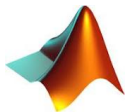


Free alternatives to *Malab*



Marc Fuentes - SED Bordeaux

Outline

- 1 Why do people use *Malab* ?

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- 6 Conclusion

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- 4 languages *a la* `Matlab` “may” seem more simple to learn than a true language

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- 5 R: syntax pretty different from Malab . Very used in statistics community

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- 4 can be also used a stand-alone math & matrix C++ library

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 - JIT compiler in LLVM (under development)
- ⑤ Uses `exist('OCTAVE_VERSION')` to define Octave specific parts of code

File Edit Debug Desktop Window Help

Current Directory: /home/fux/sources/octave

Workspace # x

Name	Class	Dimension	Var
- Local			
- Global			
- Persistent			

Command History # x

```

plot(x,x.^2)
exit
# Octave 3.7.0+, Sat Sep 22 14:33:02 2012 CES
# Octave 3.7.0+, Sat Sep 22 16:46:17 2012 CES
for i=1:100; x(i)=sin(pi*i/100); end
w
whos
exit
# Octave 3.7.0+, Sat Sep 22 22:22:36 2012 CES
exit
# Octave 3.7.0+, Sat Sep 22 22:22:45 2012 CES

```

Command Window # x

```

GNU Octave, version 3.7.0+
Copyright (C) 2012 John W. Eaton and others.
This is free software; see the source code for copying conditions.
There is ABSOLUTELY NO WARRANTY; not even for MERCHANTABILITY or
FITNESS FOR A PARTICULAR PURPOSE. For details, type 'warranty'.

Octave was configured for "x86_64-unknown-linux-gnu".

Additional information about Octave is available at http://www.octave.org.

Please contribute if you find this software useful.
For more information, visit http://www.octave.org/help-wanted.html

Read http://www.octave.org/bugs.html to learn how to submit bug reports.

For information about changes from previous versions, type 'news'.

octave:1>

```

Current Directory # x

/home/fux/sources/octave

- Name
- stamp-h1
- run-octave.in
- run-octave
- README
- octave-workspace
- NEWS
- Makefile.in
- Makefile.am
- Makefile
- libtool
- INSTALL.OCTAVE
- INSTALL
- COPYING
- configure.ac
- configure
- config.status
- config.log
- config.h.in
- config.h
- BUGS
- bootstrap
- AUTHORS
- aclocal.m4
- test
- src
- scripts

Documentation # x

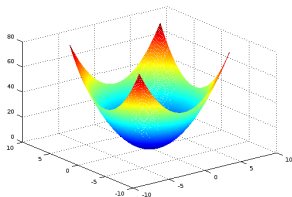
Top

Section:
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Type here and press 'Return' to search Global search

Octave : Graphics

☺ say bye-bye to the ugly `GNUPLOT`: use `graphics_toolkit("fltk")`

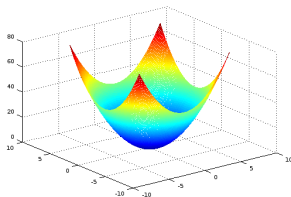


Alt+G|P|R|? [1, 166, 4, 543]

Octave : Graphics

- ☺ say bye-bye to the ugly `GNUPLOT`: use `graphics_toolkit("fltk")`
- example: plot a parabola $M = \{(x, y, z) \in \mathbb{R}^3 \mid z = x^2 + y^2\}$

```
graphics_toolkit("fltk");  
x=linspace(-2*pi,2*pi,200);  
[X,Y]=meshgrid(x);  
mesh(X,Y,X.^2+Y.^2);
```



A|G|P|R|? [1, 166, 4, 543]

Octave : main drawbacks

- ① essentially sequential (~~Matlab~~ is multi-threaded). But linked against a threaded BLAS (ATLAS or MKL), some numerical algebra functions (e.g. $x = A \setminus b$) are multi-threaded

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- 5 do not forget to launch Octave with “`--traditional`” or “`--braindead`”

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...en voiture Simone!

Structural differences *Matlab* /Numpy

- ① object-oriented syntax

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a=zeros(3,3); m=size(a,2) ⇔ a=zeros((3,3)); m=a.shape[1]
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- 3 Python always use references

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a=(1:3)'; b=a; b(:,1)=zeros(1,3); a(1,:) ⇒ ans = 1 2 3
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but in Python `a=arange(1,4)[:,None]*arange(1,4)[None,:]; b=a;`

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To obtain the same behavior use `b=a.copy()`

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`c=a.*b ⇔ c=a*b` but `c=a*b ⇔ c=dot(a,b)`

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- 2 arguments are always passed by references
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 - `mafonc(z=-1, x=5)` calling `mafonc(5,2,-1)`

Survival kit for *Matlab* user

<i>Matlab</i> /Octave	Python
<code>size(a)</code>	<code>a.shape</code>
<code>a'</code>	<code>a.conj().T</code> OR <code>a.conj().transpose()</code>
<code>a(:)</code>	<code>a.flatten('F')</code> OR <code>a.T.flatten('C')</code> .
<code>b=reshape(a,[2,8])</code>	<code>b=a.reshape(2,8)</code> OR <code>b=a.copy(); b.shape=(2,8)</code>
<code>V(:,end)</code>	<code>V[:, -1]</code> OR <code>V[:, -1:]</code>
<code>[a,b]</code>	<code>c_[a,b]</code> OR <code>hstack((a,b))</code>
<code>[a;b]</code>	<code>r_[a,b]</code> OR <code>vstack((a,b))</code>
<code>(1:p:n)</code>	<code>arange(1,n+1,p)</code> OR <code>r_[1:n+1:p]</code>
<code>find(a>5)</code> and <code>a(a>5)</code>	<code>nonzero(a>5)[0]</code> and <code>a[a>5]</code>
<code>x= V\b</code>	<code>x=linalg.solve(V,b)</code> if <code>V</code> is square

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- example:

$$\begin{pmatrix} a & b & c \\ d & e & f \end{pmatrix} / \begin{pmatrix} u \\ v \end{pmatrix} = \begin{pmatrix} \frac{a}{u} & \frac{b}{u} & \frac{c}{u} \\ \frac{d}{v} & \frac{e}{v} & \frac{f}{v} \end{pmatrix}$$

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- since version 3.6, Octave supports automatic broadcasting for element-wise operations

Example: generate a Vandermonde

- We want to generate the following matrix

$$V(x_0, \dots, x_n) = \begin{pmatrix} 1 & \dots & 1 & \dots & 1 \\ \vdots & & \vdots & & \vdots \\ x_0^{i-1} & \dots & x_{j-1}^{i-1} & \dots & x_n^{i-1} \\ \vdots & & \vdots & & \vdots \\ x_0^n & \dots & x_{j-1}^n & \dots & x_n^n \end{pmatrix}$$

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- in Julia: `[i^j for j=0:3,i=1:4]`

Scipy: Outline

Scipy is a high-Level Python package for scientific computing; it is based on Numpy and provides:

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- 😞 do not use any parallelism, but neither does **Matlab** (only PyTrilinos)

Matplotlib: basic 2D plots...

- plot $x \mapsto \sin(x)$ on $[0, 2\pi]$: launch `ipython --pylab`

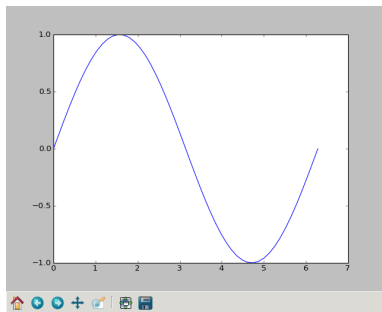
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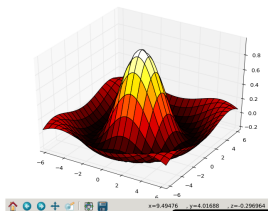
```
from pylab import *
from mpl_toolkits.mplot3d import Axes3D
XX,YY=mgrid[-2*pi:2.*pi:200j,-2*pi:2.*pi:200j]
fig = figure()
ax = Axes3D(fig)
N=(sqrt(XX**2+YY**2))
ax.plot_surface(XX, YY, sin(N)/N,cmap=cm.hot)
show()
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Mayavi: parametrized surface

- visualize a surface $M = \{x(\phi, \theta) \in \mathbb{R}^3 \mid (\theta, \phi) \in I \times J\}$

```
from numpy import *
from mayavi.mlab import *

dphi, dtheta = pi/250.0, pi/250.0
[phi, theta] = mgrid[0:pi+dphi*1.5:dphi,
                    0:2*pi+dtheta*1.5:dtheta]
m0=4; m1=3; m2=2; m3=3; m4=6; m5=2; m6=6; m7=4;
r = sin(m0*phi)**m1 + cos(m2*phi)**m3 \
    + sin(m4*theta)**m5 + cos(m6*theta)**m7
x = r*sin(phi)*cos(theta)
y = r*cos(phi)
z = r*sin(phi)*sin(theta)
mesh(x, y, z)
```

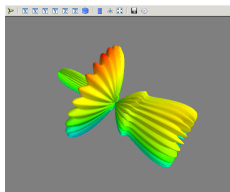
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- result



Mayavi: quiver

- to visualize a vector field:

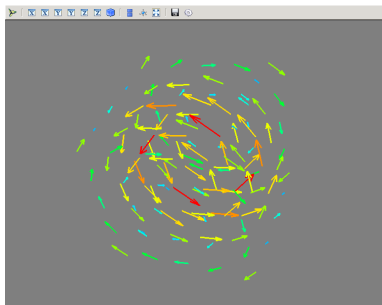
```
import numpy
from mayavi.mlab import *
x, y, z = numpy.mgrid[-2:3, -2:3, -2:3]
r = numpy.sqrt(x**2 + y**2 + z**4)
u = y*numpy.sin(r)/(r+0.001)
v = -x*numpy.sin(r)/(r+0.001)
w = numpy.zeros_like(z)
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 - 😞 “Rube Goldberg machine”

MPI4py: sum reduction

```
import numpy as np
N=8*2*10**8
tab=np.r_[ :N]
s=tab.sum()
print s
```

time -p python

somme_seq.py

⇒

1279999999200000000

real 8.94

user 4.68

sys 4.23

```
from mpi4py import MPI
from numpy import *
comm = MPI.COMM_WORLD
size = comm.size
rank = comm.rank
paquet=2*10**8
N=paquet*size
tab_loc=r_[rank*paquet:
            (rank+1)*paquet]
sloc=tab_loc.sum()
stot = 0
#on réduit
stot=comm.reduce(sloc,stot,
MPI.SUM,0)
if (comm.rank == 0):
    print stot
```

time -p mpirun -np 8 python

somme_par.py

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appli	fib	mandel	quicksort	pisum	randstat	randmul
Matlab	289	33	45	89	142	67
Octave	924	310	1138	21159	484	109
Python	4	6	12	1073	248	107
Julia	0.32	0.34	0.68	45	27	45
Fortran	0.08	$\leq 10^{-6}$	0.62	44	16	275(16)

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- If you need some compatibility: uses Octave
- When you start a new project in **Matlab**, think to develop in parallel, the Octave version (necessitate a few work in addition)
- If you are ready “to take the plunge”: throw **Matlab** out, and go on with Python


Why Malab?

- because

New Webinars: MATLAB and Running Risk on GPUs

Expéditeur :  NVIDIA

À : Marc Fuentes

 Les images externes ne seront pas affichées. [Afficher les images](#) - Toujours afficher les images envoyées par [nvidia.com](#) ou

Dear CUDA® Registered Developer,

Did you know that Matlab® provides a high level language and interactive environment for developing and interfacing with CUDA Kernels and allows easy integration with Matlab calls and other data processing elements? Find out more about this on new webinars scheduled for next week.


This and other webinars coming up soon:

- **Introducing CUDA 5: Features and Benefits**
Tuesday, Sept 11, 2012 | 9:00 - 9:45 AM PDT (GMT-7:00)
- **Running Risk on GPUs**
Wednesday, September 19, 2012 | 9:00 AM - 10:00 AM PDT
- **MALAB for CUDA Programmers**
Wednesday, September 19, 2012 | 9:00 AM (EDT) and also 11:00am (PDT)

Looking for a good "what is CUDA" link to send to friends when they ask? [Try this one](#), it's the first NVIDIA blog by Brian Caulfield.

GTC 2013 Call for Submissions is Open!
The upcoming GPU Technology Conference (GTC) will be better than ever. The Content Committee is soliciting submissions in the following categories: GPU Computing, Cloud Graphics, Computer Graphics and Game Development. Submit your ideas [here](#).

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