

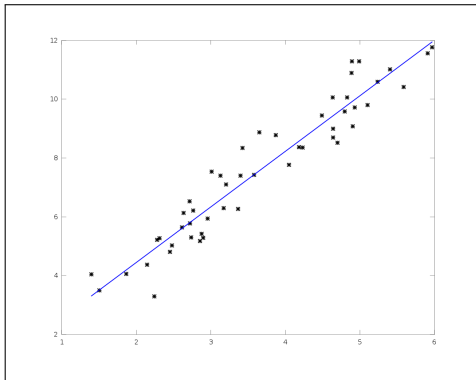
Information technology – lecture 3

Introduction to Octave.

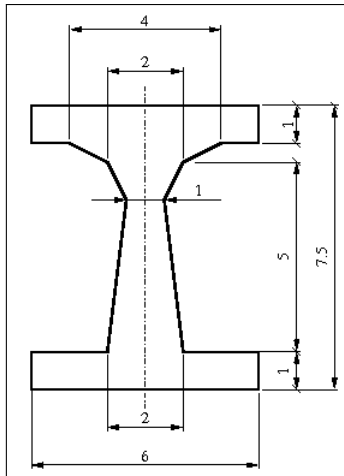
Roman Putanowicz
R.Putanowicz@L5.pk.edu.pl

Example: linear regression

```
1  x = linspace(1,5,50)
2  y = 2*x+1;
3  rx = rand(50,1);
4  ry = rand(50,1);
5  nf = 1.2
6  yn = y+nf*ry';
7  xn = x+nf*rx';
8  p = polyfit (xn, yn, 1);
9  xz=linspace(min(xn),max(xn));
10 yz=p(2) + p(1)*xz;
11 plot(xn,yn,"*0",
12      "markersize", 8,
13      "linewidth", 2,
14      xz,yz,"-", "linewidth", 2);
15 pause()
16 print("linfit.png")
```



Example: Polygon area



```

1 XY = load("ttshape.dat");
2 # scale to cm
3 XY = XY/450;
4 X = XY(:,1);
5 Y = XY(:,2);
6 area = polyarea(X,Y)

```

```

2700 1575
5400 1575
5400 2025
4950 2025
4500 2250
4275 2700
4500 4500
5400 4500
5400 4950
2700 4950
2700 4500
3600 4500
3825 2700
3600 2250
3150 2025
2700 2025
2700 1575

```

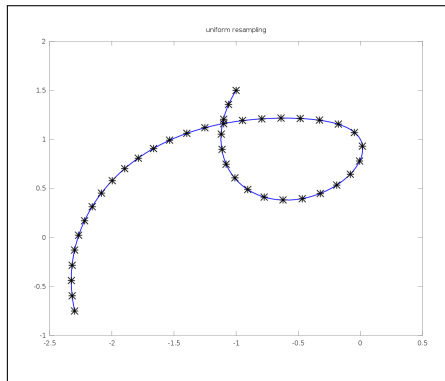
Example: Curve discretisation

Discretisation with segments of equal length

```

1  R = 2; r = 3; d = 1.5;
2  th = linspace (0, 2*pi, 1000);
3  x = (R-r) * cos (th) + d*sin ((R-r),
4  y = (R-r) * sin (th) + d*cos ((R-r),
5  x += 0.3*exp (-(th-0.8*pi).^2);
6  y += 0.4*exp (-(th-0.9*pi).^2);
7
8  [xs, ys] = unresamp2 (x, y, 40);
9  plot (x, y, "-", "linewidth", 2,
10  xs, ys, "*0", "linewidth",2,"marker
11  title ("uniform resampling")
12  pause()
13  print("unilen.png")

```



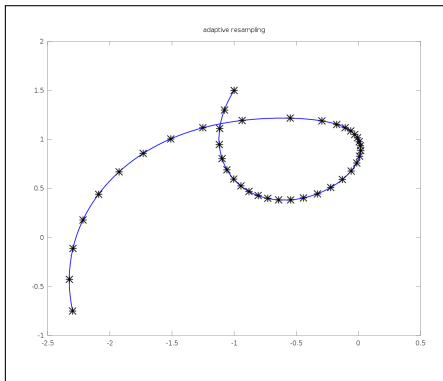
Example: Curve discretisation

Discretisation with equal angle increment between segments

```

1  R = 2; r = 3; d = 1.5;
2  th = linspace (0, 2*pi, 1000);
3  x = (R-r) * cos (th) + d*sin ((R-r),
4  y = (R-r) * sin (th) + d*cos ((R-r),
5  x += 0.3*exp (-(th-0.8*pi).^2);
6  y += 0.4*exp (-(th-0.9*pi).^2);
7
8  [xs, ys] = adresamp2 (x, y, 40);
9  plot (x, y, "-", "linewidth", 2,
10  xs, ys, "*0", "linewidth",2,"marker
11  title ("adaptive resampling")
12  pause()
13  print("adaplen.png")

```



Introduction

GNU Octave <http://www.octave.org>

- numerical computing environment for scientific and engineering applications,
- a tool for matrix manipulations
- available under GNU GPL license,
- sources and binary versions:
<http://www.octave.org/download.html>.

Brief history

1988 – origins of Octave

1992 – John W. Eaton joins Octave team. 1993 – first Octave alpha version 1994 – version 1.0.

2011 – the newest stable version 3.2.4.

Octave application areas

- ▶ – Numerical computing
- ▶ – Data analysis
- ▶ – Data visualisation
- ▶ – Prototyping of numerical applications

Octave components

- Octave language – scripting, high level, matrix based
- Octave interpreter
- Numerical libraries
- Interface to visualisation tools (gnuplot, VTK)

Octave working modes

Octave can be used in two modes:

- ▶ interactive,
 - ▶ batch processing.
-
- Both modes are interpreted and support the same commands
 - Customary suffix for Octave scripts: `'.m'`
 - Instruction separators: `';' ' ', ' '`.
 - `'...'` line continuation symbol
 - Comment lines start with `'%'` or `'#'`.
 - Commands are case sensitive

Using Octave interactively

- ▶ Starting Octave – `octave -q`.
- ▶ Octave prompt – `octave:1>`.
- ▶ Standard command line utilities.
- ▶ Commands history with $\uparrow\downarrow$ or `history` function.
- ▶ Closing Octave interpreter: `quit` or `exit`.

Arithmetic operators.

Octave supports both real and complex numbers.

Mathematics	Octave
$a+b$	<code>a+b</code>
$a-b$	<code>a-b</code>
ab	<code>a*b</code>
a/b	<code>a/b</code> or <code>b\a</code>
a^b	<code>a^b</code> or <code>a**b</code>
\sqrt{x}	<code>sqrt(x)</code> or <code>x^0.5</code>

Operators priority: \wedge , $*$, $/$, $+$, $-$ The order of arithmetic operations can be forced using brackets.

Working in batch mode.

Save the commands as a file `first.m`

```
% Starting comment  
clear all  
clc  
a = 10;  
b = 2.5;  
c = a+b;  
a = 2.56;  
d = a+b;
```

Running the script:

- `octave -q` and after the prompt we give the script name, e.g. `first`,
- `octave -q first.m` in terminal command line.

Constants and special

<code>ans</code>	special variable for the most recent result
<code>eps</code>	2^{-52}
<code>inf</code>	infinity
<code>Nan</code>	Not-a-Number
<code>i, j</code>	imaginary unit
<code>pi</code>	π
<code>realmax</code>	maximum available real number
<code>realmin</code>	minimum positive real number

Simple input/output functions

- Writing out a variable: – `disp(var)`.
- Writing out a text: – `disp('text')`.
- Reading in a variable value: – `a = input('prompt')`.

Simple script:

```
a = input('Give a number:')  
b = 2.5  
res = a+b;  
disp('the sum of a+b is');  
disp(res);
```

Built-in Octave functions

<code>sin(X)</code>	<code>ones(m,n)</code>	<code>det(A)</code>
<code>cos(X)</code>	<code>zeros(m,n)</code>	<code>rank(A)</code>
<code>tan(A)</code>	<code>eye(m,n)</code>	<code>trace(A)</code>
<code>exp(X)</code>	<code>rand(m,n)</code>	<code>norm(A,1)</code>
<code>log(X)</code>	<code>randn(m,n)</code>	<code>norm(A,2)</code>
<code>sqrt(X)</code>	<code>rows(A)</code>	<code>norm(A,inf)</code>
<code>min(X)</code>	<code>columns(A)</code>	<code>norm(A,'fro')</code>
<code>max(X)</code>	<code>[w,k]=size(A)</code>	<code>columns(A)</code>
<code>sort(X)</code>	<code>w=size(A,1)</code>	<code>rows(A)</code>
<code>sum(X)</code>	<code>k=size(A,2)</code>	<code>inv(A)</code>
<code>prod(X)</code>	<code>diag(A,k)</code>	A^{-1}

Conditional expressions

```
if condition
  instructions
end
```

```
if condition
  instructionsI
else
  instructionsII
end
```

```
if condition
  instructionsI
elseif conditionII
  instructionsII
else
  instructionsIII
end
```

Relational operators

== comparison

!= not equal

< less than

> greater than

<= less than or equal

>= greater than or equal

Logical operators

& and conjunction

| or alternative

! negation

Conditional expressions – example

```
disp('Coefficients');  
a = 1; b = 2; c = 1;  
if a != 0  
    delta = b*4 - 4*a*c;  
    if delta >= 0  
        x1 = (-b - sqrt(delta))/(2*a);  
        x2 = (-b + sqrt(delta))/(2*a);  
    else  
        disp('no real roots')  
    endif  
else  
    disp('this is not quadratic equation');  
endif
```

This is not the best way to solve this problem!!.

for loop

Syntax:

```
for variable = expression  
    instructions  
end
```

Example: Writing odd numbers

```
N = input('How many numbers');  
maxnp = 2*N-1;  
for i = 1:2:maxnp  
    disp(i);  
endfor
```

The format command

Arguments for format command:

short	5 digits, fixed point notation,
long	15 digits, fixed point notation,
short e	5 digits, exponential notation,
long e	15 digits exponential notation,
short g	automatic fixed point/exponential notation
long g	as above with more digits,
hex	hexadecimal representation,
bank	fixed format with 2 digits,
rat	a rational approximation.