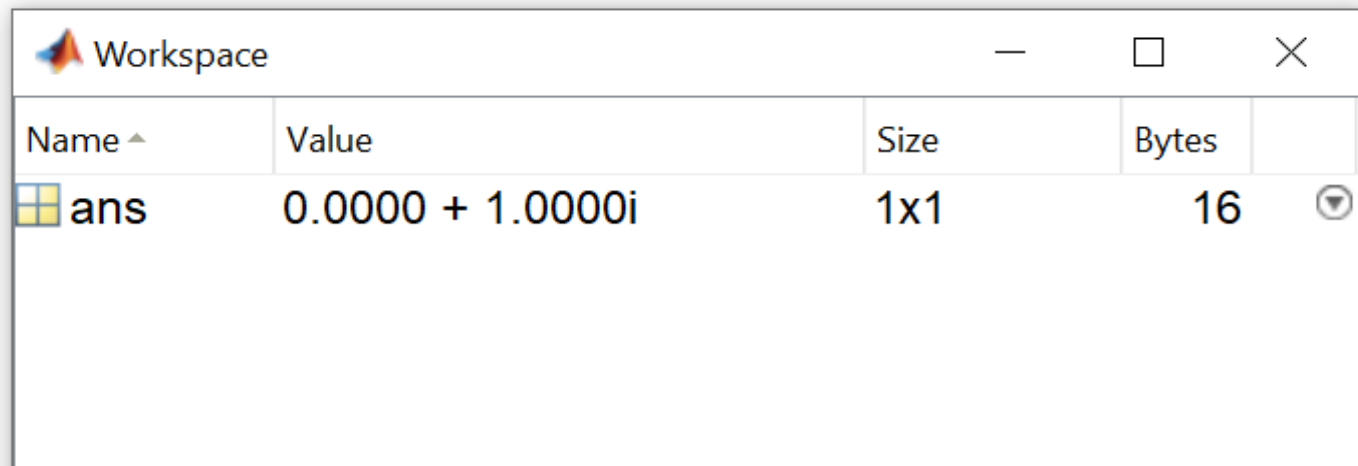


Functions /Operators



1. Parentheses ()
2. Transpose (.'), power (.^), complex conjugate transpose ('), matrix power (^)
3. unary minus (-), logical negation (~)
4. Multiplication (.*), right division (./), left division (.\), matrix multiplication (*), matrix right division (/), matrix left division (\)
1. Addition (+), subtraction (-)
2. Colon operator (:)
3. Less than (<), less than or equal to (<=), greater than (>), greater than or equal to (>=), equal to (==), not equal to (~=)
4. Element-wise AND (&)
5. Element-wise OR (|)

Defined variables

```
>> 1/0
ans =
    Inf
>> 0/0
ans =
    NaN
>> pi
ans =
    3.1416
>> log(0)
ans =
   -Inf
>> i
ans =
    0.0000 + 1.0000i
>> j
ans =
    0.0000 + 1.0000i
fx >>
```



Workspace

Name ^	Value	Size	Bytes	
 ans	0.0000 + 1.0000i	1x1	16	

Numeric Types

MATLAB represents floating-point numbers in either double-precision or single-precision format. The default is double precision.

name	byte	min	max
Double	8	-1.79769e+308	1.79769e+308
Single	4	-3.4 x 10 ³⁸	3.4 x 10 ³⁸

Numeric Types

name	byte	Min	max
uint8	1	0	2^8-1
uint16	2	0	$2^{16}-1$
uint32	4	0	$2^{32}-1$
uint64	8	0	$2^{64}-1$
int8	1	-2^7	2^7-1
int16	2	-2^{15}	$2^{15}-1$
int32	4	-2^{31}	$2^{31}-1$
int64	8	-2^{63}	$2^{63}-1$

Elementary Functions

Elementary Functions

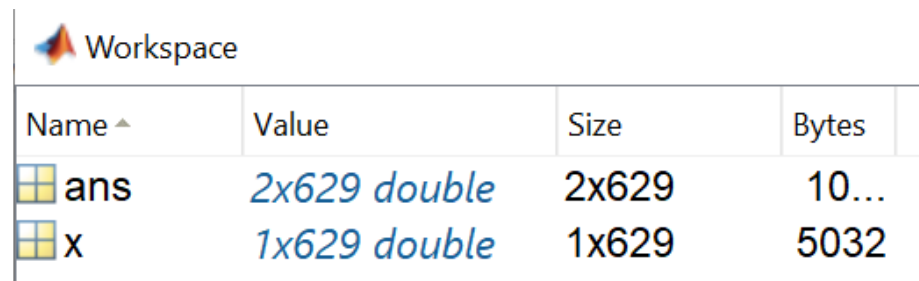
Trigonometric functions

- 1) `sin` , returns the sine of argument in radians,
 $Y = \sin(X)$,
returns real values in the interval $[-1, 1]$.

- Example

```
>>x = -pi : 0.01 : pi;
```

```
>>[x ; sin(x)]
```



Workspace

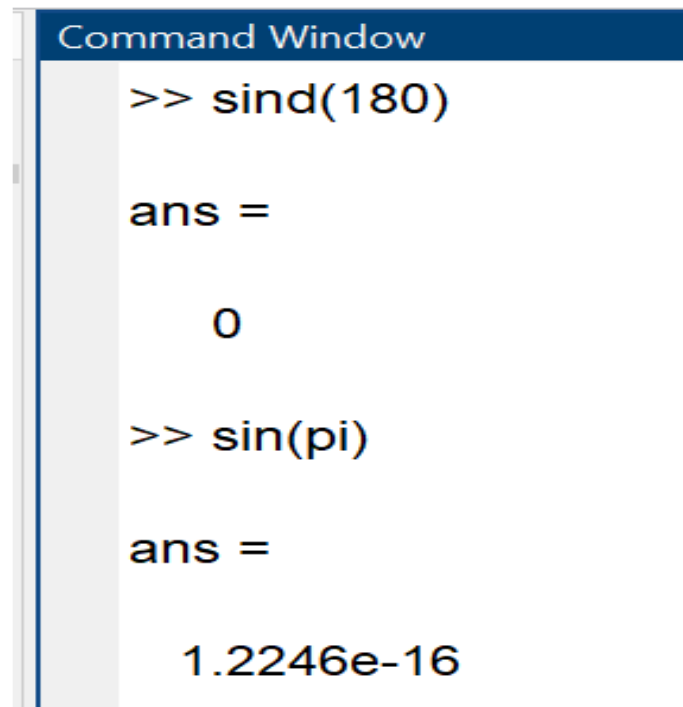
Name ^	Value	Size	Bytes
ans	<i>2x629 double</i>	2x629	10...
x	<i>1x629 double</i>	1x629	5032

Elementary Functions

Trigonometric functions

2) `sind` , returns the sine of argument in degrees,

Example :

A screenshot of a MATLAB Command Window. The window has a dark blue title bar with the text "Command Window" in white. The main area is white with a vertical scrollbar on the left. The text inside shows two commands and their outputs: the first command is `>> sind(180)` followed by `ans =` and the value `0`; the second command is `>> sin(pi)` followed by `ans =` and the value `1.2246e-16`.

```
Command Window
>> sind(180)
ans =
    0
>> sin(pi)
ans =
 1.2246e-16
```

Elementary Functions

Trigonometric functions

3) `asind` , returns the Inverse sine (\sin^{-1}) of the elements of X in degrees.

real values of X are in the interval $[-1, 1]$,
`asind(X)` returns values in
the interval $[-90, 90]$

Examples:

```
Command Window
>> asind(1)

ans =

    90

>> sind(asind([2 3]))

ans =

    2    3
```


Elementary Functions

Trigonometric functions

4) same for cos, tan, cot
acos, cosd, acosd,

5) deg2rad , Convert angles from degrees to radians.

```
>>R = deg2rad(90)  
R = 1.5708
```

6) rad2deg , Convert angles from radians to degrees.

```
>>D = rad2deg(pi)  
D = 180
```

Elementary Functions

exponential functions

- `exp` , returns the exponential e^x for each element in array X.

Example

Calculate the exponential of 1, which is Euler's number, e.

```
>>exp(1)  
ans = 2.7183
```

Elementary Functions

exponential functions

- `log` returns the natural logarithm $\ln(x)$ of each element in array `X`.

```
>> y=log(exp(1))
```

```
ans = 1
```

- `reallog` returns the natural logarithm $\ln(x)$ of each element in array `X` .
Array `X` must contain only nonnegative real numbers.
- The size of the result is the same as the size of `X`.

Elementary Functions

exponential functions

- Log10 returns the common logarithm of each element in array X.

For real values of X in the interval (0, Inf), log10 returns real values in the interval (-Inf, Inf).

```
>>log10(10)
```

```
ans = 1
```

The result is 1 since $10^1 = 10$

```
>>log10(100)
```

```
ans = 2
```

The result is 2 since $10^2 = 100$

```
>>log10(0)
```

```
ans = -Inf
```

The result is -Inf since $10^{-\infty} = 0$

```
>>log10(0)
```

```
ans = -Inf
```

The result is -Inf since $10^{-\infty} = 0$

Elementary Functions

exponential functions

- `Realsqrt(X)` , returns the square root of each element of array X.
X numbers should be greater than or equal to zero, instead `realsqrt` returns error messages.
- `sqrt` , returns the square root of each element of the array X.
For the elements of X that are negative or complex, `sqrt(X)` produces complex results.
- The size of the answer is the same as the size of X.

Elementary Functions

exponential functions

- `nthroot` , returns the real n^{th} root of the elements of X.
- Examples :

```
>> nthroot(8,3)
```

```
ans=2
```

```
>>N = [5 3 -1];
```

```
>>Y = nthroot(-8,N)
```

```
Y =
```

```
-1.5157 -2.0000 -0.1250
```

Using `nthroot` to calculate several real roots of -8 :
The result is a vector of the same size as N.

- Both X and N must be real scalars or arrays of the same size. If an element in X is negative, then the corresponding element in N must be an odd integer.

Elementary Functions

Complex functions

- $z = \text{complex}(a,b)$ Construct complex output data, z , of real and imaginary parts, using two real inputs,
- The complex function provides a useful substitute for expressions, such as $a + 1i*b$ or $a + 1j*b$, when :
 - b is all zeros
 - i and j are already used

- Examples

```
>>z = complex(3)
```

```
Z= 3.0000 + 0.0000i
```

```
>>i=2, Z=3+i, Z=complex (3,1)
```

Elementary Functions

Complex functions

```
>>Z= complex(3,5)
```

- `abs (Z)` - Absolute value and complex magnitude

- `angle (Z)` - Phase angle.

- `conj(Z)` - Complex conjugate.

- `imag (Z)` - Complex imaginary part.

- `real(Z)` - Complex real part.

```
ans =  
5.8310
```

```
ans =  
1.0304
```

```
ans =  
3.0000 - 5.0000i
```

```
ans =  
5
```

```
ans =  
3
```


Elementary Functions

Rounding and remainder functions

- `fix` , rounds each element of X to the nearest integer toward zero. This operation effectively truncates the numbers in X to integers by removing the decimal portion of each number

```
>>fix(3.5) → ans=3
```

- `round` , rounds each element of X to the nearest integer.

```
>>round(3.5) → ans=4
```

Elementary Functions

Rounding and remainder functions

- `floor` - Round towards minus infinity.
- `ceil` - Round towards plus infinity.

```
>> ceil(3.1)
ans =
    4
>> floor(3.9)
ans =
    3
```

Elementary Functions

Rounding and remainder functions

- **$r = \text{rem}(a,b)$** returns the remainder after division of a by b , where a is the dividend and b is the divisor.

This function is often called the remainder operation, which can be expressed as $r = a - b \cdot \text{fix}(a./b)$.

$$r = \text{rem}(27,5) \rightarrow r=2$$

- **$w = \text{mod}(a,m)$** returns the remainder after division of a by m , where a is the dividend and m is the divisor.

This function is often called the modulo operation, which can be expressed as $w = a - m \cdot \text{floor}(a./m)$.

$$w = \text{mod}(27,-5) \rightarrow w = -3$$

$$W = \text{mod}(-27,5) \rightarrow W = 3$$

Elementary Functions

Discrete math functions

- Discrete math functions perform operations on integers ($\dots, -2, -1, 0, 1, 2, \dots$), or return discrete output as integers.
- You can use these functions to factor large numbers, calculate factorials, find permutations and combinations, or find greatest common denominators.

Elementary Functions

Discrete math functions

<code>factor</code>	Prime factors
<code>factorial</code>	Factorial of input
<code>gcd</code>	Greatest common divisor
<code>isprime</code>	Determine which array elements are prime
<code>lcm</code>	Least common multiple
<code>nchoosek</code>	Binomial coefficient or all combinations
<code>perms</code>	All possible permutations
<code>matchpairs</code>	Solve linear assignment problem
<code>primes</code>	Prime numbers less than or equal to input value
<code>rat</code>	Rational fraction approximation
<code>rats</code>	Rational output

Elementary Functions

Statistics (sum)

```
>>X=0:10:100;
```

```
>>sum(X)
```

```
>>X=(0:10:100)';
```

```
>>sum(X)
```

```
ans=
```

```
550
```

```
>>M=rand(3,5)
```

0.14	0.79	0.04	0.68	0.39
0.42	0.96	0.85	0.76	0.66
0.92	0.66	0.93	0.74	0.17

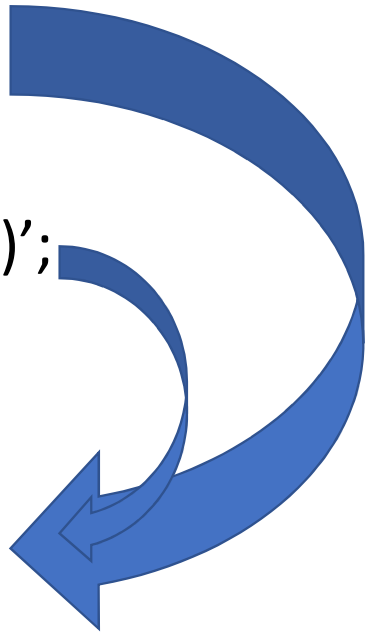
```
>>sum(M)
```

1.48	2.41	1.82	2.18	1.22
------	------	------	------	------

```
>>sum(M,1)
```

```
>>sum(M,2)
```

2.04
3.64
3.42



Elementary Functions

Statistics

M=rand(3,5)

- | | | | | | | |
|--------------|----------------------------------|------|------|------|------|------|
| • sum (M) | | 0.14 | 0.79 | 0.04 | 0.68 | 0.39 |
| • sum (M,1) | | 0.42 | 0.96 | 0.85 | 0.76 | 0.66 |
| • sum(M,2) | • mean(X) | 0.92 | 0.66 | 0.93 | 0.74 | 0.17 |
| | • mean (X,1) | | | | | |
| | • mean(X,2) | | | | | |
| • prod (X) | | | | | | |
| • prod (X,1) | | | | | | |
| • prod(X,2) | | | | | | |
| | • sum(sum(M)) | | | | | |
| | • all(prod(prod(M))==prod(M(:))) | | | | | |
| | • mean(mean(M))==mean(M(:)) | | | | | |
| | | | | | | |
| | • ans =1 (logical) | | | | | |

Elementary Functions

Statistics

`X=randi(10,1,5)%X=rand(5,1)`

`X = 8.00 1.00 3.00 1.00 1.00`

`M=randi(10,5,5)`

`M =` 9.00 5.00 5.00 3.00 5.00
 7.00 4.00 5.00 7.00 10.00
 4.00 8.00 7.00 7.00 4.00
 10.00 8.00 8.00 2.00 6.00
 1.00 2.00 8.00 2.00 3.00

Same for max

<code>min (X)</code>	<code>ans= 1</code>				
<code>min(M)</code> <code>%by column</code>	<code>ans =</code> 1.00	2.00	5.00	2.00	3.00
<code>min(M,1)</code>	<code>min(M,2)</code>				
<code>[val,pos]=min(M)</code> <code>val =</code>	1.00	2.00	5.00	2.00	3.00
<code>pos =</code>	5.00	5.00	1.00	4.00	5.00
Pos = the row index that corresponds to the minimum value of M on each column. (according to the operating dimension)					

Elementary Functions

Statistics

- variance

$V = \text{var}(A)$

returns the variance of the elements of A :

If A is a vector of observations, the variance is a scalar.

If A is a matrix, V is a row vector containing the variances corresponding to each column.

Mathematically:

$$V = \frac{1}{N-1} \sum_{i=1}^N |A_i - \mu|^2 \quad \mu = \frac{1}{N} \sum_{i=1}^N A_i.$$

Elementary Functions

Statistics

- Standard deviation

$S = \text{std}(A)$

returns the standard deviation of the elements of A.

If A is a vector of observations, then the standard deviation is a scalar.

If A is a matrix then S is a row vector containing the standard deviations corresponding to each column.

Mathematically:

$$S = \sqrt{\frac{1}{N-1} \sum_{i=1}^N |A_i - \mu|^2}, \quad \mu = \frac{1}{N} \sum_{i=1}^N A_i.$$

Elementary Functions

Statistics

- **R= sort(X)**
- For X a vector, it sorts the elements of X in ascending order.
- for matrices, it sorts each column of X in ascending order.

Example

```
m=[ 28 3 5 -10 0 6 4 3];
```

```
>> sort(m)
```

```
ans =  
-10 0 3 3 5 6 28
```

```
>> sort(m,'descend')
```

```
ans =  
28 6 5 3 3 0 -10
```

```
>>[n ind]=sort(m)
```

```
n =  
-10 0 3 3 5 6 28
```

```
ind =  
4 5 2 7 3 6 1
```

```
A = [3 6 5; 7 -2 4; 1 0 -9]
```

```
A=
```

```
3 6 5  
7 -2 4  
1 0 -9
```

```
>>sort(A)
```

```
ans =  
1.00 -2.00 -9.00  
3.00 0 4.00  
7.00 6.00 5.00
```

```
[n,ind]=sort(A)
```

```
n =
```

```
1.00 -2.00 -9.00  
3.00 0 4.00  
7.00 6.00 5.00
```

```
ind =
```

```
3.00 2.00 3.00  
1.00 3.00 2.00  
2.00 1.00 1.00
```

Elementary Functions

Algebra/shape

- reshape (M,row?,column?)

Example

A=1:10

reshape(A,5,2)

reshape(A,[5,2])

ans =

1.00	6.00
2.00	7.00
3.00	8.00
4.00	9.00
5.00	10.00

- Repmat (M,rows, columns)

Example

M=1:4

A=M'

repmat(M,3,2)

ans =

1.00	2.00	3.00	4.00	1.00	2.00	3.00	4.00
1.00	2.00	3.00	4.00	1.00	2.00	3.00	4.00
1.00	2.00	3.00	4.00	1.00	2.00	3.00	4.00

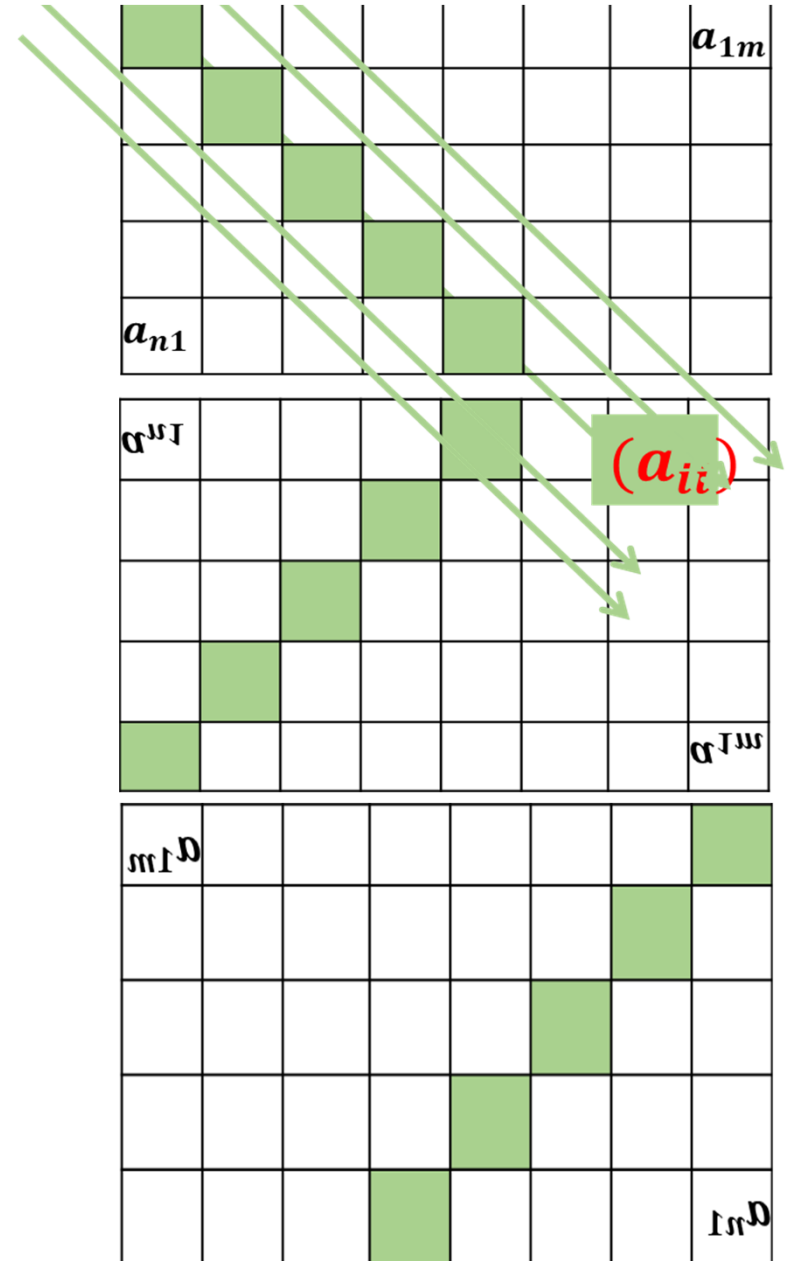
Repmat(A,3,2)

ans =

1.00	1.00
2.00	2.00
3.00	3.00
4.00	4.00
1.00	1.00
2.00	2.00
3.00	3.00
4.00	4.00
1.00	1.00
2.00	2.00
3.00	3.00
4.00	4.00

Elementary Functions Algebra/shape

- `diag(A)`
- `diag(A,k)` % $k > 0$ ou $k < 0$
- `flipud`
- `fliplr`



Elementary Functions

Algebra/shape

- sub2ind (size, row, column)
- ind2sub (size, ind)

Example

A=rand(3,2)

A = 0.75 0.70
 0.26 0.89
 0.51 0.96

I=Find(A>0.5)

I = 1.00
 3.00
 4.00
 5.00
 6.00

[i,j]=ind2sub(size(A),I)

i =

1.00
 3.00
 1.00
 2.00
 3.00

j =

1.00
 1.00
 2.00
 2.00
 2.00

sub2ind(size(A),i,j)

ans =

1.00
 3.00
 4.00
 5.00
 6.00

[i,j]=find(A>0.5)

i =

1.00
 3.00
 1.00
 2.00
 3.00

j =

1.00
 1.00
 2.00
 2.00
 2.00

Format command

- MATLAB always attempts to display integers (whole numbers) exactly. However, if the integer is too large, it is displayed in scientific notation with five significant digits,

Example:

first enter 123456789 at the command prompt, and then 1234567890.

```
>> 123456789  
  
ans =  
  
    123456789  
  
>> 1234567890  
  
ans =  
  
    1.2346e+09
```

Format command

- Numbers with decimal parts are displayed with four significant digits. This is what is called the default format, i.e. what normally happens.
- However, you can change from the default with variations on the format command, as follows.
- Also, All output from subsequent display statements will be in

examples

>> format short e % scientific notation (floating point form)

>> format long e %for more accurate output.A scientific notation, but with 15 significant digits

Format command

```
>> format short e
```

```
>> 1/7
```

```
ans =
```

```
1.4286e-01
```

```
>> format long e
```

```
>> 1/7
```

```
ans =
```

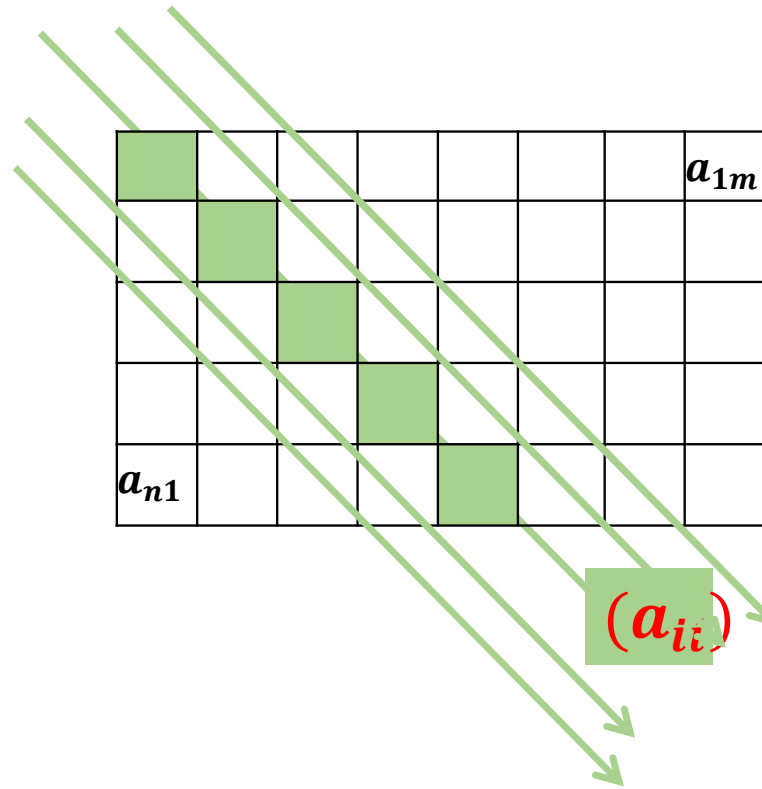
```
1.428571428571428e-01
```

```
>> format short
```

```
>> 1/7
```

```
ans =
```

- Gardé en cas ou



Format command for me

Numbers with decimal parts are displayed with four significant digits. If the value x is in the range $0.001 < x \leq 1000$ it is displayed in fixed point form, otherwise scientific (floating point) notation is used, in which case the mantissa is between 1 and 9.9999, e.g. 1000.1 is displayed as 1.0001e+003. Check this by entering following numbers at the prompt (on separate lines): 0.0011, 0.0009, 1/3, 5/3, 2999/3, 3001/3

Elementary Functions

Algebra/shape

- [[row](#),[col](#)] = ind2sub([sz](#),[ind](#)) returns the arrays row and col containing the equivalent row and column subscripts corresponding to the linear indices ind for a matrix of size sz. Here sz is a vector with two elements, where sz(1) specifies the number of rows and sz(2) specifies the number of columns.