

## Digital Signal Processing

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## Course Details

- Course Code : SEN522
- Course Name: Digital Signal Processing  
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- Instructor : Nizamettin AYDIN

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## MATLAB Tutorial

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## Content...

- What is Matlab?
- MATLAB Parts
- MATLAB Desktop
- Matrices
  - Numerical Arrays
  - String Arrays
- Elementary Math
  - Logical Operators
  - Math Functions
  - Polynomials and Interpolation
- Importing and Exporting Data

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## ...Content...

- Graphics Fundamentals
  - 2D plotting
  - Subplots
  - 3D plotting
  - Specialized Plotting
- Editing and Debugging M-files
- Script and Function Files
- Basic Parts of an M-file
- Flow Control Statements
- M-file Programming

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## ...Content

- Data types
  - Multidimensional Arrays
  - Structures
  - Cell Arrays
- Nonlinear Numerical Functions
- Ordinary Differential Equations (ODE)
- Handle Graphics
- Graphic Objects
- Graphical User Interface (GUI)

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## MATLAB

- high-performance software
  - *Computation*
  - *Visualization*
  - *Easy-to-use environment.*
- high-level language
  - *Data types*
  - *Functions*
  - *Control flow statements*
  - *Input/output*
  - *Graphics*
  - *Object-oriented* programming capabilities

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## MATLAB Parts

- Developed Environment
- Programming Language
- Graphics
- Toolboxes
- Application Program Interface

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## Toolboxes

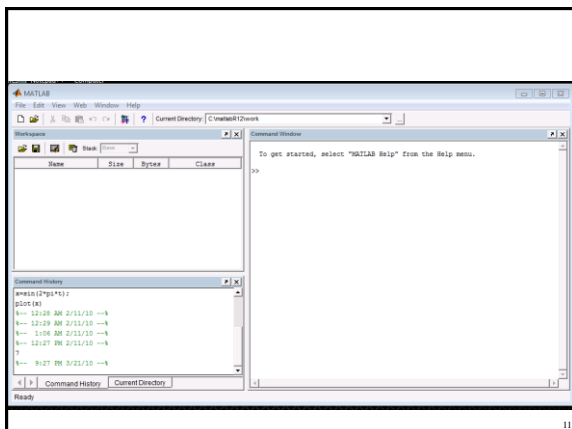
- Collections of functions to solve problems of several applications.
  - DSP Toolbox
  - Image Toolbox
  - Wavelet Toolbox
  - Neural Network Toolbox
  - Fuzzy Logic Toolbox
  - Control Toolbox
  - Communication Toolbox
  - .....

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## MATLAB Desktop Tools

- Command Window
- Command History
- Help Browser
- Workspace Browser
- Editor/Debugger
- Launch Pad

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## Calculations at the Command Line

### MATLAB as a calculator

```

» -5/(4.8+5.32)^2
ans =
-0.0488
» (3+4i)*(3-4i)
ans =
25
» cos(pi/2)
ans =
6.1230e-017
» exp(acos(0.3))
ans =
3.5470
    
```

### Assigning Variables

```

» a = 2;
» b = 5;
» a^b
ans =
32
» x = 5/2*pi;
» y = sin(x)
y =
1
» z = asin(y)
z =
1.5708
    
```

Semicolon suppresses screen output

Results assigned to "ans" if name not specified

() parentheses for function inputs

Numbers stored in double-precision floating point format

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## General Functions

- **whos**: List current variables
- **clear** : Clear variables and functions from memory
- **close**: Closes last figures
- **cd** : Change current working directory
- **dir** : List files in directory
- **echo** : Echo commands in M-files
- **format**: Set output format

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## Getting help

- **help** command (`>>help`)
- **lookfor** command (`>>lookfor`)
- Help Browser (`>>doc`)
- **helpwin** command (`>>helpwin`)
- Search Engine
- Printable Documents
  - "Matlabroot\help\pdf\_doc\"
- Link to The MathWorks


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## Matrices

- Entering and Generating Matrices
- Subscripts
- Scalar Expansion
- Concatenation
- Deleting Rows and Columns
- Array Extraction
- Matrix and Array Multiplication

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## Entering Numeric Arrays



**Row separator**  
— semicolon (;)

**Column separator**  
— space / comma (,)

```

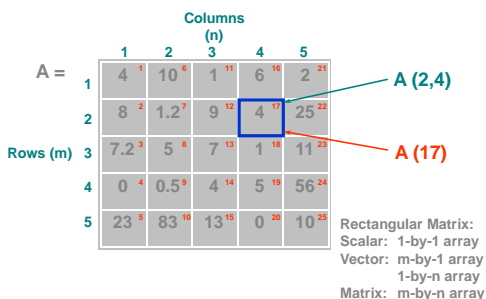
>> a=[1 2;3 4]
a =
     1     2
     3     4
>> b=[-2.8, sqrt(-7), (3+5+6)*3/4]
b =
 -2.8000    0 + 2.6458i   10.5000
>> b(2,5) = 23
b =
 -2.8000    0 + 2.6458i   10.5000    0    0
         0              0          0    0 23.0000
    
```

Use square brackets []

- Any MATLAB expression can be entered as a matrix element
- Matrices must be rectangular. (Set undefined elements to zero)

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## The Matrix in MATLAB



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## Entering Numeric Arrays

**Scalar expansion**

```

>> w=[1 2;3 4] + 5
w =
     6     7
     8     9
    
```

**Creating sequences:**  
— colon operator (:)

```

>> x = 1:5
x =
     1     2     3     4     5
>> y = 2:-0.5:0
y =
 2.0000  1.5000  1.0000  0.5000  0
>> z = rand(2,4)
z =
 0.9501  0.6068  0.8913  0.4565
 0.2311  0.4860  0.7621  0.0185
    
```

**Utility functions for creating matrices.**

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## Numerical Array Concatenation

Use `[]` to combine existing arrays as matrix "elements"

Row separator:

– semicolon (;)

Column separator:

– space / comma (,)

```
>> a=[1 2;3 4]
a =
     1     2
     3     4
>> cat_a=[a, 2*a, 3*a, 4*a, 5*a, 6*a]
cat_a =
     1     2     2     4     5     6
     3     4     6     8    10    12
     9    12    12    16    18    24
    15    20    18    24    25    30
```

Use square brackets []

4\*a

- The resulting matrix must be rectangular

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## Deleting Rows and Columns

```
>> A=[1 5 9;4 3 2.5; 0.1 10 3i+1]
A =
    1.0000    5.0000    9.0000
    4.0000    3.0000    2.5000
    0.1000   10.0000   1.0000+3.0000i
>> A(:,2)=[]
A =
    1.0000    9.0000
    4.0000    2.5000
    0.1000    1.0000 + 3.0000i
>> A(2,2)=[]
??? Indexed empty matrix assignment is not allowed.
```

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## Array Subscripting / Indexing

A =

	1	2	3	4	5
1	4 <sup>1</sup>	10 <sup>6</sup>	1 <sup>11</sup>	6 <sup>16</sup>	2 <sup>21</sup>
2	8 <sup>2</sup>	1.2 <sup>7</sup>	9 <sup>12</sup>	4 <sup>17</sup>	25 <sup>22</sup>
3	7.2 <sup>3</sup>	5 <sup>8</sup>	7 <sup>13</sup>	1 <sup>18</sup>	11 <sup>23</sup>
4	0 <sup>4</sup>	0.5 <sup>9</sup>	4 <sup>14</sup>	5 <sup>19</sup>	56 <sup>24</sup>
5	23 <sup>5</sup>	83 <sup>10</sup>	13 <sup>15</sup>	0 <sup>20</sup>	10 <sup>25</sup>

A(1:5,5) A(1:end,end)  
A(:,5) A(:,end)  
A(21:25) A(21:end)

A(3,1)  
A(3)

A(4:5,2:3)  
A([9 14;10 15])

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## Matrix/Array Multiplication

### Matrix Multiplication

```
>> a = [1 2 3 4; 5 6 7 8];
>> b = ones(4,3);
>> c = a*b
c =
    10    10    10
    26    26    26
```

[2x4] [4x3] → [2x3]

a(2nd row).b(3rd column)

### Array Multiplication

```
>> a = [1 2 3 4; 5 6 7 8];
>> b = [1:4; 1:4];
>> c = a.*b
c =
     1     4     9    16
     5    12    21    32
```

c(2,4) = a(2,4)\*b(2,4)

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## Matrix Manipulation Functions...

- `zeros` : Create an array of all zeros
- `ones` : Create an array of all ones
- `eye` : Identity Matrix
- `rand` : Uniformly distributed random numbers
- `diag` : Diagonal matrices and diagonal of a matrix
- `size` : Return array dimensions
- `fliplr` : Flip matrices left-right
- `flipud` : Flip matrices up and down
- `repmat` : Replicate and tile a matrix

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## ...Matrix Manipulation Functions

- `transpose (')` : Transpose matrix
- `rot90` : rotate matrix 90
- `tril` : Lower triangular part of a matrix
- `triu` : Upper triangular part of a matrix
- `cross` : Vector cross product
- `dot` : Vector dot product
- `det` : Matrix determinant
- `inv` : Matrix inverse
- `eig` : Evaluate eigenvalues and eigenvectors
- `rank` : Rank of matrix

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## Character Arrays (Strings)

- Created using single quote delimiter (')

```
» str = 'Hi there,'
str =
Hi there,
» str2 = 'Isn't MATLAB great?'
str2 =
Isn't MATLAB great?
```

- Each character is a separate matrix element

(16 bits of memory per character)

str = 

H	i		t	h	e	r	e	,
---	---	--	---	---	---	---	---	---

 ← 1x9 vector

- Indexing same as for numeric arrays

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## String Array Concatenation

- Using [] operator:

– Each row must be same length

- Row separator:

– semicolon (;)

- Column separator:

– space / comma (,)

```
» str = 'Hi there, '
» str1 = 'Everyone!'
» new_str = [str, ' ', str1]
new_str =
Hi there, Everyone!
» str2 = 'Isn't MATLAB great?'
» new_str2 = [new_str; str2]
new_str2 =
Hi there, Everyone!
Isn't MATLAB great?
```

Annotations: 1x9 vectors, 1x19 vectors, 2x19 matrix

- For strings of different length:

– STRVCAT  
– char

```
» new_str3 = strvcat(str, str2)
new_str3 =
Hi there,
Isn't MATLAB great?
```

Annotation: 2x19 matrix (zero padded)

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## Working with String Arrays

- String Comparisons

- strcmp : compare whole strings
- strncmp : compare first 'N' characters
- findstr : finds substring within a larger string

- Converting between numeric & string arrays:

- num2str : convert from numeric to string array
- str2num : convert from string to numeric array

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## Elementary Math

- Logical Operators
- Math Functions
- Polynomial and Interpolation

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## Logical Operations

==	equal to
>	greater than
<	less than
>=	Greater or equal
<=	less or equal
~	not
&	and
	or
isfinite(), etc. ...	
all(), any()	
find	

```
» Mass = [-2 10 NaN 30 -11 Inf 31];
» each_pos = Mass>=0
each_pos =
0 1 0 1 0 1
» all_pos = all(Mass>=0)
all_pos =
0
» all_pos = any(Mass>=0)
all_pos =
1
» pos_fin = (Mass>=0) & (isfinite(Mass))
pos_fin =
0 1 0 1 0 0
```

Note: 1 = TRUE      0 = FALSE

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## Elementary Math Function...

- abs : Absolute value
- sign : Signum Function
- sin, cos : Triangular functions (sinus, cosinus)
- asin, acos : Triangular functions (arcsinus,...)
- exp : Exponential
- log : Natural logarithm
- log10 : Common (base 10) logarithm
- ceil, floor : Round toward infinities
- fix : Round toward zero

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## ...Elementary Math Function...

- **round** : Round to the nearest integer
- **gcd** : Greatest common divisor
- **lcm** : Least common multiple
- **sqrt** : Square root function
- **real, imag**: Real and Image part of complex
- **rem** : Remainder after division

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## ...Elementary Math Function

- **max, min**: Maximum and Minimum of arrays
- **mean, median**: Average and Median of arrays
- **std, var**: Standard deviation and variance
- **sort**: Sort elements in ascending order
- **sum, prod**: Summation & Product of Elements
- **trapz**: Trapezoidal numerical integration
- **cumsum, cumprod**: Cumulative sum, product
- **diff, gradient**: Differences and Numerical Gradient

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## Polynomials and Interpolation

- Polynomials
  - Representing
  - Roots (**>>roots**)
  - Evaluation (**>>polyval**)
  - Derivatives (**>>polyder**)
  - Curve Fitting (**>>polyfit**)
  - Partial Fraction Expansion (**residue**)
- Interpolation
  - One-Dimensional (**interp1**)
  - Two-Dimensional (**interp2**)

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## Example

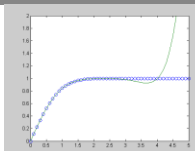
```
polysam=[1 0 0 8];
roots(polysam)
ans =
-2.0000
1.0000 + 1.7321i
1.0000 - 1.7321i
Polyval(polysam,[0 1 2.5 4 6.5])
ans =
8.0000 9.0000 23.6250 72.0000 282.6250
polyder(polysam)
ans =
3 0 0
[r p k]=residue(polysam,[1 2 1])
r = 3 7
p = -1 -1
k = 1 -2
```

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## Example

```
x = [0: 0.1: 2.5];
y = erf(x);
p = polyfit(x,y,6)
p =
0.0084 -0.0983 0.4217 -0.7435 0.1471 1.1064 0.0004
```



```
interp1(x,y,[0.45 0.95 2.2 3.0])
ans =
0.4744 0.8198 0.9981 NaN
```

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## Importing and Exporting Data

- Using the Import Wizard
- Using **Save** and **Load** command

```
save fname
save fname x y z
save fname -ascii
save fname -mat
```

```
load fname
load fname x y z
load fname -ascii
load fname -mat
```

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## Input/Output for Text File

- Read formatted data, reusing the format string **N** times.

```
» [A1..An]=textread(filename,format,N)
```

- Import and Exporting **Numeric** Data with General ASCII delimited files

```
» M = dlmread(filename,delimiter,range)
```

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## Input/Output for Binary File

- fopen** : Open a file for input/output
- fclose** : Close one or more open files
- fread** : Read binary data from file
- fwrite** : Write binary data to a file
- fseek** : Set file position indicator

```
» fid = fopen('mydata.bin', 'wb');
» fwrite(fid,eye(5), 'int32');
» fclose(fid);
» fid = fopen('mydata.bin', 'rb');
» M = fread(fid, [5 5], 'int32')
» fclose(fid);
```

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## Graphics

- Basic Plotting  
*plot, title, xlabel, grid, legend, hold, axis*
- Editing Plots  
*Property Editor*
- Mesh and Surface Plots  
*meshgrid, mesh, surf, colorbar, patch, hidden*
- Handle Graphics

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## 2-D Plotting

- Syntax:

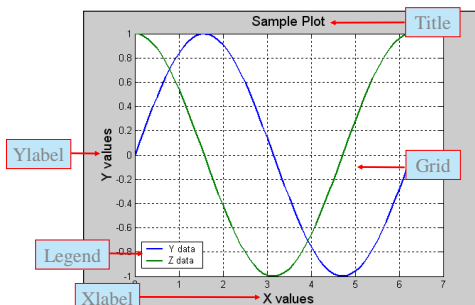
```
plot(x1, y1, 'clm1', x2, y2, 'clm2', ...)
```

```
x=[0:0.1:2*pi];
y=sin(x);
z=cos(x);
plot(x,y,x,z,'linewidth',2)
title('Sample Plot','fontsize',14);
xlabel('X values','fontsize',14);
ylabel('Y values','fontsize',14);
legend('Y data','Z data')
grid on
```

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## Sample Plot

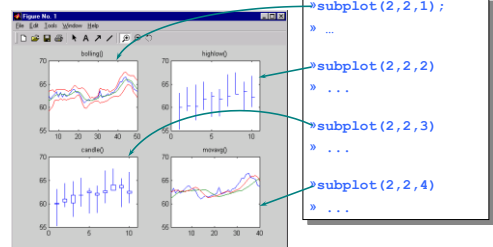


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## Subplots

```
subplot(rows,cols,index)
```

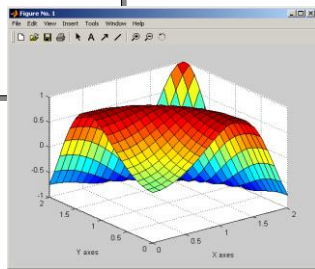


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## Surface Plot Example

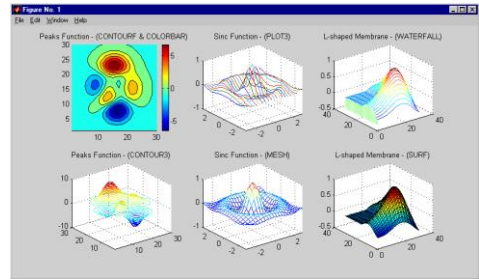
```
x = 0:0.1:2;
y = 0:0.1:2;
[xx,yy] = meshgrid(x,y);
zz=sin(xx.^2+yy.^2);
surf(xx,yy,zz);
xlabel('X axes')
ylabel('Y axes')
```



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## 3-D Surface Plotting

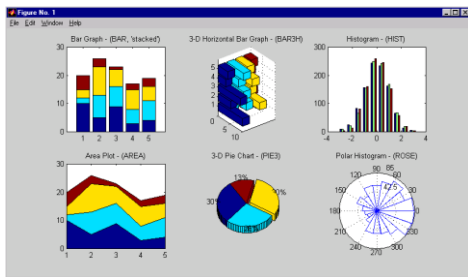
*contourf-colorbar-plot3-waterfall-contour3-mesh-surf*



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## Specialized Plotting Routines

*bar-bar3h-hist-area-pie3-rose*



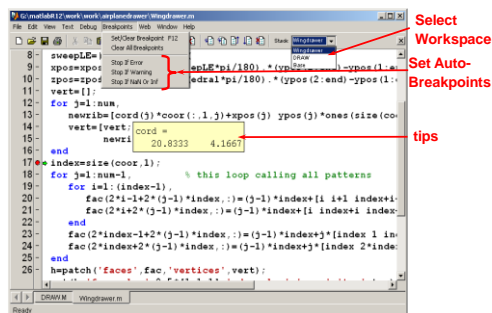
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## Editing and Debugging M-Files

- What is an M-File?
- The Editor/Debugger
- Search Path
- Debugging M-Files
  - Types of Errors (*Syntax Error* and *Runtime Error*)
  - Using *keyboard* and “;” statement
  - Setting Breakpoints
  - Stepping Through
    - Continue, Go Until Cursor, Step, Step In, Step Out
  - Examining Values
    - Selecting the Workspace
    - Viewing *Datatypes* in the Editor/Debugger
    - Evaluating a Selection

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## Debugging



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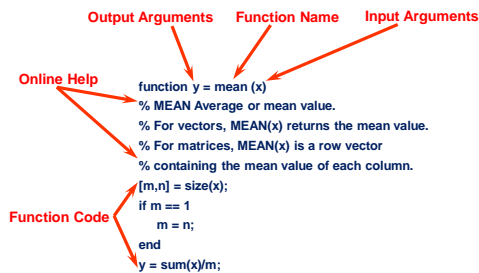
## Script and Function Files

- Script Files
  - Work as though you typed commands into MATLAB prompt
  - Variable are stored in MATLAB workspace
- Function Files
  - Let you make your own MATLAB Functions
  - All variables within a function are *local*
  - All information must be passed to functions as parameters
  - Subfunctions are supported

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## Basic Parts of a Function M-File



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## Flow Control Statements...

### • if Statement

```
if ((attendance >= 0.90) & (grade_average >= 60))
    pass = 1;
end;
```

### • while Loops

```
eps = 1;
while (1+eps) > 1
    eps = eps/2;
end
eps = eps*2
```

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## ...Flow Control Statements

### • for Loop

```
a = zeros(k,k) % Preallocate matrix
for m = 1:k
    for n = 1:k
        a(m,n) = 1/(m+n-1);
    end
end
```

### • switch Statement

```
method = 'Bilinear';
switch lower(method)
case ('linear','bilinear')
    disp('Method is linear')
case 'cubic'
    disp('Method is cubic')
otherwise
    disp('Unknown method.')
end
Method is linear
```

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## M-file Programming Features

- SubFunctions
- Varying number of input/output arguments
- **Local** and **Global** Variables
- Obtaining User Input
  - Prompting for Keyboard Input
  - Pausing During Execution
- Errors and Warnings
  - Displaying **error** and **warning** Messages
- Shell Escape Functions (**!** Operator)
- Optimizing MATLAB Code
  - Vectorizing loops
  - Preallocating Arrays

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## Function M-file

```
function r = ourrank(X,tol)
% rank of a matrix
s = svd(X);
if (nargin == 1)
    tol = max(size(X)) * s(1) * eps;
end
r = sum(s > tol);
```

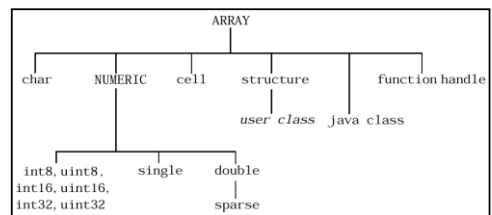
Multiple Input Arguments  
use ()

```
function [mean,stdev] = ourstat(x)
[m,n] = size(x);
if m == 1
    m = n;
end
[m std]=ourstat(1:9);
mean = sum(x)/m;
stdev = sqrt(sum(x.^2)/m - mean.^2);
```

Multiple Output  
Arguments, use []

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## Data Types



- Numeric Arrays
- Multidimensional Arrays
- Structures and Cell Arrays

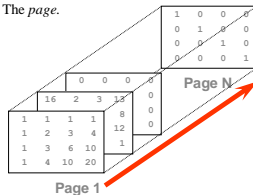
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## Multidimensional Arrays

The first references array dimension 1,  
the row.

The second references dimension 2,  
the column.

The third references dimension 3,  
the page.



```
>> A = pascal(4);
>> A(:,:,2) = magic(4)
A(:,1) =
    1     1     1     1
    1     2     3     4
    1     3     6    10
    1     4    10    20

A(:,2) =
   16     2     3    13
    5    11    10     8
    9     7     6    12
    4    14    15     1

>> A(:, :, 9) =
    diag(ones(1,4));
```

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## Structures

- Arrays with named data containers called *fields*.

patient		<pre>» patient.name='John Doe'; » patient.billing = 127.00; » patient.test= [79 75 73; 180 178 177.5; 220 210 205];</pre>									
name	'John Doe'										
billing	127.00										
test	<table><tr><td>79</td><td>75</td><td>73</td></tr><tr><td>180</td><td>178</td><td>177.5</td></tr><tr><td>220</td><td>210</td><td>205</td></tr></table>	79	75	73	180	178	177.5	220	210	205	
79	75	73									
180	178	177.5									
220	210	205									

```
>> patient.name='John Doe';
>> patient.billing = 127.00;
>> patient.test= [79 75 73;
180 178 177.5;
220 210 205];
```

- Also, Build structure arrays using the *struct* function.
- Array of *structures*

```
>> patient(2).name='Katty Thomson';
>> Patient(2).billing = 100.00;
>> Patient(2).test= [69 25 33; 120 128 177.5; 220
210 205];
```

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## Cell Arrays

- Array for which the elements are *cells* and can hold other MATLAB arrays of different types.

```
>> A(1,1) = {[1 4 3;
0 5 8;
7 2 9]};
>> A(1,2) = {'Anne Smith'};
>> A(2,1) = {3+7i};
>> A(2,2) = {-pi:pi/10:pi};
```

cell 1,1	cell 1,2									
<table><tr><td>1</td><td>4</td><td>3</td></tr><tr><td>0</td><td>5</td><td>8</td></tr><tr><td>7</td><td>2</td><td>9</td></tr></table>	1	4	3	0	5	8	7	2	9	Anne Smith
1	4	3								
0	5	8								
7	2	9								
cell 2,1	cell 2,2									
3+7i	[-pi:pi/10:pi]									

- Using braces `{ }` to point to elements of cell array
- Using *celldisp* function to display cell array

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## Nonlinear Numerical Functions

- inline* function

– Use *char* function  
to convert *inline*  
object to *string*

```
>> f = inline('3*sin(2*x.^2)','x')
f =
    Inline function:
    f(x) = 3*sin(2*x.^2)
>> f(2)
ans =
    2.9681
```

- Numerical Integration using *quad*

```
>> Q = quad('1./(x.^3-2*x-5)',0,2);
>> F = inline('1./(x.^3-2*x-5)');
>> Q = quad(F,0,2);
>> Q = quad('myfun',0,2)
```

- Note: *quad* function use  
adaptive Simpson quadrature

```
function y = myfun(x)
y = 1./(x.^3-2*x-5);
```

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## Nonlinear Numerical Functions

- fzero* finds a zero of a single variable function

```
[x,fval]= fzero(fun,x0,options)
```

– fun is *inline* function or *m-function*

- fminbnd* minimize a single variable function on a fixed interval.  $x_1 < x < x_2$

```
[x,fval]=
fminbnd(fun,x1,x2,options)
```

- fminsearch* minimize a several variable function

```
[x,fval]=
fminsearch(fun,x0,options)
```

- Use *optimset* to determine *options* parameter.

```
options =
optimset('param1',value1,...)
```

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## Ordinary Differential Equations

- An explicit ODE with initial value:

$$y' = f(t, y)$$

$$y(t_0) = y_0$$

- Using *ode45* for non-stiff functions and *ode23t* for stiff functions.

```
[t,y] = solver(odefun,tspan,y0,options)
```

function dydt = odefun(t,y)

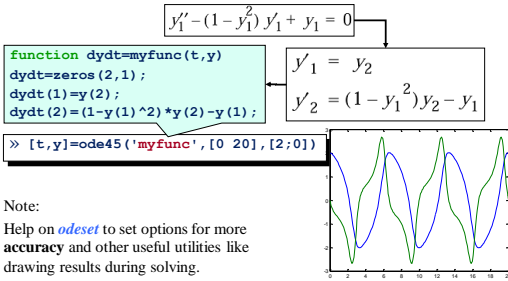
Initialvalue

[initialtime finaltime]

- Use *odeset* to define options parameter

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## ODE Example



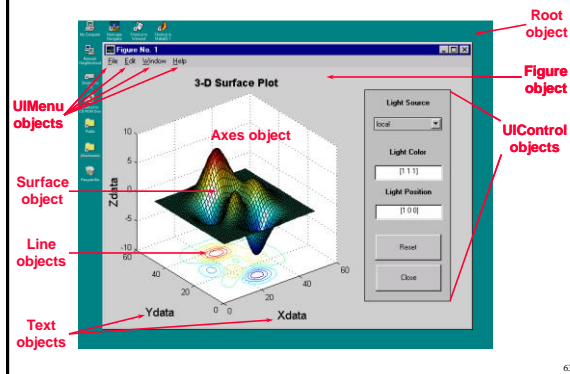
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## Handle Graphics

- Graphics in MATLAB consist of *objects*:
  - *root, figure, axes, image, line, patch, rectangle, surface, text, light*
- Creating Objects
- Setting Object Properties Upon Creation
- Obtaining an Object's Handles
- Knowing Object Properties
- Modifying Object Properties
  - Using *Command Line*
  - Using *Property Editor*

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## Graphics Objects



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## Obtaining an Object's Handle

- Upon Creation

```
h_line = plot(x_data, y_data, ...)
```

- Utility Functions

```
0 - root object handle
gcf - current figure handle
gca - current axis handle
gco - current object handle
```

What is the current object?

- Last object created
- OR
- Last object clicked

- FINDOBJ

```
h_obj = findobj(h_parent, 'Property', 'Value', ...)
```

Default = 0 (root object)

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## Modifying Object Properties

- Obtaining a list of current properties:

```
get(h_object)
```

- Obtaining a list of settable properties:

```
set(h_object)
```

- Modifying an object's properties

- Using *Command Line*

```
set(h_object, 'PropertyName', 'New_Value', ...)
```

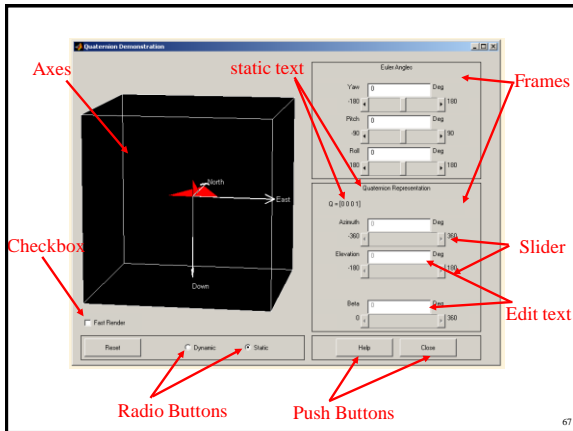
- Using *Property Editor*

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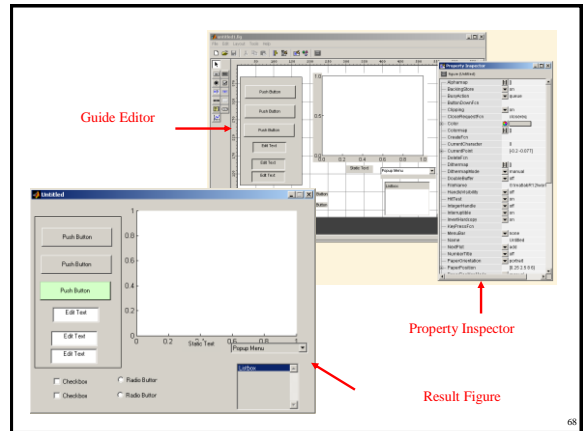
## Graphical User Interface

- What is GUI?
- What is *figure* and \*.fig file?
- Using *guide* command
- GUI controls
- GUI menus

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## Conclusion

- Matlab is a language of technical computing.
- Matlab, a high performance software, a high-level language
- Matlab supports GUI, API, and ...
- Matlab Toolboxes best fits different applications
- Matlab ...

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## Getting more help

- Contact <http://www.mathworks.com/support>
  - You can find more help and FAQ about mathworks products on this page.
- Contact [comp.soft-sys.matlab](mailto:comp.soft-sys.matlab) Newsgroup
  - Using Google Groups Page to Access this page
    - <http://groups.google.com/>

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