


McLab Tutorial

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Part 2 – Introduction to MATLAB

- Functions and Scripts
- Data and Variables
- Other Tricky "Features"

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Functions and Scripts in MATLAB



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Basic Structure of a MATLAB function

```

1 function [ prod, sum ] = ProdSum( a, n )
2   prod = 1;
3   sum = 0;
4   for i = 1:n
5     prod = prod * a(i);
6     sum = sum + a(i);
7   end;
8 end
    
```

```

>> [a,b] = ProdSum([10,20,30],3)
a = 6000
b = 60

>> ProdSum([10,20,30],2)
ans = 200

>> ProdSum('abc',3)
ans = 941094

>> ProdSum([97 98 99],3)
ans = 941084
    
```

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Basic Structure of a MATLAB function (2)

```

1 function [ prod, sum ] = ProdSum( a, n )
2   prod = 1;
3   sum = 0;
4   for i = 1:n
5     prod = prod * a(i);
6     sum = sum + a(i);
7   end;
8 end
    
```

```

>> [a,b] = ProdSum(@sin,3)
a = 0.1080
b = 1.8919

>> [a,b] = ProdSum(@(x)(x),3)
a = 6
b = 6

>> magic(3)
ans = 8 1 6
      3 5 7
      4 9 2

>>ProdSum(ans,3)
ans=96
    
```

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Basic Structure of a MATLAB function (3)

```

1 function [ prod, sum ] = ProdSum( a, n )
2   prod = 1;
3   sum = 0;
4   for i = 1:n
5     prod = prod * a(i);
6     sum = sum + a(i);
7   end;
8 end
    
```

```

>> ProdSum([10,20,30],'a')
??? For colon operator with char operands, first and
last operands must be char.
Error in => ProdSum at 4
for i = 1:n

>> ProdSum([10,20,30],i)
Warning: Colon operands must be real scalars.
> In ProdSum at 4
ans = 1

>> ProdSum([10,20,30],[3,4,5])
ans = 6000
    
```

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Primary, nested and sub-functions

```

% should be in file NestedSubEx.m
function [ prod, sum ] = NestedSubEx( a, n )
function [ z ] = MyTimes( x, y )
    z = x * y;
end
prod = 1;
sum = 0;
for i = 1:n
    prod = MyTimes(prod, a(i));
    sum = MySum(sum, a(i));
end;
end

function [z] = MySum ( x, y )
    z = x + y;
end
    
```

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Basic Structure of a MATLAB script

```

1 % stored in file ProdSumScript.m
2 prod = 1;
3 sum = 0;
4 for i = 1:n
5     prod = prod * a(i);
6     sum = sum + a(i);
7 end;
    
```

```

>> clear
>> a = [10, 20, 30];
>> n = 3;
>> whos
Name Size Bytes Class
a      1x3    24    double
n      1x1     8    double
>> ProdSumScript()
>> whos
Name Size Bytes Class
a      1x3    24    double
i      1x1     8    double
n      1x1     8    double
prod   1x1     8    double
sum    1x1     8    double
    
```

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Directory Structure and Path

- Each directory can contain:
 - .m files (which can contain a script or functions)
 - private/ directory
 - a package directory of the form +pkg/
 - a type-specialized directory of the form @int32/
- At run-time:
 - current directory (implicit 1st element of path)
 - path of directories
 - both the current directory and path can be changed at runtime (cd and setpath functions)

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Function/Script Lookup Order (call in the body of a function f)

- Nested function (in scope of f)
- Sub-function (in same file as f)
- Function in /private sub-directory of directory containing f.
- 1st matching function, based on function name and type of first argument, looking in type-specialized directories, looking first in current directory and then along path.
- 1st matching function/script, based on function name only, looking first in current directory and then along path.

```

function f
...
foo(a);
...
end
    
```

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Function/Script Lookup Order (call in the body of a script s)

- Function in /private sub-directory of directory of last called function (not the /private sub-directory of the directory containing s).
- 1st matching function/script, based on function name, looking first in current directory and then along path.

```

dir1/          dir2/
f.m            s.m
g.m            h.m
private/      private/
foo.m         foo.m
    
```

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Copy Semantics

```

1 function [ r ] = CopyEx( a, b )
2 for i=1:length(a)
3     a(i) = sin(b(i));
4     c(i) = cos(b(i));
5 end
6 r = a + c;
7 end
    
```

```

>> m = [10, 20, 30]
m = 10 20 30

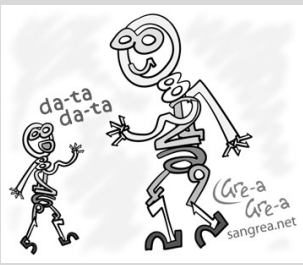

>> n = 2 * a
n = 20 40 60

>> CopyEx(m,n)
ans = 1.3210 0.0782 -1.2572

>> m = CopyEx(m,n)
m = 1.3210 0.0782 -1.2572
    
```

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Variables and Data in MATLAB

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Examples of base types

```

>> clear
>> a = [10, 20, 30]
a = 10 20 30

>> b = int32(a)
b = 10 20 30

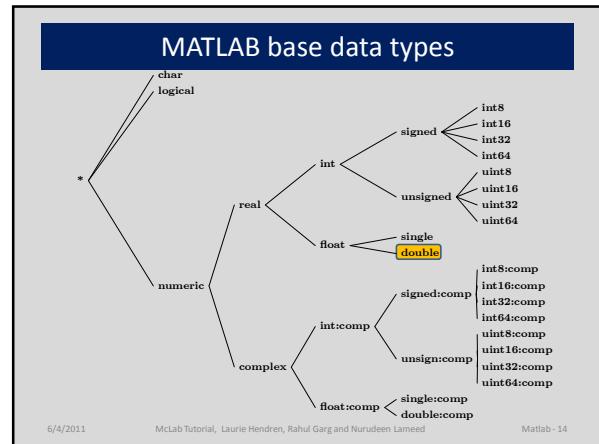
>> c = isinteger(b)
c = 1

>> d = complex(int32(4),int32(3))
d = 4 + 3i

>> whos
Name Size Bytes Class Attributes
a 1x3 24 double
b 1x3 12 int32
c 1x1 1 logical
d 1x1 8 int32 complex

>> isinteger(c)
ans = 0
>> isnumeric(a)
ans = 1
>> isnumeric(c)
ans = 0
>> isreal(d)
ans = 0
    
```

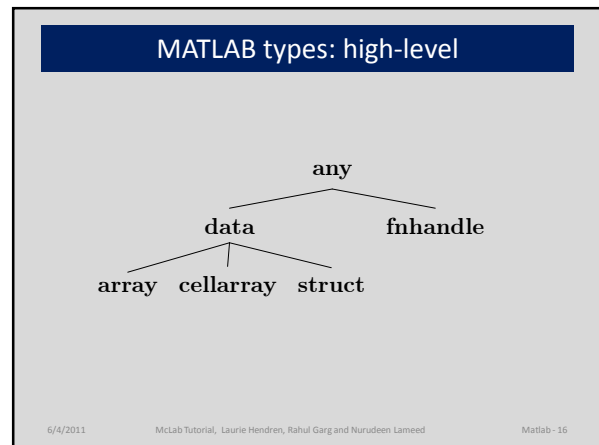
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Data Conversions

- double + double → double
- single + double → double
- double:complex + double → double:complex
- int32 + double → int32
- logical + double → error, not allowed
- int16 + int32 → error, not allowed
- int32:complex + int32:complex → error, not defined

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Cell array and struct example

```

>> students = {'Nurudeen', 'Rahul', 'Jesse'}
students = 'Nurudeen' 'Rahul' 'Jesse'

>> cell = students(1)
cell = 'Nurudeen'

>> contents = students(1)
contents = Nurudeen

>> whos
Name Size Bytes Class
cell 1 128 cell
contents 1x8 16 char
students 1x3 372 cell

>> s = struct('name', 'Laurie',
            'student', students)
s = 1x3 struct array with fields:
    name
    student

>> a = s(1)
a = name: 'Laurie'
    student: 'Nurudeen'

>> a.age = 21
a = name: 'Laurie'
    students: 'Nurudeen'
    age: 21
    
```

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Local variables

- Variables are not explicitly declared.
- Local variables are allocated in the current workspace.
- All input and output parameters are local.
- Local variables are allocated upon their first definition or via a load statement.
 - x = ...
 - x(i) = ...
 - load ('f.mat', 'x')
- Local variables can hold data with different types at different places in a function/script.

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Global and Persistent Variables

- Variables can be declared to be global.
 - `global x;`
- Persistent declarations are allowed within function bodies only (not allowed in scripts or read-eval-print loop).
 - `persistent y;`
- A persistent or global declaration of x should cover all defs and uses of x in the body of the function/script.

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Variable Workspaces

- There is a workspace for global and persistent variables.
- There is a workspace associated with the read-eval-print loop.
- Each function call creates a new workspace (stack frame).
- A script uses the workspace of its caller (either a function workspace or the read-eval-print workspace).

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Variable Lookup

- If the variable has been declared global or persistent in the function body, look it up in the global/persistent workspace.
- Otherwise, lookup in the current workspace (either the read-eval-print workspace or the top-most function call workspace).
- For nested functions, use the standard scoping mechanisms.

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Local/Global Example

```

1 function [ prod ] = ProdSumGlobal( a, n )
2   global sum;
3   prod = 1;
4   for i = 1:n
5     prod = prod * a(i);
6     sum = sum + a(i);
7   end;
8 end;
```

```

>> clear
>> global sum
>> sum = 0;
>> ProdSumGlobal([10,20,30],3)
ans = 6000
>> sum
sum = 60
>> whos
Name Size Bytes Class Attributes
ans 1x1 8 double
sum 1x1 8 double global
```

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Other Tricky "features" in MATLAB

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Looking up an identifier

Old style general lookup - interpreter

- First lookup as a variable.
- If a variable not found, then look up as a function.

MATLAB 7 lookup - JIT

- When function/script first loaded, assign a "kind" to each identifier. VAR – only lookup as a variable, FN – only lookup as a function, ID – use the old style general lookup.

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Kind Example

```

1 function [ r ] = KindEx( a )
2 x = a + i + sum(j)
3 f = @sin
4 eval('s = 10;')
5 r = f(x + s)
6 end

```

```

>> KindEx(3)
x = 3.0000 + 2.0000i
f = @sin
r = 1.5808 + 3.2912i
ans = 1.5808 + 3.2912

```

- VAR: r, a, x, f
- FN: i, j, sum, sin
- ID: s

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Irritating Front-end "Features"

- keyword `end` not always required at the end of a function (often missing in files with only one function).
- command syntax
 - `length('x')` or `length x`
 - `cd('mydirname')` or `cd mydirname`
- arrays can be defined with or without commas:
 - [10, 20, 30] or [10 20 30]
- sometimes newlines have meaning:
 - `a = [10 20 30`
`40 50 60]; // defines a 2x3 matrix`
 - `a = [10 20 30 40 50 60]; // defines a 1x6 matrix`
 - `a = [10 20 30;`
`40 50 60]; // defines a 2x3 matrix`
 - `a = [10 20 30; 40 50 60]; // defines a 2x3 matrix`

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"Evil" Dynamic Features

- not all input arguments required

```

1 function [ prod, sum ] = ProdSumNargs( a, n )
2 if nargin == 1 n = 1; end;
3 ...
4 end

```

- do not need to use all output arguments
- `eval`, `evalin`, `assignin`
- `cd`, `addpath`
- `load`

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