % d = [5,6;8,9]`
same as `d = a(2:3,2:3)`



Generate a 3-D Array using Slicing

- $A = [1,2;3,4]$
- $B = [5,6;7,8]$
- $C(:, :, 1) = A$ or $C(:, :, 1) = [1,2;3,4]$
- $C(:, :, 2) = B$ or $C(:, :, 2) = [5,6;7,8]$



Concatenate Arrays

- `a = [1,2,3]`
- `b = [4,5,6]`
- `c = [a,b] % c = [1,2,3,4,5,6]`
- `d = [a;b] % d = [1,2,3;4,5,6]`
- `e = [d;d] % e = [1,2,3;4,5,6;1,2,3;4,5,6]`
- `f = [d,d] % f = [1,2,3,1,2,3;4,5,6,4,5,6]`



String: Array of Characters

- `s = 'abc'`
- `t = ['a' 'b' 'c']`
- `s == t` % return logical 1
- `[s t]` % return 'abcabc'
- `[s;t]` % return ['abc';'abc']



Cell Arrays

- `s1 = {'abc', 'def'}` vs. `t1 = ['abc', 'def']`
- `s2 = {'abc'; 'def'}` vs. `t2 = ['abs'; 'def']`
- `s3 = {'ab', 'cd'; 'ef', 'gh'}`
- `s3{1,1} % 'ab'`
- `cell(n)`: create 1-D cell array of length `n`
- `cell(m,n)`: create 1-D cell array of size `m` by `n`



Functions for Vectors & Matrices

Command	Description
<code>linspace</code>	Linearly spaced vector
<code>logspace</code>	Logarithmically spaced vector
<code>colon</code> or <code>:</code>	Colon
<code>transpose</code> or <code>'</code>	Non-conjugate transpose of a vector
<code>eye</code>	Identity matrix
<code>ones</code>	Ones array
<code>zeros</code>	Zeros array
<code>rand</code>	Uniformly distributed pseudorandom numbers
<code>randn</code>	Normally distributed pseudorandom numbers
<code>magic</code>	Magic square
<code>diag</code>	Diagonal matrices and diagonals of a matrix
<code>reshape</code>	Reshape array
<code>size</code>	Size of array
<code>length</code>	Length of vector



The background features a large, faint watermark of the University of Wyoming seal. The seal is circular with a rope-like border. Inside the border, the words "UNIVERSITY OF WYOMING" are written in an arc at the top, and "1886" is at the bottom. In the center of the seal is an open book with a quill pen resting on it.

Additional Functions and Commands



Command	Description
<code>iskeyword</code>	Check if input is a keyword
<code>who</code>	List current variables
<code>whos</code>	List current variables, long form
<code>which</code>	Locate functions and files
<code>clear</code>	Clear variables and functions from memory
<code>clc</code>	Clear command window
<code>clf</code>	Clear current figure
<code>close</code>	Close figure
<code>exist</code>	Check existence of variable/script/function/folder/class
<code>disp</code>	Display array



Useful Functions for Homework 1

Command	Description
<code>dot</code>	Vector dot product
<code>eig</code>	Eigenvalues and eigenvectors
<code>transpose</code> or <code>'</code>	Transpose
<code>fplot</code>	Plot 2-D function
<code>find</code>	Find indices of nonzero elements
<code>intmin</code>	Smallest integer value
<code>intmax</code>	Largest positive integer value
<code>realmin</code>	Smallest positive normalized floating point number
<code>realmax</code>	Largest finite floating point number



Useful MATLAB Shortcuts

- Windows shortcuts

- Press `Ctrl` + `A` to select all
- Press `Ctrl` + `I` to adjust indentation
- Press `Ctrl` + `R` to comment
- Press `Ctrl` + `T` to uncomment

- macOS shortcuts

- Press `command` + `A` to select all
- Press `command` + `I` to adjust indentation
- Press `command` + `/` to comment
- Press `command` + `T` to uncomment





\LaTeX Primer



table Environment

```
\begin{table}[!hbtpr]
  \caption{This is a table}
  \begin{tabular}{rcl}
    \toprule
    Column 1 & Column 2 & Column 3 \\
    \midrule
    1 & 1 & 1 \\
    12 & 12 & 12 \\
    123 & 123 & 123 \\
    \bottomrule
  \end{tabular}
\end{table}
```



table Environment

Table 1: This is a table

Column 1	Column 2	Column 3
1	1	1
12	12	12
123	123	123



figure Environment

```
\begin{figure}[!hbtpt]  
  \centering  
  \includegraphics[height=0.3\textheight]{figure.pdf}  
  \caption{Plot of  $\sin{x}$ }  
  \label{fig:sin}  
\end{figure}
```

generates

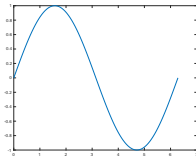


Figure 1:Plot of $\sin x$



\left and \right vs. \big, \Big, \Bigg

```

\begin{align*}
\|x\|_2 &= \big(\sum_{i=1}^n x_i^2 \big)^{1/2}, \\
\|x\|_2 &= \Big(\sum_{i=1}^n x_i^2 \Big)^{1/2}, \\
\|x\|_2 &= \Bigg(\sum_{i=1}^n x_i^2 \Bigg)^{1/2}, \\
\|x\|_2 &= \left(\sum_{i=1}^n x_i^2 \right)^{1/2}. \\
\end{align*}

```

generates

$$\|x\|_2 = \left(\sum_{i=1}^n x_i^2\right)^{1/2}, \|x\|_2 = \left(\sum_{i=1}^n x_i^2\right)^{1/2},$$

$$\|x\|_2 = \left(\sum_{i=1}^n x_i^2\right)^{1/2}, \|x\|_2 = \left(\sum_{i=1}^n x_i^2\right)^{1/2}.$$



Links

```
\href{https://www.google.com}{Google}
```

Google

Or simply

```
\url{https://www.google.com}
```

```
https://www.google.com
```



case Environment

```
$$  
f(x) =  
\begin{cases}  
5 x + 4 & \text{if } x \leq 1, \\ 3 x^2 + 6 & \text{if } x > 1  
\end{cases}  
$$
```

generates

$$f(x) = \begin{cases} 5x + 4 & \text{if } x \leq 1, \\ 3x^2 + 6 & \text{if } x > 1 \end{cases}$$



Cross-Reference

```
\begin{equation}
\label{eq:ls}
A \mathbf{x} = \mathbf{b}.
\end{equation}
```

The expression `\eqref{eq:ls}` is a linear system.

generates

$$A\mathbf{x} = \mathbf{b}. \tag{1}$$

The expression (1) is a linear system.



Cross-Reference

```
\begin{table}[!hbtpr]  
\caption{$y = 2x$}  
\label{tab:xy}  
  \begin{tabular}{cc}  
    \toprule  
    $x$ & $y$ \\  
    \midrule  
    $6$ & $12$ \\  
    $7$ & $14$ \\  
    $8$ & $16$ \\  
    \bottomrule  
  \end{tabular}  
\end{table}
```

Table `\ref{tab:xy}` gives the result of $y = 2x$.



Cross-Reference

Table 2: $y = 2x$

x	y
6	12
7	14
8	16

Table 2 gives the result of $y = 2x$.

