Matlab Tips and Tricks

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First keep in mind that this is **not** a Matlab tutorial. This is just a list of tricks I have found useful while writing my toolboxes available on the Matlab Central repository

http://www.mathworks.com/matlabcentral/

You can e-mail me if you have corrections about these pieces of code, or if you would like to add your own tips to those described in this document.

Contents

1 General Programming Tips

- Suppress entries in a vector.

```
x( 3:5 ) = [];
```

- Reverse a vector.

```
x = x(end:-1:1);
```

- Compute the running time of a function call.

```
tic; fft(rand(500)); disp( ['it takes ' num2str(toc) 's.']  );
```

- Make a array full of a

```
% guess which one is the fastest ?
tic; NaN*ones(2000,2000); toc;
tic; repmat(NaN,2000,2000); toc;
```

- Turn an nD array into a vector.

```
x = x(:);
```

- Compute the maximum value of an nD array.

```
m = max(x(:));
```

- Access a matrix from a list of entries. Here, we have `I = [I1; I2]` and `y(i) = M( I1(i), I2(i) )`

```
J = sub2ind(size(M), I(1,:),I(2,:)  );
y = M(J);
```

- Create a function that take optional arguments in a struct.

```
function y = f(x,options)
% parse the struct
if nargin<2
  options.null = 0; %  force creation of options
end
if isfield(options, 'a')
  options.a = 1; %  default value
end
a = options.a;
if isfield(options, 'b')
  options.b = 1; %  default value
end
b = options.b;
% Here the body of the function ...
```

- Create a graphical waitbar.

```
n = 100;
h = waitbar(0,'Waiting ...');
for i=1:n
  waitbar(i/n);
  % here perform some stuff
end
close(h);
```

- How to duplicate a character n times.

```
str = char( zeros(n,1)+'*' );
```

- Output a string without carriage return.

```
fprintf('Some Text');
```

- Assign value `v` in a nD array at a position `ind` (lenth-`n` vector).

```
ind = num2cell(ind);
x( ind{:} ) = v;
```

- Save the current figure as an image in e.g. EPS file format.

```
saveas(gcf, str, 'png');
```

- Remove the ticks from a drawing.

```
set(gca, 'XTick', []);
set(gca, 'YTick', []);
```

- Saving and loading an image.

```
saveas(gcf, 'my_image', 'png'); % save
M = double( imread( 'my_image.png' ) ); % load
```

- Saving and loading a matrix `M` in a binary file.

```
[n,p] = size(M); % saving
str = 'my_file'; % name of the file
fid = fopen(str,'wb');
if fid<0
  error(['error writing to file ', str]);
end
fwrite(fid,M,'double');
fclose(fid);
% loading
fid = fopen(str,'rb');
if fid<0
  error(['error reading file ',str]);
end
[M, cnt] = fread(fid,[n,p],'double');
fclose(fid);
if cnt =n*p
error(['Error reading file ', str]);
end
```

- Find the angle that makes a 2D vector `x` with the vector `[1,0]`

```
% just the angle
theta = atan2(x(2),x(1));
% if you want to compute the full polar decomposition
[theta,r] = cart2pol(x);
```

2 General Mathematical Tips

- Rescale the entries of a vector x so that it spans $[0, 1]$

```
m = min(x(:)); M = max(x(:));
x = (b-a) * (x-m)/(M-m) + a;
```

- Generate n points evenly sampled.

```
x = 0:1/(n-1):1; % faster than linspace
```

- Compute the L^2 squared norm of a vector or matrix x.

```
m = sum(x(:).^2);
```

- Subsample a vector x or an image M by a factor 2.

```
x = x(1:2:end); % useful for wavelet transform
M = M(1:2:end,1:2:end);
```

- Compute centered finite differences.

```
D1 = [x(2:end),x(end)];
D2 = [x(1),x(1:end-1)];
y = (D1-D2)/2;
```

- Compute the prime number just before n

```
n = 150;
P = primes(n); n = P(end);
```

- Compute J, the reverse of a permutation I, i.e. an array which contains the number 1:n in arbitrary order.

```
J(I) = 1:length(I);
```

- Shuffle an array x.

```
y = x( randperm(length(x)) );
```

3 Advanced Mathematical Tips

- Generate n points x sampled uniformly at random on a sphere.

```
% tensor product gaussian is isotropic
x = randn(3,n);
d = sqrt( x(1,:).^2+x(2,:).^2+x(2,:).^2 );
x(1,:)  = x(1,:)./d;
x(2,:)  = x(2,:)./d;
x(3,:)  = x(3,:)./d;
```

- Construct a polygon `x` whose ith sidelength is `s(i)`. Here `x(i)` is the complex affix of the ith vertex.

```
theta = [0;cumsum(s)];
theta = theta/theta(end);
theta = theta(1:(end-1));
x = exp(2i*pi*theta);
L = abs(x(1)-x(2));
x = x*s(1)/L; % rescale the result
```

- Compute `y`, the inverse of an integer `x` modulo a prime `p`.

```
% use Bezout thm
[u,y,d] = gcd(x,p);
y = mod(y,p);
```

- Compute the curvilinear abscise `s` of a curve `c`. Here, `c(:,i)` is the ith point of the curve.

```
D = c(:,2:end)-c(:,1:(end-1));
s = zeros(size(c,2),1);
s(2:end) = sqrt( D(1,:).^2 + D(2,:).^2 );
s = cumsum(s);
```

- Compute the 3D rotation matrix `M` around an axis `v`

```
% taken from the OpenGL red book
v = v/norm(v,'fro');
S = [0 -v(3) v(2); v(3) 0 -v(1); -v(2) v(1) 0];
M = v*transp(v) + cos(alpha)*(eye(3) - v*transp(v)) + sin(alpha)*S;
```

- Compute a VanderMonde matrix `M` i.e. `M(i,j)=x(i)^j` for `j=0:d`.

```
n = length(x); % first method
[J,I] = meshgrid(0:d,1:n);
A = x(I).^J;
% second method, less elegant but faster
A = ones(n);
for j = 2:n
  A(:,j) = x.*A(:,j-1);
end
```

- Threshold (i.e. set to 0) the entries below `T`.

```
% first solution
x = (abs(x)>=T) .* x;
% second one :  nearly 2 times slower
I = find(abs(x)<T); x(I) = 0;
```

- Keep only the n biggest coefficients of a signal x (set the others to 0).

```
[,I] = sort(abs(x(:))); x( I(1:end-n) ) = 0;
```

- Draw a 3D sphere.

```
p = 20; %  precision
t = 0:1/(p-1):1;
[th,ph] = meshgrid( t*pi,t*2*pi );
x = cos(th);
y = sin(th).*cos(ph);
z = sin(th).*sin(ph);
surf(x,y,z, z.*0);
% some pretty rendering options
shading interp; lighting gouraud;
camlight infinite; axis square; axis off;
```

- Project 3D points on a 2D plane (best fit plane). P(:,k) is the kth point.

```
for i=1:3 %  substract mean
  P(i,:)  = P(i,:)  - mean(P(i,:));
end
C = P*P'; %  covariance matrix
% project on the two most important eigenvectors
[V,D] = eigs(C);
Q = V(:,1:2)'*P;
```

4 Signal and Image Processing Tips

- Compute circular convolution of x and y.

```
% use the Fourier convolution thm
z = real( ifft( fft(x).*fft(y) ) );
```

- Display the result of an FFT with the 0 frequency in the middle.

```
x = peaks(256);
imagesc( real( fftshift( fft2(x) ) ) );
```

- Resize an image M (new size is (p1,q1)).

```
[p,q] = size(M); % the original image
[X,Y] = meshgrid( (0:p-1)/(p-1), (0:q-1)/(q-1) );
%  new sampling location
[XI,YI] = meshgrid( (0:p1-1)/(p1-1) , (0:q1-1)/(q1-1) );
M1 = interp2( X,Y, M, XI,YI ,'cubic'); %  the new image
```

- Build a 1D gaussian filter of variance `s`.

  ```
  x = -1/2:1/(n-1):1/2;
  f = exp( -(x.^2)/(2*s^2) );
  f = f / sum(sum(f));
  ```

- Build a 2D gaussian filter of variance `s`.

  ```
  x = -1/2:1/(n-1):1/2;
  [Y,X] = meshgrid(x,x);
  f = exp( -(X.^2+Y.^2)/(2*s^2) );
  f = f / sum(f(:));
  ```

- Perform a 1D convolution of signal `f` and filter `h` with symmetric boundary conditions. The center of the filter is 0 for odd length filter, and 1/2 otherwise

  ```
  n = length(x); p = length(h);
  if mod(p,2)==1
    d1 = (p-1)/2; d2 = (p-1)/2;
  else
    d1 = p/2-1; d2 = p/2;
  end
  xx = [ x(d1:-1:1); x; x(end:-1:end-d2+1) ];
  y = conv(xx,h);
  y = y( (2*d1+1):(2*d1+n) );
  ```

- Same but for 2D signals

  ```
  n = length(x); p = length(h);
  if mod(p,2)==1
    d1 = (p-1)/2; d2 = (p-1)/2;
  else
    d1 = p/2-1; d2 = p/2;
  end
  xx = [ x(d1:-1:1,:); x; x(end:-1:end-d2+1,:)  ];
  xx = [ xx(:,d1:-1:1), xx, xx(:,end:-1:end-d2+1) ];
  y = conv2(xx,h);
  y = y( (2*d1+1):(2*d1+n), (2*d1+1):(2*d1+n) );
  ```

- Extract all 0th level curves from an image `M` an put these curves into a cell array `c_list`.

  ```
  c = contourc(M,[0,0]);
  k = 0; p = 1;
  while p < size(c, 2) % parse the result
    lc = c(2,p); %  length of the curve
    cc = c(:,(p+1):(p+lc));
    p = p+lc+1;
    k = k+1;
    c_list{k} = cc;
  end
  ```

- Quick computation of the integral `y` of an image `M` along a 2D curve `c` (the curve is assumed in $[0,1]^2$)

```
cs = c*(n-1) + 1; %  scale to [1,n]
I = round(cs);
J = sub2ind(size(M), I(1,:),I(2,:)  );
y = sum(M(J));
```

- Draw the image of a disk and a square.

```
n = 100; x = -1:2/(n-1):1;
[Y,X] = meshgrid(x,x);
c = [0,0]; r = 0.4; %  center and radius of the disk
D = (X-c(1)).^2 + (Y-c(2)).^2 < r^2;
imagesc(D); % a disk
C = max(abs(X-c(1)),abs(Y-c(2)))<r;
imagesc(C); % a square
```

- Draw a 2D function whose value `z` is known only at scattered 2D points `(x,y)`.

```
n = 400;
x = rand(n,1); y = rand(n,1);
% this is an example of surface
z = cos(pi*x) .* cos(pi*y);
tri = delaunay(x,y); % build a Delaunay triangulation
trisurf(tri,x,y,z);
```

- Generate a signal whose regularity is $\mathcal{C}^\alpha$ (Sobolev).

```
alpha = 2; n = 100;
y = randn(n,1); % gaussian noise
fy = fft(y);
fy = fftshift(fy);
% filter the noise with |omega|^-alpha
h = (-n/2+1):(n/2);
h = (abs(h)+1).^(-alpha-0.5);
fy = fy.*h';
fy = fftshift(fy);
y = real( ifft(fy) );
y = (y-min(y))/(max(y)-min(y));
```

- Generate a signal whose regularity is nearly $\mathcal{C}^{\alpha-1/2}$.

```
alpha = 3; n = 300;
x = rand(n,1); % uniform noise
for i=1:alpha % integrate the noise alpha times
  x = cumsum(x - mean(x));
end
```

- Compute the PSNR between to signals `x` and `y`.

```
d = mean( mean( (x-y).^2 ) );
m = max( max(x(:)),max(y(:))  );
PSNR = 10*log10( m/d );
```

- Evaluate a cubic spline at value `t` (can be a vector).

```
x = abs(t) ;
I12 = (x>1)&(x<=2); I01 = (x<=1);
y = I01.*( 2/3-x.^2.*(1-x/2) ) + I12.*( 1/6*(2-x).^3 );
```

- Perform spectral interpolation of a signal `x` (aka Fourier zero-padding). The original size is `n` and the final size is `p`

```
n = length(x); n0 = (n-1)/2;
f = fft(x); % forward transform
f = p/n*[f(1:n0+1); zeros(p-n,1); f(n0+2:n)];
x = real( ifft(f) ); % backward transform
```

- Compute the approximation error `err`$= ||f - f_M||/||f||$ obtained when keeping the M best coefficients in an orthogonal basis.

```
% as an example we take the decomposition in the cosine basis
M = 500;
x = peaks(128); y = dct(x); % a sample function
[tmp,I] = sort(abs(y(:)));
y(I(1:end-M)) = 0;
err = norm(y,'fro')/norm(x,'fro'); % the relative error
xx = idct(y); imagesc(xx); % the reconstructed function
```

- Perform a JPEG-like transform of an image `x` (replace `dct` by `idct` to compute the inverse transform).

```
bs = 8; % size of the blocks
n = size(x,1); y = zeros(n,n);
nb = n/bs; % n must be a multiple of bs
for i=1:nb
for j=1:nb
  xsel = ((i-1)*bs+1):(i*bs);
  ysel = ((j-1)*bs+1):(j*bs);
  y(xsel,ysel) = dct(x(xsel,ysel));
end
end
```

- Extract interactively a part `MM` of an image `M`.

```
[n,p] = size(M);
imagesc(M);
axis image; axis off;
sp = getrect;
sp(1) = max(floor(sp(1)),1); % xmin
sp(2) = max(floor(sp(2)),1); % ymin
sp(3) = min(ceil(sp(1)+sp(3)),p); % xmax
sp(4) = min(ceil(sp(2)+sp(4)),n); % ymax
MM = M(sp(2):sp(4), sp(1):sp(3));
```

5 Graph Theory Tips

- Compute the shortest distance between all pair of nodes (D is the weighted adjacency matrix).

  ```
  % non connected vectices must have Inf value
  N = length(D);
  for k=1:N
    D = min(D,repmat(D(:,k),[1 N])+repmat(D(k,:),[N 1]));
  end
  D1 = D;
  ```

- Turn a triangulation into an adjacency matrix.

  ```
  nvert = max(max(face));
  nface = length(face);
  A = zeros(nvert);
  for i=1:nface
    A(face(i,1),face(i,2)) = 1; A(face(i,2),face(i,3)) = 1;
    A(face(i,3),face(i,1)) = 1;
    %  make sure that all edges are symmetric
    A(face(i,2),face(i,1)) = 1; A(face(i,3),face(i,2)) = 1;
    A(face(i,1),face(i,3)) = 1;
  end
  ```