

# MATLAB REFERENCE CARD I

## Variable Assignment

<code>x=[1,2,3,4...];</code>	Defines a row vector $x$ (horizontal)
<code>x=[1;2;3;4...];</code>	Defines a column vector $x$ (vertical)
<code>a:c</code>	The range of integers $a \dots c$ , equivalent to $[a, a+1, \dots, c-1, c]$
<code>a:b:c</code>	The range of $a \dots c$ , with spacing $b$ , equivalent to $[a, a+b, \dots, c-b, c]$
<code>linspace(a,c,n)</code>	The range of $a \dots c$ with $n$ equally spaced values in between
<code>zeros(m,n)</code>	An $m \times n$ matrix of zeros ( $m$ is vertical columns, $n$ is horizontal rows)
<code>ones(m,n)</code>	An $m \times n$ matrix of ones
<code>rand(m,n)</code>	An $m \times n$ matrix of uniformly distributed random numbers $\in [-1, +1]$
<code>randn(m,n)</code>	An $m \times n$ matrix of random numbers from $N(\mu = 0, \sigma = 1)$
<code>x = 'string'</code>	Defines $x$ as the string <code>string</code> ("double quotes" are never used)

## Variable Indexing

### Vectors

<code>x(1)</code>	First element
<code>x(n)</code>	$n^{\text{th}}$ element
<code>x(end)</code>	Last element
<code>x(1:n)</code>	First $n$ elements
<code>x(end-n:end)</code>	Last $n+1$ elements
<code>x([1,3,6])</code>	Specified list of elements
<code>x(x&gt;0)</code>	All elements of $x$ greater than 0
<code>x(x&gt;0 &amp; x&lt;9)</code>	All elements of $x$ between 0 and 9

### Matrices

<code>x(i,j)</code>	Element at row $i$ (vertical indexed) and column $j$ (horizontal indexed)
<code>x(i,:)</code>	All of Row $i$
<code>x(:,j)</code>	All of Column $j$
<code>x(1:m,:)</code>	First $m$ rows
<code>x(:,1:n)</code>	First $n$ columns
<code>x(end,end)</code>	The last element in the last row
<code>x(:)</code>	Transformed full matrix to a column vector (column by column)

## Variable Manipulation

<code>x(n) = [];</code>	Removes element $n$ from variable $x$
<code>x(:,n) = [];</code>	Removes the column $n$ from matrix $x$
<code>x'</code>	The complex conjugate transpose of $x$ (matters for imaginary data)
<code>x.'</code>	The non-conjugate transpose of $x$
<code>max(x) min(x)</code>	Greatest element in vector $x$ Smallest element in vector $x$
<code>max(x,[],c)</code>	The greatest elements in matrix $x$ along the $c^{\text{th}}$ dimension
<code>[a,i] = max(x)</code>	Additionally returns the position $i$ of the greatest element in $x$
<code>sort(x)</code>	Sorts the elements of $x$ in ascending order
<code>sort(x,c)</code>	Sorts the elements in matrix $x$ along the $c^{\text{th}}$ dimension
<code>unique(x)</code>	Returns all unique values of $x$ , sorted in ascending order
<code>find(x == a)</code>	Returns indices where $x$ is equal to $a$
<code>reshape(x,[m,n])</code>	Returns the data in $x$ , reshaped to size $[m,n]$ (must have same <code>numel</code> )
<code>cat(c,x,y)</code>	Concatenates the variables $x$ and $y$ along the dimension $c$

## Variable Information

<code>length(x)</code>	Length of vector $x$ or longest matrix dimension
<code>s = size(x)</code>	If $x$ is a $5 \times 4$ matrix, $s$ becomes the vector $[5,4]$
<code>size(x,c)</code>	The size of the $c^{\text{th}}$ dimension of $x$
<code>numel(x)</code>	The number of elements in $x$ (can be any dimension)

## Matrix Computations

<code>a+b</code>	Adds matrices $a$ and $b$ together, or any scalar $b$ to all elements in $a$
<code>a-b</code>	Same, with subtraction
<code>a.*b</code>	Element-wise multiplies matrices $a$ and $b$ (they must be the same size)
<code>a*b</code>	Matrix multiplies matrices $a$ and $b$ (inner dimension must match)
<code>a./b</code>	Element-wise divides matrices $a$ and $b$ (they must be the same size)
<code>a/b</code>	Matrix divides, roughly equal to $a \cdot \text{inv}(b)$
<code>a.^b</code>	Element-wise power operation: $a$ to the power of $b$

## Math Operations

<code>sin, cos, tan, asin, acos, atan, log, log10, exp, sqrt, ...</code>	Standard functions, always element-wise operation
<code>sum(x)</code>	Sum of elements
<code>sum(x,c)</code>	Sum of elements of $x$ , along the dimension $c$
<code>prod(x)</code>	Product of elements of $x$
<code>diff(x)</code>	Difference between every element of $x$ (yields length $n-1$ )
<code>cumsum(x)</code>	Cumulative sum of the elements in $x$
<code>mean(x)</code>	Mean of the elements in $x$
<code>median(x)</code>	Median of the elements in $x$
<code>log(x,b)</code>	Logarithm of $x$ with base $b$
<code>real(x)</code>	Real part of all elements in $x$
<code>imag(x)</code>	Imaginary part of all elements in $x$
<code>abs(x)</code>	Absolute value, or magnitude if $x$ is complex
<code>angle(x)</code>	Angle in radians of the complex number(s) $x$
<code>mod(x,b)</code>	Modulus (remainder) of $(x/b)$

## Constants

<code>i</code> or <code>j</code>	Imaginary unit $\sqrt{-1}$
<code>pi</code>	3.1415926535897... Yumm
<code>Inf</code>	Infinity (e.g. results from $1/0$ )
<code>NaN</code>	Not a Number (e.g. results from $0/0$ )
<code>exp(1)</code>	2.7182818284590... Natural logarithm base

## Equalities & Logical Operators

<code>&lt;</code>	<code>&lt;=</code>	Less than	Less than or equal to
<code>&gt;</code>	<code>&gt;=</code>	Greater than	Greater than or equal to
<code>==</code>	<code>~=</code>	Equal to	Not equal to
<code>&amp;</code>	<code>&amp;&amp;</code>	And (element-wise)	And (single value)
<code> </code>	<code>  </code>	Or (element-wise)	Or (single value)
<code>~</code>		Not	
<code>any(...)</code>		true if any result in an element-wise expression is true	
<code>all(...)</code>		true if all results of an element-wise expression are true	

# MATLAB REFERENCE CARD II

## Documentation

`help <function>` Displays a description of the `<function>` and how to use it  
`doc <function>` More detailed information than `help`

## Workspace

`cd(str)` Changes the current directory to the string `str`  
`addpath(str)` Adds the directory `str` to the path (files in `str` are also callable)  
`clc` Clears the command window (not variables)  
`who` Displays a list of variables in the workspace  
`clear x` Deletes the variable `x`  
`clear` Deletes all variables in the workspace  
`clearvars -except x` Deletes all variables in the workspace except the variable `x`  
`save(name)` Saves all variables in the workspace to the file `name.mat`  
`save(name, 'a'...)` Saves the variable `a` (and possibly others) to the file `name.mat`  
`load(name)` Loads all variables in the file `name.mat`  
`load(name, 'a'...)` Loads the variable `a` (and possibly others) from the file `name.mat`

## Programming Constructs

`x = [...];` Arrays / vectors: All variables by default, any number of dimensions.  
`s.x = x;` Structs: Can group many variables (e.g. `x`) into one (e.g. `s`) using `'.'` notation; structs can also be multidimensional (e.g. `s(2,3).x = 6;`).

```
function [out1,out2,...] = myfun(arg1,arg2,...)
...
function ...
```

Functions: can be called in the command line using `<myfun>`. Can have more than one function in a `.m` file, but the first one must have the same name as the file. Functions end implicitly where the next one starts. You must call a function with the same number of input arguments, but can return any number of output arguments (e.g. `out = myfun(x1,x2);` or `[out1,out2] = myfun(x1,x2);`).

```
if (...)
...
elseif (...)
...
else (...)
...
end
```

`switch (...)` Switch statement: same as in C. Cases should be possible values of the expression used at the switch. The use of the default case otherwise is optional.

```
case (...)
...
case (...)
...
otherwise
...
end
```

`for i = 1:n` For loop: repeated `n` times, where `i` increases by one each iteration. You can use the variable `i` within the loop, but cannot change its value.

```
while (...)
...
end
```

## Scripting

`<name of script>` Runs the script `<name of script>.m` (see functions)  
`<line of code>;` The `;` suppresses any printed output from line of code  
`%<line of text>` The `%` creates a comment: nothing after `%` on this line is executed  
`keyboard` Pauses the execution of the current script and gives the user control  
`return or dbcont` Resumes the script after keyboard (before v2014 / after v2015)  
`...` Continues the current line of code on the next line  
`CTRL+c` Emergency stop the current script (must be typed in the command line)

## Formatting Output

`fprintf(fmt,vars...)` Like the C function `printf`, prints to screen  
`printf(fmt,vars...)` Like the C function `printf` but prints to a string  
`error(msg)` Displays the string message `msg` and halts execution of the script  
`warning(msg)` Like `error`, but the program continues

## Figures

`h = figure(n)` Creates a new figure number `n` and sets `h` as the handle to it  
`h = gcf` Get current figure handle: same as `h=figure(...)`  
`h = subplot(m,n,k)` Divides a figure into `m × n` axes and assigns `h` to the `kth` subplot  
`h = gca` Get current axes: same as `h=subplot(...)`  
`get(h)` With `h` from above, displays all the figure/axes properties  
`set(h, 'prop', x)` With `h` from above, sets the value of property `<prop>` to `x`  
`hold('on')` All subsequent plots will be added to the current axes  
`hold('off')` Subsequent plots will be overwrite the current axes (default)  
`print -depsc2 f1.eps` Saves the current figure to the file `f1.eps`  
`close(n)` Closes the figure number `n`  
`close('all')` Closes all open figures

## Plotting

`plot(y)` Plot the values of `y` versus `1:length(y)`  
`plot(x,y)` Plot the values of `y` versus `x`  
`h = plot(...)` Returns a handle to the axes used by `plot`  
`stem(y)` Similar to `plot(y)`, but points are shown as disconnected "stems"  
`hist(x)` Bar graph of the histogram of `x`  
`hist(x,n)` Bar graph of the histogram of `x`, using `n` equally distributed intervals  
`title(str)` Sets the title of the current axes to the string `str`  
`xlabel(str)` Label the x-axis with `str` (same for `ylabel`)  
`xlim([xmin,xmax])` Set limits of the x-axis to `xmin` and `xmax` (same for `ylim`)

## Images

`I = imread(str)` Read the image from the filename `str`  
`imshow(I)` Show the image `I` using the default settings  
`imshow(I,[])` Show the image `I` so that `max(I(:))` is white and `min(I(:))` is black  
`imshow(I,hot)` Show the image `I` using the colourmap `hot` (others: `gray`, `jet`, `hsv`,...)  
`imwrite(I,str,fmt)` Write the image `I` to the file named `str`, with format `fmt`