

# Week 1: MATLAB and Matrices

MCDB-BCHM 4312-5312

2019-08-30

## **Expectations for MATLAB Fridays**

• Have MATLAB running on your laptop

• Please interrupt and ask questions!

• Practice, practice, practice!

## Office hours and MATLAB help

• Office hours:

### <u>NEXT TUESDAY (Sept 3)</u> <u>2 – 3 pm</u>

Room B331

• Email help:

imageanalysis@colorado.edu

• Policy for homework related questions:

You must make an attempt before asking for help

## Why do we have to learn how to program??



- Image analysis is the process of extracting meaningful data from images
- Examples:
  - Cell length vs time
  - Cell intensity vs time
  - Cell lineages (e.g. how do traits from the mother cell pass down to the daughters)
- Analyzing images by hand is tedious!

"Automate the boring stuff!"

## Learning goals

- Getting to know MATLAB
  - Identifying the important components of the interface
  - Performing basic arithmetic
  - Understanding how to declare variables and how to retrieve their values
  - Getting help in MATLAB

#### Matrices

- Declaring matrices
- Retrieving individual and a range of values by indexing
- Modifying and deleting matrix elements

## The MATLAB interface

Important elements to know:

- Command Window
- Current Folder
- Working directory
- Workspace
- Command History



The arrangement of your window could be different – each panel can be moved/hidden If a panel is hidden, you can display it by ticking its checkbox under **Layout** (highlighted above)

### Entering commands

- Commands are typed into the **Command Window** and are executed (run) by pressing **Enter**
- Example of arithmetic commands:
  - a) 10 / 2
    b) 5 + 3
    c) 1.5 \* 2
    d) 2 ^ 2

### **Arithmetic operators**

Operation	Operator
Add	+
Subtract	-
Multiply	*
Divide	/
Power	^

What about calculating the root (e.g. square root of 4)?

>> 4^(1/2)

>> sqrt(4)

## Entering text data (character arrays/strings)

- Start and end with apostrophes (')
- Example:
  - >> 'Hello World'
- Often used to enter optional settings (more on this in a later lecture)

Note: For those familiar with programming, *character arrays* are technically not the same as *strings* (which were introduced 2.5 years ago)

#### Exponents

• You can also enter numbers with exponents using scientific notation

1e10 means 1 x 10<sup>10</sup>

Which of the following commands equals 730 nm?

- (A) 730e-6
- (B) 730e-3
- (C) 730e-9
- (D) 730<sup>-6</sup>

#### **Precedence of arithmetic operators**

(B)

(C)

What do you think is the output of the following command?

>> 5 + 2 / 2 (A) 3.5 6 20

(D) Don't know

### **Precedence of arithmetic operators**

 The order in which operations are carried out is defined by precedence

Power > division and multiplication > addition and subtraction

>> 5 + 2 / 2

In this case, MATLAB will compute the division first:

5 + 1

Then the addition:

6

## Controlling the order of evaluation

- You can control the order of evaluation using parentheses ( )
- For example:

You can use as many of these you need but remember to match them - there must be as many open ( as close )

$$((5 + 2) / 2) + 1$$

## **Quick Summary**

- Looked at different parts of the MATLAB interface
- Carried out simple arithmetic commands
- Learnt about operator precedence

# **Questions?**

## Variables are used to store data

#### • Variables are **<u>objects that store data</u>**

Note: Not the same meaning as variables in equations

Variables are created ("declared") using the assignment operator

(=)

- >> height = 2 \* 3
- Declared variables appear in the Workspace
  - Double-clicking on a variable will open a spreadsheet (Don't do this with large variables)

### Variable names

- MUST start with a letter
- Can only contain letters, numbers and underscores (\_)

Valid	Not valid
var123	123var
var13_2	var12+3

• Capitalization matters

```
Variable ≠ variable ≠ VARiabLE
```

## Using variables

- To get the value, just type in the variable name:
  - >> width
  - >> height
- You can use variables in expressions
  - >> area = width \* height

## Changing variable values

- Overwrite a variable by reassigning its value
  - >> width = 10
  - >> width = 50

#### A special variable ans

What happens when you do not explicitly declare a variable?

>> 5 + 2

Hint: Look in the Workspace

Answer: MATLAB will create a variable called ans (short for <u>answer</u>)

Important! Never use ans as a variable name as it could be overwritten

## Functions and clearing variables

- Use the function clearvars() to <u>clear var</u>iables from the Workspace
  - >> clearvars

## Getting help in MATLAB

- MATLAB has a very extensive documentation system that you can access using doc() or help()
- Syntax (a.k.a. how to call the function):

doc <function name> or help <function name>

Example:

doc clearvars

\* Tip: Get familiar with these functions, you will be using them a lot

## **Quick Summary**

- Declared variables
- Reassigned variable values
- Cleared variables from the Workspace using the function clearvars()
- Accessing MATLAB documentation using doc() and help()
- Never use ans as a variable name!

# **Questions?**

#### Matrices and vectors

- MATLAB stands for MATrix LABoratory originally written to solve linear equations
- Matrices are arrays of numerical data

$$M = \begin{bmatrix} 1 & 53 & 20 & 39 & 7 \\ 12 & 2 & 39 & 8 & 5 \\ 2 & 38 & 1 & 92 & 0 \\ 3 & 9 & 48 & 7 & 6 \end{bmatrix}$$

Start by looking at a special case – <u>1D matrices</u> or <u>vectors</u>

#### **Row vectors**

• Row vectors consist of numbers ("elements") in a single row

$$R = \begin{bmatrix} 1 & 5 & 8 & 3 \end{bmatrix}$$

- To declare a row vector:
  - 1. Start with an open square bracket [
  - 2. Enter elements separated by a **<u>space</u>** and/or a **<u>comma</u>** (, )
  - 3. End with a close square bracket ]

#### **Column vectors**

• Column vectors consist of numbers in a single column

$$C = \begin{bmatrix} 1\\5\\8\\3 \end{bmatrix}$$

To declare a row vector:

- 1. Start with an open square bracket [
- 2. Enter elements separated by a <u>semicolon</u> (;)
- 3. End with a close square bracket ]

>>C = [1; 5; 8; 3]

#### **Declaring matrices**

- To declare a matrix:
  - Enter one row at a time
  - End each row, except the last, with a semicolon (;)

Example:

$$M = \begin{bmatrix} 1 & 4 \\ 3 & 6 \end{bmatrix}$$

>> M = [1 4; 3 6]

Arithmetic operations on vectors

>> 
$$R = [1 5 8 3]$$

>> R + 2

>> R \* 3

- (Most) operators will work on each element in the vector individually
- The power operator ^ will give you an error more on this next week)

## Adding elements to a vector

• Growing a row vector:

• Growing a column vector:

#### Adding elements to a vector

 $A = [1 \ 2 \ 3] \\ B = [4 \ 5 \ 6]$ 

Which of the following will produce

 $C = [1 \ 2 \ 3 \ 4 \ 5 \ 6]?$ a) C = A + Bb) C = [A B]c) C = A Bd) C = [A; B]

#### **Retrieving elements**

• Each element has an index that indicates its position

$$R = \begin{bmatrix} 1 & 5 & 8 & 3 \end{bmatrix}$$
Index 1 2 3 4

- Use the index to refer to the element
- Example: To retrieve the second element in vector R

>> R(2)

• Indices start from 1 (not 0 like other programming languages)

#### **Retrieving multiple elements**

• Declare the following vector:

F = [1, 1, 2, 3, 5, 8, 13]

• To index the first five elements:

>> firstFive = F([1, 2, 3, 4, 5])

#### **Retrieving multiple elements**

• Declare the following vector:

F = [1, 1, 2, 3, 5, 8, 13]

• To index the first five elements:

>> firstFive = F(1:5)

The colon operator (:) generates a **<u>number range</u>** 

1:5 = [1, 2, 3, 4, 5]

## **Modifying elements**

• Modify individual elements by reassigning to a different value

$$R = \begin{bmatrix} 1 & 5 & 8 & 3 \end{bmatrix}$$

>> R = [1, 5, 8, 3];

>> 
$$R(3) = 10;$$

R = [1, 5, 10, 3]

#### **Deleting an element**

• Delete an element in a matrix by assigning it to an empty matrix []

$$R = \begin{bmatrix} 1 & 5 & 8 & 3 \end{bmatrix}$$

>> R(3) = []

What is the value of R(3)?

R(3) = 3

Why? R = [1 5 3]; Special keyword end

F = [1, 1, 2, 3, 5, 8, 13]

end refers to the element in the last index

>> F(end)

• You can use end to index as well:

>> F(5:end)

## **Quick Summary**

- Declaring vectors
- Modifying and deleting elements in vectors
- Indexing elements in vectors

# **Questions?**