

Ultra Wide Band Communications

Introduction to MATLAB

ACTS Lab

DIET Department



SAPIENZA
UNIVERSITÀ DI ROMA

- Go to

<https://elearning.uniroma1.it/enrol/index.php?id=13670>

- Complete enrolment using Sapienza email account.

MATLAB

- MATrix LABoratory -> MATLAB

- Commercial software produced by MathWorks Inc

<http://www.mathworks.com/>

- How to obtain it

- Since 2017: CAMPUS university-wide license available on InfoSapienza website:

<https://campus3.uniroma1.it/campus/indexlogin.php>

- You will need to setup an account at mathworks.com
- If you don't have a Sapienza email account yet , you can download a 30 days trial here:

<https://it.mathworks.com/campaigns/products/trials.html>

Matlab online courses

- Matlab On Ramp – short introduction course (2-4 hours)
- Matlab Fundamentals – more extensive course (10 hours)
- Go to

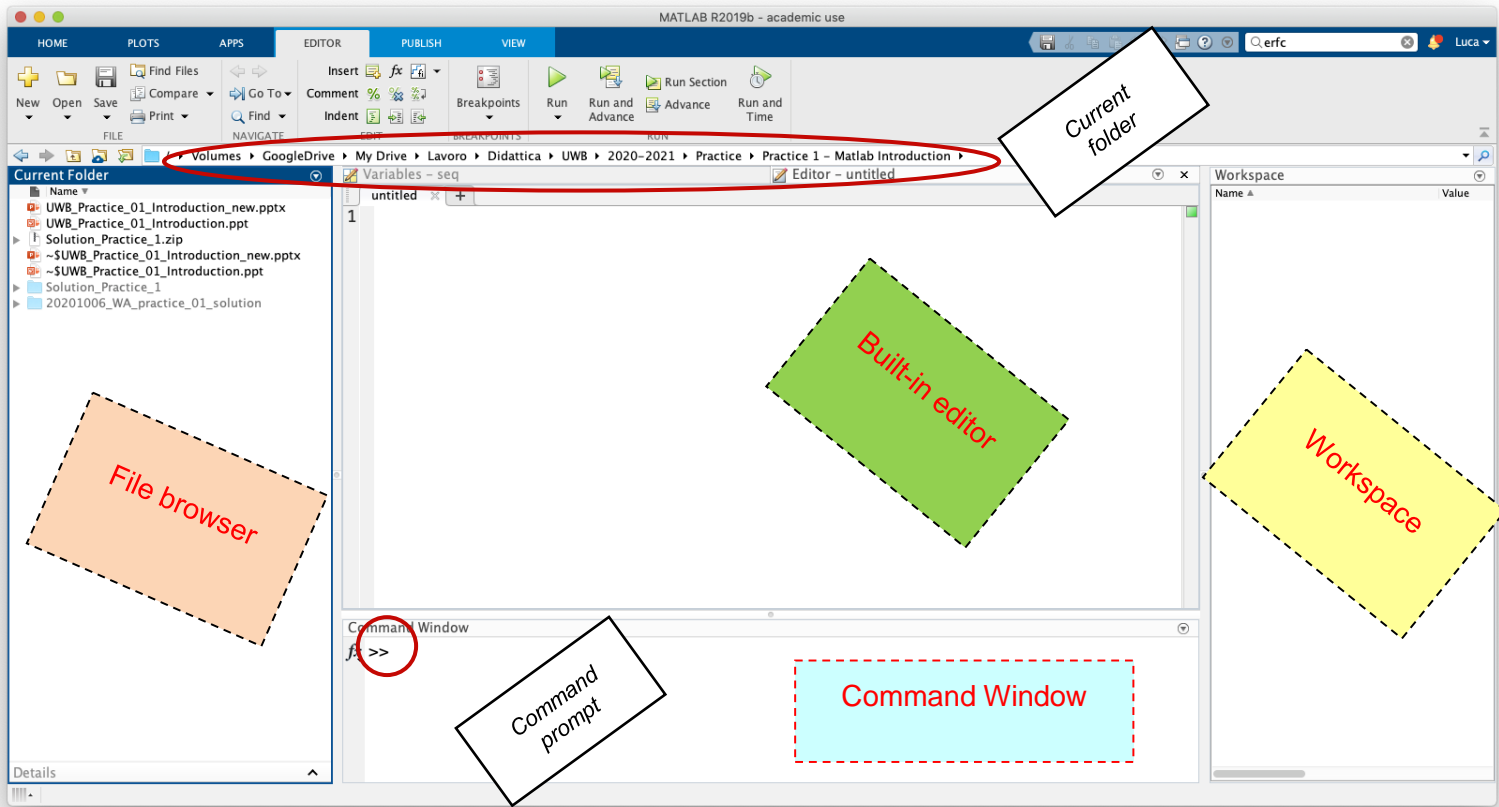
<https://matlabacademy.mathworks.com/>

And login with you Mathworks account connected to your uniroma1.it email address

- Suggested for both beginners and students who already used Matlab

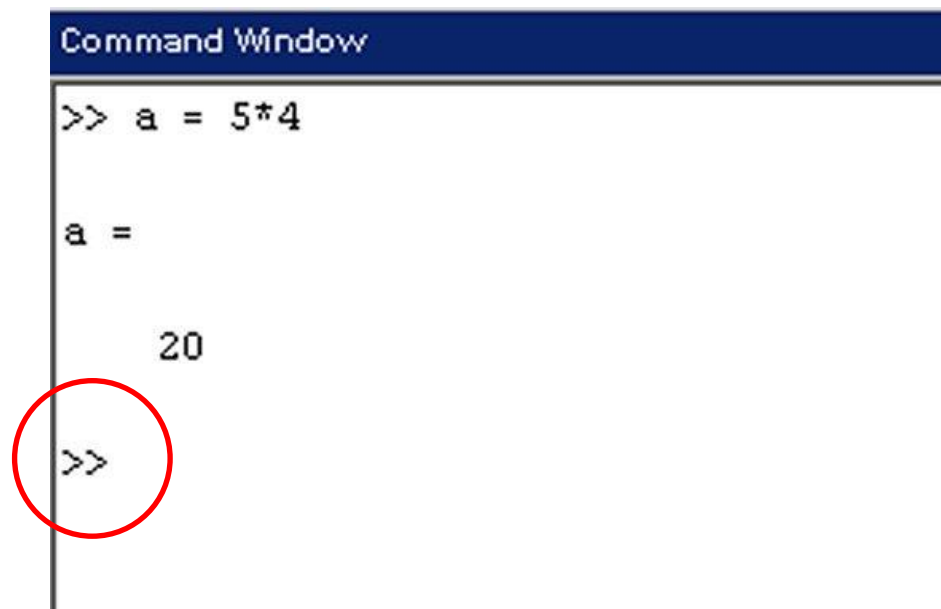
Starting Matlab

- You can start MATLAB by double-clicking on the MATLAB icon or invoking the application from the Start menu of Windows (or the Applications menu under Linux).
- The main MATLAB window, called the MATLAB Desktop, typically looks as follows:



Typing commands

- If you type a command at a command prompt, MATLAB executes the command you typed in, then prints out the result. It then prints out another command prompt and waits for you to enter another command.
- In this way, you can interactively enter as many commands to MATLAB as you want.
- To exit MATLAB, simply click the mouse on the **File** menu of the MATLAB command window and then select "Exit MATLAB" (or just enter quit at the MATLAB command prompt).



```
Command Window
>> a = 5*4

a =

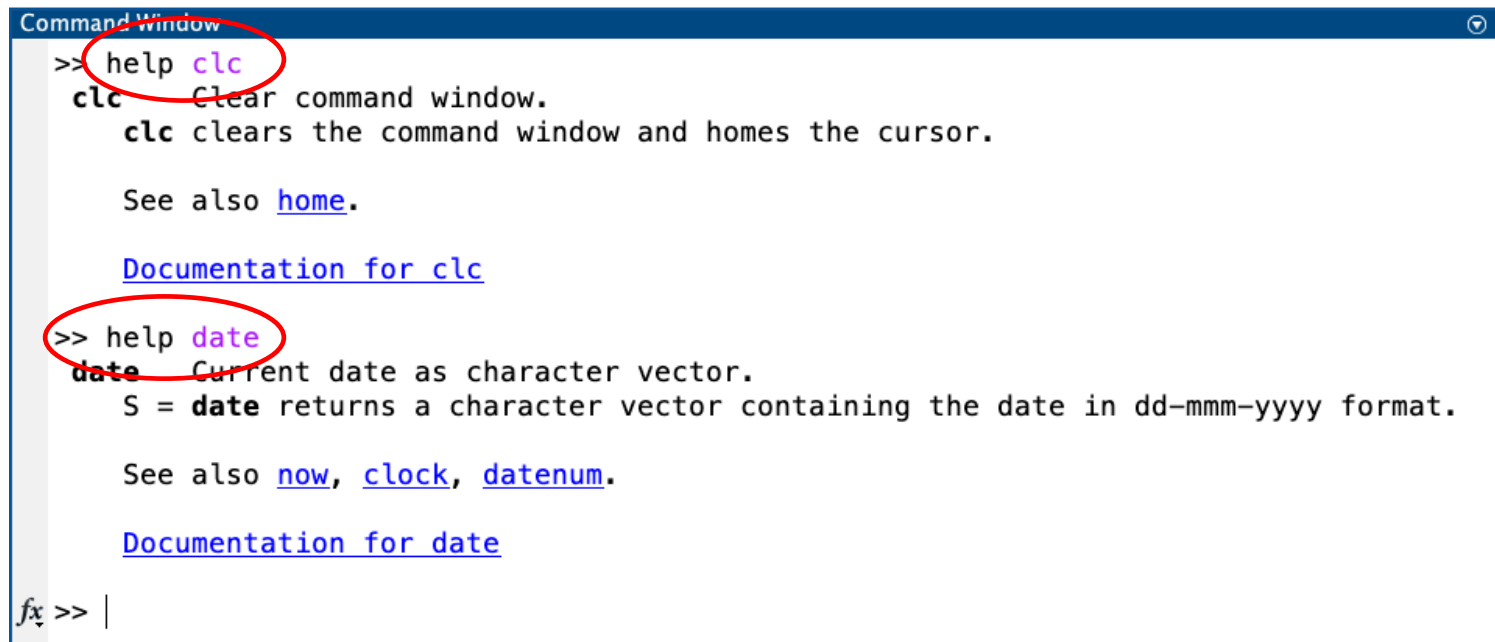
    20

>>
```

The screenshot shows the MATLAB Command Window interface. The title bar reads "Command Window". The command prompt shows the user entering the command `>> a = 5*4`. The output is `a =` followed by `20` on the next line. A red circle highlights the second command prompt `>>` at the bottom of the window, indicating that MATLAB is ready for the next command.

Getting Help

- There are three main functions that you can use to obtain help on a given function: **help**, **helpwin** (short for help window, provides the same info in a pop up window) and **doc** (short for documentation).



```
Command Window
>> help clc
clc      Clear command window.
        clc clears the command window and homes the cursor.

        See also home.

        Documentation for clc

>> help date
date     Current date as character vector.
        S = date returns a character vector containing the date in dd-mmm-yyyy format.

        See also now, clock, datetime.

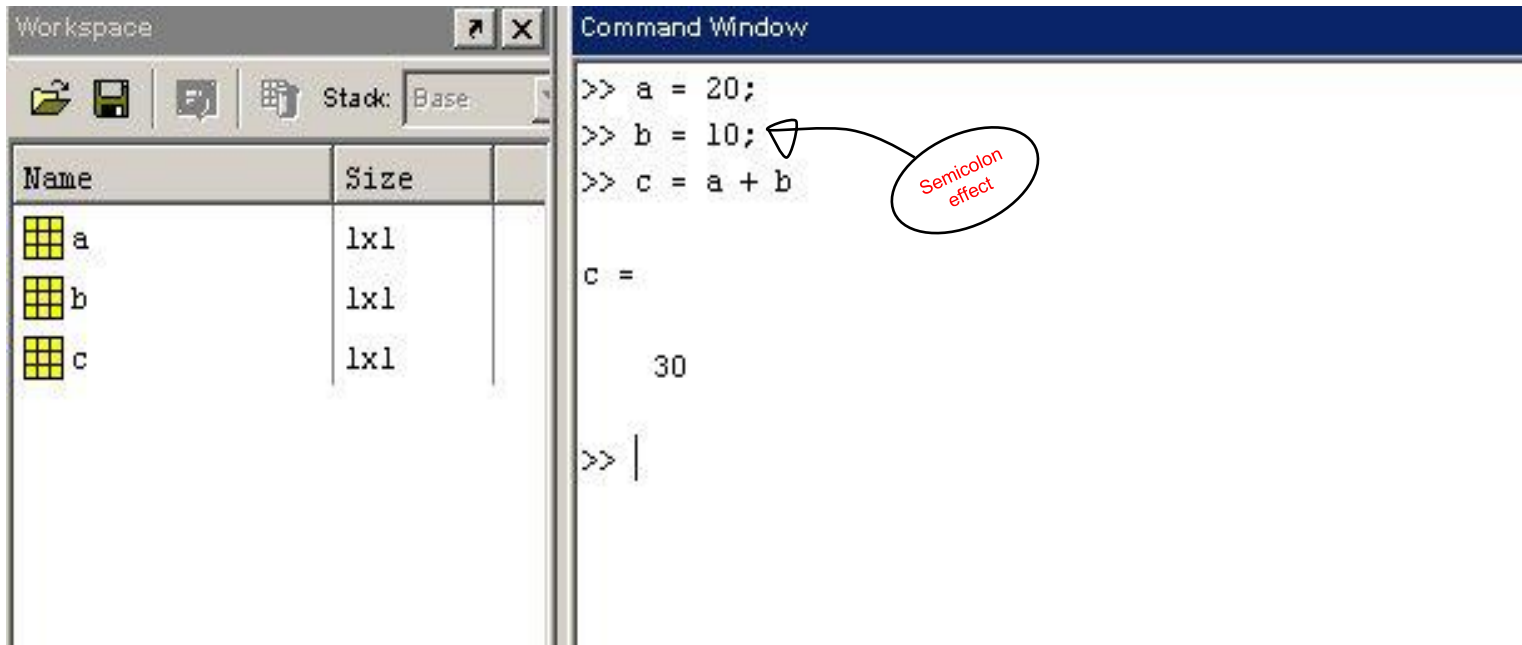
        Documentation for date

fx >> |
```

- The **doc** command provides much more information, examples, etc.; it can also be invoked by using the search box on the top right of the Matlab IDE

Creating variables (1/4)

- Variables are a fundamental concept in MATLAB, and you will use them all the time. Basically, a *variable* is a holding place for a value which you can give a name to. The point of this is that, when calculating something new later, you can use the value that a variable refers to as part of the new calculation.
- You can define and use your own variables, their names will appear in the workspace window together with the variables' characteristics.
- Note that the semicolon has the effect to evaluate the expressions without printing out the results.



The screenshot shows the MATLAB interface with two windows: 'Workspace' and 'Command Window'. The 'Workspace' window displays a table with three variables: 'a', 'b', and 'c', each with a size of '1x1'. The 'Command Window' shows the following commands and output:

```
>> a = 20;  
>> b = 10;  
>> c = a + b  
  
c =  
  
    30  
  
>> |
```

A red oval with the text 'Semicolon effect' points to the semicolons in the commands, indicating that they suppress the output of the assignments.

Creating variables (2/4)

- If you don't create a variable the value of the expression you type in the command window is stored in a matlab default variable called **ans** (short for "answer"). You can refer to that value by just typing ans:

```
Command Window
>> (7 + 3) * 9
ans =
    90
>>
```

- **ans** is overwritten every time you issue a command, so it cannot be used for long term storage...

Creating variables (3/4)

- Typing **clear** at the command prompt will remove all variables and values that were stored in the workspace up to that point.

```
Command Window
>> a = 3;
>> b = 4;
>> whos
  Name      Size      Bytes  Class
  a         1x1         8  double array
  b         1x1         8  double array

Grand total is 2 elements using 16 bytes

>> clear
>> whos
>> |
```

Note that, after the clear command that removes all the variables, the whos command cannot find any variable name to display.

- If you want to remove only some of the variables, just type the clear command followed by the names of the variables to be deleted

Creating variables (4/4)

- There are some specific rules for what you can name your variables, so you have to be careful.
 - Only use primary alphabetic characters (i.e., "A-Z"), numbers, and the underscore character (i.e., "_") in your variable names.
 - You cannot have any spaces in your variable names, so, for example, using "this is a variable" as a variable name is not allowed, but "this_is_a_variable" is fine.
 - MATLAB is case sensitive. What this means for variables is that the same text, with different mixes of capital and small case letters, will not be the same variables in MATLAB. For example, "A_VaRIAbLe", "a_variable", "A_VARIABLE", and "A_variable" would all be considered distinct variables in MATLAB.
 - You can also assign pieces of text to variables, not just numbers. You do this using single quotes (not double quotes --- single quotes and double quotes have different uses in MATLAB) around the text you want to assign to a variable.
 - Be careful not to mix up variables that have text values with variables that have numeric values in equations. If you do this, you will get some strange results.

Vectors & Matrices (1/5)

- Three fundamental concepts in MATLAB, and in linear algebra, are *scalars*, *vectors* and *matrices*:
 - A **scalar** is simply just a fancy word for a number (a single value).
 - A **vector** is an ordered list of numbers (one-dimensional). In MATLAB they can be represented as a row-vector or a column-vector.
 - A **matrix** is a rectangular array of numbers (multi-dimensional). In MATLAB, a two-dimensional matrix is defined by its number of rows and columns.
- In MATLAB, and in linear algebra, numeric objects can be categorized simply as matrix: both scalars and vectors can be considered a special type of matrix.
- For example a scalar is a matrix with a row and column dimension of one (1-by-1 matrix). And a vector is a one-dimensional matrix: one row and n-number of columns, or n-number of rows and one column.
 - All calculations in MATLAB are done with "matrices". Hence the name MATrix LABoratory.

Vectors & Matrices (2/5)

- In MATLAB matrices are defined inside a pair of square braces ([]). The blank space and the semicolon (;) are used to divide elements in a row and different rows, respectively
 - **Note:** you can also use a comma to divide elements in a row, and a carriage return (the enter key) to divide rows.

Directly typed Matrix

```
Command Window
>> A = [1 2 3; 4 5 6; 7 8 9]

A =

     1     2     3
     4     5     6
     7     8     9

>> |
```

Row/Column Vectors

```
Command Window
>> V = [1 2 3]

V =

     1     2     3

>> W = [1;2;3]

W =

     1
     2
     3

>>
```

Matrix by Vectors

```
Command Window
>> Vet_1 = [4 5 8];
>> Vet_2 = [11 8 3];
>> C = [Vet_1;Vet_2]

C =

     4     5     8
    11     8     3

>>
```

Note: You can create a Matrix also merging two or more existent matrices.

Vectors & Matrices (3/5)

- More often than not, the type of data that you will work with will be vectors.
- You can create them manually (as already explained) or by using the **colon** operator, with the following syntax:

START_VALUE:INCREMENT:STOP_VALUE

Vector created using the Colon Operator

```
Command Window
>> t = 0:10:50

t =

     0     10     20     30     40     50

>> |
```

Example of negative increment

```
Command Window
>> t = 50:-10:0

t =

     50     40     30     20     10     0

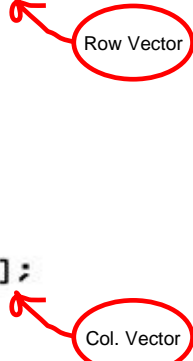
>>
```

Vectors & Matrices (4/5)

- Once a vector or a matrix is created you might need to extract only a subset of the data, and this is done through indexing.
- In a row vector the left most element has index **1**.
- In a column vector the top most element has index **1**.

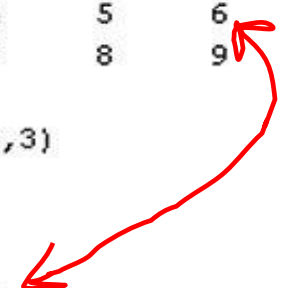
Indexing Vectors

```
Command Window
>> V = [2 3 67];
>> V(2)
ans =
     3
>> W = [3;10;4];
>> W(3)
ans =
     4
>>
```



Indexing Matrices

```
Command Window
>> A
A =
     1     2     3
     4     5     6
     7     8     9
>> A(2,3)
ans =
     6
>>
```



Vectors & Matrices (5/5)

- You can also extract any contiguous subset of a matrix, by referring to the row range and column range you want.
- For example, if `mat` is a matrix with 4 rows and 5 columns, then typing `mat(2:4,3:5)` would extract all elements in rows 2 to 4 and in columns 3 to 5.

Matrix subset

```
Command Window
>> C = [3 4 12 5 6; 8 98 16 9 43; 3 2 0 0 76; 7 76 0 0 1]

C =

     3     4    12     5     6
     8    98    16     9    43
     3     2     0     0    76
     7    76     0     0     1

>> C2 = C(2:4,3:5)

C2 =

    16     9    43
     0    76
     0     0     1

>>
```

You can also modify any value in a matrix or vector indicating its position and the new value to be inserted



```
Command Window
>> C2(2,2) = 7;
>> C2

C2 =

    16     9    43
     0     7    76
     0     0     1

>>
```


Element by element operations (1/2)

- The **element-by-element** operators in MATLAB are as follows:

- element-by-element multiplication: `".*"`
- element-by-element division: `"./"`
- element-by-element addition: `"+"`
- element-by-element subtraction: `"-"`
- element-by-element exponentiation: `".^"`

el-by-el multiplication (Hadamard product)

```
Command Window
>> V = [3 4 0];
>> W = [2 9 10];
>> Z = V.*W

Z =

     6    36     0

>>
```

el-by-el exponentiation

```
Command Window
>> A = [2 2;0 2]

A =

     2     2
     0     2

>> B = [1 2;3 4]

B =

     1     2
     3     4

>> C = A.^B

C =

     2     4
     0    16

>> |
```

Element by element operations (2/2)

- Element-by-element operators can be used with scalars and vectors together.
- A few examples:

multiplication

```
Command Window
>> a = [3 5 6];
>> b = 2.*a

b =

     6    10    12

>> |
```

subtraction

```
Command Window
>> b
b =

     6    10    12

>> b - 2
ans =

     4     8    10

>>
```

division

```
Command Window
>> b
b =

     6    10    12

>> b./2
ans =

     3     5     6

>> |
```

Multiplication of 2 vectors/matrices

- It is represented by the single symbol *
- It carries out the well known matrix multiplication (rows by columns)

Vectors

```
Command Window
>> b = [2 3 4];
>> c = [5 7 8];
>> d = b*c'

d =

    63
```

Means "transposed"

Matrices

```
Command Window
>> A = [1 2 3; 0 4 10];
>> B = [0 3; 4 1; 9 0];
>> C = A*B

C =

    35     5
   106     4

>>
```

Note that the number of rows in A is the same as the number of columns in B.

- CAVEAT:

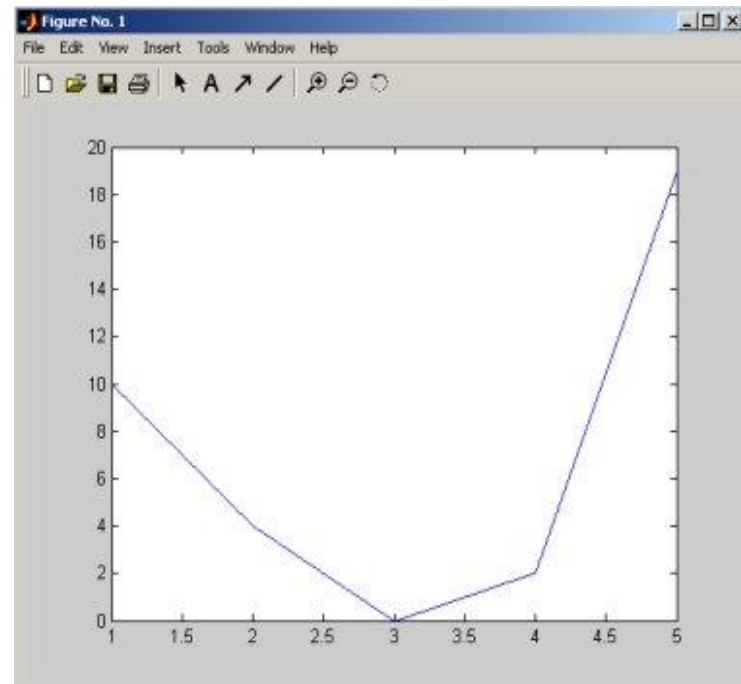
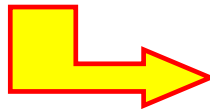
$$A*B \neq A.*B$$

Visualizing data (1/7)

- The basic plotting command in Matlab is **plot**,
- When invoked with two same-sized vectors X and Y, **plot** creates a two-dimensional line plot for each point in X and its corresponding point in Y:

Plot command

```
Command Window  
>> x_axis = [1 2 3 4 5];  
>> y_axis = [10 4 0 2 19];  
>> plot (x_axis, y_axis);  
>>
```



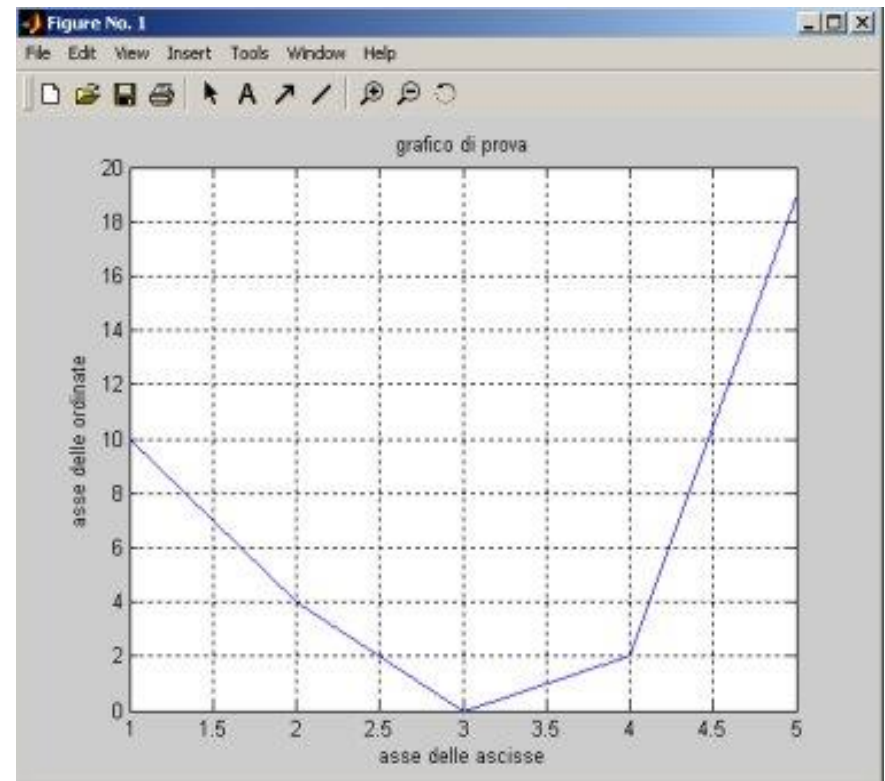
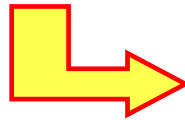
Matlab will display the figure in a pop-up window, if you decide to save it the matlab default format is the .fig format

Visualizing data (2/7)

- If you want to label the axes, give your figure a title or create a grid in the background of your plot, you can use the **xlabel**, **ylabel**, **title** and **grid on** command respectively:

Plot labels and enhancement

```
Command Window
>> plot (x_axis, y_axis);
>> xlabel('asse delle ascisse');
>> ylabel('asse delle ordinate');
>> title('grafico di prova');
>> grid on;
>> |
```



Visualizing data (3/7)

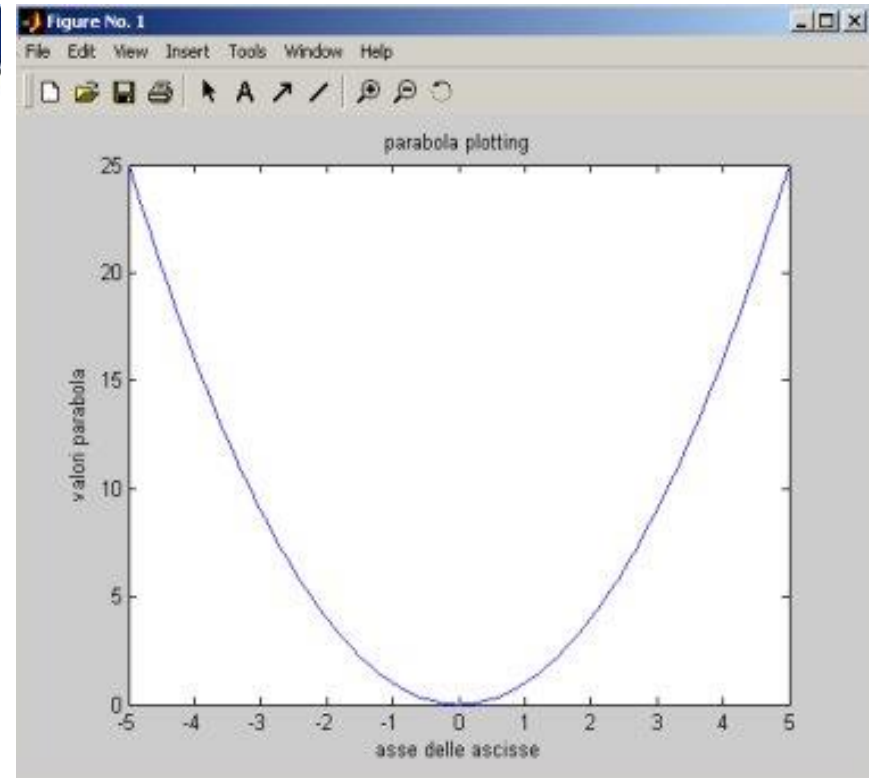
- Let's now plot a parabola introducing the `x_axis` significant points not one by one, but using the shortcut already seen before:

Parabole plotting

```
Command Window
>> x_axis = [-5: .1: 5]; %vado da -5 a 5 con passo 0.1
>> y = x_axis.^2;
>> plot(x_axis, y);
>> xlabel('asse delle ascisse');
>> ylabel('valori parabola');
>> title('parabola plotting');
```



Note that we have now inserted 100 x values in a very compact way

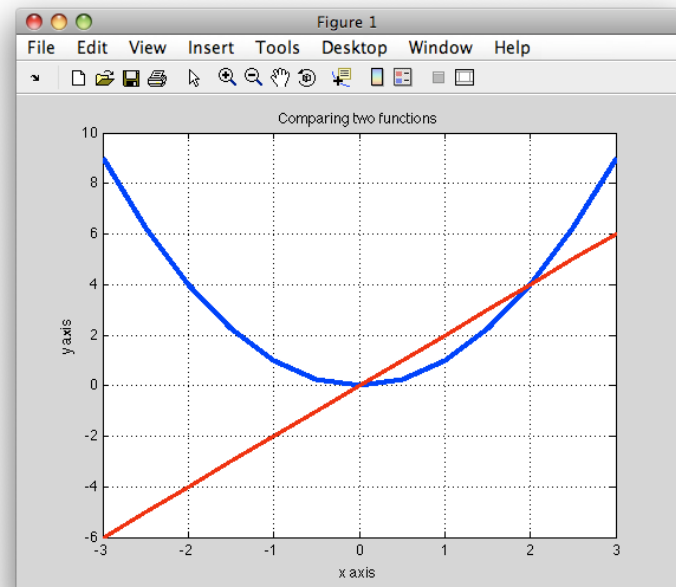


Visualizing data (4/7)

- Superimpose multiple plots in the same figure window allows to easily compare the plots.
- This can be done using the **hold** command.
- Normally, when one types a **plot** command, any previous figure window is erased, and replaced by the new plot.
- If one types "**hold on**" at the command prompt, all line plots subsequently created will be superimposed in the same figure window and axes.
- "**hold off**" will revert to the default behavior

Plots superimposed

```
Command Window
>> x_axis=[-3:0.5:3];
>> y=x_axis.^2;
>> y2=x_axis.*2;
>> P1=plot(x_axis,y);
>> set(P1,'Linewidth',3);
>> hold on
>> P2=plot(x_axis,y2);
>> set(P2,'Linewidth',2,'Color','red');
>> title('Comparing two functions')
>> xlabel('x axis');
>> ylabel('y axis');
>> grid on
>> |
```



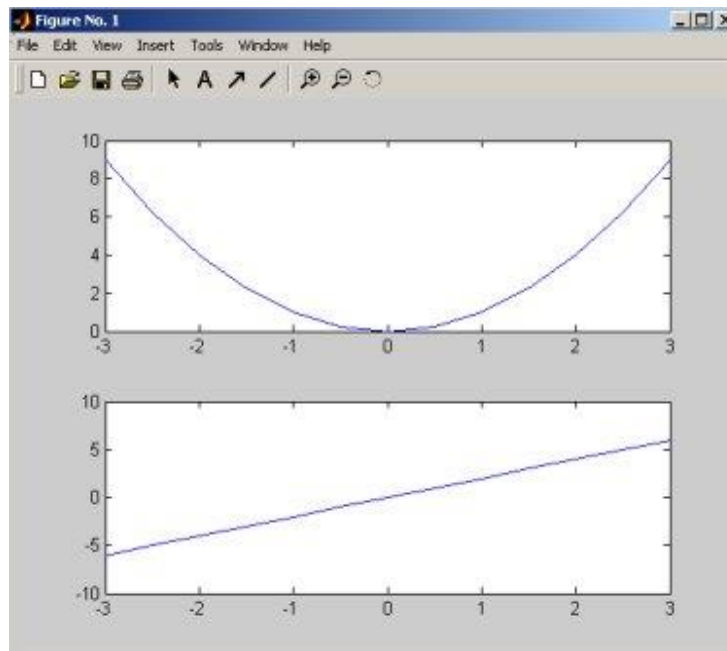
Visualizing data (5/7)

- A different way to compare multiple plots is to have each of them in a separate part of the window.
- This can be obtained with the **subplot** command.
- If one types **subplot (M,N,P)** at the command prompt, MATLAB will divide the plot window into a set of rectangles organized in **M** rows and **N** columns
- The result of the next "plot" command will appear in the **P**th rectangle (where the first rectangle is in the upper left):

Subplot

Command Window

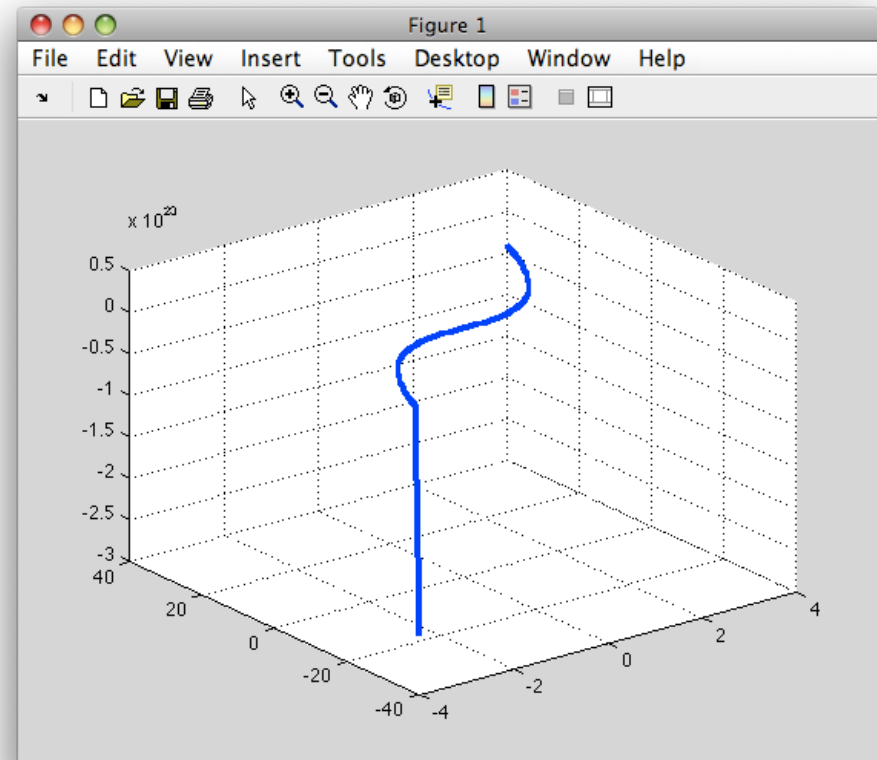
```
>> subplot(2,1,1); plot(x_axis, y);  
>> subplot(2,1,2); plot(x_axis, y2);  
>>
```



Visualizing data (6/7)

- Two different kinds of three-dimensional plots can be displayed in MATLAB: 1) three-dimensional line plots and 2) surface mesh plots:
- three-dimensional line plots**

```
>> x_axis=[-3:0.1:3];  
>> y=x_axis.^3;  
>> z=exp(-2.*(y)).*sin(y);  
>> P3=plot3(x_axis,y,z);  
>> set(P3,'Linewidth',3)  
>> grid on  
>> |
```

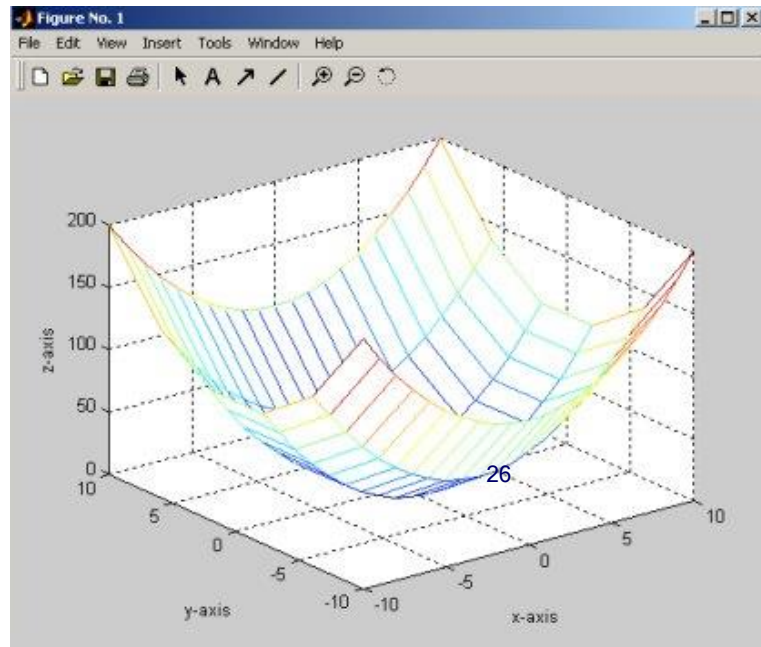


Visualizing data (7/7)

- **surface mesh plots:** You can use the mesh and meshgrid commands to create surface mesh plots, which show the surface of three-dimensional functions:
- How it works:
 - 1) Generate a grid of points in the xy-plane using the meshgrid command.
 - 2) Evaluate the three-dimensional function at these points.
 - 3) Create the surface plot with the mesh command.

3-D Parabola

```
Command Window
>> x_points = [-10 : 1 : 10];
>> y_points = [-10 : 4 : 10];
>> [X, Y] = meshgrid(x_points,y_points);
>> Z = X.^2 + Y.^2;
>> mesh(X,Y,Z);
>> xlabel('x-axis');
>> ylabel('y-axis');
>> zlabel('z-axis');
>> |
```



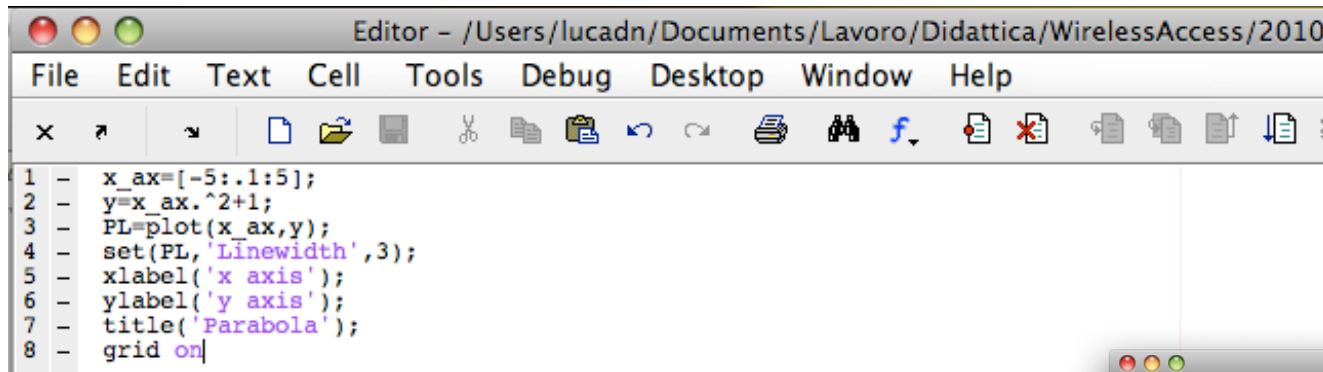
Scripts (1/3)

- A MATLAB script is an ASCII text file that contains a sequence of MATLAB commands.
- When naming a script file, one has to append the suffix ".m" to the filename, for example "**myscript.m**". Scripts in MATLAB are also called "**M-files**".
- The commands contained in a script file can be run in the MATLAB command window by typing the name of the file at the command prompt.
- You can use any text editor, such as Microsoft Windows Notepad, or word processor, such as Microsoft Word, to create scripts, but you must make sure that you save scripts as simple text documents.
- It is **much easier** to create your scripts using MATLAB's built-in text editor.
- To start the MATLAB text editor simply type **edit** at the command prompt or select **File->New->M-file** from the MATLAB desktop menu bar.
- The MATLAB text editor provides syntax highlighting, making easier to read the script, as well as the possibility of running and debugging the code

Scripts (2/3)

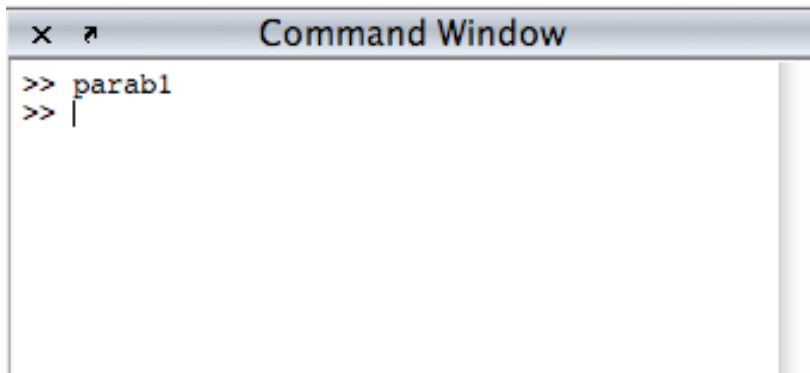
- Example: the following script generating a parabola created using MATLAB's built-in text editor. The name of the script is **parab1.m**:

Script edited using Matlab editor

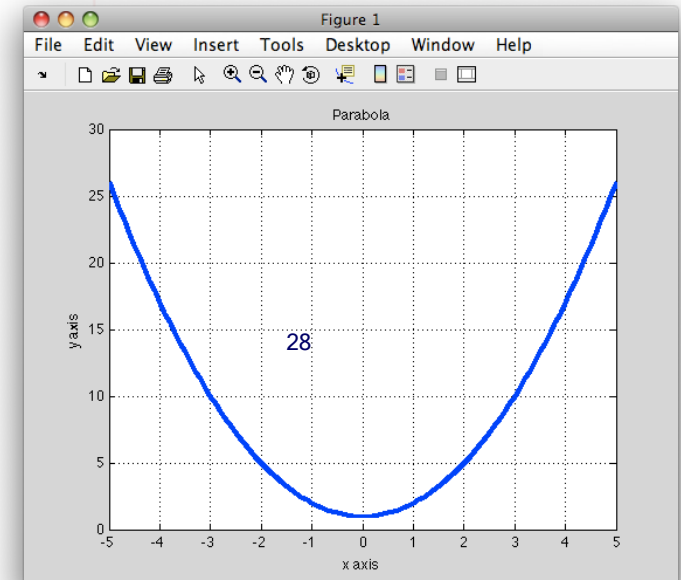


```
1 - x_ax=[-5:.1:5];
2 - y=x_ax.^2+1;
3 - PL=plot(x_ax,y);
4 - set(PL,'linewidth',3);
5 - xlabel('x axis');
6 - ylabel('y axis');
7 - title('Parabola');
8 - grid on|
```

If the script is saved in a directory included in the Matlab path it can be run by simply typing `parab1` at the Matlab command prompt

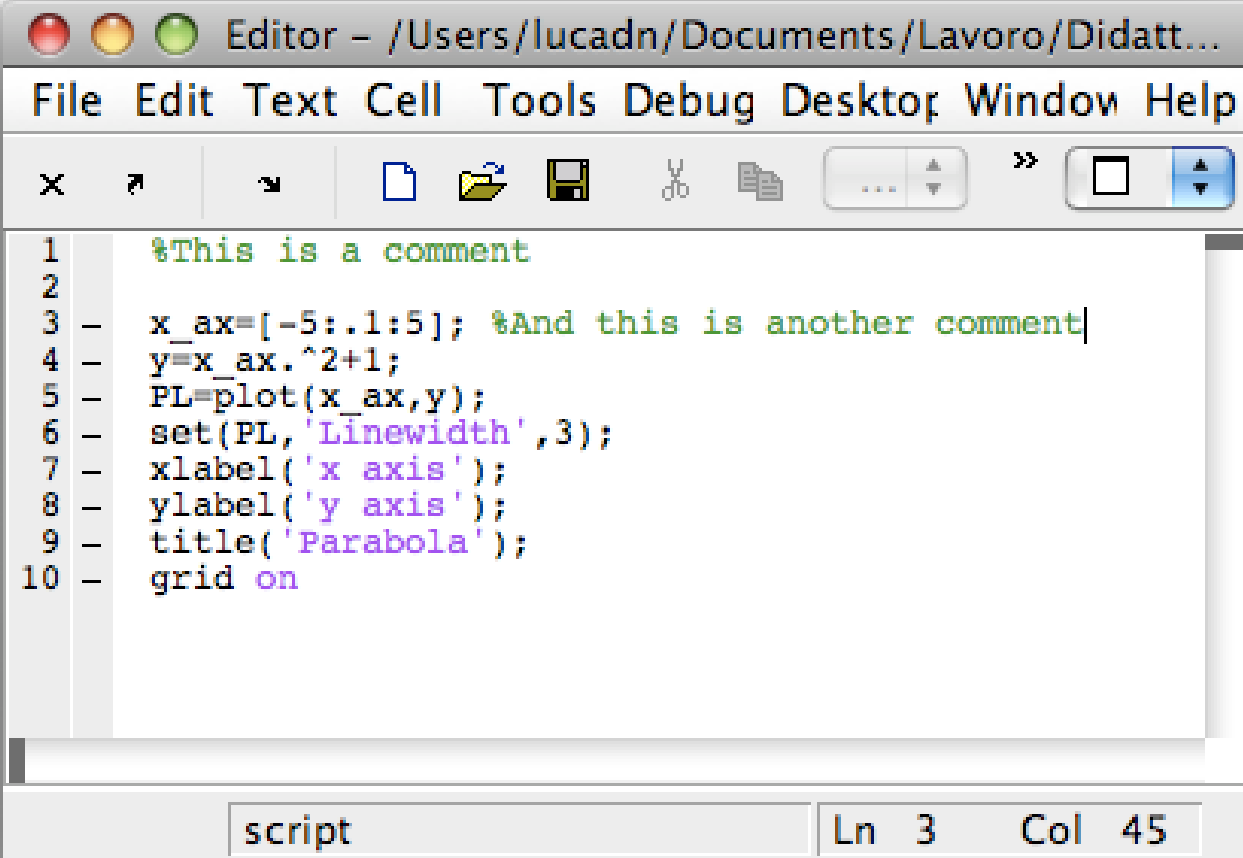


```
>> parab1
>> |
```



Scripts (3/3)

- Comments in scripts help understanding the code
- A comment can be placed anywhere in a script with the % sign



The image shows a screenshot of a MATLAB script editor window. The window title is "Editor - /Users/lucadn/Documents/Lavoro/Didatt...". The menu bar includes "File", "Edit", "Text", "Cell", "Tools", "Debug", "Desktop", "Window", and "Help". The toolbar contains icons for file operations (new, open, save, print, copy, paste) and navigation (home, end, search, zoom). The script content is as follows:

```
1 %This is a comment
2
3 - x_ax=[-5:.1:5]; %And this is another comment|
4 - y=x_ax.^2+1;
5 - PL=plot(x_ax,y);
6 - set(PL,'Linewidth',3);
7 - xlabel('x axis');
8 - ylabel('y axis');
9 - title('Parabola');
10 - grid on
```

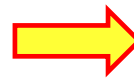
The status bar at the bottom shows "script" in the current file name, and "Ln 3 Col 45" indicating the current cursor position.

Functions

- Functions are M-files that can accept **input arguments** and return **output arguments**. The names of the M-file and of the function should be the same.
- Functions operate on variables within their own workspace, separate from the workspace you access at the MATLAB command prompt.

Function squarebin

```
C:\MATLAB6p5\work\squarebin.m
File Edit View Text Debug Breakpoints Web Window Help
[Icons]
1
2 % calcola il quadrato del binomio (a+b)
3
4 function bin2 squarebin (a,b)
5
6 - bin2 = a^2 + b^2 + 2*a*b;
```



Running squarebin

```
Command Window
>> squarebin(1,3)
ans =
    16
>> squarebin(1,8)
ans =
    81
```

Saving variables (1/2)

- The save command can be used to save all or only some of your variables into a MATLAB data file type called **MAT-file**. If you want to choose the name of the file yourself, you can type “save” followed by the filename you want to use. MATLAB will then save all currently defined variables in a file named with the name you chose followed by the suffix **“.mat”**
- Before saving you have to specify the path to where you want Matlab to save your variables or simply change the current directory if you need to. To know which directory is the current one just type the **PWD** command.
- To see if your .mat file is where it should be you can use the **dir** command which lists the file of the current directory.
- If you want to save only a limited number of variables within your workspace just type their names after the save command and the filename.

Saving variables (2/2)

- Saving steps:

```
Command Window
>> pwd
ans =
C:\MATLAB6p5\work
>> save attuale
>> dir
.          attuale.mat      generect2.asv      squarebin.m
..         bandwidth_D.asv  generect_D.asv    uwb
Rbup.fig   binsource.asv         myfiles.mat
alohasim.asv  csmasim.asv         parabl.m
>>
```


Loading variables

- Saved variables can be retrieved with the **load** command followed by a filename (without the ".mat" suffix):

```
Command Window
>> clear % clear all the workspace variables
>> load attuale
>> whos
  Name      Size      Bytes  Class
  a         1x1         8    double array
  ans       1x17        34    char array
  b         1x1         8    double array

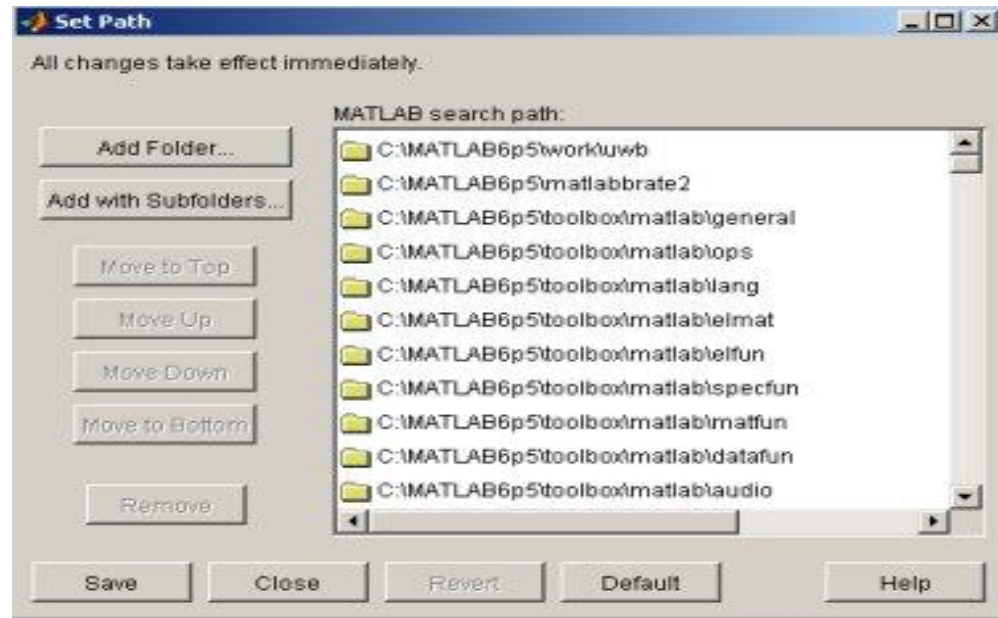
Grand total is 19 elements using 50 bytes

>>
```

Adding a folder to the path

- To add a folder to the Matlab search-path simply select:

file → set path → add folder → (select a folder) → save

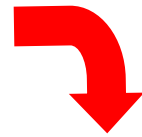


or use the **addpath** command followed by the complete folder path

if, then and elseif

The general form of the `if` statement is:

```
if <expression>
    <statement>,
<statement>,...
elseif <expression>
    <statement>,
<statement>,...
else
    <statement>,
<statement>,...
end
```



Example

```
a=3;
b=floor(5*rand(1,1));
if a>b
    fprintf('a=%d larger than b=%d/n',a,b);
elseif a==b
    fprintf('a=%d equal to b=%d/n',a,b);
else
    fprintf('a=%d smaller than b=%d/n',a,b);
end
```

For and While

```
for <variable=expression>  
<statement>, <statement>, ... end
```

```
N=5;  
M=8;  
for i=1:N  
    for j=1:M  
        A(i,j)=1/(i+j-1);  
    end  
end
```

```
while <expression> <statement>,  
<statement>, ... end
```

```
b=0;  
a=10;  
while (a>3)  
    b=b+1;  
    a=a-b;  
end
```

Function “rand”

- `rand` uniformly distributed random numbers.
- `rand(N)` is an N-by-N matrix with random entries, chosen from a uniform distribution on the interval (0.0,1.0).
- `rand(M,N)` is a M-by-N matrix with random entries on the same interval.

```
octave-3.2.3:8> V=rand(3)
V =

    0.885006    0.985149    0.193368
    0.060968    0.912635    0.719775
    0.894609    0.040091    0.480421
```

```
octave-3.2.3:9> W=rand(1,3)
W =

    0.50589    0.70535    0.15719
```

Function “zeros”

- `zeros` zeros array.
- `zeros (N)` is an N-by-N matrix of zeros.
- `zeros (M, N)` is an M-by-N matrix of zeros.

```
octave-3.2.3:8> V=zeros(4)
V =
```

```
0 0 0 0
0 0 0 0
0 0 0 0
0 0 0 0
```

```
octave-3.2.3:9> W=zeros(1,3)
W =
```

```
0 0 0
```

Function “ones”

- `ones` Ones array.
- `ones (N)` is an N-by-N matrix of ones
- `ones (M, N)` is an M-by-N matrix of ones.

```
octave-3.2.3:8> V=ones(4)
```

```
V =
```

```
1 1 1
1 1 1
1 1 1
1 1 1
```

```
octave-3.2.3:9> W=ones(1,3)
```

```
W =
```

```
1 1 1
```

Function “find”

- `find` Finds indices of nonzero elements.
- `I = find(X)` returns the indices of the vector `X` that are nonzero.
- Note that `X` can be the result of the evaluation of an expression
- Example:

```
octave-3.2.3:17> A=floor(200*rand(1,10))
```

```
A =  
    83    142    81    69    119     3    36    87    10    88
```

```
octave-3.2.3:18> X=A>100
```

```
X =  
    0     1     0     0     1     0     0     0     0     0
```

```
octave-3.2.3:19> I=find(X)
```

```
I =  
  
     2     5
```

```
octave-3.2.3:20>
```


Function “length”, “max” e “min”

`length`: Length of vector.

- For a vector, `length(X)` returns the number of elements in X .
- For a matrix $N \times M$, `length(X)` returns the largest dimension between N and M .

`max`: Largest component.

- For a vector, `max(X)` returns the largest element in X .
- For a matrix, `max(X)` returns a row vector containing the largest element of each column in X .

`min`: Smallest component.

- For a vector, `min(X)` returns the smallest element in X .
- For a matrix, `min(X)` returns a row vector containing the smallest element of each column in X .

Function “sort” (1/2)

`sort`: sorts the elements of a vector in ascending or descending order

- For a vector, `sort(X)` sorts the elements of X in ascending order.
- For a matrix, `sort(X)` sorts the elements of each column of X in ascending order.

```
>> V=[7 5 9 2 4];  
>> sort(V)  
ans =  
     2     4     5     7     9  
  
>>
```

```
>> A=[7 5 2; 4 3 5; 9 8 3]  
A =  
     7     5     2  
     4     3     5  
     9     8     3  
  
>> sort(A)  
ans =  
     4     3     2  
     7     5     3  
     9     8     5  
  
>>
```

Function “sort” (2/2)

The default behavior of `sort` can be modified with additional inputs

- `sort(A, dim)` sorts the elements of a matrix `A` in ascending order by dimension `dim` (`dim=1`: columns (*default*), `dim=2`: rows).
- `sort(A, 'descend')` sorts each column of a matrix `A` in descending order
- `sort(A, 2, 'descend')` sorts each row of a matrix `A` in descending order

```
>> A=[0 23 12; 5 3 6]
```

```
A =
```

```
    0    23    12
    5     3     6
```

```
>> sort(A,2)
```

```
ans =
```

```
    0    12    23
    3     5     6
```

```
>>
```

```
>> A=[0 23 12; 5 3 6]
```

```
A =
```

```
    0    23    12
    5     3     6
```

```
>> sort(A,2,'descend')
```

```
ans =
```

```
    23    12     0
     6     5     3
```

```
>>
```

Function “round”, “ceil” e “floor”

- `round`: Round towards nearest integer.
- `floor`: Round towards the integer immediately lower.
- `ceil`: Round towards plus the integer immediately higher.

```
octave-3.2.3:30> test= [0.4 0.7]
test =

    0.40000    0.70000

octave-3.2.3:31> round(test)
ans =

    0     1

octave-3.2.3:32> floor(test)
ans =

    0     0

octave-3.2.3:33> ceil(test)
ans =

    1     1

octave-3.2.3:34>
```

Function “size”

`size`: Size of each dimension of a vector/matrix

- For vectors, same as `length`
- For matrices, different behavior

```
>> A=[7 5 2; 4 3 5;]
A =
     7     5     2
     4     3     5

>> size(A)
ans =
     2     3

>> length(A)
ans =
     3

>> size(A,1)
ans =
     2
```

Function “sum”

sum: Sum of elements of a vector/matrix

- For vectors, it returns the sum of all elements
- For matrices, it returns a row vector containing the sums of the elements of each row
- Behavior for matrices can be changed as seen for the `sort` command

```
>> V=[1 2 3]
V =
     1     2     3

>> sum(V)
ans =
     6

>> A=[1 2 3; 2 4 6]
A =
     1     2     3
     2     4     6

>> sum(A)
ans =
     3     6     9

>> sum(A,1)
ans =
     3     6     9

>> sum(A,2)
ans =
     6
    12
```

Function “bar”

bar: Bar graph

- Typically used when the values are not samples of a function

```
>> V=[8 9 10 6 4 3];  
>> bar(V)  
>> title('Bar graph title')  
>> xlabel('Categories')  
>> ylabel('Values')  
>>
```

