

INTRODUCTION TO NUMERICAL ANALYSIS

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0. MATLAB USAGE

❖ MATLAB

- MATrix LABoratory
- Mathematical computations, modeling and simulations, data analysis and processing, visualization and graphics, and algorithm development
- Standard MATLAB
- Toolboxes
 - Signal processing, symbolic calculations, control system, image processing, etc.

2. Starting with MATLAB

❖ MATLAB download

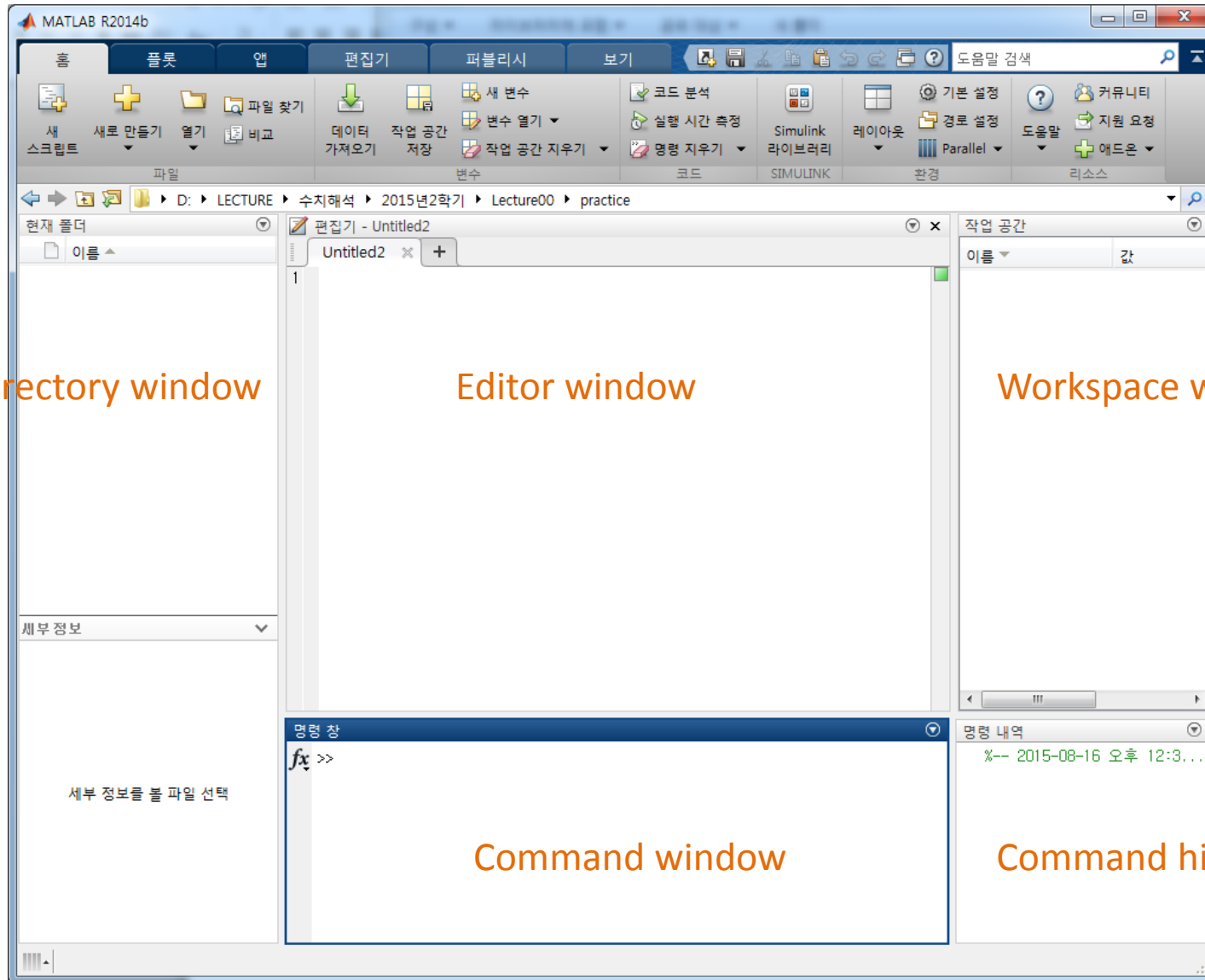
The image shows a screenshot of the mySNU portal with a 'QUICK MENU' overlay. The menu items are:

- 도서검색
- SMS
- SNU Talk
- 주간식단표
- 주차/교통
- 친절/불친절신고
- IT서비스 건의
- 서울대병원 예약
- 보건진료소 예약
- SW 다운로드**
- 학칙 및 규정
- 포털이용안내

An orange box highlights 'SW 다운로드' in the menu, and an orange arrow points to it from the right. The background shows the mySNU portal interface with various navigation links and a 'QUICK MENU' button in the top right corner.

2. Starting with MATLAB

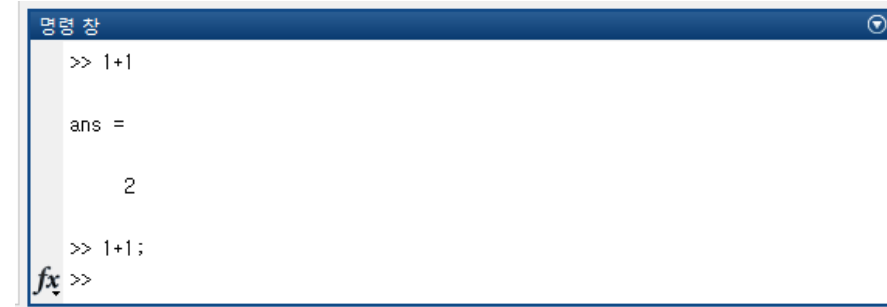
❖ MATLAB interface



2. Starting with MATLAB

❖ Command window

- Commands are typed next to the prompt (`>>`) and are executed when the *Enter* key is pressed.
- Output generated by the command is displayed in the Command Window, unless a semicolon (`;`) is typed at the end.
- *clc* command: clear Command Window
- Up-arrow and down-arrow keys ($\uparrow$ and $\downarrow$): recall commands typed before



```
>> 1+1  
  
ans =  
  
2  
  
>> 1+1;  
fx >>
```

Operation	Symbol	Example	Operation	Symbol	Example
Addition	+	5 + 3	Right division	/	5 / 3
Subtraction	−	5 − 3	Left division	\	5 \ 3 = 3 / 5
Multiplication	*	5 * 3	Exponentiation	^	5 ^ 3 (means $5^3 = 125$)

```
>> 7 + 8/2  
ans =  
11  
>> (7+8)/2 + 27^(1/3)  
ans =  
10.5000
```

2. Starting with MATLAB

❖ Command window

- Numerical values can be assigned to variables.

```
>> a = 12
a =
    12
>> B = 4;
>> C = (a - B) + 40 - a/B*10
C =
    18
```

Since a semicolon is typed at the end of the command, the value of B is not displayed.

- Elementary math built-in functions

- Ex) *sqrt(x)*

```
>> sqrt(64)
ans =
     8
>> sqrt(50 + 14*3)
ans =
    9.5917
```

```
>> sqrt(54 + 9*sqrt(100))
ans =
    12
>> (15 + 600/4)/sqrt(121)
ans =
    15
```

Argument includes a function.

Function is included in an expression.

2. Starting with MATLAB

❖ Built-in elementary math functions

Command	Description	Example
<code>sqrt(x)</code>	Square root.	<pre>>> sqrt(81) ans = 9</pre>
<code>exp(x)</code>	Exponential (e^x).	<pre>>> exp(5) ans = 148.4132</pre>
<code>abs(x)</code>	Absolute value.	<pre>>> abs(-24) ans = 24</pre>
<code>log(x)</code>	Natural logarithm. Base e logarithm (ln).	<pre>>> log(1000) ans = 6.9078</pre>
<code>log10(x)</code>	Base 10 logarithm.	<pre>>> log10(1000) ans = 3.0000</pre>
<code>sin(x)</code>	Sine of angle x (x in radians).	<pre>>> sin(pi/6) >> sind(30) ans = ans = 0.5000 0.5000</pre>
<code>sind(x)</code>	Sine of angle x (x in degrees).	

2. Starting with MATLAB

❖ Built-in elementary math functions

Command	Description	Example
The other trigonometric functions are written in the same way. The inverse trigonometric functions are written by adding the letter “a” in front, for example, <code>asin(x)</code> .		
<code>round(x)</code>	Round to the nearest integer.	<pre>>> round(17/5) ans = 3</pre>
<code>fix(x)</code>	Round toward zero.	<pre>>> fix(9/4) >> fix(-9/4) ans = ans = 2 -2</pre>
<code>ceil(x)</code>	Round up toward infinity.	<pre>>> ceil(11/5) ans = 3</pre>
<code>floor(x)</code>	Round down toward minus infinity.	<pre>>> floor(-9/4) ans = -3</pre>

2. Starting with MATLAB

❖ Display format

Command	Description	Example
<code>format short</code>	Fixed point with four decimal digits for: $0.001 \leq \text{number} \leq 1000$ Otherwise display format short e.	<pre>>> 290/7 ans = 41.4286</pre>
<code>format long</code>	Fixed point with 14 decimal digits for: $0.001 \leq \text{number} \leq 100$ Otherwise display format long e.	<pre>>> 290/7 ans = 41.42857142857143</pre>
<code>format short e</code>	Scientific notation with four decimal digits.	<pre>>> 290/7 ans = 4.1429e+001</pre>
<code>format long e</code>	Scientific notation with 15 decimal digits.	<pre>>> 290/7 ans = 4.142857142857143e+001</pre>
<code>format short g</code>	Best of 5-digit fixed or floating point.	<pre>>> 290/7 ans = 41.429</pre>
<code>format long g</code>	Best of 15-digit fixed or floating point.	<pre>>> 290/7 ans = 41.4285714285714</pre>
<code>format bank</code>	Two decimal digits.	<pre>>> 290/7 ans = 41.43</pre>

```

>> 290/7

ans =

    41.4286

>> format long
>> 290/7

ans =

    41.428571428571431

fx >> |

```

3. Arrays

❖ Arrays

- 1D array: vector
- 2D array: matrix
- Each number in a vector or a matrix: element
- Creating a vector in MATLAB

```
variable_name = [number number ... number]
```

Row vector

```
variable_name=[number; number; number]
```

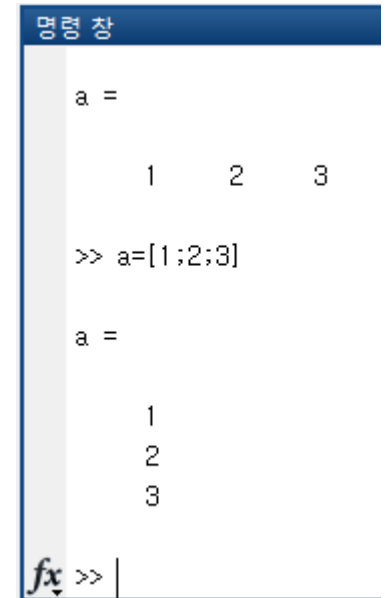
Column vector

- “;” is placed!

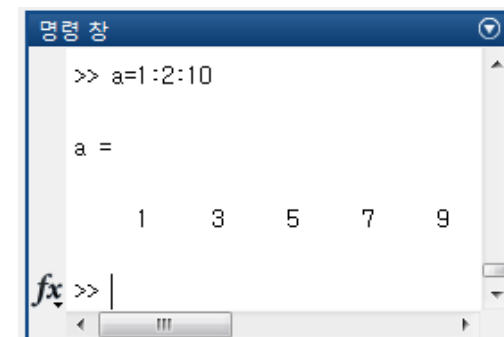
```
variable_name = m:q:n
```

Row vector with constant spacing

- m : first element
- q : spacing
- n : last element



```
a =  
    1     2     3  
  
>> a=[1;2;3]  
  
a =  
    1  
    2  
    3
```



```
>> a=1:2:10  
  
a =  
    1     3     5     7     9
```

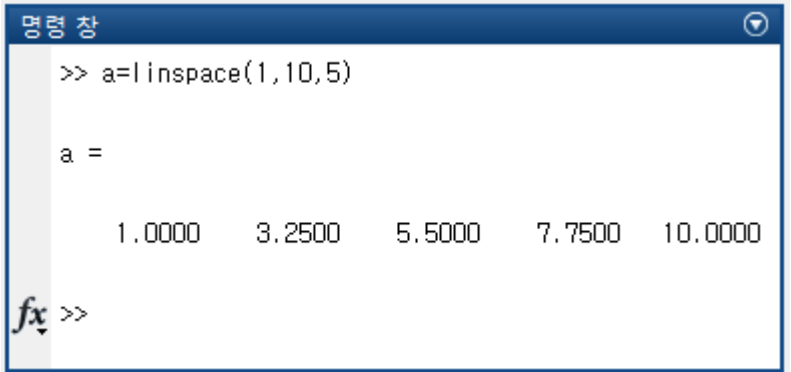
❖ Arrays

- Creating a vector in MATLAB

“**linspace**” command

```
variable_name = linspace(xi,xf,n)
```

- xi : first element
- xf : final element
- n : number of elements



A screenshot of the MATLAB Command Window. The title bar is blue with the text '명령 창' (Command Window) and a close button. The window contains the following text: a command prompt '>>' followed by 'a=linspace(1,10,5)', the output 'a =' followed by a row of five numbers '1.0000 3.2500 5.5000 7.7500 10.0000', and a second command prompt '>>' preceded by a cursor icon. The cursor icon is a stylized 'fx' with a small arrow pointing to the right.

```
>> a=linspace(1,10,5)

a =

    1.0000    3.2500    5.5000    7.7500   10.0000

fx >>
```

3. Arrays

❖ Arrays

- Creating a matrix in MATLAB

```
variable_name=[1st row elements; 2nd row elements;...; last row elements]
```

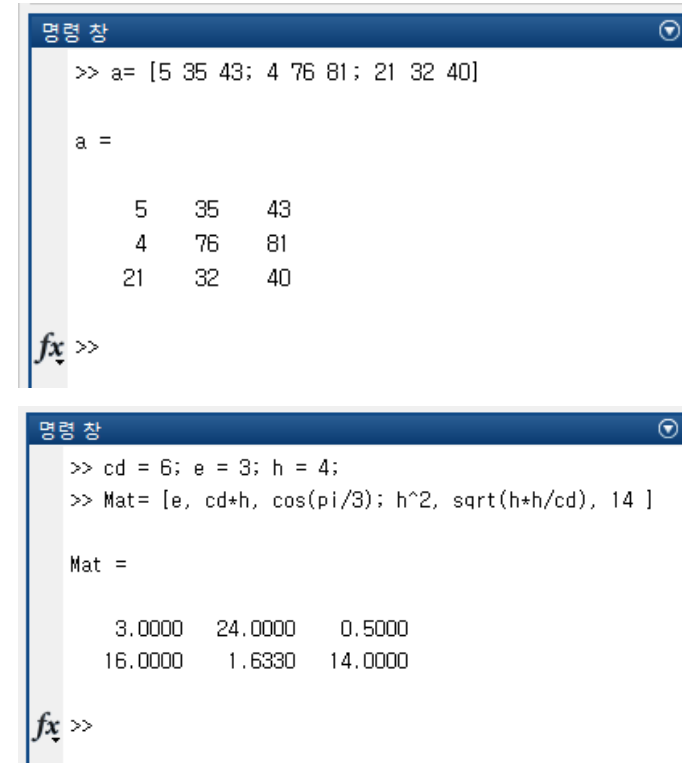
- Variables and mathematical expressions can be used as elements.

- Array addressing

$ve = 35 \ 46 \ 78 \ 23 \ 5 \ 14 \ 81 \ 3 \ 55$

$ve(4) = 23$, $ve(7) = 81$, and $ve(1) = 35$

$ma = \begin{bmatrix} 3 & 11 & 6 & 5 \\ 4 & 7 & 10 & 2 \\ 13 & 9 & 0 & 8 \end{bmatrix}$ $ma(1,1) = 3$, and $ma(2,3) = 10$



The first screenshot shows the creation of a 3x3 matrix 'a' in MATLAB. The command is `>> a= [5 35 43; 4 76 81; 21 32 40]`. The output displays the matrix 'a' with its elements arranged in three rows and three columns.

```
>> a= [5 35 43; 4 76 81; 21 32 40]

a =

     5     35     43
     4     76     81
    21     32     40
```

The second screenshot shows the creation of a 2x3 matrix 'Mat' in MATLAB. The command is `>> cd = 6; e = 3; h = 4; >> Mat= [e, cd+h, cos(pi/3); h^2, sqrt(h*h/cd), 14 ]`. The output displays the matrix 'Mat' with its elements arranged in two rows and three columns.

```
>> cd = 6; e = 3; h = 4;
>> Mat= [e, cd+h, cos(pi/3); h^2, sqrt(h*h/cd), 14 ]

Mat =

    3.0000    24.0000    0.5000
   16.0000     1.6330   14.0000
```

3. Arrays

❖ Arrays

- Array addressing

```
>> VCT = [35 46 78 23 5 14 81 3 55]
VCT =
    35    46    78    23     5    14    81     3    55
>> VCT(4)=-2; VCT(6)=273
VCT =
    35    46    78    -2     5   273    81     3    55
>> VCT(5)^VCT(8) + sqrt(VCT(7))

ans =
    134
>> MAT = [3 11 6 5; 4 7 10 2; 13 9 0 8]
MAT =
     3    11     6     5
     4     7    10     2
    13     9     0     8
>> MAT(3,1) = 20
MAT =
     3    11     6     5
     4     7    10     2
    20     9     0     8
>> MAT(2,4) - MAT(1,2)

ans =
    -9
```

Define a vector.

Assign new values to the fourth and sixth elements.

Use vector elements in a mathematical expression.

Define a matrix.

Assign a new value to the (3,1) element.

Use matrix elements in a mathematical expression.

❖ Arrays

- Array addressing
 - Using a colon ":" in addressing arrays

```
>> v = [4 15 8 12 34 2 50 23 11]
v =
    4    15     8    12   34     2   50    23    11
>> u = v(3:7)
u =
     8    12   34     2   50
>> A = [1 3 5 7 9 11; 2 4 6 8 10 12; 3 6 9 12 15 18; 4 8 12 16 20
24; 5 10 15 20 25 30]
A =
     1     3     5     7     9    11
     2     4     6     8    10    12
     3     6     9    12    15    18
     4     8    12    16    20    24
     5    10    15    20    25    30
C = A(2,:)
C =
     2     4     6     8    10    12
>> F = A(1:3,2:4)
```

Define a vector.

Vector u is created from the elements 3 through 7 of vector v.

Define a matrix.

Vector C is created from the second row of matrix A.

Matrix F is created from the elements in rows 1 through 3 and columns 2 through 4 of matrix A.

3. Arrays

❖ Arrays

- Built-in functions for handling arrays

Command	Description	Example
<code>length(A)</code>	Returns the number of elements in vector A.	<pre>>> A = [5 9 2 4]; >> length(A) ans = 4</pre>
<code>size(A)</code>	Returns a row vector $[m, n]$, where m and n are the size $m \times n$ of the array A. (m is number of rows. n is number of columns.)	<pre>>> A = [6 1 4 0 12; 5 19 6 8 2] A = 6 1 4 0 12 5 19 6 8 2 >> size(A) ans = 2 5</pre>
<code>zeros(m,n)</code>	Creates a matrix with m rows and n columns, in which all the elements are the number 0.	<pre>>> zr = zeros(3,4) zr = 0 0 0 0 0 0 0 0 0 0 0 0</pre>
<code>ones(m,n)</code>	Creates a matrix with m rows and n columns, in which all the elements are the number 1.	<pre>>> ne = ones(4,3) ne = 1 1 1 1 1 1 1 1 1 1 1 1</pre>
<code>eye(n)</code>	Creates a square matrix with n rows and n columns in which the diagonal elements are equal to 1 (identity matrix).	<pre>>> idn = eye(3) idn = 1 0 0 0 1 0 0 0 1</pre>

size(A,1)
size(A,2)



3. Arrays

❖ Strings

- A string is an array of characters.
- It is created by typing the characters within single quotes.
- Strings can include letters, digits, other symbols, and spaces.
- Concatenate strings horizontally
 - `strcat` : string concatenate!
 - How can create 'Nuclear Engineering' using `strcat` command?
 - 32 ?



```
명령 창
>> a='Nuclear Engineering'

a =

Nuclear Engineering

>> a(1:7)

ans =

Nuclear

명령 창
>> a='Nuclear';
>> b='Engineering';
>> strcat(a,b)

ans =

NuclearEngineering

>> strcat(a,32,b)

ans =

Nuclear Engineering

fx >> |
```

4. Mathematical Operations with Arrays

❖ Addition and subtraction of arrays

```
>> VA = [8 5 4]; VB = [10 2 7];
```

Define two vectors VA and VB.

```
>> VC = VA + VB
```

Define a vector VC that is equal to VA + VB.

```
VC =
```

```
    18     7    11
```

```
>> A = [5 -3 8; 9 2 10], B = [10 7 4; -11 15 1]
```

Define two matrices A and B.

```
A =
```

```
     5    -3     8
```

```
     9     2    10
```

```
B =
```

```
    10     7     4
```

```
   -11    15     1
```

```
>> C = A + B
```

Define a matrix C that is equal to A + B.

```
C =
```

```
    15     4    12
```

```
    -2    17    11
```

```
>> C - 8
```

Subtract 8 from the matrix C.

```
ans =
```

8 is subtracted from each element of C.

```
     7    -4     4
```

```
   -10     9     3
```

4. Mathematical Operations with Arrays

❖ Multiplications of arrays

```
>> A = [2 -1; 8 3; 6 7], B = [4 9 1 -3; -5 2 4 6] Define two matrices A and B.  
A =  
    2    -1  
    8     3  
    6     7  
B =  
    4     9     1    -3  
   -5     2     4     6  
>> C = A*B  
C =  
    13    16    -2   -12  
    17    78    20    -6  
   -11    68    34    24
```

Multiply A*B.

C is a (3 × 4) matrix.

4. Mathematical Operations with Arrays

❖ Array division ("/")

$$[a][x] = [b]$$



$$x = a \backslash b$$

$$[x][a] = [b]$$



$$x = b / a$$

❖ Element-by-element operations

Symbol	Description	Symbol	Description
.*	Multiplication	./	Right division
.^	Exponentiation	.\	Left Division

```
>> A = [2 6 3; 5 8 4]
```

```
A =
```

```
2     6     3
5     8     4
```

```
>> B = [1 4 10; 3 2 7]
```

```
B =
```

```
1     4    10
3     2     7
```

```
>> A .* B
```

```
ans =
```

```
2    24    30
15    16    28
```

Define a (2 × 3) matrix A.

Define a (2 × 3) matrix B.

Element-by-element multiplication of arrays A and B.

4. Mathematical Operations with Arrays

❖ Element-by-element operations

```
>> C = A ./ B
```

Element-by-element division of array A by array B.

```
C =  
    2.0000    1.5000    0.3000  
    1.6667    4.0000    0.5714
```

```
>> B .^ 3
```

Element-by-element exponentiation of array B.

```
ans =  
     1    64   1000  
    27     8    343
```

● Usefulness of element-by-element operation

- For example,

```
>> z = [1:2:15]
```

Define a vector z with eight elements.

```
z =  
     1     3     5     7     9    11    13    15
```

```
>> y = (z.^3 + 5*z) ./ (4*z.^2 - 10)
```

Vector z is used in element-by-element calculation of the elements of vector y.

```
y =  
 -1.0000    1.6154    1.6667    2.0323    2.4650    2.9241    3.3964    3.8764
```

4. Mathematical Operations with Arrays

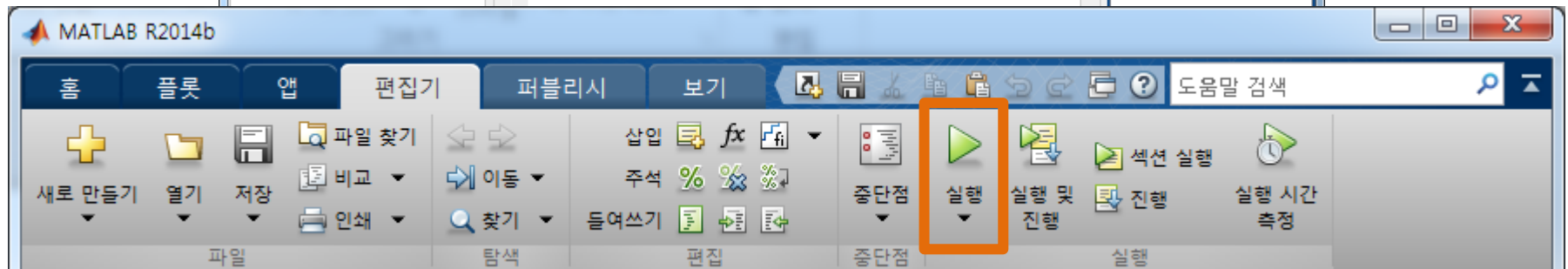
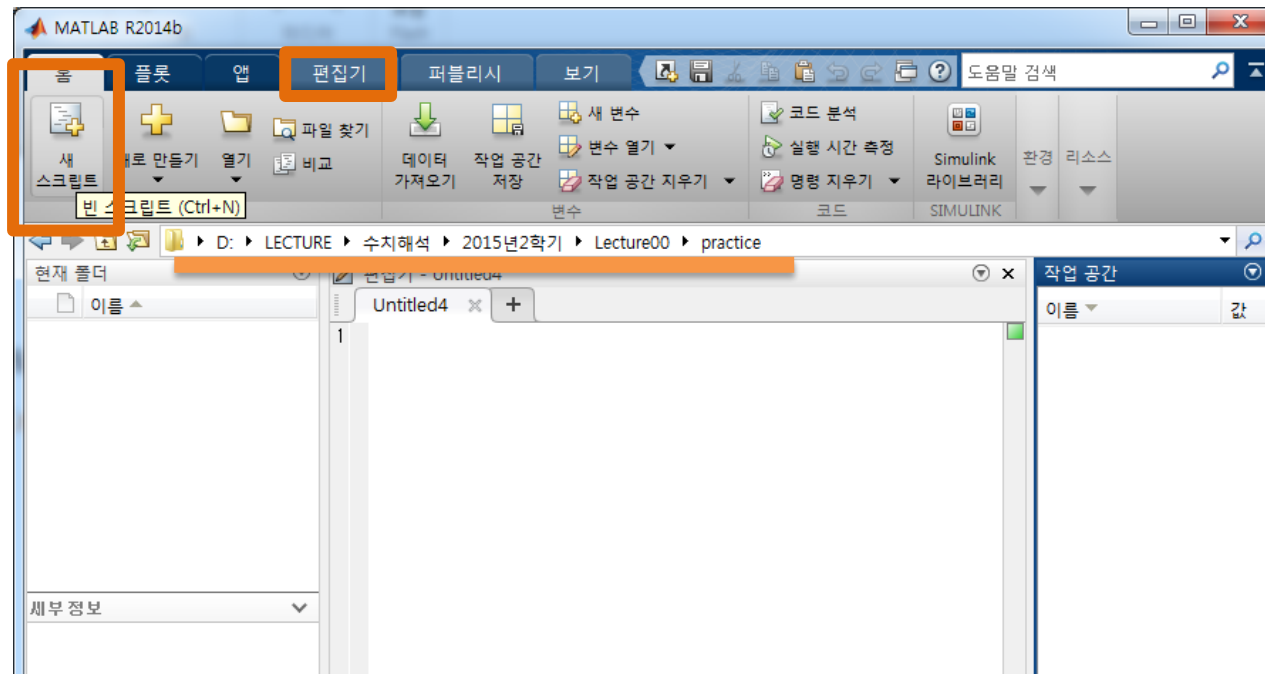
❖ Built-in functions for handling arrays

Command	Description	Example
<code>mean(A)</code>	If A is a vector, the function returns the mean value of the elements of the vector.	<pre>>> A = [5 9 2 4]; >> mean(A) ans = 5</pre>
<code>sum(A)</code>	If A is a vector, the function returns the sum of the elements of the vector.	<pre>>> A = [5 9 2 4]; >> sum(A) ans = 20</pre>
<code>sort(A)</code>	If A is a vector, the function arranges the elements of the vector in ascending order.	<pre>>> A = [5 9 2 4]; >> sort(A) ans = 2 4 5 9</pre>
<code>det(A)</code>	The function returns the determinant of a square matrix A.	<pre>>> A = [2 4; 3 5]; >> det(A) ans = -2</pre>

5. Script Files

❖ Script file

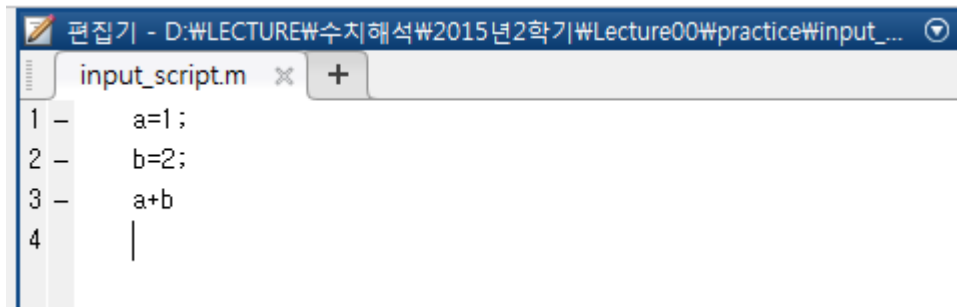
- Program: a file that contains a sequence of MATLAB commands
- Extension: “.m” ⇒ M-file



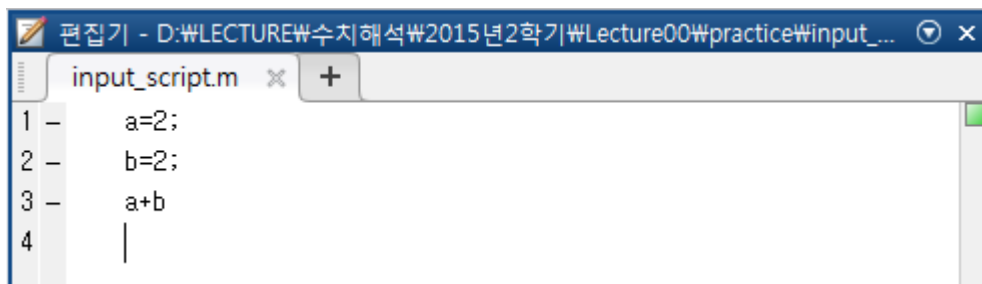
5. Script Files

❖ Script file

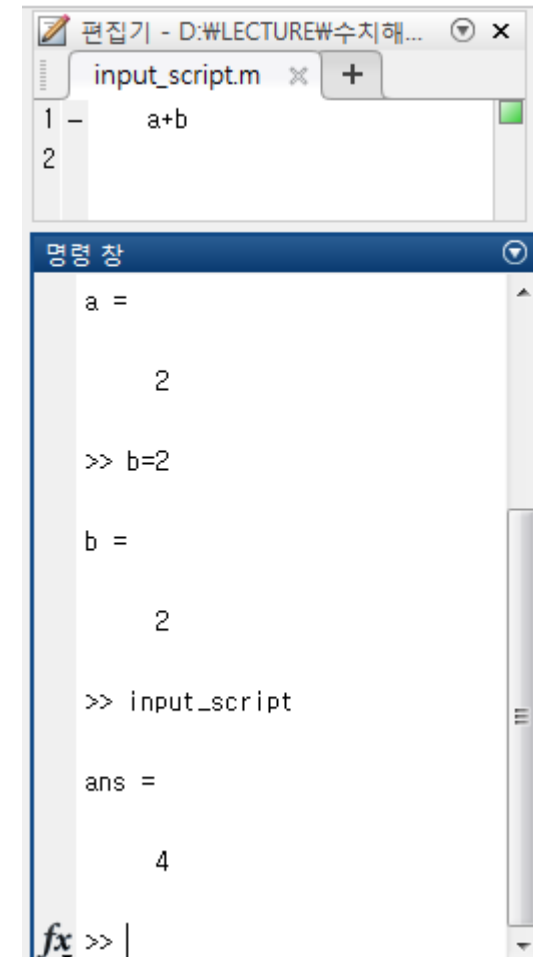
- Input to a script file
 - Define the variable and assign it a value in the script file
 - File must be edited and the assignment of the variable changed.
 - Define the variable and assign it a value in the Command Window



```
편집기 - D:\LECTURE\수치해석\2015년2학기\Lecture00\practice\input_...
input_script.m
1 - a=1;
2 - b=2;
3 - a+b
4 - |
```



```
편집기 - D:\LECTURE\수치해석\2015년2학기\Lecture00\practice\input_...
input_script.m
1 - a=2;
2 - b=2;
3 - a+b
4 - |
```



```
명령 창
a =
    2

>> b=2

b =
    2

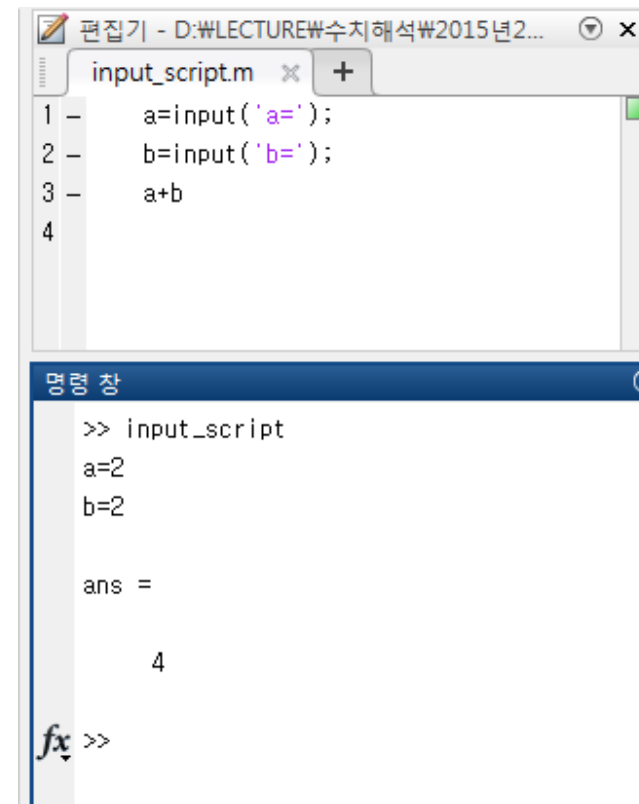
>> input_script

ans =
    4

fx >> |
```

❖ Script file

- Input to a script file
 - Define the variable in the script file but assign a specific value in the Command Window when the script file is executed.
 - “input” command



The image shows a MATLAB script editor window titled '편집기 - D:\WLECTURE\수치해석\2015년2...' with a tab for 'input_script.m'. The script contains the following code:

```
1 - a=input('a=');  
2 - b=input('b=');  
3 - a+b  
4
```

Below the script editor is the Command Window (명령 창). It shows the execution of the script:

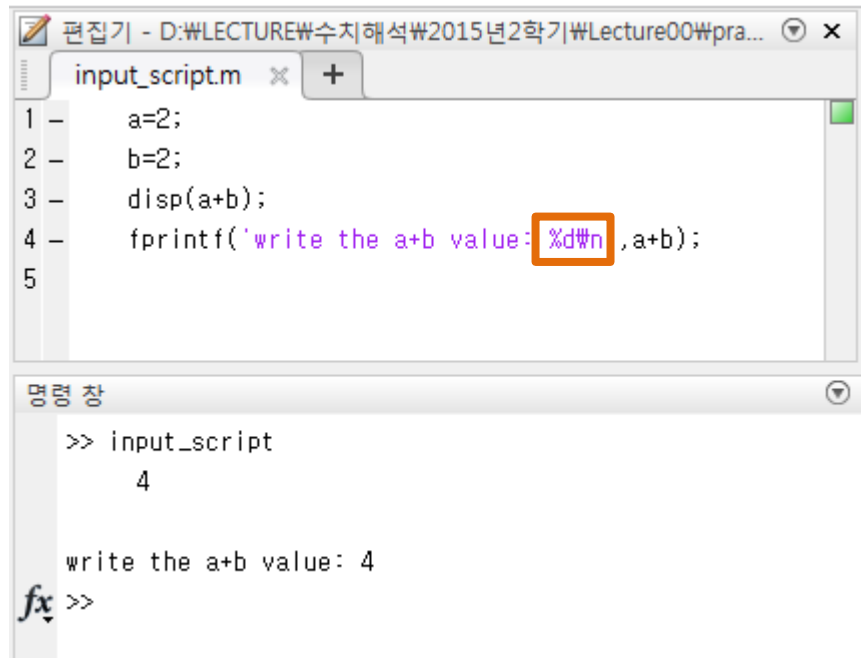
```
>> input_script  
a=2  
b=2  
  
ans =  
  
4
```

The Command Window ends with the MATLAB prompt 'fx >>'.

5. Script Files

❖ Script file

- Output from a script file
 - “**disp**” command
 - “**fprintf**” command
 - To Command Window
 - To a file

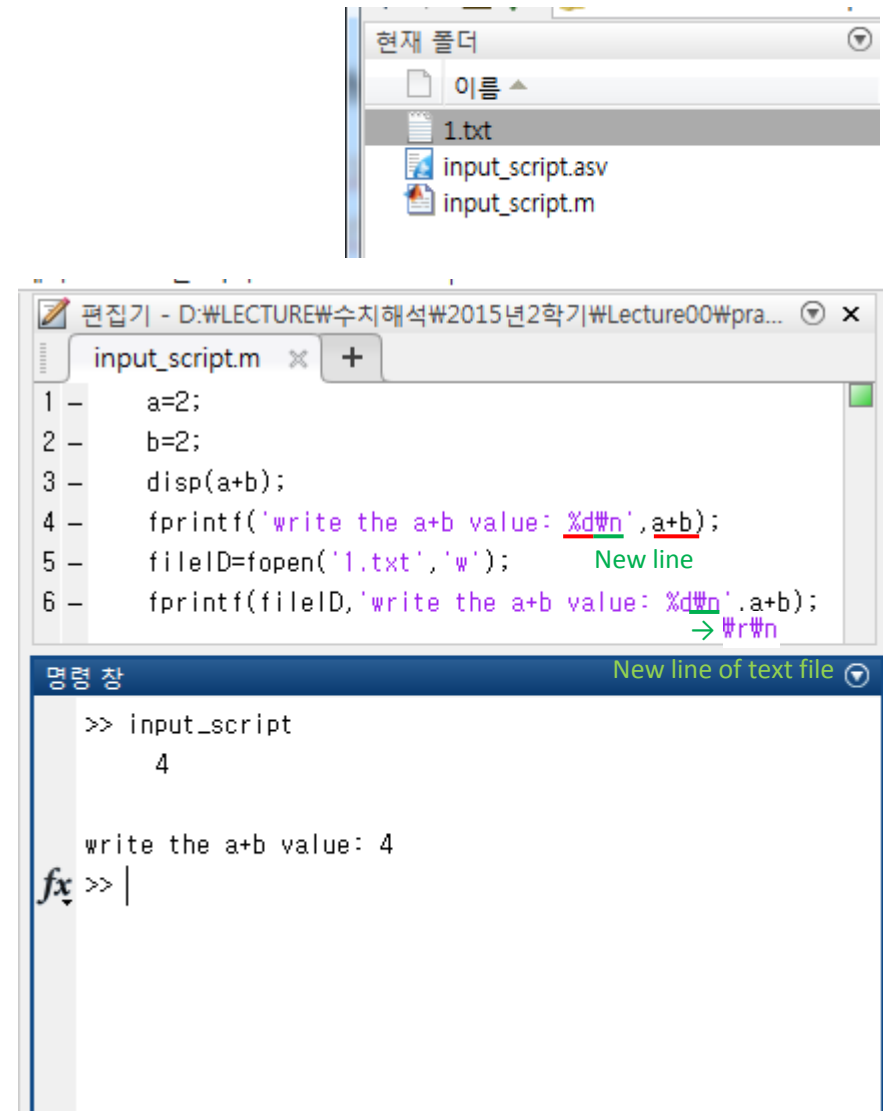


The image shows the MATLAB Editor and Command Window. The Editor window displays the script `input_script.m` with the following code:

```
1 - a=2;  
2 - b=2;  
3 - disp(a+b);  
4 - fprintf('write the a+b value: %d\n',a+b);  
5
```

The Command Window shows the output of the script:

```
>> input_script  
4  
  
write the a+b value: 4  
fx >>
```



The image shows the MATLAB Editor and Command Window. The Editor window displays the script `input_script.m` with the following code:

```
1 - a=2;  
2 - b=2;  
3 - disp(a+b);  
4 - fprintf('write the a+b value: %d\n',a+b);  
5 - fileId=fopen('1.txt','w');  
6 - fprintf(fileId,'write the a+b value: %d\n',a+b);
```

The Command Window shows the output of the script:

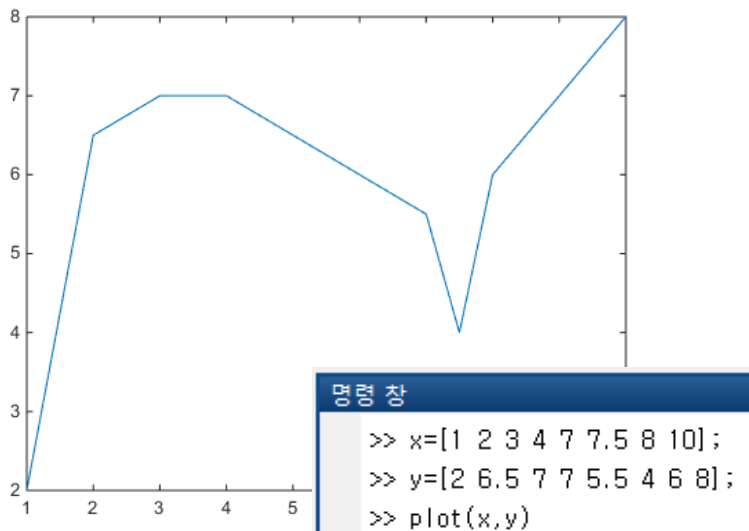
```
>> input_script  
4  
  
write the a+b value: 4  
fx >>
```

6. Plotting

❖ Plots in MATLAB

- Standard plots with linear axes and logarithmic axes
- Bars and stairs plots
- “plot” command
 - With ‘line specifiers’

plot(x,y)



Line Color	Specifier	Line Style	Specifier	Line Color	Specifier	Line Color	Specifier
red	r	blue	b	magenta	m	black	k
green	g	cyan	c	yellow	y	white	w

Line Style	Specifier	Line Style	Specifier
solid (default)	-	dotted	.
dashed	--	dash-dot	-.

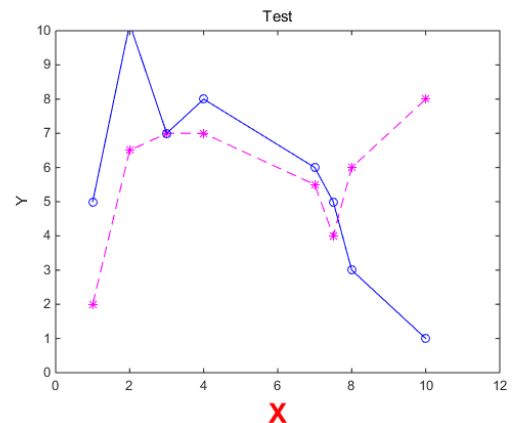
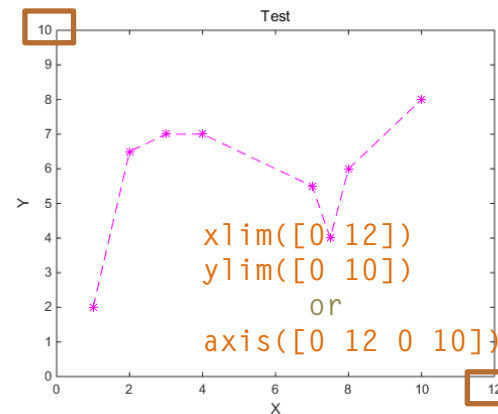
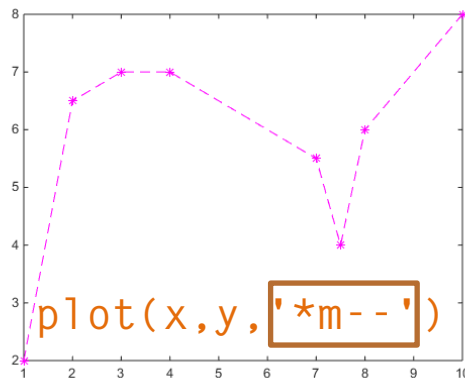
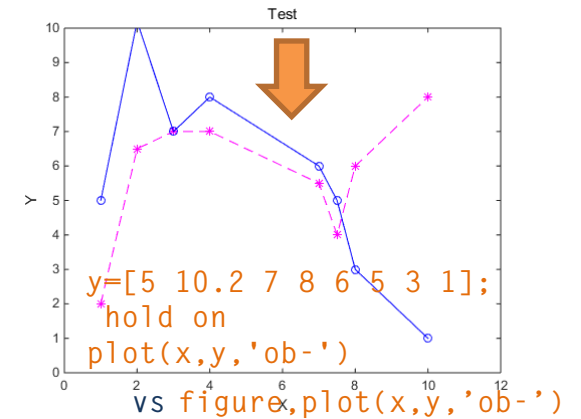
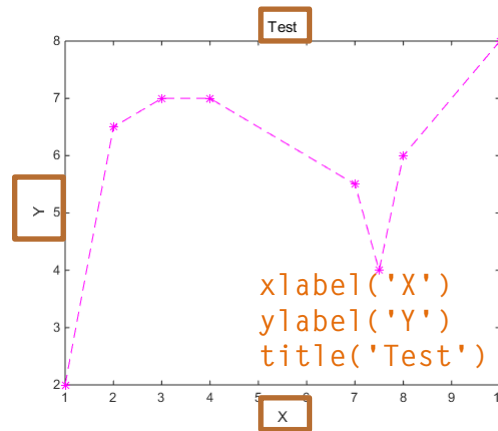
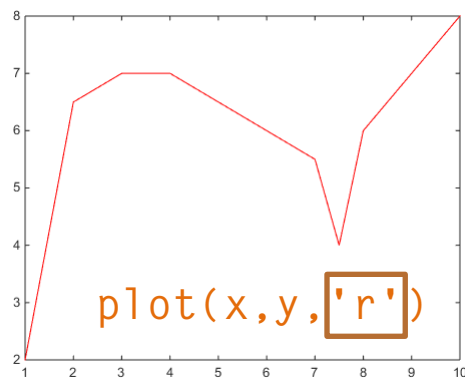
Marker	Specifier	Marker	Specifier	Marker	Specifier
plus sign	+	asterisk	*	square	s
circle	o	point	.	diamond	d

6. Plotting

❖ Plots in MATLAB

● “plot” command

- With ‘line specifiers’, labels, title

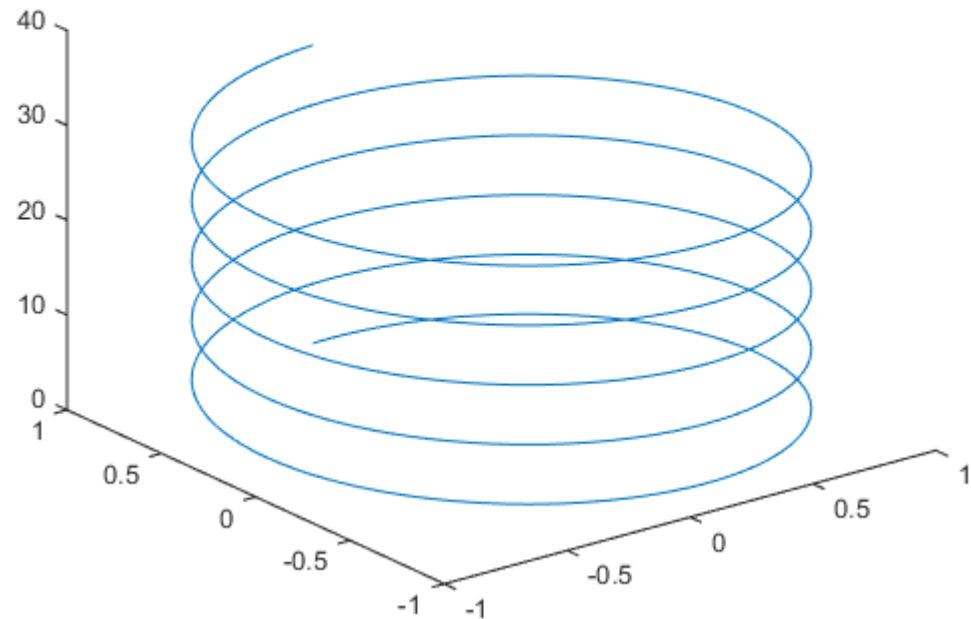


❖ Plots in MATLAB

- “plot3” command

```
>> t = 0:pi/50:10*pi;  
>> st = sin(t);  
>> ct = cos(t);
```

```
>> figure  
>> plot3(st,ct,t)
```



6. Plotting

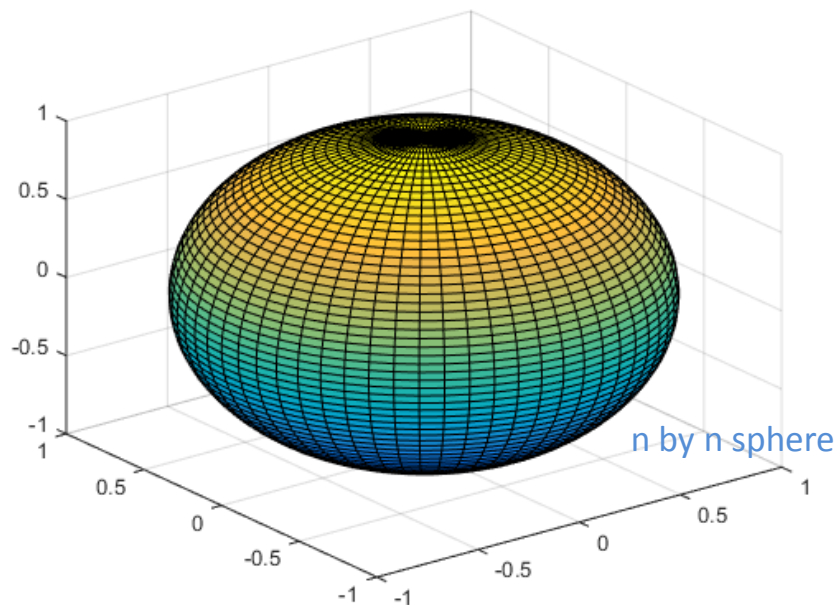
❖ Plots in MATLAB

● “surf” command

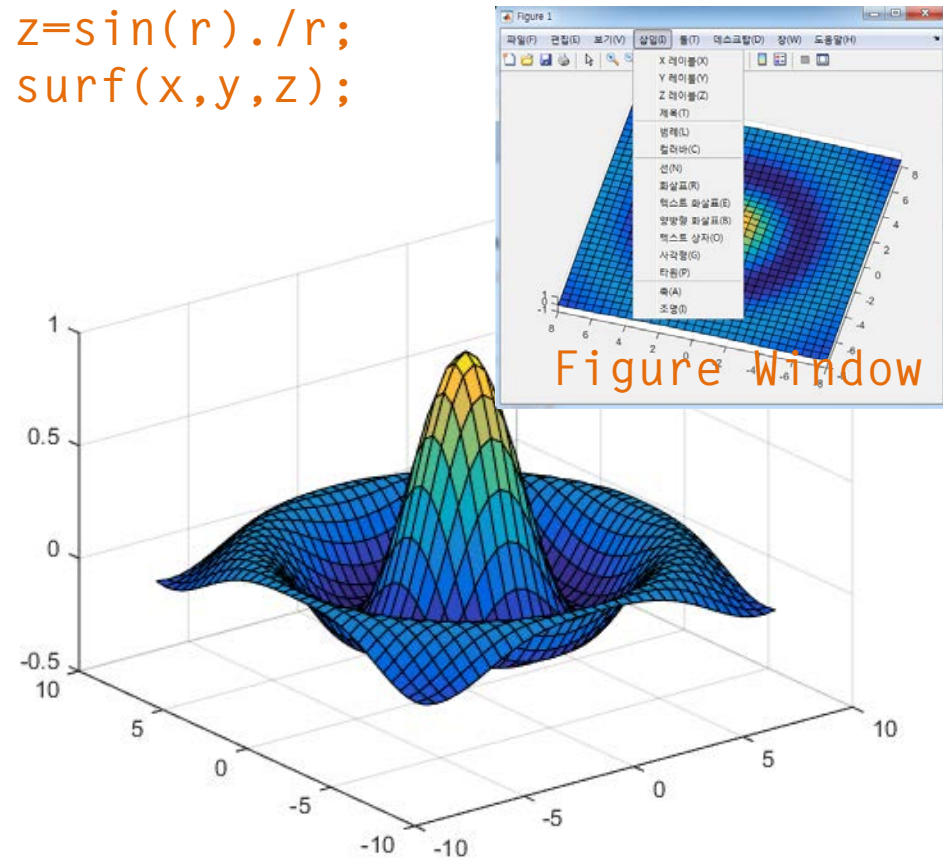
`Meshgrid(-1:0.5:1);`

x						y					
5x5 double						5x5 double					
	1	2	3	4	5		1	2	3	4	5
1	-1	-0.5000	0	0.5000	1	1	-1	-1	-1	-1	-1
2	-1	-0.5000	0	0.5000	1	2	-0.5000	-0.5000	-0.5000	-0.5000	-0.5000
3	-1	-0.5000	0	0.5000	1	3	0	0	0	0	0
4	-1	-0.5000	0	0.5000	1	4	0.5000	0.5000	0.5000	0.5000	0.5000
5	-1	-0.5000	0	0.5000	1	5	1	1	1	1	1

```
>> k = 6;
>> n = 2^k-1;
>> [x,y,z] = sphere(n);
>> figure
>> surf(x,y,z);
```



```
[x,y]=meshgrid(-8:0.5:8);
r=sqrt(x.^2+y.^2)+eps;
z=sin(r)./r;
surf(x,y,z);
```



7. User-defined Functions and Function Files

❖ User defined function

- Arguments



- To create user-defined function
 - Similar with script files

```
function [output arguments] = function_name(input arguments)
```

The word function must be the first word and must be typed in lower case letters.

A list of output arguments typed inside brackets and separated by commas.

The name of the function.

A list of input arguments typed inside parentheses and separated by commas.

7. User-defined Functions and Function Files

❖ User defined function

- Simple example of function
 - test.m

```
function [result1 result2]=test(a)
result1=a+100;
result2=a+200;
```

- Command Window

```
[a b]=test(100)
```

```
a =
```

```
200
```

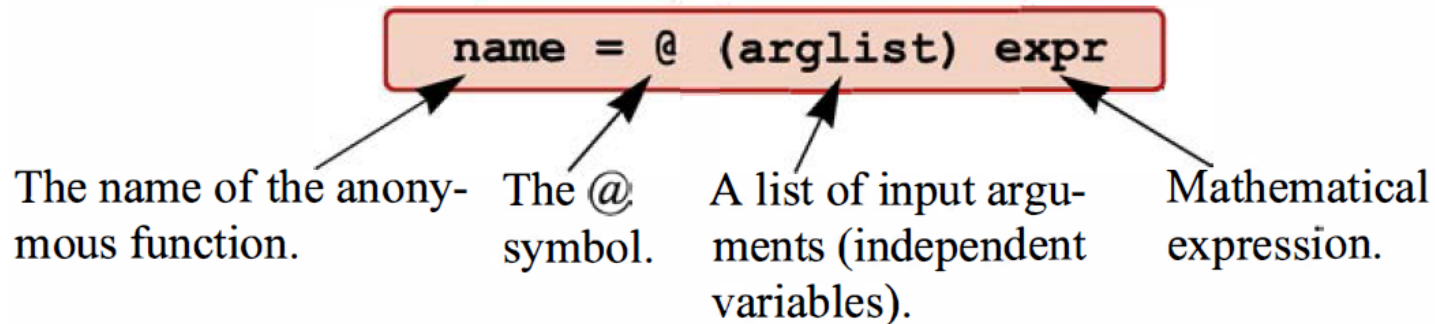
```
b =
```

```
300
```

8. Anonymous Functions

❖ Anonymous Functions

- Users can define functions in the Command Window, within a script file or inside a user-defined function



```
cube= @ (x) x^3
circle=@ (x, y) 16*x^2+9*y^2
parabola= @ (x) a*x^2+b*x+c
```

$$f(x) = \frac{e^{x^2}}{\sqrt{x^2 + 5}}$$

```
FA= @ (x) exp(x^2)/sqrt(x^2+5)
```

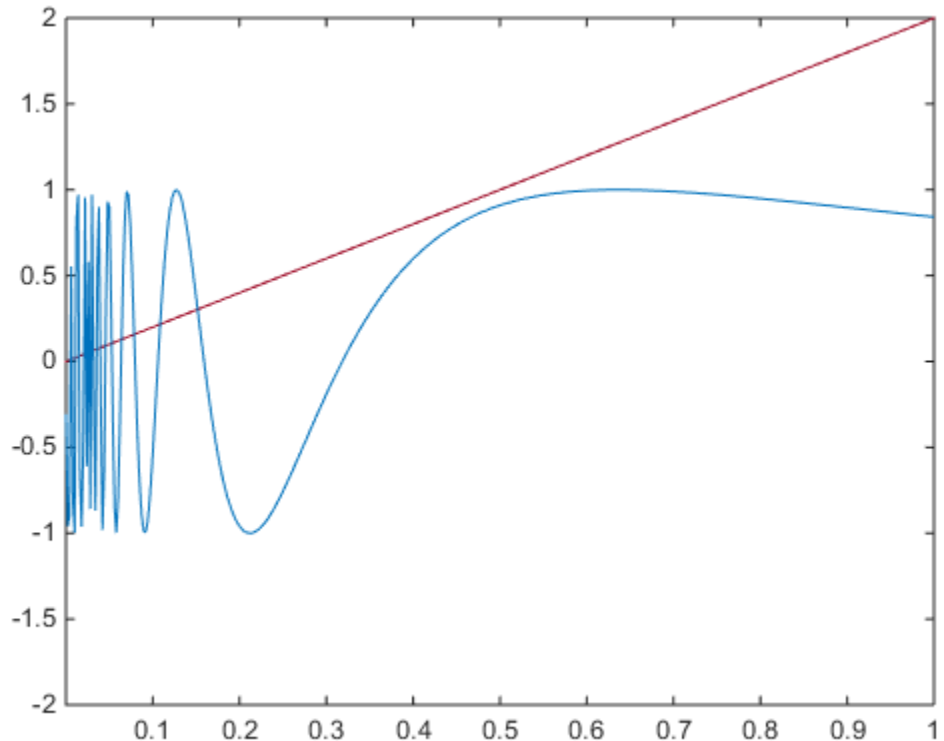
```
>> FA(2)
ans =
    18.1994
>> z=FA(3)
z =
    2.1656e+03
```

9. Function Functions

❖ Function function

- Function that accepts a function handle as an input argument
- Function handle
 - Ex) `cosHandle=@cos`

```
fhandle=@(x)(2*x);  
fplot(fhandle,[0.0,1.0])  
hold on  
fhandle=@(x)(sin(1.0/x));  
fplot(fhandle,[0.0001,1.0])  
ylim([-2,2])
```



10. Programming in MATLAB

❖ Relational and logical operators

Relational Operator	Description	Relational Operator	Description
<	Less than	>=	Greater than or equal to

>> 4==5 ans = 0

>> 5>10 ans = 0

>> 0||1 ans = 1

>> 0&1 ans = 0

>> 1&5 ans = 1

>> 1||2 ans = 1

>> ~(1||0) ans = 0

Logical operator	Name	Description
& Example: A&B	AND	Operates on two operands (A and B). If both are true, the result is true (1); otherwise the result is false (0).
 Example: A B	OR	Operates on two operands (A and B). If either one, or both are true, the result is true (1); otherwise (both are false) the result is false (0).
~ Example: ~A	NOT	Operates on one operand (A). Gives the opposite of the operand. True (1) if the operand is false, and false (0) if the operand is true.

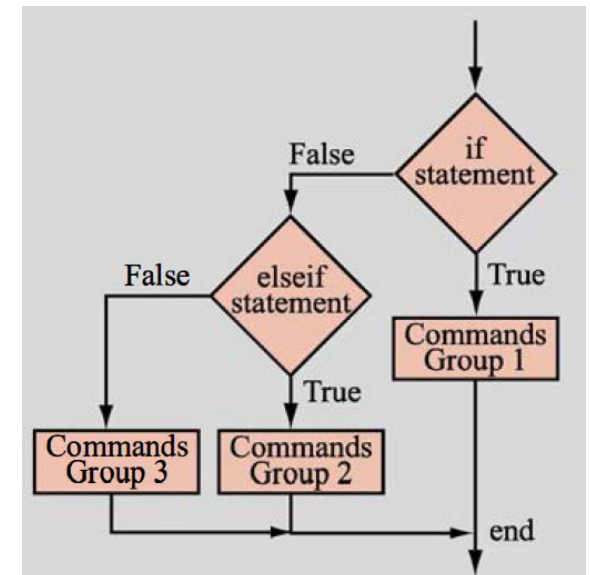
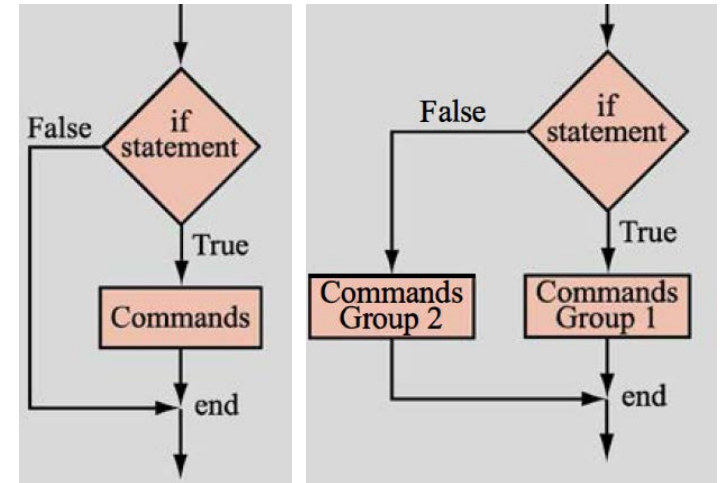
10. Programming in MATLAB

❖ Conditional Statements, if-else Structures

- if-end
- if-else-end
- if-elseif-else-end
- if-elseif-elseif...-else-end
- In a script file,

```
function test(a)
```

```
if(a<10)
    'less than 0'
elseif(a<10)
    'greater than 0, less than 10'
elseif(a<100)
    'greater than 10, less than 100'
else
    'greater than or equal to 100'
end
```



10. Programming in MATLAB

❖ Loops

- for-end

```
function circle(r)
n=100;
for i=1:n
    theta=2*pi/n*i;
    x(i)=r*cos(theta);
    y(i)=r*sin(theta);
end

plot(x,y)
```

- 원을 쌓아 구를 그려보길.

