

# Plotting

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The basic function to plot something in MATLAB/Octave is the *plot()* function.

- Mainly used for 2-D plots
- Allows the creation of multiple plots on the same Figure
- It accepts several arguments in terms of number and type.

The usual way to use this function is giving it three parameters:  
*plot(x,y,str)*.

- *x* and *y* represent vectors of the same length containing the *x,y* coordinates.
- *str* is a string containing one or more optional line color and style control chars.

The function accepts multiple (*x,y,str*) which will be plotted on the same figure.

*plot(Y)* will plots the values of *Y* (array) versus the position in the array (*1:length(Y)*).

For more details about the color and style chars see the help.



The following functions can be used to enhance a plot.

- `axis <param>` - Manage the appearance/range of the axis (tight, equal, square,...).
- `grid on` - Puts a grid on the plot; the command `textitgrid off` removes the grid.
- `hold on` - Holds the existing data on the figure to add subsequent plots; *hold off* redraws the current figure.
- `text(x,y,{z},str)` - places the text provided at the specific (x,y) position.
- `legend(...)` - takes a cell array of strings, one for each of the multiple plots on a single figure, and creates a legend box.
- `title(...)` - places the text provided as the title of the current plot.
- `xlabel(...)` - set the string provided as the label for the x-axis.
- `ylabel(...)` - set the string provided as the label for the y-axis.
- `zlabel(...)` - set the string provided as the label for the z-axis.



## Plot options

Once a plot is created it is possible to change some features.

```
x = linspace(0,2*pi,100);  
plot(x, sin(x))  
axis([0 2*pi -0.5 0.5])  
title('Changing Data Range on an Axis')  
xlabel('Theta')
```



## Multiple plots

`subplot(r,c,n)` divides the current figure in `r` rows and `c` columns of equally spaced plot areas. `n` is the position of the plot counting across the rows.

`subplot(2,2,1)` will divide the figure in 4 plot areas and put the subsequent plot in the first position (row 1, column1).

```
subplot ( 2 , 2 , 1 );  
plot ( x , y1 );
```

```
subplot ( 2 , 2 , 2 );  
plot ( x , y2 );
```

```
subplot ( 2 , 2 , 3 );  
plot ( x , y3 );
```

```
subplot ( 2 , 2 , 4 );  
plot ( x , y4 );
```



## 2D Parametric Plots

Until now every plot has a dependent variable ( $y$ ) which evolves with respect to an independent variable (usually  $x$ ).

A very common case is that where both dimensions are dependent by another independent variable.

```
theta = linspace(0,2*pi,100);  
x = cos(theta);  
y = sin(theta);  
plot(x,y);
```



Matlab/Octave provides several plots as pie chart, histograms and bar graphs

- `bar(x,y)` - Produces a bar graph with the values of  $y$  positioned at the horizontal locations in  $x$ .
- `barh(x,y)` - Produces a bar graph with the values of  $y$  positioned at the vertical locations in  $x$ .
- `pie(y)` - Produces a histogram plot with the values in  $y$  counted into bins defined by  $x$ .
- `semilogx(x,y)` - Plots  $x$  versus  $y$  with the  $x$  scale logarithmic.
- `semilogy(x,y)` - Plots  $x$  versus  $y$  with the  $y$  scale logarithmic.

For more details see the help.



Every 2-D plot is actually a 3-D plot with the z dimension equal to 0.

The simplest method to plot in 3-D is to add the z dimension.

```
plot3(x,y,z,str)
```

Parametric 3-D plots are also possible by using the function `plot3()`.

```
plot3(sin(theta),cos(theta),theta)
```

Matlab also provides functions for 3-D pie charts, histograms,etc...

```
bar3(x,y)
```

```
pie3(y)
```

Until now we have generated 3D plots based on one parameter. Usually 3D plots are based on mapping a 2D surface (called *plaid*).

In order to produce such *plaid* we need to specify the x-y coordinates and the color sequence.

The simplest surface plot is obtained specifying the z value for each x-y point.

There are three fundamental functions used to create 3D surface plots:

- `meshgrid(x,y)` - x and y are vector that bound the edges of the *plaid*. Return 1 or more matrices depending on the input arguments.
- `mesh(xx,yy,zz)` - Plots the surface as white facets outlined by colored lines. The color is selected proportionally to the z value.
- `surf(xx,yy,zz)` - Plot the surface as colored facets outlined by black lines. The color is selected proportionally to the z value.

Very useful for multivariable problems

The *plaid* generated by `meshgrid` allows the easy application of a multivariable function for the z dimension.

```
x = linspace(-10,10,100);
```

```
y = linspace(-10,10,100);
```

```
[X Y] = meshgrid(x,y);
```

```
Z = X.^2 + Y.^2;
```

```
surf(X,Y,Z)
```

```
% Try with mesh instead of surf...
```



## Meshgrid function

The `meshgrid(x,y)` takes 2 vectors of dimension  $1 \times m$  and  $1 \times n$  respectively and returns 2 matrices of dimension  $n \times m$ .

The matrix associated with the  $x$  vector will have  $n$  repeated rows equals to the vector  $x$ .

The matrix associated with the  $y$  vector will have  $m$  repeated columns equals to the vector  $y$ .

Hint: To remember the disposition of  $x$  and  $y$  in the matrices it is useful imagine the cartesian plane with its  $y$  dimension evolving through the rows of the associated matrix and the  $x$  dimension through the columns.



# 3D Parametric Plots

Plots where the 3 dimensions are dependent by independent variables are also possible.

A typical example is a sphere where the x-y-z coordinates are dependent by angles.

The key idea is to create a meshgrid with the independent variables values and evaluate the x-y-z coordinates.

```
r = 1;
range1 = linspace(0, pi, 100);
range2 = linspace(-pi, pi, 100);

[theta phi] = meshgrid(range1, range2);

X = r .* sin(theta) .* cos(phi);
Y = r .* sin(theta) .* sin(phi);
Z = r .* cos(theta);
```



Bodies of rotation are created by rotating a general function  $v = f(u)$  defined over a range of  $u$  values about the  $x$  or  $z$  axes.

It is possible rotate continuous functions by substituting the  $f(x)$  with  $r$  and using polar coordinates.

It is also possible rotate irregular discrete functions.

In Octave some functions are unavailable, but the compatibility is constantly improving.