



# An Introduction to MATLAB

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# What is MATLAB?

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- A high-performance language for technical computing (Mathworks, 1998)
- Typical uses of MATLAB
  - Mathematical computations
  - Algorithmic development
  - Model prototyping (prior to complex model development)
  - Data analysis and exploration of data (visualization)
  - Scientific and engineering graphics for presentation



# Why MATLAB?

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- Because it simplifies the analysis of mathematical models
- It frees you from coding in high-level languages (saves a lot of time - with some computational speed penalties)
- Provides an extensible programming/visualization environment
- Provides professional looking graphs

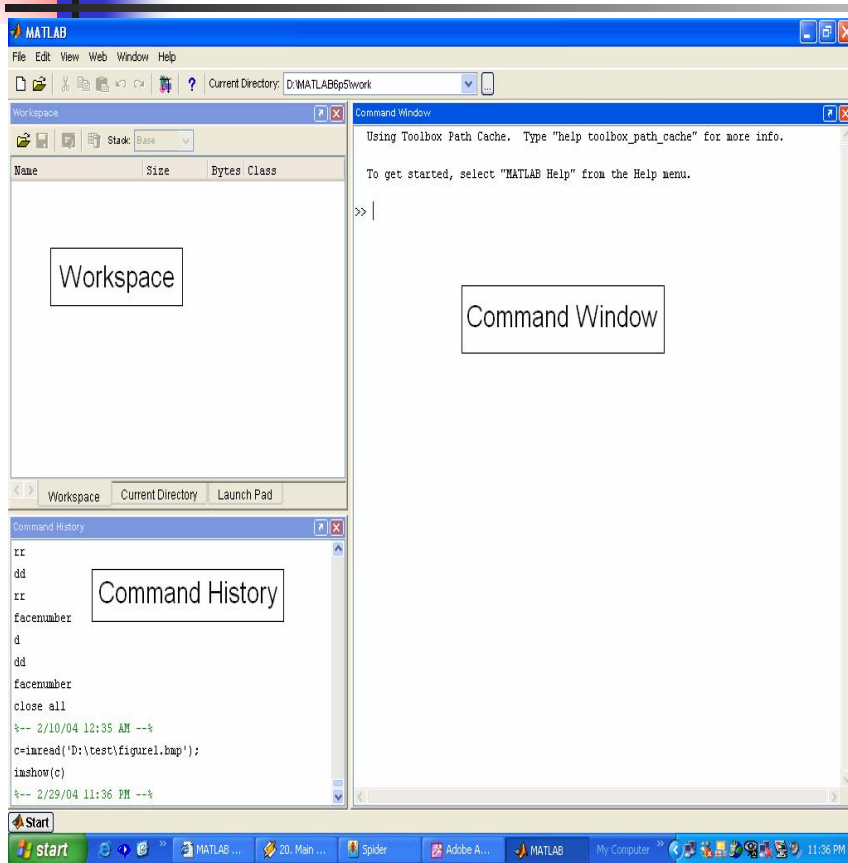


# MATLAB

---

- MATLAB == **MAT**rix **LAB**oratory
- It is widely used to solve different types of scientific problems.
- The basic data structure is a complex double precision matrix.

# The MATLAB Environment



- MATLAB window components:

## Workspace

- > Displays all the defined variables

## Command Window

- > To execute commands in the MATLAB environment

## Command History

- > Displays record of the commands used

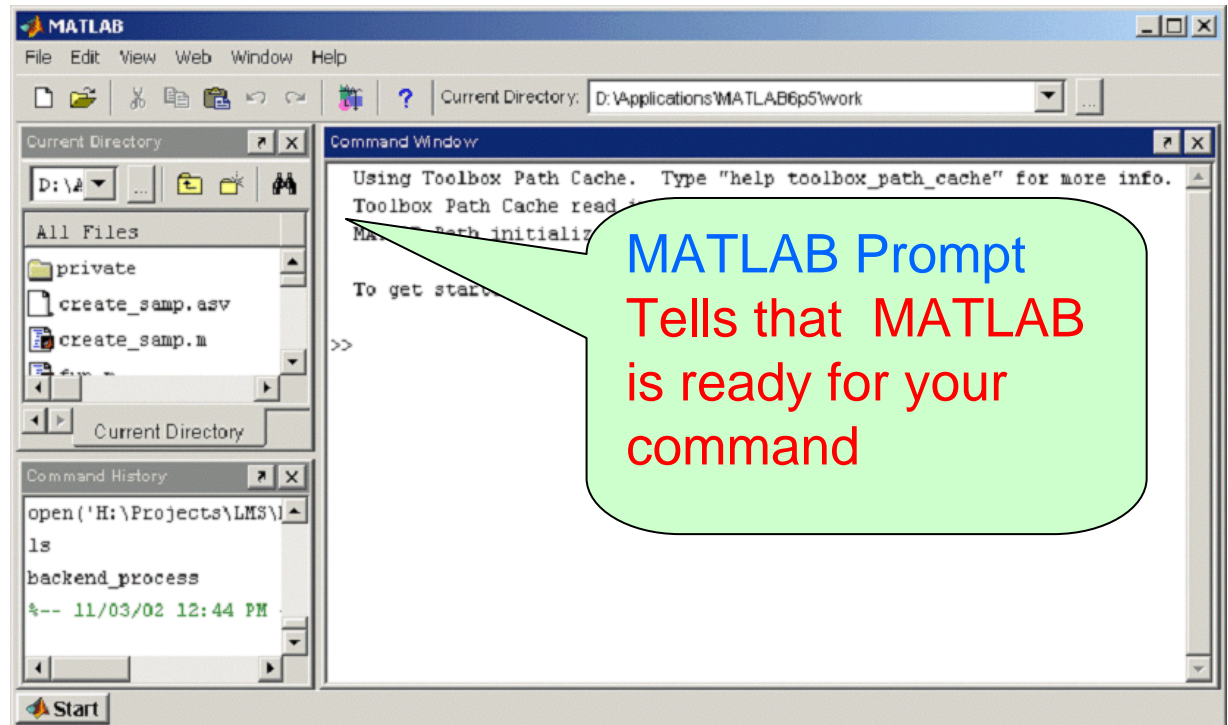
## File Editor Window

- > Define your functions

# Run MATLAB

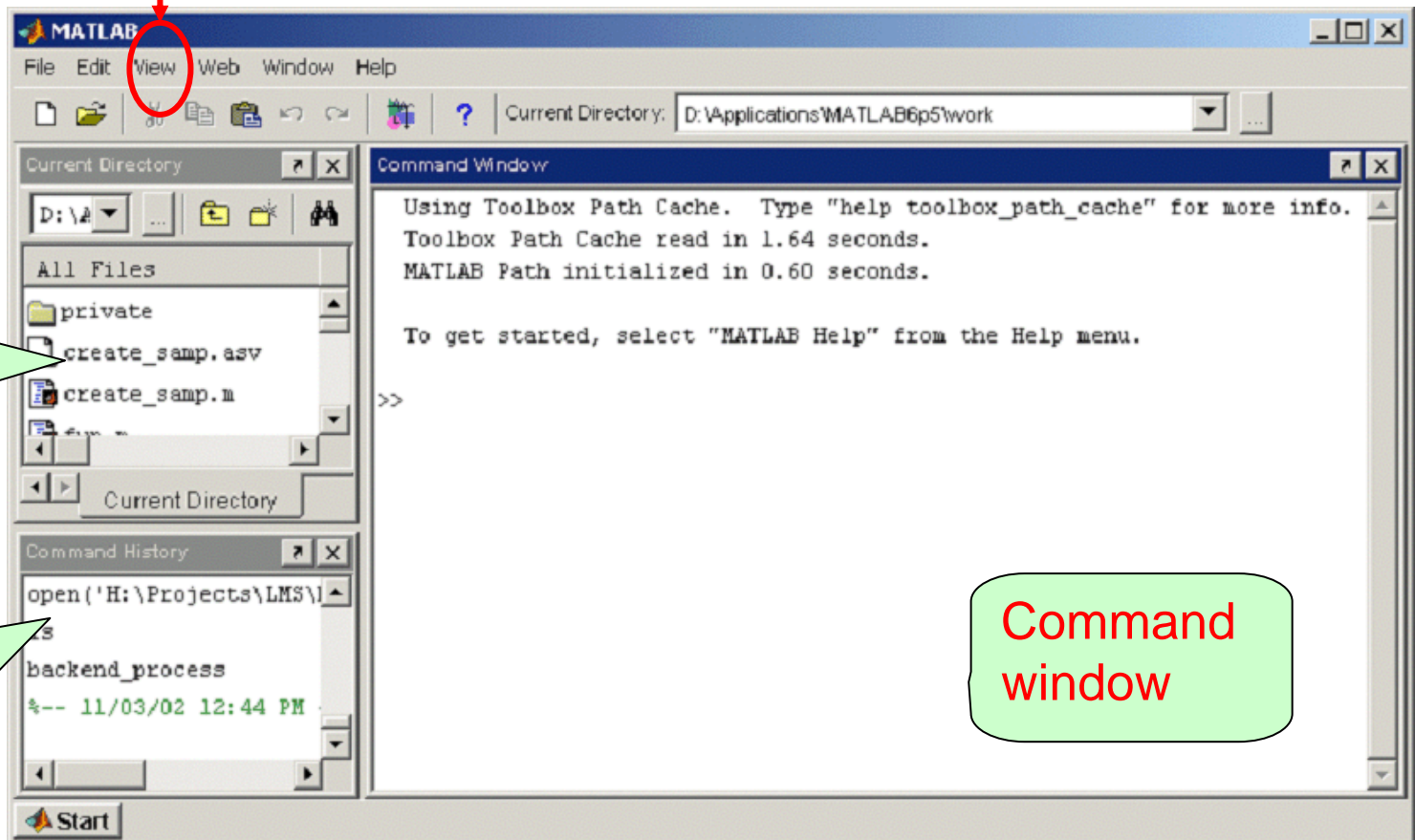
From Start Menu

- Select Programs
- Select MATLAB



# MATLAB Layout

1 to 5 different windows can be selected to appear (View)



Current directory window

Command History window

Command window

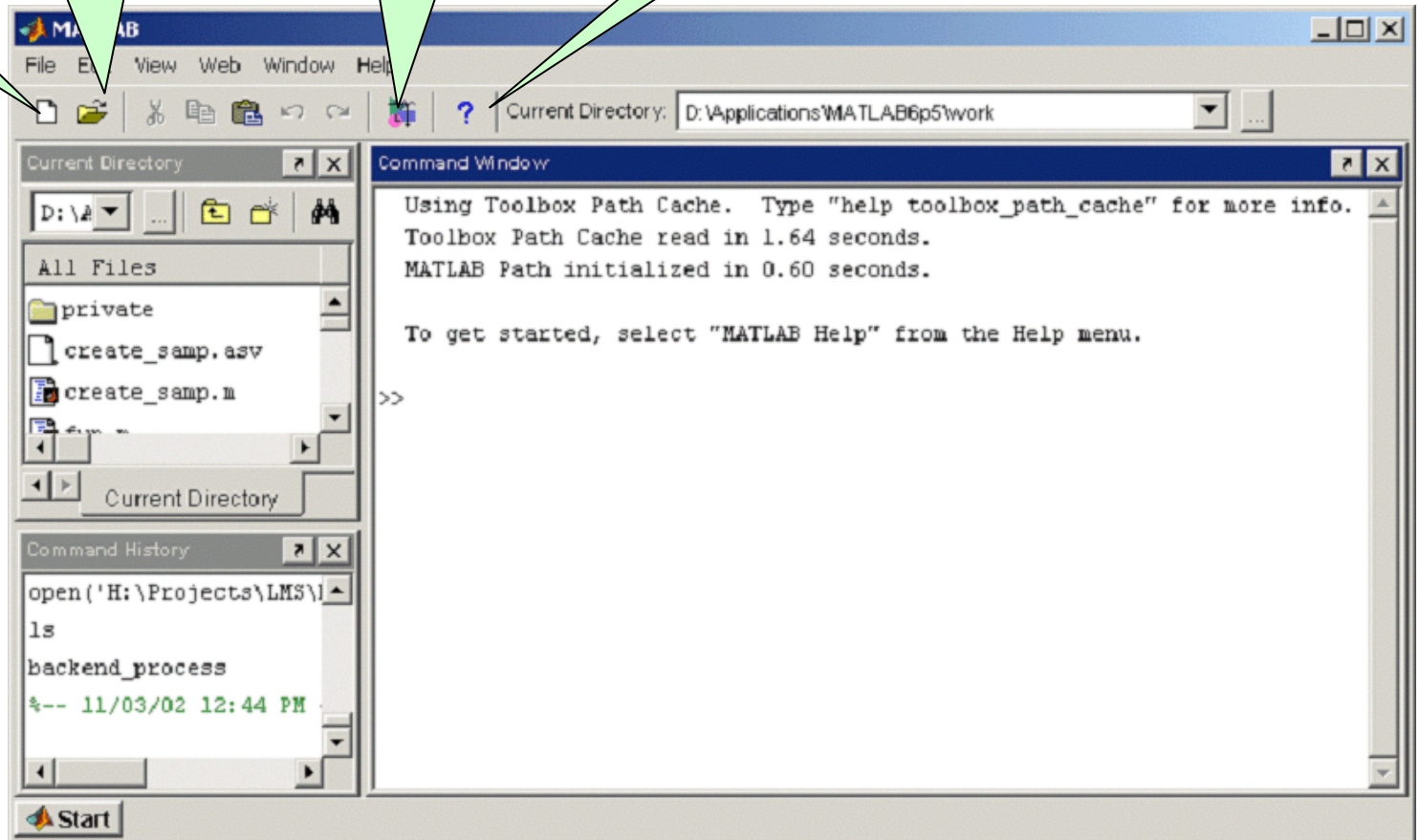
# MATLAB shortcuts

New file

Open files

SIMULINK

Help





# MATLAB AS A CALCULATOR

The image shows a screenshot of the MATLAB Command Window. The window title is "MATLAB" and the menu bar includes "File", "Edit", "View", "Web", "Window", and "Help". The "Current Directory" is set to "D:\Applications\MATLAB6p5\work". The Command window displays the following text:

```
>> 39*4.4+5  
ans =  
176.6000
```

Two callout boxes with red borders are positioned to the right of the Command window. A red arrow points from the command `39*4.4+5` to the top callout box, which contains the text "The MATLAB command". A yellow arrow points from the result `176.6000` to the bottom callout box, which contains the text "The result."



# MATLAB

---

- Variable names:
  - Starts with a letter
  - Up to 31 characters ( some use 19 or 21)
  - May contain letters, digits and underscore\_
  - Case sensitive (“A” is not the same as “a”)

# MATLAB Assignment

- Variable names:
  - Starts with a letter
  - Up to 31 characters ( some use 19 or 21)
  - May contain letters, digits and underscore\_
  - Case sensitive (“A” is not the same as “a”)

```
» A=2.3
A =
  2.3000
```

The MATLAB command

This is the result of the  
MATLAB statement



# Scalar Assignment

---

» `A=2.3`

`A =`

`2.3000`

this creates a variable “A”  
and set its value to 2.3

» `A=[2.3]`

`A =`

`2.3000`

The square braces `[ ]` are  
used to define matrices.  
We can use them for  
scalars too.

# Row vector

The square braces are used to define a matrix

»  $X = [2, 3 \ 7]$

$X =$

2    3    7

Space or comma are used to separate elements in the same row

# Column vector

The square braces are used to define a matrix

```
» X = [2;3 ; 7]
```

```
X =
```

```
2
```

```
3
```

```
7
```

semicolon are used to end a row.

You can also use ENTER to end a row

# MATLAB Statements

MATLAB Statement	Remarks
<code>C=5.66</code>	C is a scalar
<code>C=[5.66]</code>	An alternative way
<code>X=[3.5 6.3, 33]</code>	X is a 1X3 matrix with elements 3.5 , 6.3 and 33. Commas or space are used to separate the elements in a row
<code>Y=[1 4 ]</code>	Y is a 2X1 matrix whose elements are 1 and 4.
<code>Y = [ 1 ; 4]</code>	Semicolon are used to indicate the end of the row.
<code>A=1:5</code>	Equivalent to <code>A=[1 2 3 4 5]</code>

# MATLAB Statements

MATLAB Statement	Remarks
$V = \begin{bmatrix} 2 & 3 & 5 \\ 3 & 3 & 8 \end{bmatrix}$	$V = \begin{bmatrix} 2 & 3 & 5 \\ 3 & 3 & 8 \end{bmatrix}$
$C = [1:3:11]$	$C = [1 \ 4 \ 7 \ 10]$
$Z = 4 \setminus 8$ ( $Z = 8/4$ )	$Z = 2$
$X = \text{ones}(2,3)$	$X = \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$
$Y = \text{eye}(2)$	$Y = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$
$W = \text{zeros}(2,3)$	$W = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}$



# MATLAB Statements

$X = [1 \ 2 \ 5;$ $3:2:7 ]$	$X = \begin{bmatrix} 1 & 2 & 5 \\ 3 & 5 & 7 \end{bmatrix}$
$Y = X.'$	$Y = \begin{bmatrix} 13 \\ 25 \\ 57 \end{bmatrix}$
$Z = X(2,3)$	$Z = 7$
$Z = X(1,:)$	$Z = [1 \ 2 \ 5]$
$Z = X(:,2)$	$Z = \begin{bmatrix} 2 \\ 2 \end{bmatrix}$
$Z = X(:,2:3)$	$Z = \begin{bmatrix} 2 & 5 \\ 2 & 7 \end{bmatrix}$



# MATLAB Statements

Try this:

<code>&gt;&gt;x=randperm(6)</code>	
<code>&gt;&gt;find(x&gt;3)</code>	
<code>&gt;&gt;sort(x)</code>	
<code>&gt;&gt;mean(x)</code>	
<code>&gt;&gt;x.*[1:6]</code>	
<code>&gt;&gt;size(x)</code>	

# Operators (arithmetic)

- + addition
- subtraction
- \* multiplication
- / division
- ^ power
- .\* element-by-element mult
- ./ element-by-element div
- .^ element-by-element power
- .' transpose

```
>>X=[1 0  
      0 1];  
>>Y=[2 5  
      1 3];
```

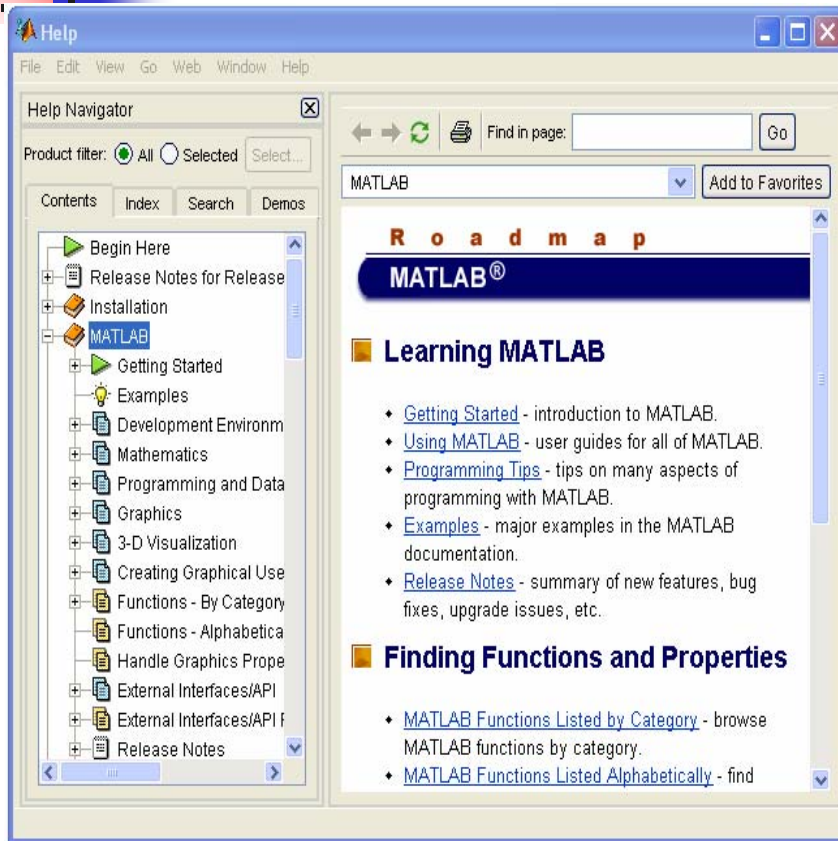
```
X+Y=  
X-Y=  
X*Y=  
X/Y=  
X.*Y=
```

# Help



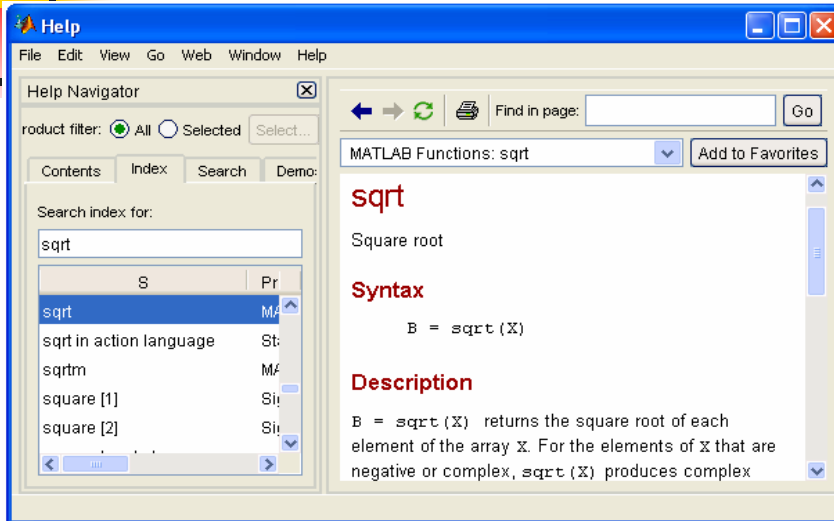
- A good idea is use the help
- help provides information about the available functions and how to use them.
- Try
  - help `eig`
  - help `inv`
  - help `roots`

# MATLAB Help

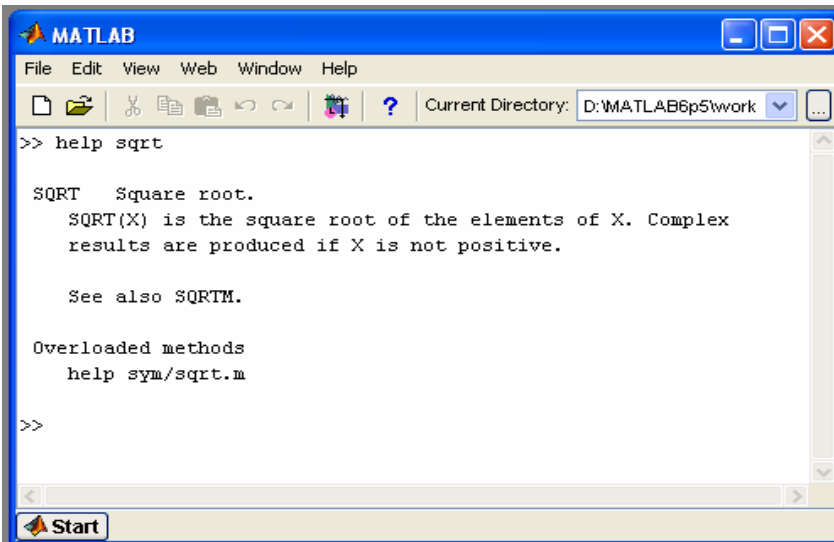


- MATLAB Help is an extremely powerful assistance to learning MATLAB
- Help not only contains the theoretical background, but also shows demos for implementation
- MATLAB Help can be opened by using the HELP pull-down menu

# MATLAB Help (cont.)



- Any command description can be found by typing the command in the search field



- As shown above, the command to take square root (`sqrt`) is searched
- We can also utilize MATLAB Help from the command window as shown



# Try these...

---

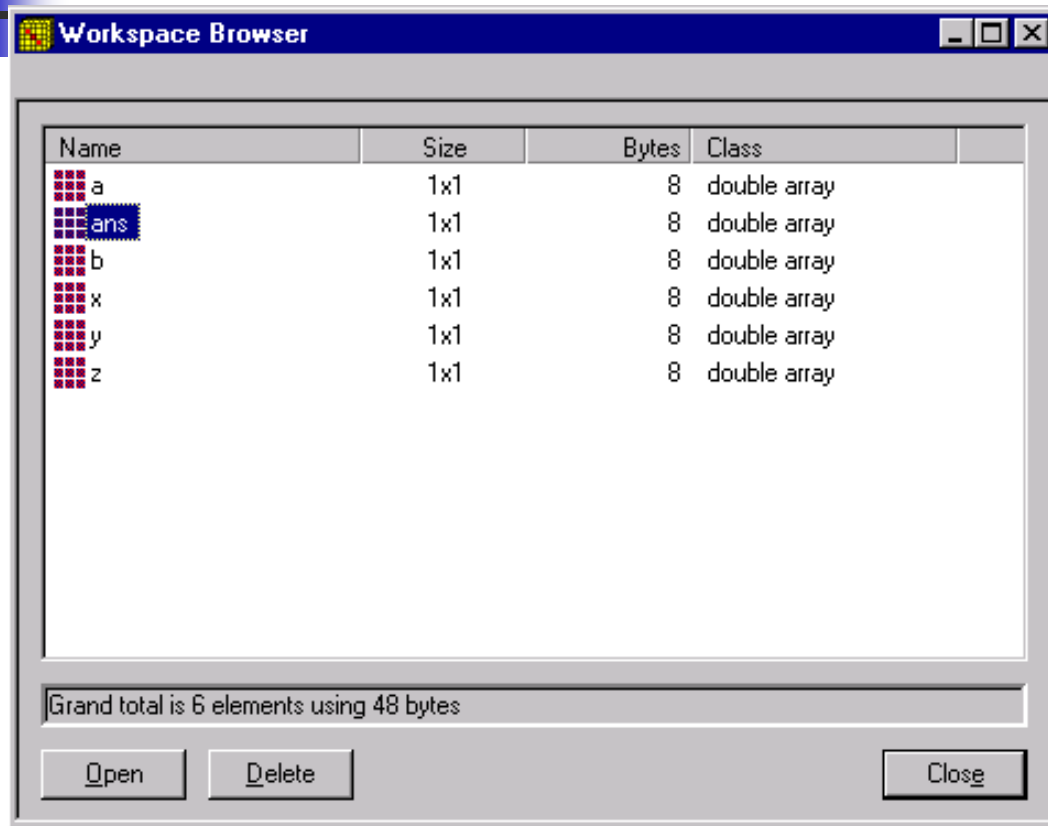
- CD / PWD, LS / DIR - navigating directories
- CLEAR - clear workspace variables
- SAVE – save workspace variables to \*.mat file
- LOAD – load variables from \*.mat file
- WHOS - lists workspace variables and details (size, memory usage, data type)
- WHAT - displays the files within a directory (grouped by type)
- WHICH - identifies the object referenced by given name (function / variable)
- WHY – just for fun

# MATLAB Special Variables

ans	Default variable name for results	
pi	Value of $\pi$	
eps	Smallest incremental number	
inf	Infinity	
NaN	Not a number	
i & j	basic imaginary unit	
realmax	The largest usable positive real number	
realmin	The smallest usable positive real number	



# Workspace Browser



Command line  
variables saved in  
MATLAB workspace

# Array Editor

Name	Size	Bytes	Class
a	1x1	8	double array
ans	1x1	8	double array
x	1x1	8	double array
y	1x1	8	double array
z	1x1	8	double array

Grand total is 6 elements using 48 bytes

Open Delete

For editing 2-D numeric arrays

double-click /  
Open

1 32

1 by 1

Ready 2:22 F

» openvar ans

# Working with Matrices

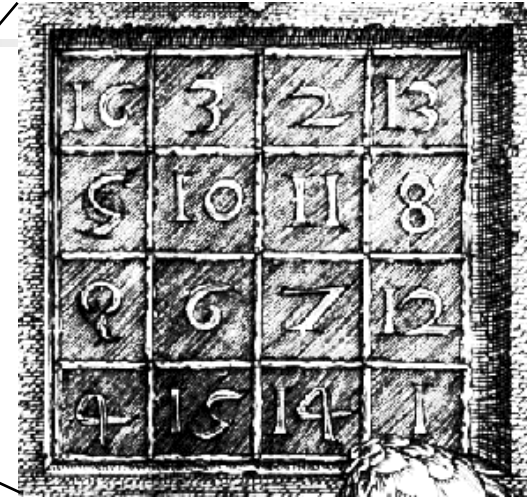
```
»load durer
»image(X);
»colormap(map)
```

```
»load detail
»image(X);
»colormap(map)
```

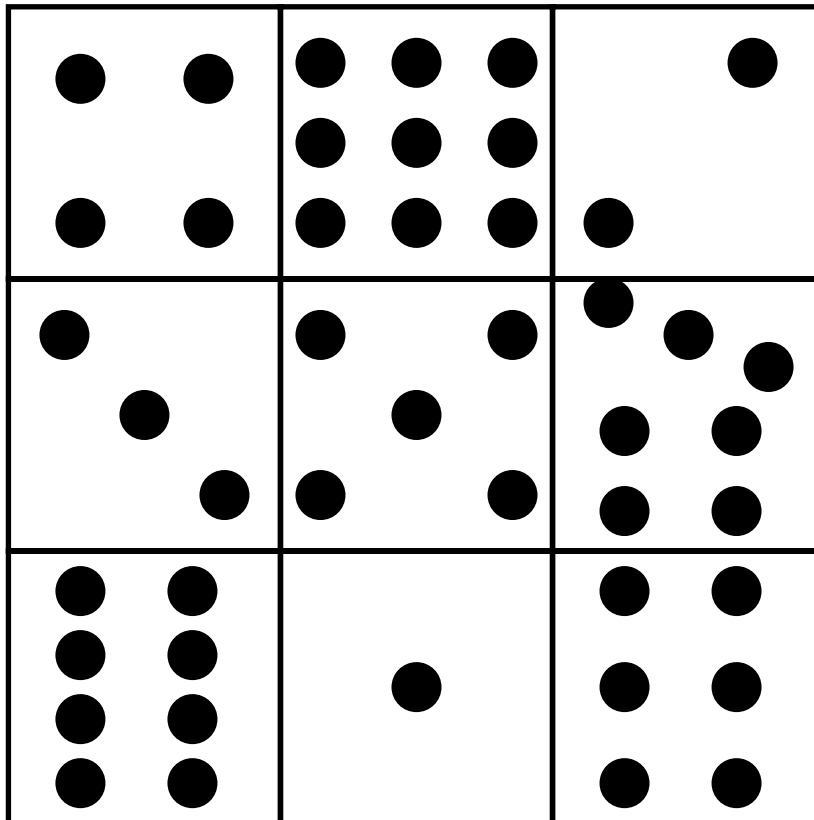
```
»magic(4)
```

```
ans=
```

```
16   3   2  13
 5  10  11   8
 9   6   7  12
 4  15  14   1
```



# More about the magic square



```
»magic(3)
```

```
ans =
```

```
8 1 6  
3 5 7  
4 9 2
```

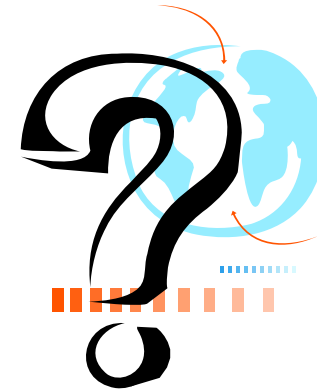
```
>> magic(5)
```

```
ans =
```

```
17 24 1 8 15  
23 5 7 14 16  
4 6 13 20 22  
10 12 19 21 3  
11 18 25 2 9
```

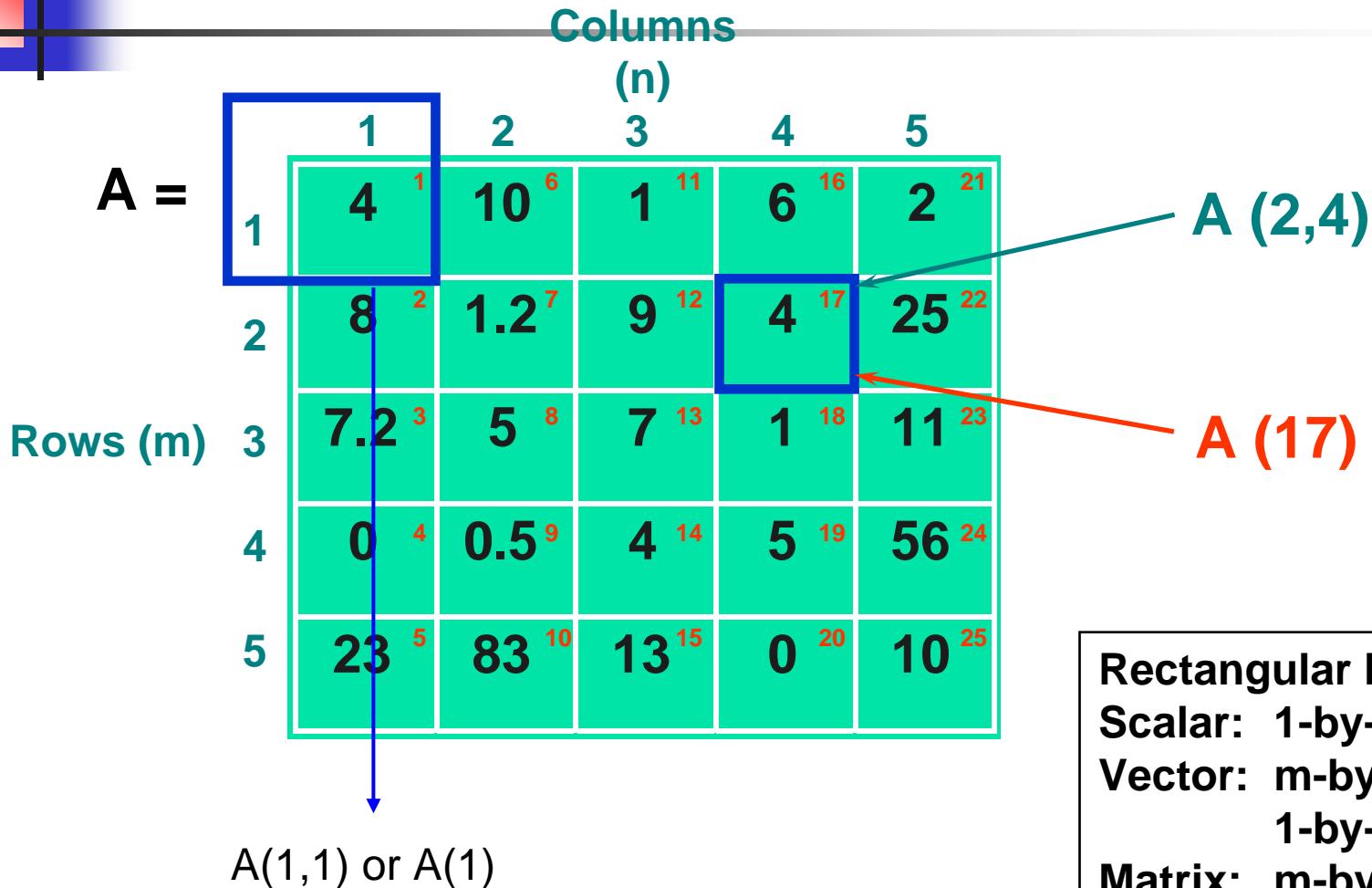
# More about the magic square

16	05	11	02	16	05	11
03	10	08	13	03	10	08
06	15	01	12	06	15	01
09	04	14	07	09	04	14
16	05	11	02	16	05	11
03	10	08	13	03	10	08
06	15	01	12	06	15	01



Try using matlab programming to find all such structures

# The Matrix in MATLAB



Matlab index starts from 1, NOT 0

# Entering Numeric Arrays

Row separator:  
semicolon (;)

Column separator:  
space / comma (,)

**Matrices must  
be rectangular.  
(Set undefined  
elements to zero)**

```
» a=[1 2;3 4]
a =
     1     2
     3     4
» b=[-2.8, sqrt(-7), (3+5+6)*3/4]
b =
-2.8000    0 + 2.6458i    10.5000
» b(2,5) = 23
b =
-2.8000    0 + 2.6458i    10.5000    0    0
         0                0         0    0    23.0000
```

**Use square brackets [ ]**

**Any MATLAB expression can  
be entered as a matrix element**

# Entering Numeric Arrays - cont.

**Scalar expansion** →

```
» w=[1 2;3 4] + 5  
w =  
     6     7  
     8     9
```

**Creating sequences:  
colon operator (:)** →

```
» x = 1:5  
x =  
     1     2     3     4     5  
» y = 2:-0.5:0  
y =  
2.0000    1.5000    1.0000    0.5000    0
```

**Utility functions for  
creating matrices.** →  
(Ref: Utility Commands)

```
» z = rand(2,4)  
z =  
0.9501    0.6068    0.8913    0.4565  
0.2311    0.4860    0.7621    0.0185
```



# Numerical Array Concatenation - [ ]

Use [ ] to combine existing arrays as matrix "elements"

Row separator:  
semicolon (;)

Column separator:  
space / comma (,)

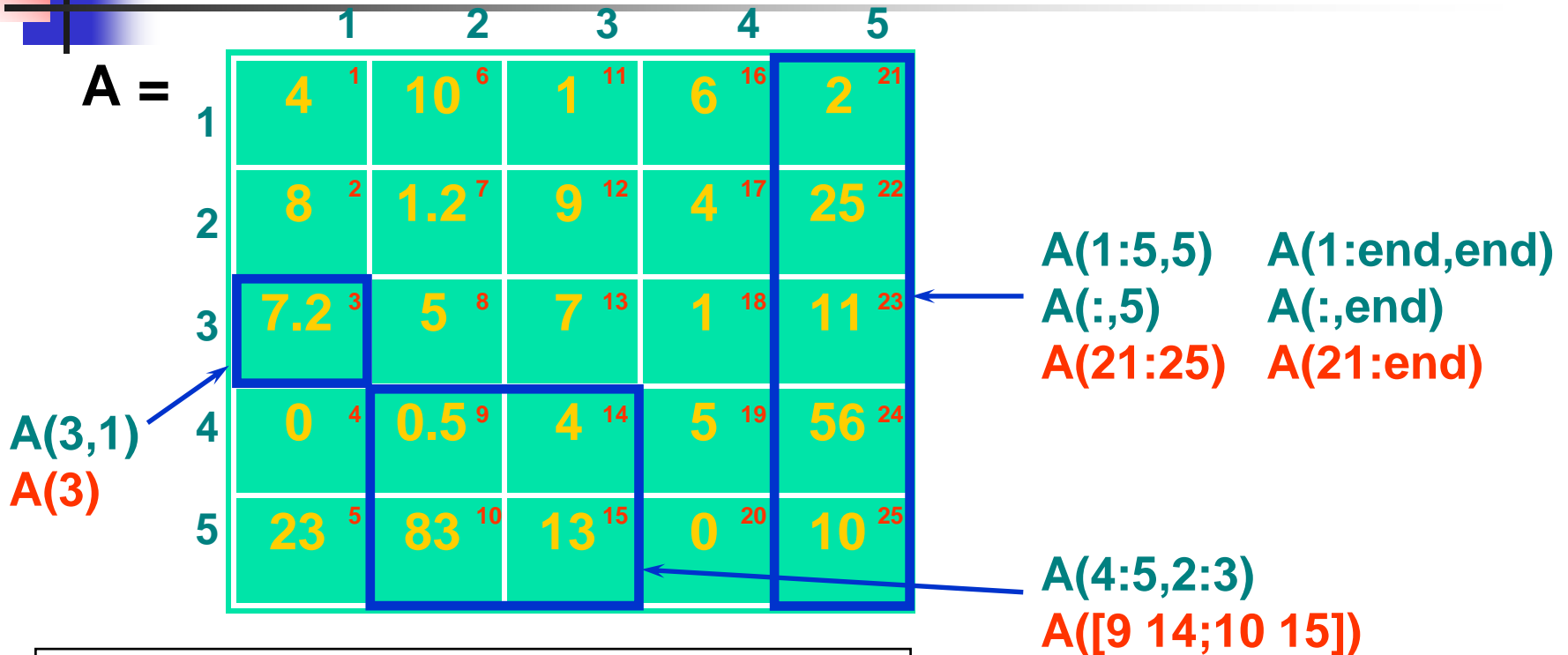
The resulting matrix must be rectangular.

```
» a=[1 2;3 4]
a =
     1     2
     3     4
» cat_a=[a, 2*a; 3*a, 4*a; 5*a, 6*a]
cat_a =
     1     2     2     4
     3     4     6     8
     3     6     4     8
     9    12    12    16
     5    10     6    12
    15    20    18    24
```

Use square brackets [ ]

4\*a

# Array Subscripting / Indexing



- Use () parentheses to specify index
- colon operator (:) specifies range / ALL
- [] to create matrix of index subscripts
- 'end' specifies maximum index value

# An Introduction to MATLAB

## Lesson 2: M-files

- 关于加机时.....
  - 多少同学要加？
  - 加多少机时？
  - 如何办理？



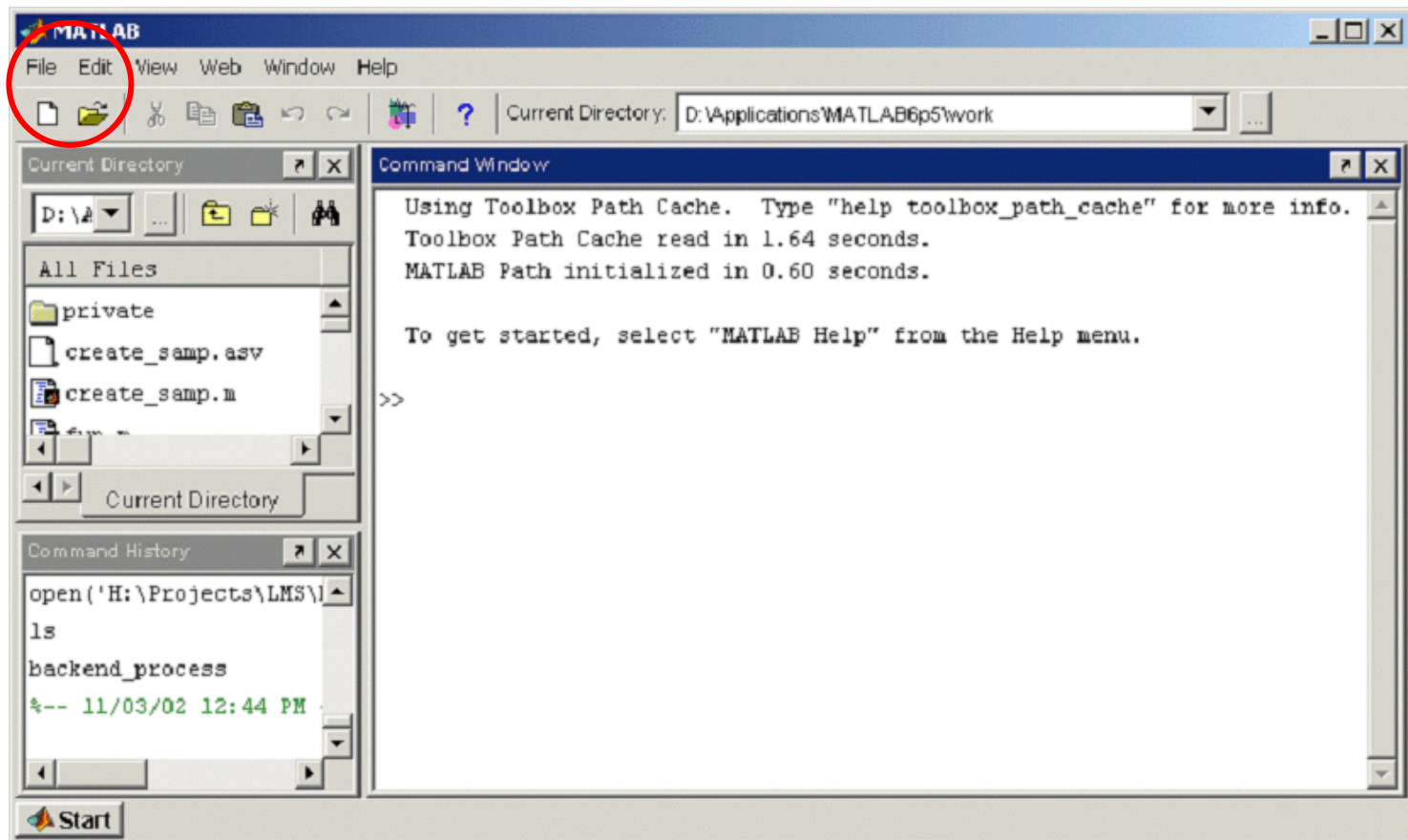
# Objectives

---

- To be able to create MATLAB m-files
- To understand the basics of **MATLAB files**
- **Basic graphics**

# Creating M-files

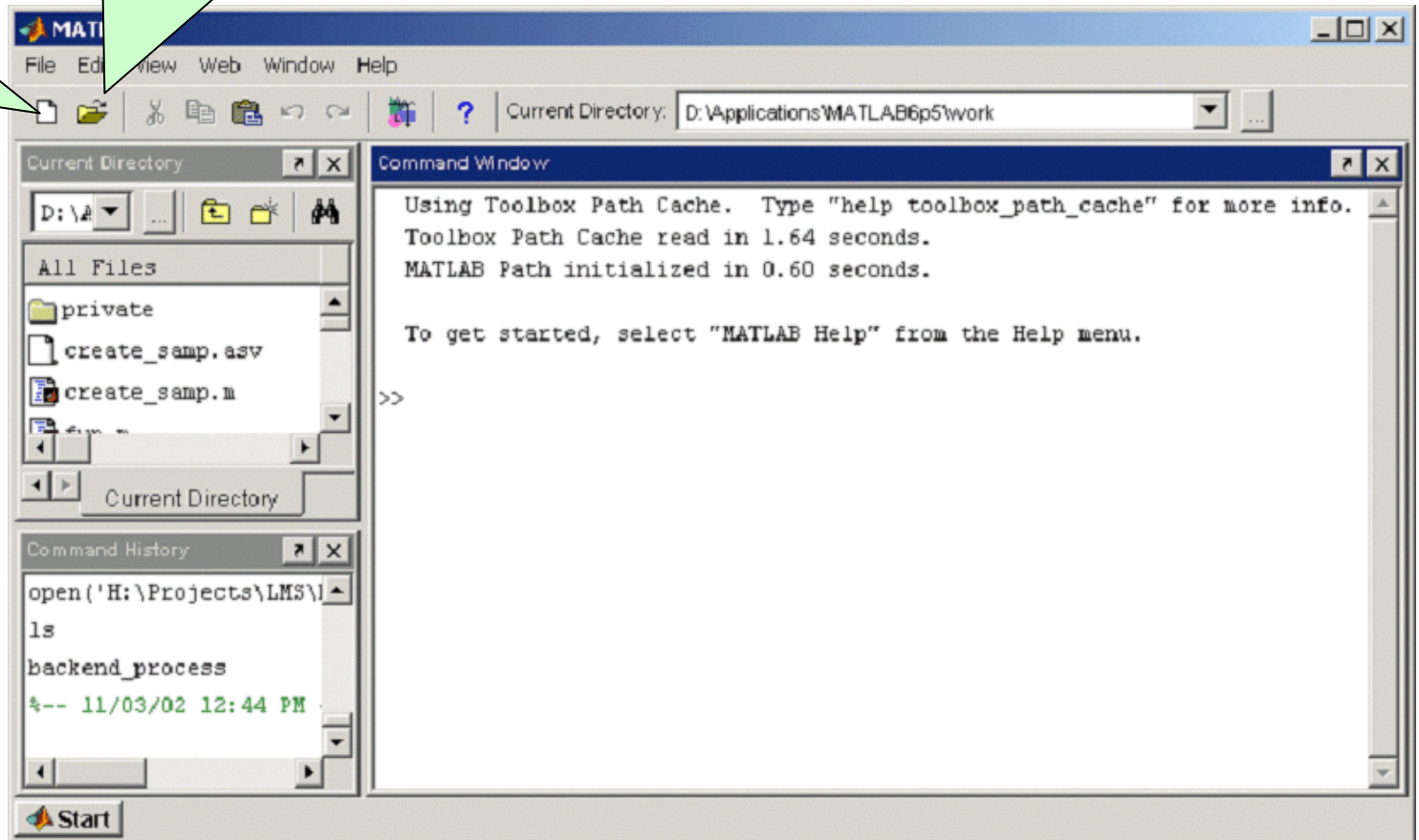
Select FILE → OPEN/NEW → M-files



# MATLAB shortcuts

Create a New file

Open an existing files





# Script verses functions files

## Script files

- List of MATLAB statements
- Variables are **global**
- Run it by typing the file name

## Function files

- **Starts with function**
- List of MATLAB statements
- Variables are **local**



# Programming in MATLAB

- There are two types of MATLAB programs

## script files

```
% script file
```

```
P=[1 3 2];
```

```
roots(P);
```

## function files

```
% function file
```

```
function [y]=fun(x)
```

```
y=x^2+3*x^2+2;
```



# Programming in MATLAB

## Script files

- A Script file contains a set of MATLAB command
- Use script file when you have a long sequence of statements to solve a problem
- Run the program by
  - typing its name in the command window
  - from tools in the editor window



# Logical Operators

>	Greater than
>=	Greater than or equal
<	Less than
<=	Less than or equal
==	equal
~=	Not equal



# Logical Operators

---

&	AND
	OR
~	NOT

if (X>6) |(x<3)



# If structures

---

General form:

If condition

statements

else

statements

end

```
If (x>0)
```

```
    sign=1
```

```
elseif (x==0)
```

```
    sign=0
```

```
else
```

```
    sign=-1
```

```
end
```



# for loops

---

## General form:

```
for index=initial: increment:  
    limit  
    statements  
end
```

```
s=0  
for i=1:3:11  
    s=s+i  
end
```

# Example

MATLAB program to find the roots of

$$f(x) = 2 \cos(x) - 1$$

```
% program 1 performs four iterations of  
% Newton's Method  
X=.7  
for i=1:4  
X=X - (2*cos(X)-1)/(-2*sin(X))  
end
```

Result

```
X =  
1.1111  
X =  
1.0483  
X =  
1.0472  
X =  
1.0472
```

# Structure of a Function M-file

Keyword: function

Function Name (same as file name .m)

Output Argument(s)

Input Argument(s)

Online Help

MATLAB  
Code

```
function y = mean(x)
% MEAN Average or mean value.
% For vectors, MEAN(x) returns the mean value.
% For matrices, MEAN(x) is a row vector
% containing the mean value of each column.
[m,n] = size(x);
if m == 1
    m = n;
end
y = sum(x)/m;
```

»output\_value = mean(input\_value) ← Command Line Syntax

# Multiple Input & Output Arguments

```
function r = ourrank(X,tol)
% OURRANK Rank of a matrix
s = svd(X);
if ( nargin == 1 )
    tol =
    max(size(X))*s(1)*eps;
end
r = sum(s > tol);
```

Multiple Input Arguments ( , )

Multiple Output Arguments [ , ]

```
function [mean,stdev] = ourstat(x)
% OURSTAT Mean & std. deviation
[m,n] = size(x);
if m == 1
    m = n;
end
mean = sum(x)/m;
stdev = sqrt(sum(x.^2)/m - mean.^2);
```

```
»RANK = ourrank(rand(5),0.1);
»[MEAN,STDEV] = ourstat(1:99);
```





# Example 1

---

- Write a function file to compute the factorial of a number.
- Input: N
- Output :NF
- Function name: factorial

# A solution

output

Function name

input

First  
statement  
must start  
with  
'function'

```
function  
    [FC]=factorial(N)  
FC=1;  
    for i=1:N  
        FC=FC*i;  
    end
```

Save the program using 'factorial' as a name

# Creating function file

Open an m-file and start typing the file

```
function [FC]=factorial(N)
```

```
FC=1;
```

```
    for i=1:N
```

```
        FC=FC*i;
```

```
    end
```

- Save the program using 'factorial' as a name
- If NOTEPAD is used to create the file use the name 'factorial.m'
- Save it in directory recognized by MATLAB
- If the directory is not recognized by MATLAB add it to the MATLAB path



# A Better one

These comments will be displayed when

'help factorial'

is typed

```
function [FC]=factorial(N)
% [FC]=factorial(N)
% program to calculate the factorial of a number
% input N : an integer
% if N is not an integer the program obtains the
% factorial of the integer part of N
% output FC : the factorial of N

%
FC=1;           % initial value of FC
  for i=1:N
    FC=FC*i;    % n! =(n-1)!*n
  end
```

Comments are used to explain MATLAB statements

# Script file to compute factorial

```
% program to calculate the factorial of a number
% input  N : an integer
% if N is not an integer the program obtains the
% factorial of the integer part of N
% output FC : the factorial of N
%
FC=1;           % initial value of FC
    for i=1:N
        FC=FC*i; % n! =(n-1)!*n
    end
```

Comments are used to explain  
MATLAB statements

# Script file to compute cos

```
% program to calculate an estimate of  
cos(0.2)
```

```
%  $\cos(x) \approx 1 - x^2/2! + x^4/4!$ 
```

```
x=0.2
```

```
Sum=1
```

```
N=2
```

```
fact2
```

```
Sum=Sum-x^2/FC
```

```
N=4
```

```
fact2
```

```
Sum=Sum+x^4/FC
```

```
% Script file fact2  
FC=1;  
for i=1:N  
    FC=FC*i;  
end
```



# Graphics on MATLAB

---

- Simple 1D graphics
  - Linear scales
  - Semilog scale
  - Loglog scale
- 2D graphics

# Example

```
time=[0:0.01:6];
```

```
Y=sin(time);
```

```
plot(time,Y);
```

```
xlabel('time');
```

```
ylabel('sin(time)');
```

```
title(' plot of sin(time)');
```

```
Grid;
```

Generating data

Plot Y verses time  
x- axis is time  
y- axis is Y

Add a label to the  
x- axis

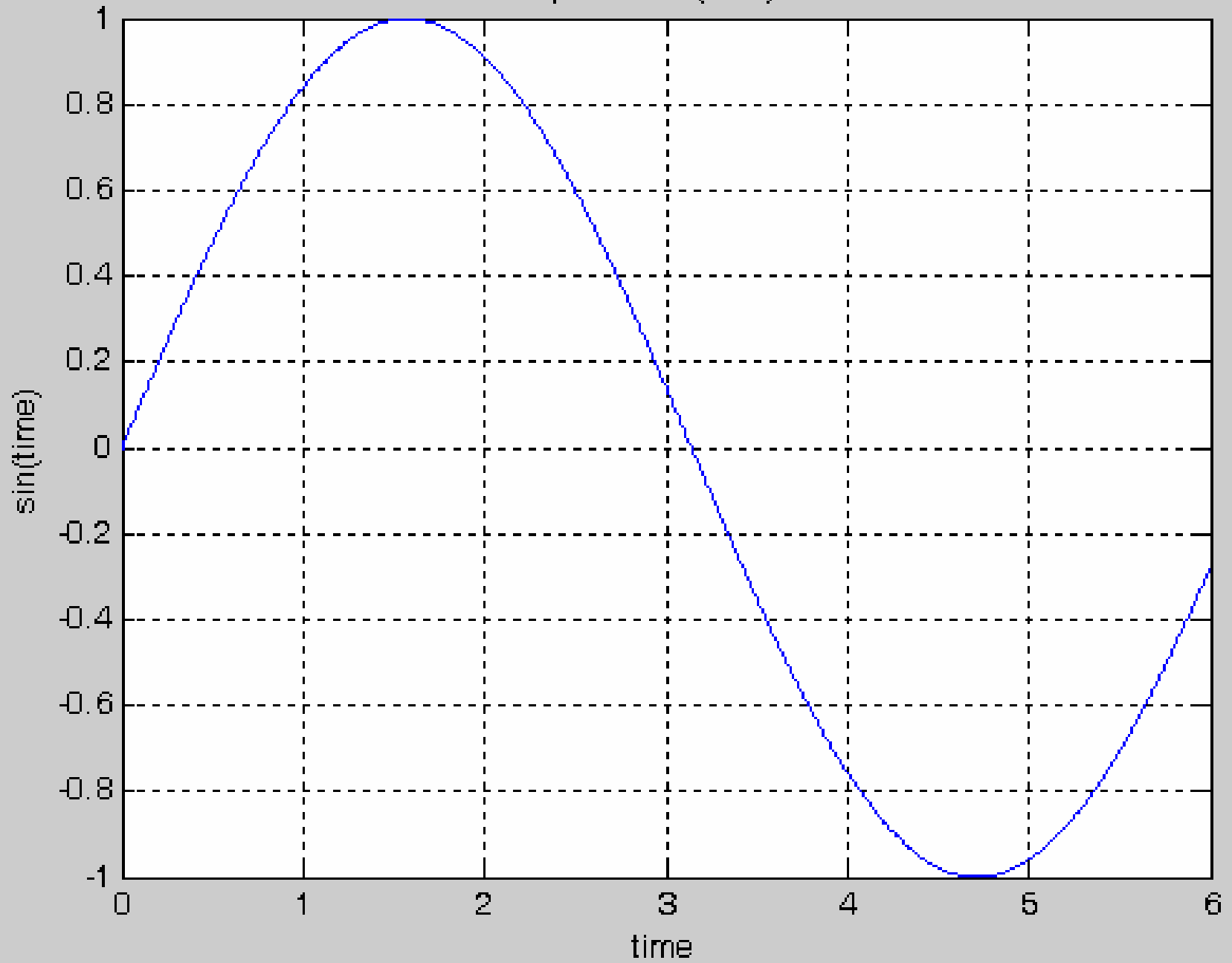
Add a label to the  
y- axis

Add a title

Add grid lines

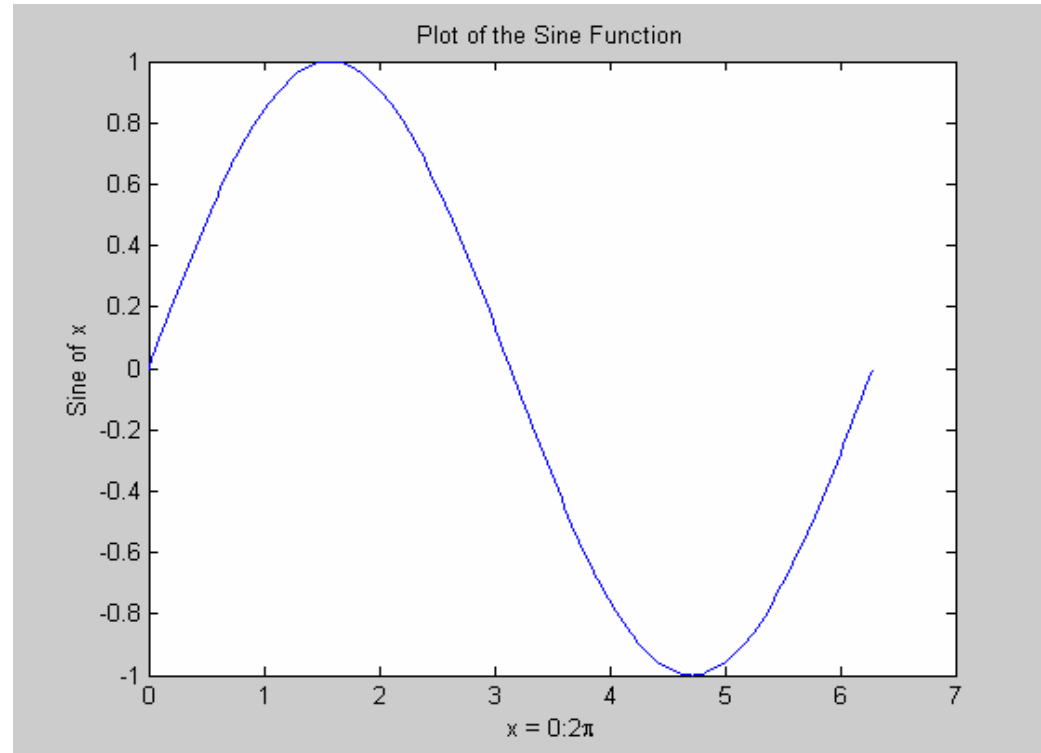


plot of sin(time)



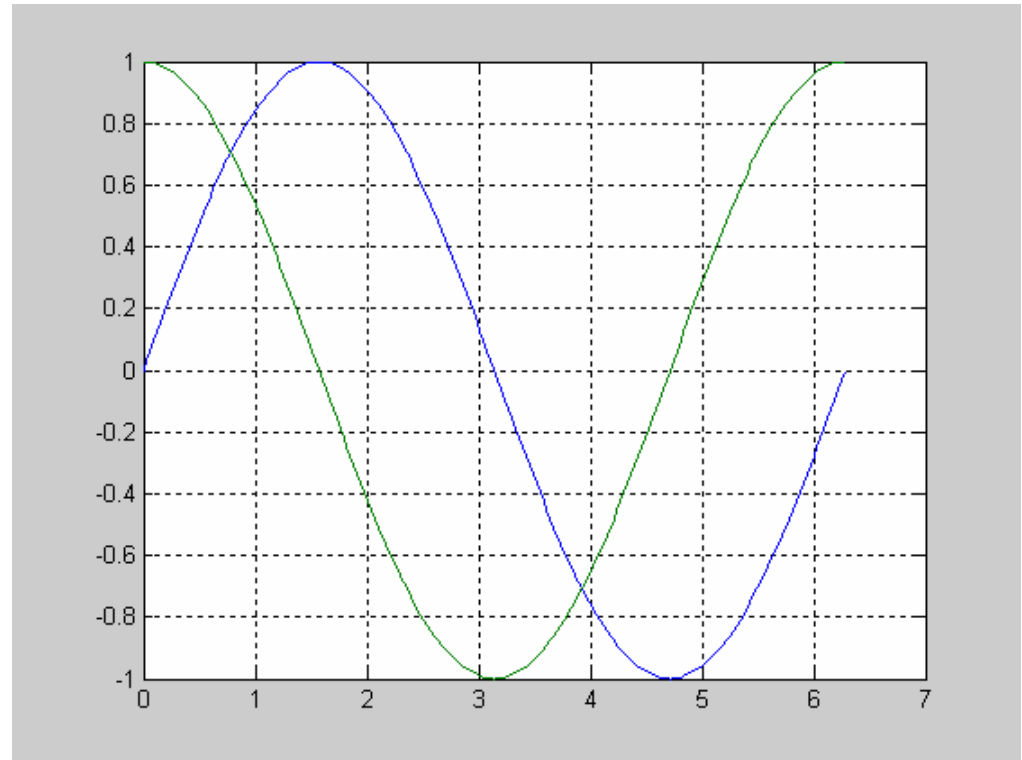
# Matlab Graphics

```
x = 0:pi/100:2*pi;  
y = sin(x);  
plot(x,y);  
xlabel('x = 0:2\pi');  
ylabel('Sine of x');  
title('Plot of the Sine Function');
```



# Multiple Graphs

```
t = 0:pi/100:2*pi;  
y1=sin(t);  
y2=sin(t+pi/2);  
plot(t,y1,t,y2);  
grid on;
```



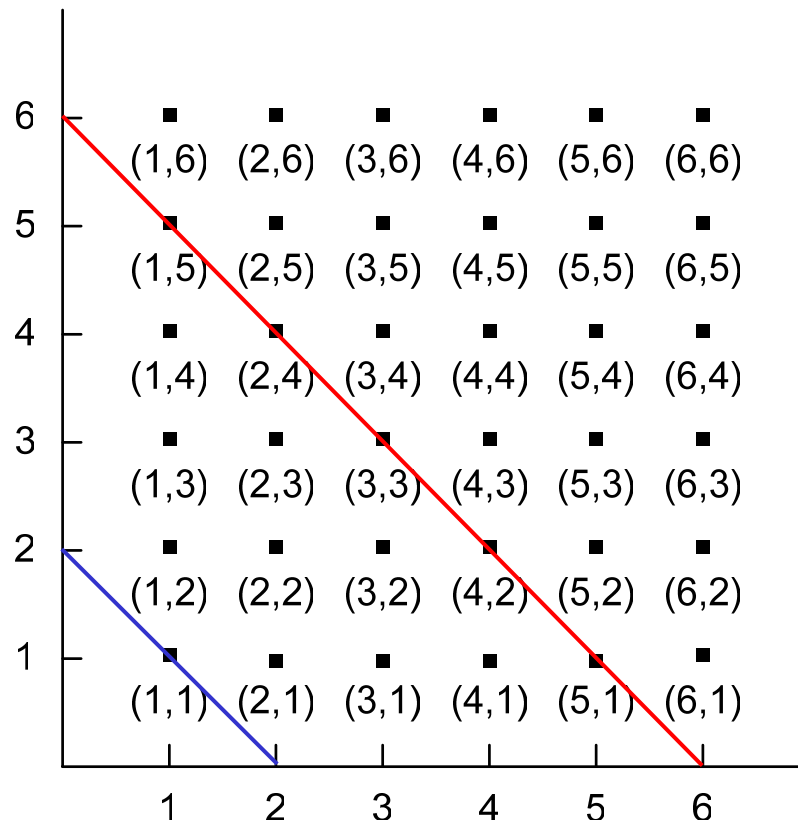


More

---

# Sum of Two Dices

- Simulate 10000 observations of the sum of two fair dices



# Sum of Two Dices

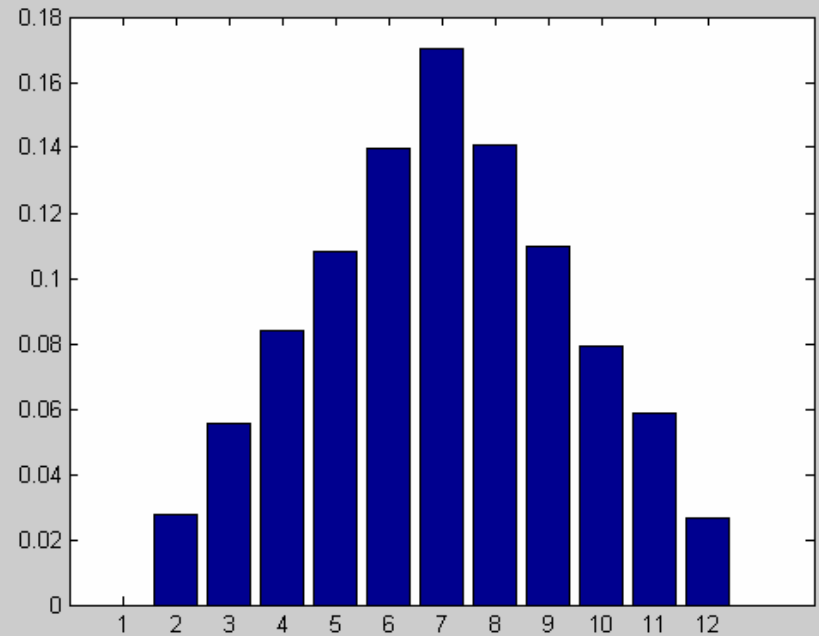
- Simulate 10000 observations of the sum of two fair dices

```
x1=floor(6*rand(10000,1)+1);  
x2=floor(6*rand(10000,1)+1);  
y=x1+x2;
```

<code>sum(y== 2)/10000</code>	<code>ans = 0.0275</code>	<code>p[ 2]=0.0278</code>
<code>sum(y== 3)/10000</code>	<code>ans = 0.0554</code>	<code>p[ 3]=0.0556</code>
<code>sum(y== 4)/10000</code>	<code>ans = 0.0841</code>	<code>p[ 4]=0.0833</code>
<code>sum(y== 5)/10000</code>	<code>ans = 0.1082</code>	<code>p[ 5]=0.1111</code>
<code>sum(y== 6)/10000</code>	<code>ans = 0.1397</code>	<code>p[ 6]=0.1389</code>
<code>sum(y== 7)/10000</code>	<code>ans = 0.1705</code>	<code>p[ 7]=0.1667</code>
<code>sum(y== 8)/10000</code>	<code>ans = 0.1407</code>	<code>p[ 8]=0.1389</code>
<code>sum(y== 9)/10000</code>	<code>ans = 0.1095</code>	<code>p[ 9]=0.1111</code>
<code>sum(y==10)/10000</code>	<code>ans = 0.0794</code>	<code>p[10]=0.0833</code>
<code>sum(y==11)/10000</code>	<code>ans = 0.0585</code>	<code>p[11]=0.0556</code>
<code>sum(y==12)/10000</code>	<code>ans = 0.0265</code>	<code>p[12]=0.0278</code>

# Sum of Two Dices

```
for i=2:12
    z(i)=sum(y==i)/10000;
end
bar(z)
```





---

# Introduction to MATLAB and image processing





# MATLAB and images

---

- The help in MATLAB is very good, use it!
- An image in MATLAB is treated as a matrix
- Every pixel is a matrix element
- All the operators in MATLAB defined on matrices can be used on images:  $+$ ,  $-$ ,  $*$ ,  $/$ ,  $^$ ,  $\text{sqrt}$ ,  $\text{sin}$ ,  $\text{cos}$  etc.

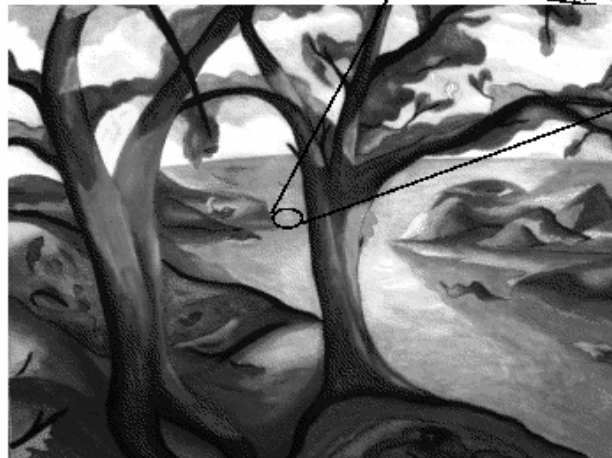


# Images in MATLAB

---

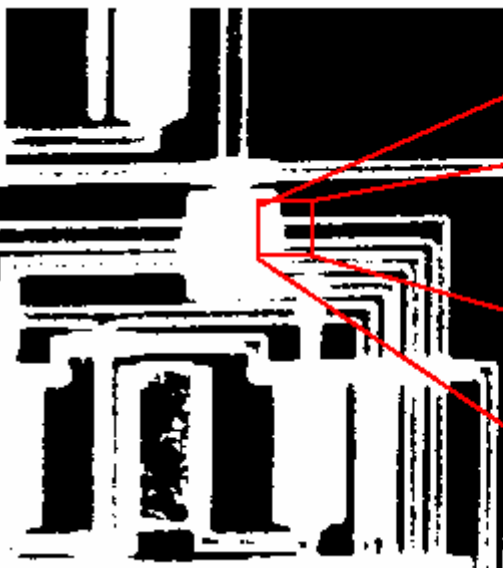
- MATLAB can import/export several image formats
  - BMP (Microsoft Windows Bitmap)
  - GIF (Graphics Interchange Files)
  - HDF (Hierarchical Data Format)
  - JPEG (Joint Photographic Experts Group)
  - PCX (Paintbrush)
  - PNG (Portable Network Graphics)
  - TIFF (Tagged Image File Format)
  - XWD (X Window Dump)
  - MATLAB can also load raw-data or other types of image data
- Data types in MATLAB
  - Double (64-bit double-precision floating point)
  - Single (32-bit single-precision floating point)
  - Int32 (32-bit signed integer)
  - Int16 (16-bit signed integer)
  - Int8 (8-bit signed integer)
  - Uint32 (32-bit unsigned integer)
  - Uint16 (16-bit unsigned integer)
  - Uint8 (8-bit unsigned integer)

# Images in MATLAB



0.2251	0.2563	0.2826	0.2826	0.4		
0.5342	0.2051	0.2157	0.2826	0.3822	0.4391	0.4391
0.5342	0.1789	0.1307	0.1789	0.2051	0.3256	0.2483
0.4308	0.2483	0.2624	0.3344	0.3344	0.2624	0.2549
0.3344	0.2624	0.3344	0.3344	0.3344	0.3344	0.3344

- Binary images : {0,1}
- Intensity images : uint8, double, etc.
- RGB images : **m-by-n-by-3**
- Indexed images : **m-by-3** color map

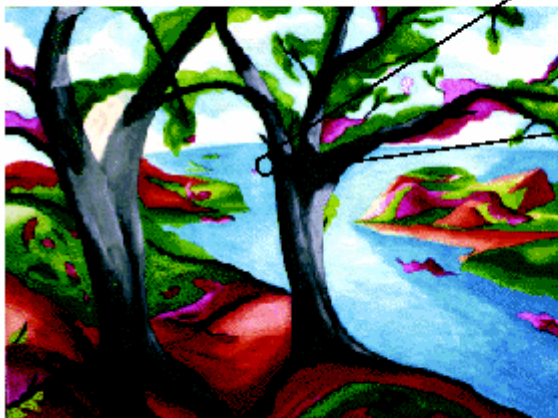
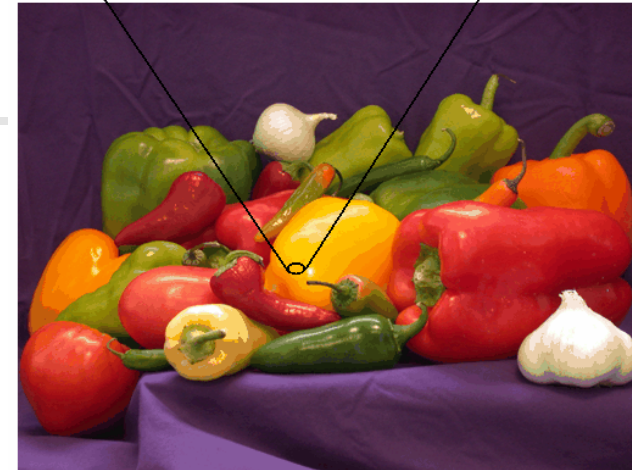


1	1	1	1	1	1	1	1	1	1
1	1	1	0	0	0	0	0	0	0
1	1	1	1	0	0	0	0	0	0
1	1	1	0	0	0	0	0	0	0
1	1	1	0	0	0	0	0	0	0
1	1	1	0	0	0	0	0	0	0
1	1	1	0	0	0	0	0	0	0
1	1	1	1	0	0	0	0	0	0
1	1	1	1	1	1	1	1	1	1

# Images in MATLAB

- Binary images : {0,1}
- Intensity images : uint8, double etc.
- RGB images : **m-by-n-by-3**
- Indexed images : **m-by-3** color map
- Multidimensional images **m-by-n-by-p** (**p** is the number of layers)

0.5804	0.2902	0.0627	Blue	0.1294	0.2902	0.2902	0.4824
0.5804	0.0627	0.0627	Green	0.1294	0.2235	0.2588	0.2588
0.5176	0.1922	0.0627	0.1922	0.2588	0.2588	0.2588	0.2588
0.5176	0.1294	0.1608	0.1294	0.1294	0.2588	0.2588	0.2588
0.5176	0.1608	0.0627	0.1608	0.1922	0.2588	0.2588	0.2588
0.5490	0.2235	0.5490	Red	0.7412	0.7765	0.7765	0.902
0.5490	0.3882	0.5176	0.5804	0.5804	0.7765	0.7765	0.196
0.490	0.2588	0.2902	0.2588	0.2235	0.4824	0.2235	0.2235
0.2235	0.1608	0.2588	0.2588	0.1608	0.2588	0.2588	0.2588
0.2588	0.1608	0.2588	0.2588	0.2588	0.2588	0.2588	0.2588



12	21	40
14	17	21
5	8	8
15	18	31
18	31	31
0	0	0
0.0627	0.0627	0.0314
0.2902	0.0314	0
0	0	1.0000
0.2902	0.0627	0.0627
0.3882	0.0314	0.0941
0.4510	0.0627	0
0.2588	0.1608	0.0627
...		

Image Courtesy of Susan Cohen

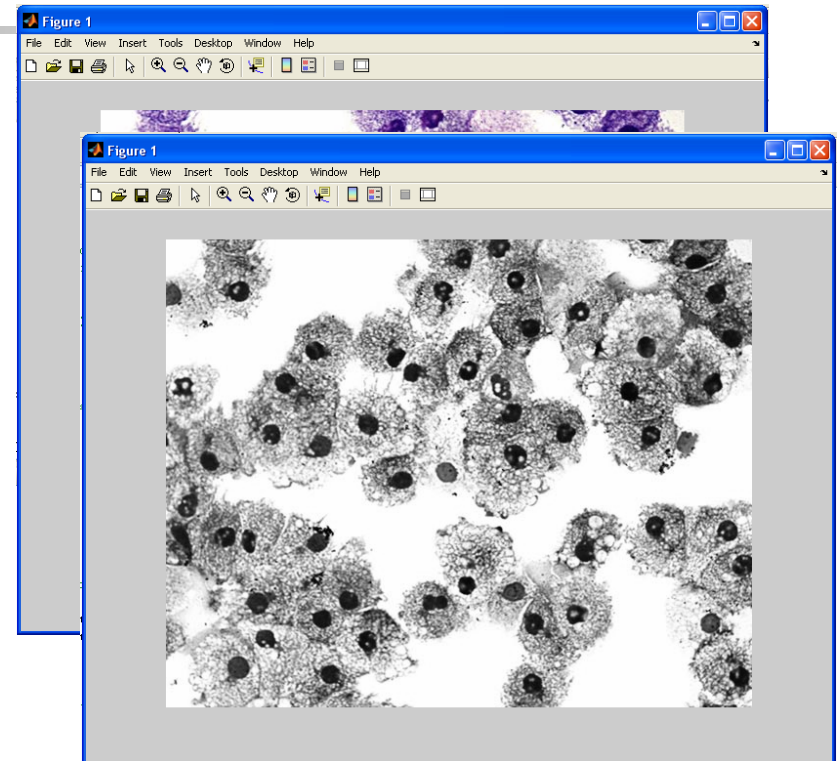
# Image import and export

- Read and write images in Matlab

```
>> I=imread('cells.jpg');  
>> imshow(I)  
>> size(I)  
ans = 479 600 3 (RGB image)  
>> Igrey=rgb2gray(I);  
>> imshow(Igrey)  
>> imwrite(Igrey, 'cell_gray.tif', 'tiff')
```

## Alternatives to imshow

```
>> imagesc(I)  
>> imtool(I)  
>> image(I)
```



# Images and Matrices

- How to build a matrix (or image)?

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

```
A = 1 2 3
```

```
4 5 6
```

```
7 8 9
```

```
>> B = zeros(3,3)
```

```
B = 0 0 0
```

```
0 0 0
```

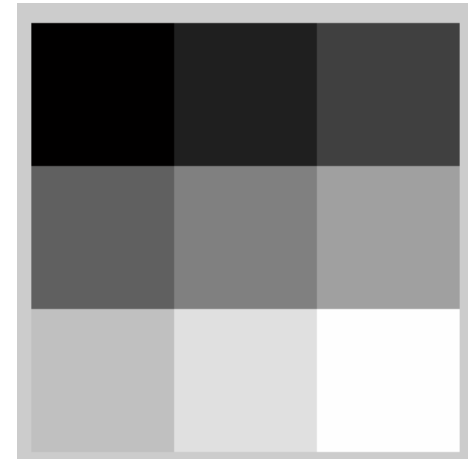
```
0 0 0
```

```
>> C = ones(3,3)
```

```
C = 1 1 1
```

```
1 1 1
```

```
1 1 1
```



```
>> imshow(A)
```

(`imshow(A,[])` to get automatic pixel range)

# Images and Matrices

- Accessing image elements (row, column)

```
>> A(2,1)
```

```
ans = 4
```

- `:` can be used to extract a whole column or row

```
>> A(:,2)
```

```
ans =
```

```
2
```

```
5
```

```
8
```

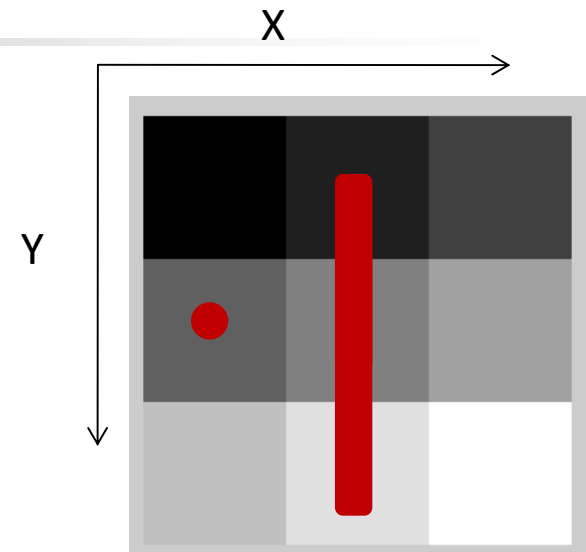
- or a part of a column or row

```
>> A(1:2,2)
```

```
ans =
```

```
2
```

```
5
```



A =

1	2	3
4	5	6
7	8	9

# Image Arithmetic

A =  
1 2 3  
4 5 6  
7 8 9

- Arithmetic operations such as addition, subtraction, multiplication and division can be applied to images in MATLAB

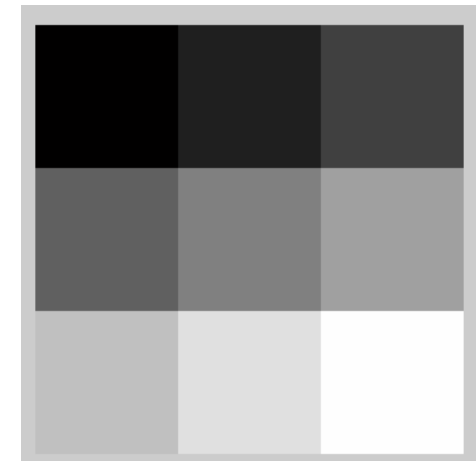
- `+`, `-`, `*`, `/` performs matrix operations

```
>> A+A
```

```
ans =   2   4   6  
       8  10  12  
      14  16  18
```

```
>> A*A
```

```
ans =  30  36  42  
      66  81  96  
     102 126 150
```



- To perform an elementwise operation use `.` (`.*`, `./`, `.*`, `.^` etc)

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

```
ans =   1   4   9  
      16  25  36  
      49  64  81
```



# Logical Conditions

- equal (==) , less than and greater than (< and >), not equal (~=) and not (~)
- find('condition') - Returns indexes of A's elements that satisfies the condition.

```
>> [row col]=find(A==7)
```

```
row = 3
```

```
col = 1
```

```
>> [row col]=find(A>7)
```

```
row = 3
```

```
3
```

```
col = 2
```

```
3
```

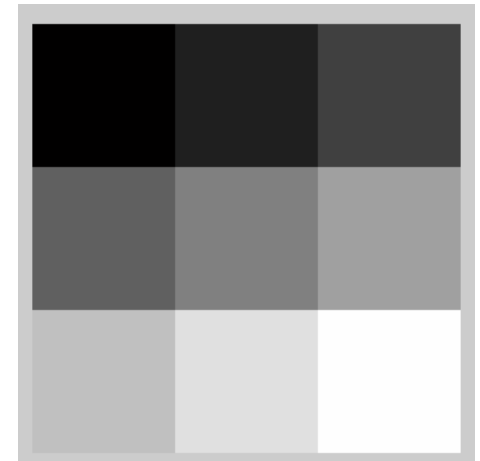
```
>> Indx=find(A<5)
```

```
Indx = 1
```

```
2
```

```
4
```

```
7
```



A =

1	2	3
4	5	6
7	8	9



# Flow Control

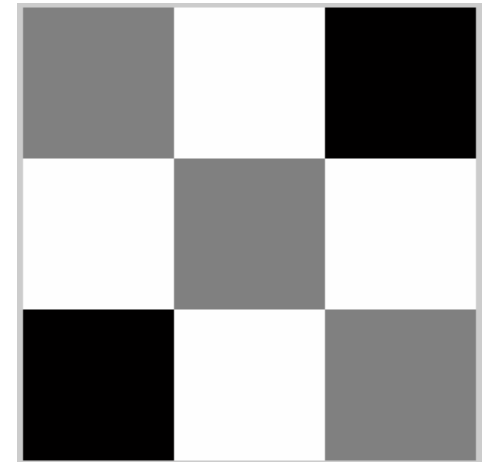
---

- Flow control in MATLAB
    - **if**, **else** and **elseif** statements
- ```
(row=1,2,3 col=1,2,3)
if row==col
    A(row, col)=1;
elseif abs(row-col)==1
    A(row, col)=2;
else
    A(row, col)=0;
end
```

# Flow Control

- Flow control in MATLAB
  - `for` loops
  - `if`, `else` and `elseif` statements

```
for row=1:3
    for col=1:3
        if row==col
            A(row, col)=1;
        elseif abs(row-col)==1
            A(row, col)=2;
        else
            A(row, col)=0;
        end
    end
end
```



A =

|   |   |   |
|---|---|---|
| 1 | 2 | 0 |
| 2 | 1 | 2 |
| 0 | 2 | 1 |

# Matlab image processing

## — a first step

```
clear, close all;           %clear the workspace, close all active figures
I = imread('pout.tif');    %read the image 'pout.tif' into the workspace
imshow(I);                 %display the image
Whos;                       %check the workspace
figure, imhist(I);         %show the histogram of the image
I2 = histeq(I);            %histogram equalization
figure, imshow(I2);        %display the new image I2
figure, imhist(I2);        % show the equalized histogram
imwrite (I2, 'pout2.png'); %save I2 as 'pou2.png'
imfinfo('pout2.png');     %display png image information
```

# Homework II

- Continue your exploration with Matlab image processing toolbox.
- Write your own code to compute the total area of the white objects in the following picture [circles.png](#).
- Submit your code and result. Compare your result with matlab function `bwarea()`

