

# Information technology – lecture 7

## Plotting and 3D graphics in Octave.

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## Plotting functions in 2D

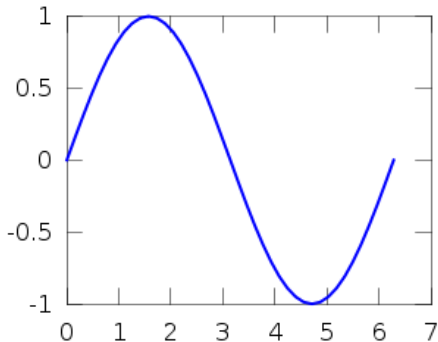
### Function

```
plot(x,y)  
plot(y)  
plot(x,y,'s')  
plot(x1,y1,x2,y2,...)
```

### Description

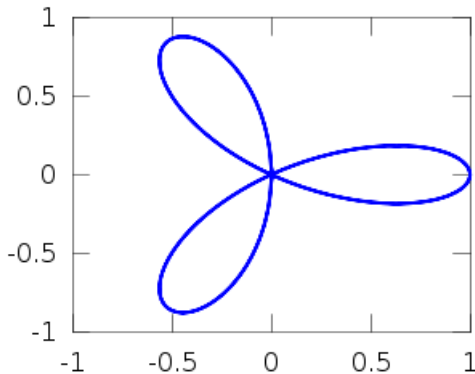
plot function  $y(x)$   
plot function  $y(x)$  assuming  $x=1:\text{length}(y)$ ;  
plot function  $y(x)$  with specific line type;  
plot many functions in one window;

```
disp("Function plotting");  
x = [0:pi/20:2*pi];  
y = sin(x);  
plot(x,y);  
pause();  
print("rysunek1.png")
```



## Example

```
t = [0:0.01:2*pi];  
r = cos(3*t);  
x = r.*cos(t);  
y = r.*sin(t);  
plot(x,y);  
print("rysunek3.png");
```

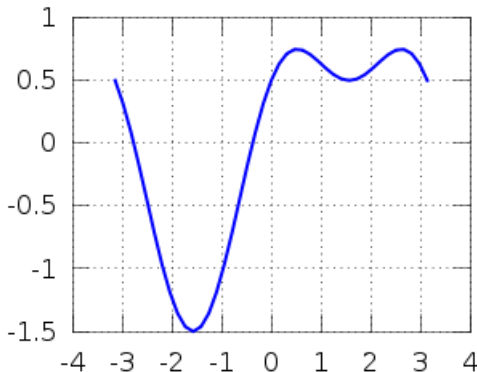


# Function for plot annotations

Function	Description
<code>xlabel('text')</code>	display legend text for x axis
<code>ylabel('text')</code>	display legend text for y axis
<code>title('text')</code>	set plot title
<code>text(x,y,'text')</code>	put text at given position
<code>legend(s1,s2,...)</code>	put functions legend; s1 is legend for the first graph s2 for the second graph, and so on
<code>grid on/off</code>	display the grid on the plot
<code>hold on/off</code>	switch between modes of adding or replacing plots

# Plot annotations

```
x = [-pi:pi/20:pi];  
z = sin(x)+cos(2*x)/2;  
plot(x,z);  
title('Plot of y(x)');  
xlabel('x');  
ylabel('y');  
grid on;  
print("rysunek8.png");
```



# Line types

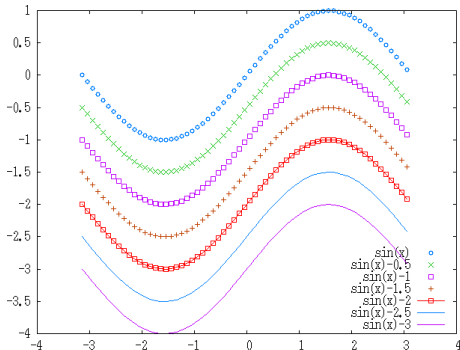
Code	Line type	Code	Line colour
'-'	continuous (default)	'y'	yellow
'--'	dashed	'm'	magenta
':'	dotted	'c'	cyan
'-.'	dash-dot	'r'	red
		'g'	green
		'b'	blue
		'w'	white
		'k'	black

# Marker types

'+'	cross
'*'	star
'.'	dot
'o'	circle
'x'	x
's'	square
'd'	diamond
'p'	pentagram
'h'	hexagram
'v'	down-pointing triangle
'^'	up-pointing triangle
'<'	left-pointing triangle
'>'	right-pointing triangle

# Marker types example

```
x = -pi:0.1:pi;
y1 = sin(x);
y2 = sin(x) - 0.5;
y3 = sin(x) - 1;
y4 = sin(x) - 1.5;
y5 = sin(x) - 2;
y6 = sin(x) - 2.5;
y7 = sin(x) - 3;
plot(x,y1,'b*'); hold on;
plot(x,y2,'g+'); hold on;
plot(x,y3,'mx'); hold on;
plot(x,y4,'ko'); hold on;
plot(x,y5,'rx--'); hold on;
plot(x,y6,'b:'); hold on;
plot(x,y7,'m-'); hold on;
legend('sin(x)', 'sin(x)-0.5', ...
'sin(x)-1', 'sin(x)-1.5', ...
'sin(x)-2', 'sin(x)-2.5', ...
'sin(x)-3', 4);
pause()
print('zadanie6.png');
```



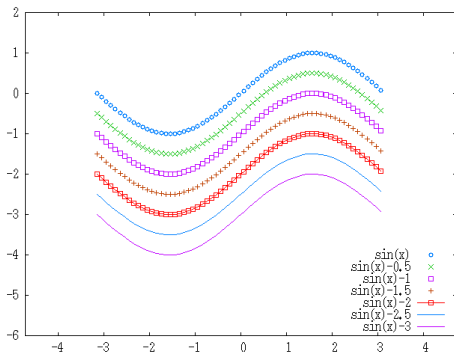


## Axis limits for plots

Command	Description
<code>axis([xm xM ym yM])</code>	set axis limits
<code>axis auto</code>	set axis limits automatically
<code>axis ij</code>	y-axis pointing down
<code>axis xy</code>	y-axis pointing up
<code>axis equal</code>	force x distance to equal y-distance
<code>axis square</code>	force a square aspect ratio
<code>axis normal</code>	restore normal axes ratio
<code>axis off</code>	turn tic marks off for all axes
<code>axis on</code>	turn tic marks and labels on for all axes

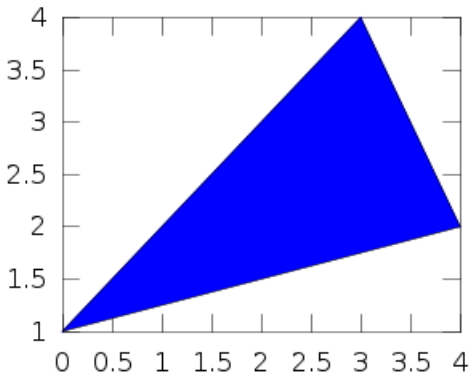
## Example of setting axis limits

```
x = -pi:0.1:pi;
y1 = sin(x); y2 = sin(x) - 0.5;
y3 = sin(x) - 1; y4 = sin(x) - 1.5;
y5 = sin(x) - 2; y6 = sin(x) - 2.5;
y7 = sin(x) - 3;
plot(x,y1,'b*'); hold on;
plot(x,y2,'g+'); hold on;
plot(x,y3,'mx'); hold on;
plot(x,y4,'ko'); hold on;
plot(x,y5,'rx--'); hold on;
plot(x,y6,'b:'); hold on;
plot(x,y7,'m-'); hold on;
legend('sin(x)', 'sin(x)-0.5', ...
'sin(x)-1', 'sin(x)-1.5', ...
'sin(x)-2', 'sin(x)-2.5', 'sin(x)-3', 4);
axis([-3/2*pi 3/2*pi -6 2])
pause()
print('zadanie6a.png');
```



## Plotting filled regions

```
clear  
clc  
disp("Task:");  
disp("Draw triangle with vertices ...  
at points (0,1),(3,4),(4,2)");  
pause();  
fill([0 3 4],[1 4 2],'b');  
pause();  
print("rysunek9.png");
```



# Subplots

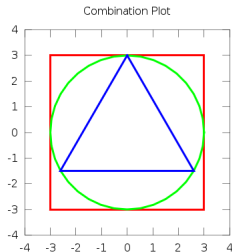
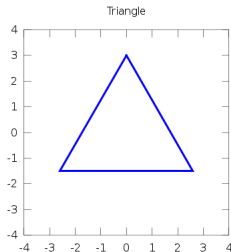
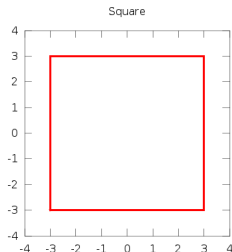
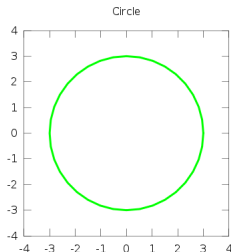
## Function `subplot`

- split plotting window into a grid of subwindows
- `subplot(m,n,p)` creates grid of  $m \times n$  subwindows,
- subwindows are numbered from left to right, top down.
- `subplot(Position,[left bottom width height])`,  
places a subwindow in active window,  
width and height are the ratios of the whole figure.

## Example: plotting shapes

```
x_square = [-3 3 3 -3 -3]; y_square = [-3 -3 3 3 -3];
x_circle = 3*cos([0:10:360]*pi/180); y_circle = 3*sin([0:10:360]*pi/180);
x_triangle = 3*cos([90 210 330 90]*pi/180); y_triangle = 3*sin([90 210 330 90]*pi/180);
subplot(2,2,1)
plot(x_circle,y_circle,'-g','LineWidth',3); axis([-4 4 -4 4]); axis('equal');
title('Circle');
subplot(2,2,2)
plot(x_square,y_square,'-r','LineWidth',3); axis([-4 4 -4 4]);
axis('equal');
title('Square');
subplot(2,2,3)
plot(x_triangle,y_triangle,':b','LineWidth',3); axis([-4 4 -4 4]);
axis('equal');
title('Triangle');
subplot(2,2,4)
plot(x_square,y_square,'-r','LineWidth',3);
hold on;
plot(x_circle,y_circle,'-g','LineWidth',3);
plot(x_triangle,y_triangle,':b','LineWidth',3);
axis([-4 4 -4 4]); axis('equal');
title('Combination Plot');
pause()
print("zadanie18.png")
```

## Example: plotting shapes



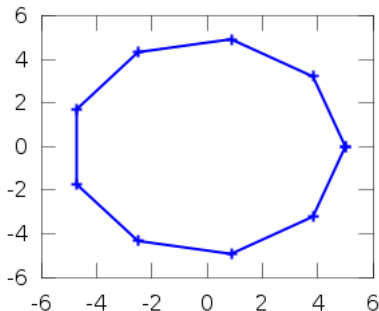
## Example – plotting regular polygon

Plotting regular  $N$ -gon inscribed in a circle of radius  $R$ . Vertices coordinates:

$$x_i = R \cos\left(\frac{2\pi(i-1)}{N}\right) \quad y_i = R \sin\left(\frac{2\pi(i-1)}{N}\right)$$

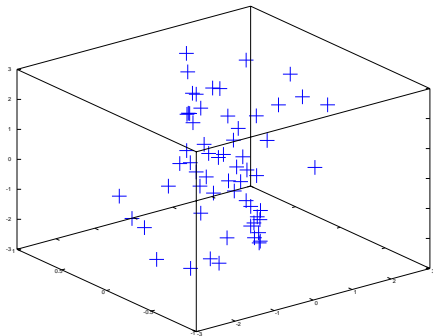
where  $i = 1, \dots, N$ .

```
N = input('Number of sides N =');  
R = input('Circle radius R =');  
beta = 2*pi/N;  
for i = 1:N+1  
    x(i) = R*cos(beta*(i-1));  
    y(i) = R*sin(beta*(i-1));  
endfor  
axis('square');  
plot(x,y,"@-", "linewidth", 4);  
pause()  
print("wielo.png");
```



## Function plot3

```
x= -3:.1:3;  
y= sin(x);  
size(x)  
z= randn(1,61);  
plot3(x,y,z,"b+", "MarkerSize",20);  
pause()  
print("Plot3.png");
```





## Function meshgrid

This function generates matrices that describe 2D or 3D mesh taking as the arguments vectors that discretise ranges of X,Y (and Z for 3D).

`[xx,yy]=meshgrid(X,Y)` When returning only 2 arguments, return matrices corresponding to the X and Y coordinates of a mesh. The rows of xx are copies of X, and the columns of YY are copies of Y.

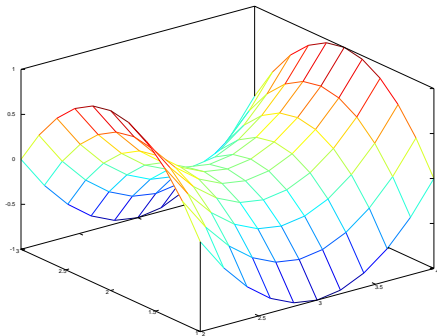
`[x,y]=meshgrid(X)` equivalent to calling `meshgrid(X,X)`.

## Function mesh

- `mesh(x,y,z,c)` plot surface grid described by matrices  $x,y,z$  where value  $c$  specifies colour of grid vertices.
- `mesh(x,y,z)` as above assuming  $c = z$ .  
`mesh(z,c)` plot surface grid assuming  $x = 1:n$ ,  $y = 1:m$ ,  $[m,n] = \text{size}(z)$ .
- `meshc(x,y,z,c)` plot surface grid and its contour lines the same time.

## Example of using function mesh

```
x = 2: 0.2: 4;  
y = 1: 0.2: 3;  
[xx,yy] = meshgrid(x,y);  
z = (xx-3).^2 - (yy-2).^2;  
mesh(x,y,z)  
pause()  
print("zadanie5.png");
```



## Function figure

- if necessary Octave can plot in separate graphics windows
- `figure(1)` creates a window with id '1',
- `figure(3)` creates a window with id '3',
- regardless of the number of opened windows the plotting operations take place only in the last opened window.

Example:

```
t=0:.1:2*pi;  
figure(1); plot(t,sin(t));  
figure(2); plot(t,cos(t));  
figure(1); plot(t,sin(2*t));
```

## Example of using function mesh and figure

```
disp('Function values ');  
disp('f(x,y) = sin(x)sin(y)exp(-x2-y2) in range  
[-pi,pi]');  
[x,y] = meshgrid(-pi:0.2:pi,-pi:0.2:pi);  
z = sin(x).*sin(y).*exp(-x.2-y.2);  
  
figure(1)  
mesh(x,y,z);  
pause()  
  
% or  
figure(2)  
surf(x,y,z)  
pause()
```

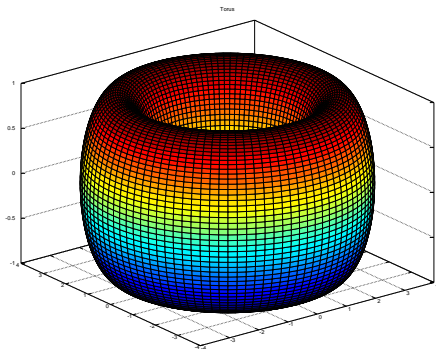
## Function surf

- `surf(x,y,z,c)` plot surface described by matrices  $x,y,z$ ,
- `surf(x,y,z)` plot surface assuming  $c=z$ ,
- `surf(z,c)` plot surface assuming  $x=1:n$ ,  $y=1:m$ ,  $[x,y]=\text{size}(z)$ ,
- `surfc(x,y,z,c)` plot surface and its contours,
- `surf1(x,y,z,s,k)` plot lighted surface, The light direction can be specified using argument  $s$ . Surface properties like diffusivity and reflexivity can be given in argument  $k$ .

# Example of using function surf

```
[phi,theta] = ...  
meshgrid(linspace(0,2*pi,100));  
x = (cos(phi) + 3).* cos(theta);  
y = (cos(phi) + 3).* sin(theta);  
z = sin(phi);  
c = sin(3*theta);
```

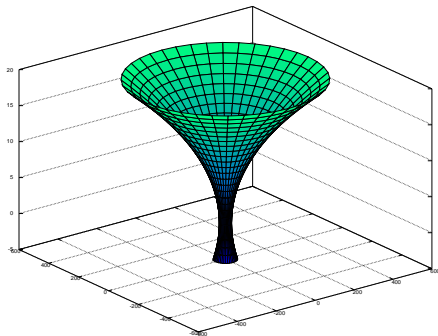
```
surf(x,y,z)  
title('Torus');  
pause();  
print("torus.png");
```



## Example of using function surf

Plotting surface of revolution.

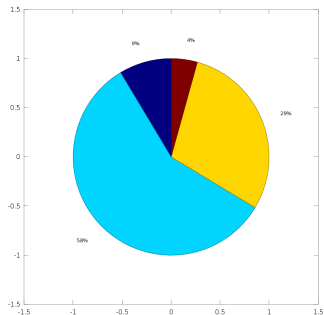
```
theta= pi*(-20:20)/20;
h=(-5:20)';
X= (25+h.^2)*sin(theta);
Y= (25+h.^2)*cos(theta);
Z= h*ones(1,41);
colormap winter
# available colormaps
# bone, cool, copper, gray, hot, hsv,
# jet, ocean, pink, prism, rainbow,
# spring, summer, white, winter
surf(X,Y,Z)
print("RRys1.ps")
```





# Pie plot

```
printf("\t\t Pie plot\n");
title("Pie plot");
axis "off"
pie([10 67 34 5])
print("wykreskolowy.png");
```



# Bar plot

## % Bar plots

```
subplot(221)
b= [3 5 7]; bar(b);
subplot(222)
y= [5 2 1 6; 9 6 3 2; 8 4 1 9];
bar(b,y);
subplot(223)
bar(b,y,'basevalue',0.5);
subplot(224)
barh(b,y,'basevalue',0.9)
print("wykres.png");
```

