

Contents

Preface	xii
1 Introduction	1
1.1 What Is MATLAB?	1
1.2 Does MATLAB Do Symbolic Calculations?	3
1.3 Will MATLAB Run on My Computer?	3
1.4 Where Do I Get MATLAB?	4
1.5 How Do I Use This Book?	4
1.6 Basics of MATLAB	5
1.6.1 MATLAB windows	5
1.6.2 On-line help	7
1.6.3 Input-output	7
1.6.4 File types	10
1.6.5 Platform dependence	10
1.6.6 General commands you should remember	12
1.7 Visit This Again	13
2 Tutorial Lessons	15
The Basics	16
2.1 Lesson 1: A Minimum MATLAB Session	17
2.2 Lesson 2: Creating and Working with Arrays of Numbers	21
2.3 Lesson 3: Creating and Printing Simple Plots	25
2.4 Lesson 4: Creating, Saving, and Executing a Script File	29
2.5 Lesson 5: Creating and Executing a Function File	33
Directional Explorations	38
2.6 Lesson 6: Working with Arrays and Matrices	39
2.7 Lesson 7: Working with Anonymous Functions	43
2.8 Lesson 8: Importing and Exporting Data	47
2.9 Lesson 9: Working with Files and Directories	51
2.10 Lesson 10: Publishing Reports	54
2.11 Lesson 11: Symbolic Computation	58

3	Interactive Computation	63
3.1	Matrices and Vectors	65
3.1.1	Input	65
3.1.2	Indexing (or subscripting)	66
3.1.3	Matrix manipulation	66
3.1.4	Utility matrices	70
3.1.5	Creating vectors with <code>linspace</code> and <code>logspace</code>	72
3.2	Matrix and Array Operations	73
3.2.1	Arithmetic operations	73
3.2.2	Relational operations	74
3.2.3	Logical operations	74
3.2.4	Elementary math functions	75
3.2.5	Matrix functions	77
3.3	Character Strings	77
3.3.1	Manipulating character strings	79
3.3.2	The <code>eval</code> function	80
3.4	A Special Note on Array Operations	81
3.4.1	Vectorization	82
3.5	Command-Line Functions	83
3.5.1	Anonymous functions	83
3.6	Using Built-in Functions and On-line Help	85
3.6.1	Example 1: Finding the determinant of a matrix	87
3.6.2	Example 2: Finding eigenvalues and eigenvectors	87
3.7	Saving and Loading Data	90
3.7.1	Saving into and loading from the binary Mat-files	90
3.7.2	Importing data files	91
3.7.3	Recording a session with <code>diary</code>	92
3.8	Plotting Simple Graphs	92
3.9	Fun with Functions Using <code>funtool</code>	98
4	Programming in MATLAB: Scripts and Functions	101
4.1	Script Files	101
4.2	Function Files	104
4.2.1	Executing a function	105
4.2.2	More on functions	107
4.2.3	MATLAB code analyzer	110
4.2.4	Subfunctions	111
4.2.5	Nested functions	112
4.2.6	Compiled (parsed) functions: The p-code	112
4.2.7	The profiler	113
4.3	Language-specific Features	113
4.3.1	Use of comments to create on-line help	113
4.3.2	Continuation	114
4.3.3	Global variables	114

4.3.4	Loops, branches, and control-flow	116
4.3.5	Interactive input	119
4.3.6	Recursion	121
4.3.7	Input/output	121
4.4	Advanced Data Objects	123
4.4.1	Multidimensional matrices	123
4.4.2	Structures	124
4.4.3	Cells	128
4.4.4	Tables	131
4.5	Publishing Reports	135
5	Graphics	141
5.1	Basic 2-D Plots	141
5.1.1	Style options	142
5.1.2	Labels, title, legend, and other text objects	142
5.1.3	Axis control, zoom in, and zoom out	143
5.1.4	Modifying plots with the plot editor	144
5.1.5	Overlay plots	144
5.1.6	Using subplot for Multiple Graphs	147
5.1.7	Specialized 2-D plots	149
5.2	3-D Plots	155
5.2.1	Mesh and surface plots	156
5.2.2	View	164
5.2.3	Rotate view	166
5.2.4	Vector field and volumetric plots	166
5.2.5	Interpolated surface plots	168
5.3	Handle Graphics	171
5.3.1	The object hierarchy	171
5.3.2	Object handles	172
5.3.3	Object properties	173
5.3.4	Modifying an existing plot	176
5.3.5	Complete control over the graphics layout	178
5.4	Fun with 3-D Surface Graphics	181
5.4.1	Generating a cylindrical surface	181
5.4.2	Face color, transparency, and light reflection	181
5.4.3	A little more fun with color and lighting	183
5.4.4	A word about choosing colors	184
5.5	Saving and Printing Graphs	185
5.5.1	Saving graphs to reusable files	186
5.6	Animation	187
5.6.1	Dynamic data plotting with Comet plot	187
5.6.2	Movies with a series of figure frames	187
5.6.3	Handle Graphics, the real animator	188
5.6.4	Handle Graphics functions for transforming a group of objects	194

Applications	197
6 Algebraic Equations	199
6.1 Linear Algebra	199
6.1.1 Solving a linear system	199
6.1.2 Gaussian elimination	200
6.1.3 Finding eigenvalues and eigenvectors	202
6.1.4 Generalized eigenvalue problem	203
6.1.5 Matrix factorizations	205
6.1.6 Advanced topics	206
6.2 Nonlinear Algebraic Equations	207
6.2.1 Roots of polynomials	209
7 Data Analysis and Regression	213
7.1 Curve Fitting and Regression Analysis	213
7.1.1 Polynomial curve fitting on the fly	213
7.1.2 Do it yourself: Curve fitting with polynomial functions	216
7.1.3 Nonlinear regression and least squares curve fitting	218
7.1.4 General nonlinear fits	221
7.1.5 Interpolation	221
7.2 Correlations	224
7.2.1 Goodness of fit or the coefficient of determination, r^2	226
7.3 Statistics	227
8 Differential Equations	231
8.1 Numerical Integration (Quadrature)	232
8.1.1 2-D and 3-D integration	237
8.2 Solution of ODEs for Initial Value Problems	239
8.2.1 Example 1: A first-order linear ODE	240
8.2.2 Example 2: A second-order nonlinear ODE	241
8.2.3 ode23 versus ode45	243
8.2.4 Specifying tolerance	245
8.2.5 The ODE suite	246
8.2.6 Event location	248
8.3 Solution of ODEs for Boundary Value Problems	252
8.3.1 Example 1: A simple BVP	255
8.3.2 Example 2: Deflection of a fixed–fixed beam under nonuniform loading	257
8.4 Advanced Topics	259

9	Computer Algebra and the Symbolic Math Toolbox	263
9.1	The Symbolic Math Toolbox	263
9.1.1	Should you buy it?	264
9.1.2	Two useful tools in the Symbolic Math Toolbox	264
9.2	Numeric Versus Symbolic Computation	265
9.2.1	Variable precision arithmetic	266
9.3	Getting Help with the Symbolic Math Toolbox	266
9.4	Using the Symbolic Math Toolbox	268
9.4.1	Basic manipulations	268
9.4.2	Talking to itself	268
9.4.3	Generating MATLAB code for an anonymous function	270
9.4.4	Generating M-files from symbolic expressions	271
9.5	Using MuPAD Notebook	271
9.5.1	Graphics and animation	272
9.6	Summary: Some Symbolic Math Toolbox Commands	277
10	Errors	279
11	Honorable Mentions	284
11.1	Debugging Tools	284
11.2	External Interface: Mex-files	284
11.3	Graphical User Interface	284
A	The MATLAB Language Reference	285
A.1	Punctuation Marks and Other Symbols	285
A.2	General-Purpose Commands	287
A.3	Special Variables and Constants	288
A.4	Language Constructs and Debugging	288
A.5	File Input/Output	288
A.6	Operators and Logical Functions	289
A.7	Frequently Used Math Functions	290
A.8	Matrices: Creation and Manipulation	291
A.9	Character String Functions	292
A.10	Graphics Functions	292
A.11	Some Applications Functions	294
A.11.1	Data analysis and Fourier transforms	294
A.11.2	Polynomials and data interpolation	294
A.11.3	Nonlinear numerical methods	294
	Bibliography	295
	Index	296