

PSYCH-GA.221 / NEURL-GA.2201 – Fall 2020
Mathematical Tools for Cognitive and Neural Science

MATLAB Homework 0

Due: 11 Sept 2020

This homework is optional. If you choose to submit answers, the TA's will give you feedback on code correctness, programming style, and submission format, which may help you perform better on later non-optional homeworks. Please see the separate homework submission format instructions for full details on the correct format: in short, you should create a single main file called `hw0.m` and put your name at the top; make a separate section (%%) for each subproblem; use `display` statements to print out your final answer for each section. Put your homework in the google drive under your own folder.

1. **Basics** Try the following quick exercises at the MATLAB command prompt

- (a) Using Pythagoras' theorem, calculate the length of a hypotenuse of a right triangle given the length of the other two sides is 1 and 1.
- (b) Calculate the perimeter of a circle which has the diameter of the length of that hypotenuse we just got.
- (c) Press the up arrow key to get back the command you just entered. Now add a semi-colon at the end of the line and press enter. What did this do?
- (d) Save what you just got into a matlab script. Name the variables. Run the script so it will output the hypotenuse length and the perimeter. Comment on what you just did.

2. **Vectors and plotting** Redo what we just did with a perspective of vectors.

- (a) Create two vectors that represent the two sides of right triangle with the length of 1 and 1 (\vec{a} and \vec{b}). For simplicity, you may assume they are along the x and y axis and \vec{b} starts at where \vec{a} ends (Note: we cannot strictly represent a shape with vectors since vectors don't care about their starting position. We will address this explicitly in 2.d)). Then get the vector \vec{c} for the hypotenuse. Calculate the length of \vec{c} . Check if it agrees with the previous calculation.
- (b) Bonus: use at least 4 ways to do this, including (1) extracting the numbers and using the same procedure as previous problem, (2) element-wise exponentiation or element-wise multiplication, then `sum` function, (3) using `dot`, then `sum`, (4) try `norm`, (5) transpose the vector then product.
- (c) Get the angle θ between \vec{c} and \vec{a} . Get the unit vector of \vec{c} in two ways (by shrinking the vector; by using the angle θ). Then create vectors that has the same length as \vec{c} but with the angle that is 3,4 times of θ .
- (d) Plot all the vectors we have created. Check the documentation for `plot` to see how should you modify the variables. `plotv` is also a convenient tool for plotting vectors if you don't care about starting positions.
- (e) Adjust the axis limits to leave some blank space in the figure. Add title, legends and axis labels.

	rent	grocery	clothing	fun
card1	0	1%	2%	3%
card2	0	2%	2%	1%
card3	0.1%	1%	1%	2%

Table 1: see Problem 3(h)

(f) Save the plot.

3. **PhD financial life in NYC** Now let's learn to deal with (slightly) bigger data set by modeling your financial life as a first year phd student.

- (a) Income from NYU: since you will have a steady income, create a column vector of 12 elements each with same amount of 3000. Hint: use `ones`.
- (b) Assuming you decide to TA from the second semester, therefore receiving an income of 4000 on the 7th month. Incorporate that to your income vector.
- (c) Life expense: create a matrix of expenses with again 12 rows and each column representing a category (rent, grocery, clothing, fun). You can start with a constant expense as a first approximation. Hint: use `repmat`.
- (d) Get your saving vector for each month and calculate how much money you've got left after the whole year.
- (e) Grocery and clothing will hopefully get cheaper after you gradually finding out the best options around. Suppose by the end of year your grocery expense will be only 80 percent as of the first month. And in between your expense is linearly decreasing. Using `linspace(1,0.8,12)` to create a "discount vector" and apply to the grocery and clothing columns of the expense matrix.
- (f) Use barplot (`bar`) to show the effect of discounting on your monthly saving.
- (g) Fun is always random! Add vector of Gaussian noise with mean of 0 and standard deviation of 100 to your fun column using `randn`. Plot the saving column again to see the fluctuations. Also you can check the shape of the Gaussian noise by using `hist`.
- (h) Credit cards gives reward points for different ratios for different category. You want to compare 3 different companies to see which will give you maximal reward. Specifically their reward rate for different categories are as listed in table 1. Create a matrix representing all the credit system and use matrix multiplication to get your monthly reward. Which card gives you most reward for the first 6 months? Overall?