

Introduction to CircuitLab and Matlab

Circuit design and analysis is usually a three step process:

- First, you design your circuit on paper.
- Next, you simulate your design to make sure it works.
- Then you build your circuit in lab

The tools we'll be using in this class to do this are:

- Matlab: a tool that makes circuit design and analysis much easier. Think of Matlab as a calculator which can solve 50 equations for 50 unknowns and graph the results.
- CircuitLab: a very friendly circuit simulator which allows you to build a circuit using drag and drop. Once built, you can find the voltages or run a time simulation to see how the voltages change over time (useful for AC analysis).
- Breadboards, oscilloscopes, and multimeters: used in lab to allow you to connect components together to build a circuit.

CircuitLab

www.CircuitLab.com

CircuitLab is a circuit simulator which is very friendly to use. It's fairly intuitive so you can just jump right in and start simulating circuits. There are also multiple videos to walk you through building circuits using CircuitLab.

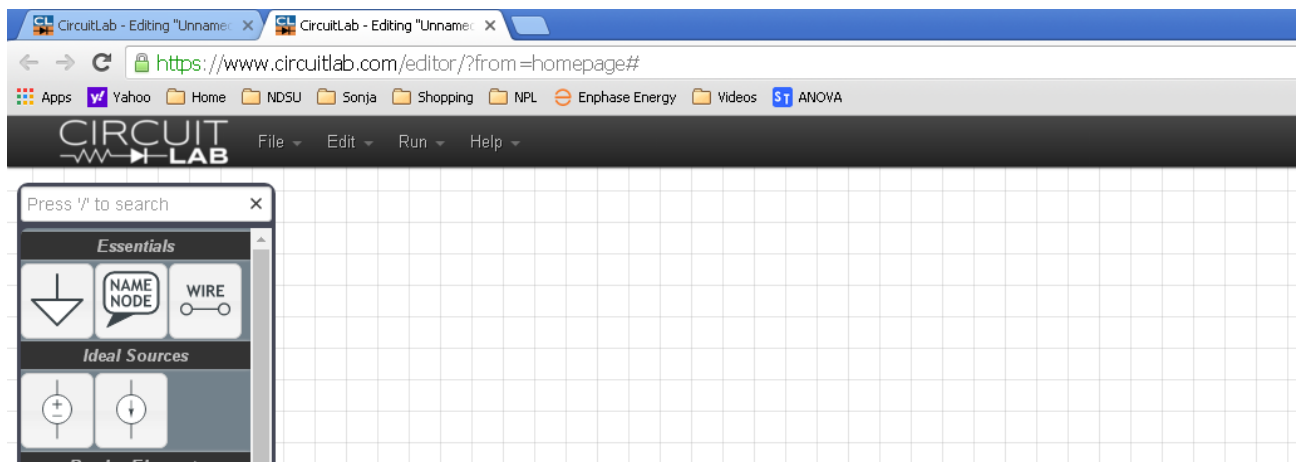
Before you start using CircuitLab, you will need to create an account.

Register using Use your NDSU email address and it will be free for you to use.

CircuitLab is very affordable and costs \$34/year for individual users (2020 price). NDSU has an institutional license, however, so it's free for NDSU students to use.

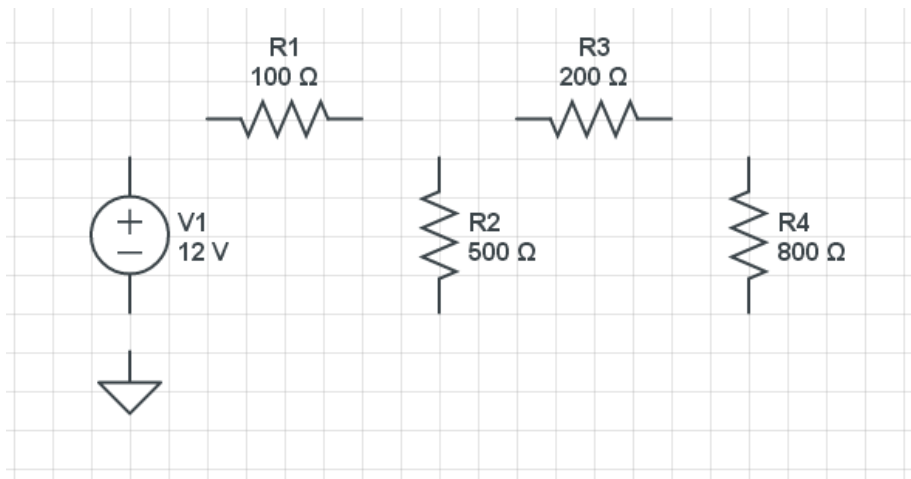
Once you have an account, you can save your circuits for later use.

When you start up CircuitLab, the screen looks like the following

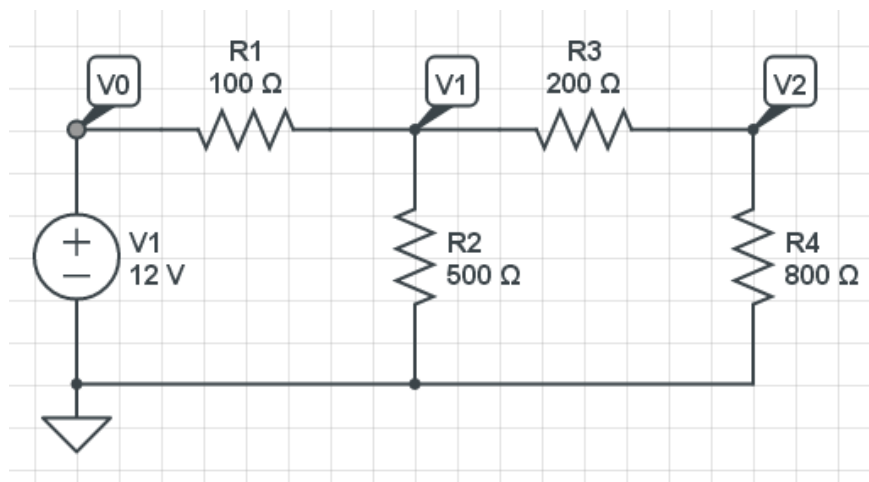


To build a circuit, drag and drop components from the left (we'll talk about what each one is later in this course)

- R rotates the component
- Double click to change the value

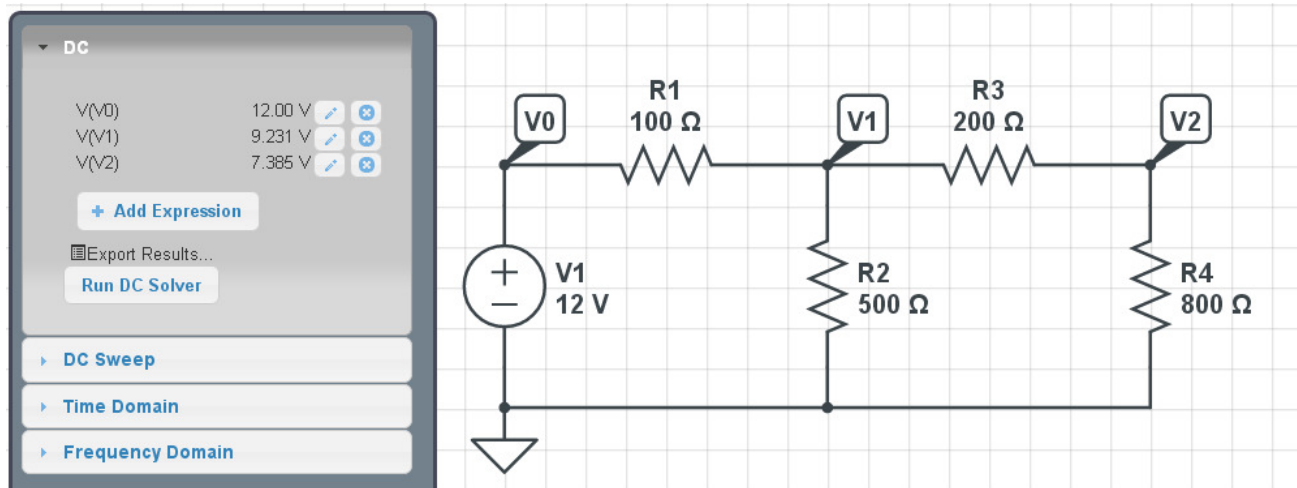


Click and drag to connect the wires together. Adding labels allow you to look at different voltages



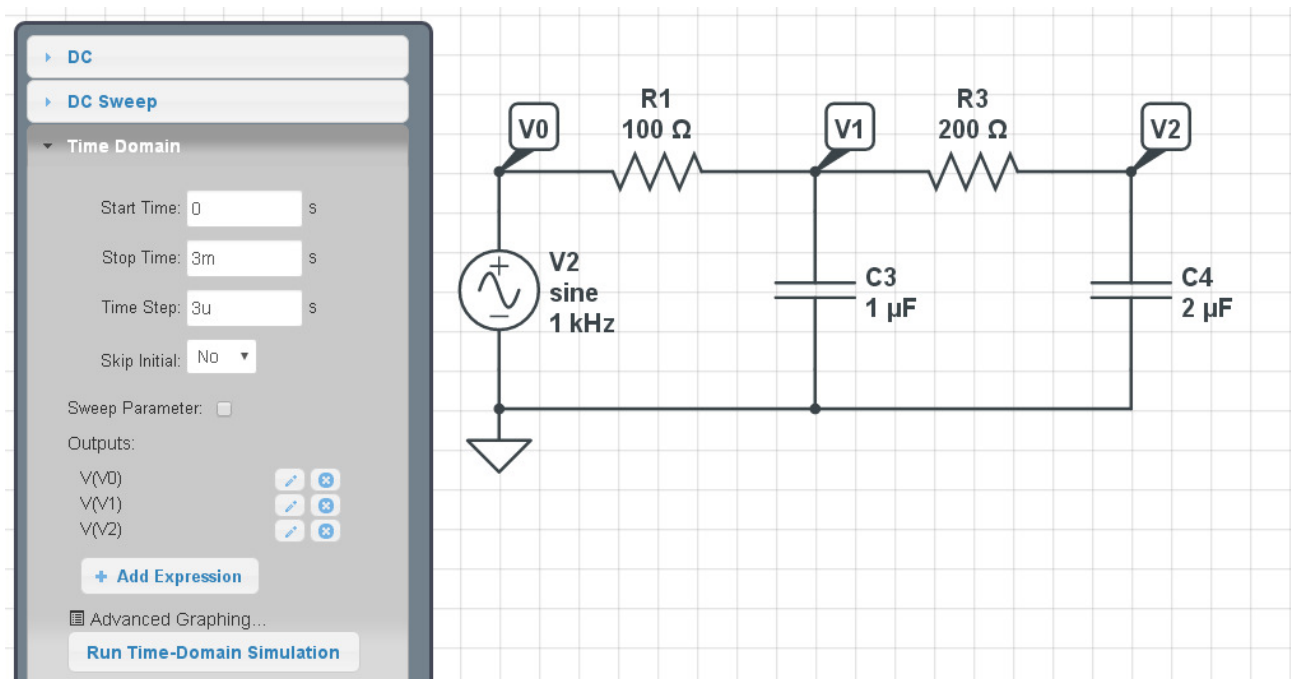
To find the voltages, click on

- Simulate
- + Add Expression (Select V0, V1, and V2)
- Run DC Solver



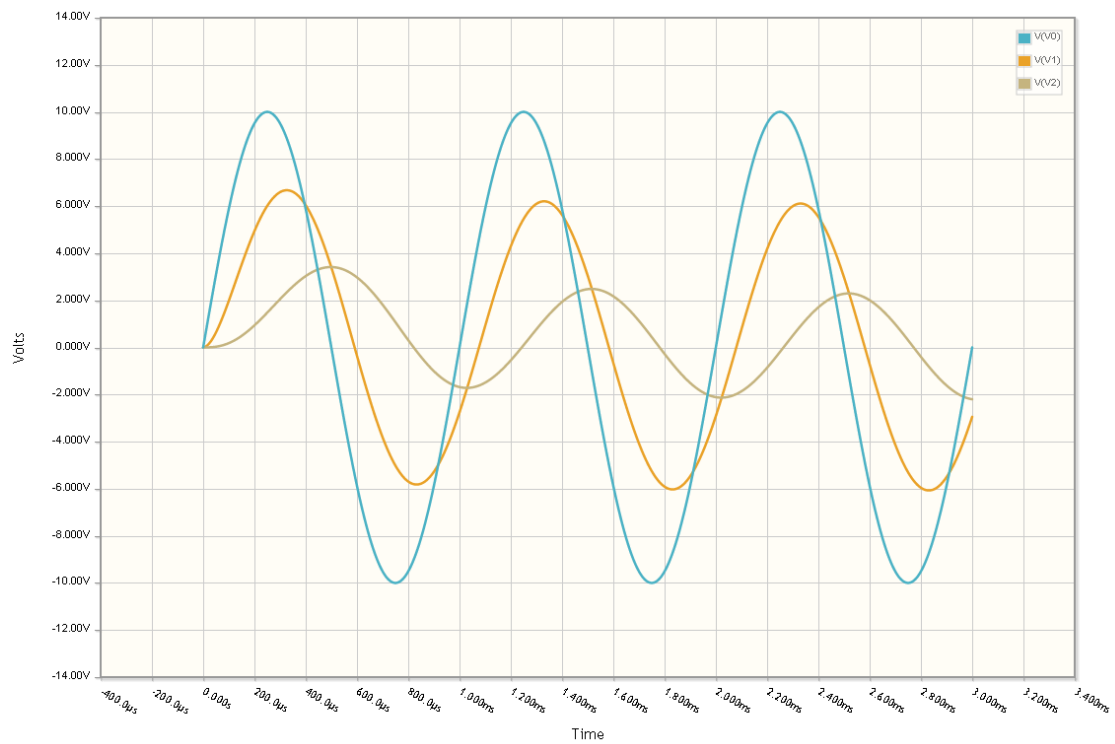
If you build the circuit in lab, you should measure the same voltages with a multimeter (give or take. Resistors have a 1% to 5% tolerance, which will slightly affect the voltages you measure.)

You can also look at transient simulation. Change the source to an AC signal and change R2 and R4 to capacitors



Now run a Timer Domain simulation

- The input is a 1kHz sine wave. Run the simulation for a few cycles (3 cycles or 3ms)
- Make the time step 100 to 1000x smaller (3us gives 1000 points on the following graph). If you make the time step too small, it will take some time to finish the simulation.
- + Add expression to see V0, V1, and V2
- Click on Run Time Domain Simulation



In lab, you would use an oscilloscope to look at the voltages V0, V1, and V2. The oscilloscope would then output an image like that shown above.

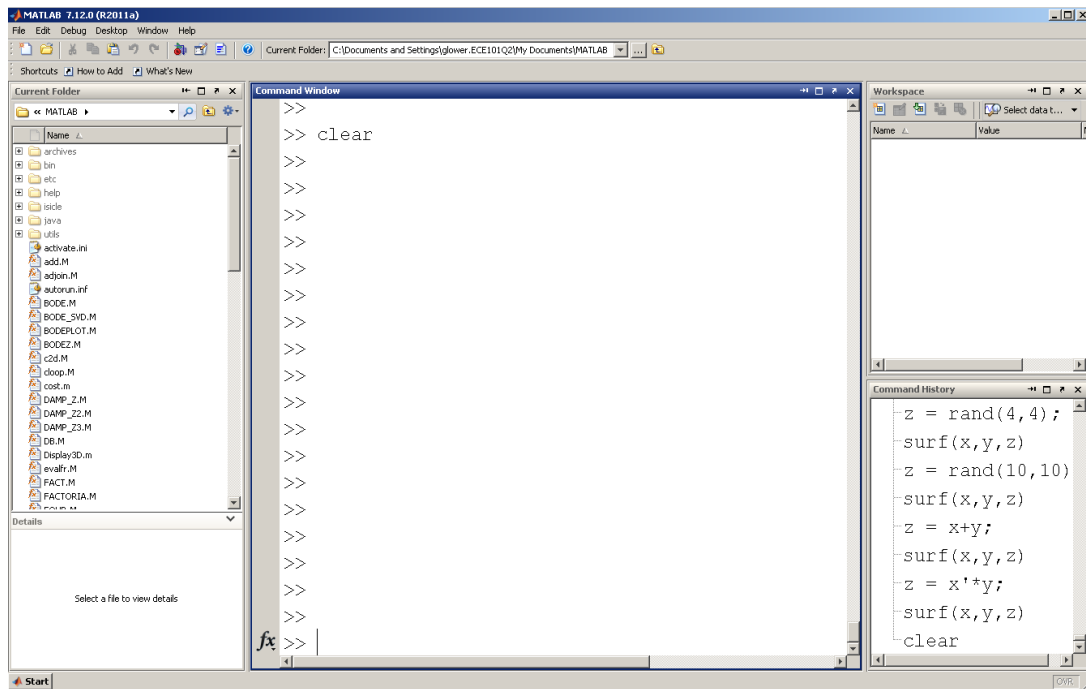
Introduction to Matlab

Becoming familiar with MATLAB

- The console
- The editor
- The graphics windows
- The help menu
- Saving your data (diary)
- Solving N equations with N unknowns
- Least Squares Curve Fitting

General environment and the console

When you start up Matlab, the screen should look something like this:



Usually, I close all of the windows except the Command Window. Matlab can be used like a calculator - with some of the command options listed in the appendix. For example, if you want to compute

$$(2 + 3) * 5$$

You type it the way it looks:

```
>> (2 + 3) * 5
```

```
ans =    25
```

In Matlab, you can save the results and use them later - like the memory functions of your calculator. Valid names for your variables have to start with a letter. Note that Matlab is case sensitive. For example

```
>> a = (2+3)*5
a = 25
>> b = 1.3 * a^3
b = 2.0313e+004
```

Matrices in Matlab

Matlab is also a matrix language. An $n \times m$ matrix is an array of numbers arranged in n rows and m columns

$$A_{2 \times 3} = \begin{bmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \end{bmatrix}$$

The syntax to input a matrix are:

```
[      start of a matrix
,      next column (a space also works)
;      next row
]      end of matrix.
```

For example, to input a 2×3 matrix for A:

```
A = [1,2,3 ; 4,5,6]

1     2     3
4     5     6
```

Matrix Addition: When adding matrices, each element gets added. You can only add matrices of like dimensions.

```
A = [1,2,3 ; 4,5,6]

1     2     3
4     5     6
```

```
B = [2,2,2 ; 3,3,3]

2     2     2
3     3     3
```

```
C = A + B

3     4     5
7     8     9
```

Matrix Multiplication: When multiplying matrices, the inner dimension must match

$$C_{mn} = A_{mx} B_{xn}$$

Element (i,k) of matrix C is computed as:

$$c_{ik} = \sum a_{ij} b_{jk}$$

Sample Matlab Code

If you terminate a line with a semi-colon, the result is computed but isn't displayed. If you leave off the semi-colon, the results is displayed. For example:

```
x = 2*pi;           % result is computed and stored in x but isn't displayed
x = 2*pi           % ditto but the result is displayed.

6.2832
```

If you want a different format for the display, you can use the 'sort', 'long', and 'shorteng' commands:

```
format short
pi

3.1416

format long
pi

3.141592653589793

format shorteng
pi^30

821.2893e+012
```

Matrices

- [start of matrix
-] end of matrix
- , next element
- ; next row

```
A = [1,2,3]

1       2       3
```

```
B = [1,2,3;4,5,6]

1       2       3
4       5       6
```

```
C = A'

1
2
3
```

```
D = zeros(1,3)

0       0       0
```

```
E = rand(3,2)
```

0.5860	0.0835
0.2467	0.6260
0.6664	0.6609

for loops:

```
x = zeros(1,5);  
for i=1:5  
    x(i) = i*i;  
end  
x
```

x =

1 4 9 16 25

while

if

if else end

Scripts and Functions in Matlab

Matlab is also a programming language. This allows you to run the same code over and over without having to constantly retyping in the code over and over again.

- Scripts are like code you type in the command window. When you run a script, it is like you just typed in the code in the script in the command window
- Functions are subroutines. They allow you to create new commands in Matlab which can be called by other new functions and so on.

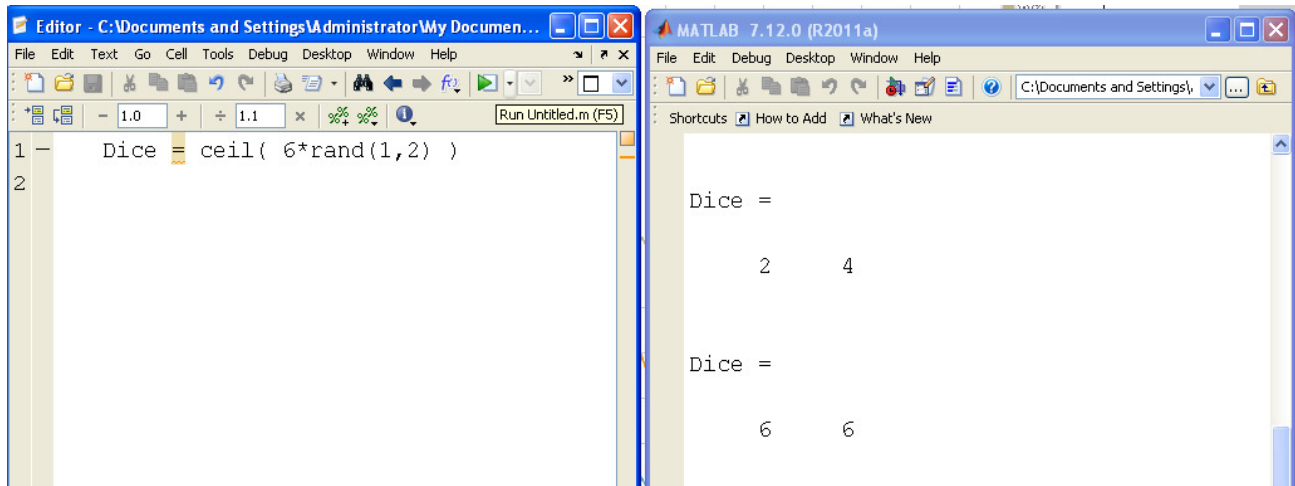
This is why Matlab is used by industry so much: you can create a library of functions and scripts which allow you to design your product.

Scripts:

Suppose you want to see the distribution of rolling two six-sided dice (2d6) 100 times. This is where scripts shine.

- Start with a New Script.
- Get the code to produce 2 random numbers
- Click on the green arrow to run the script (F5)

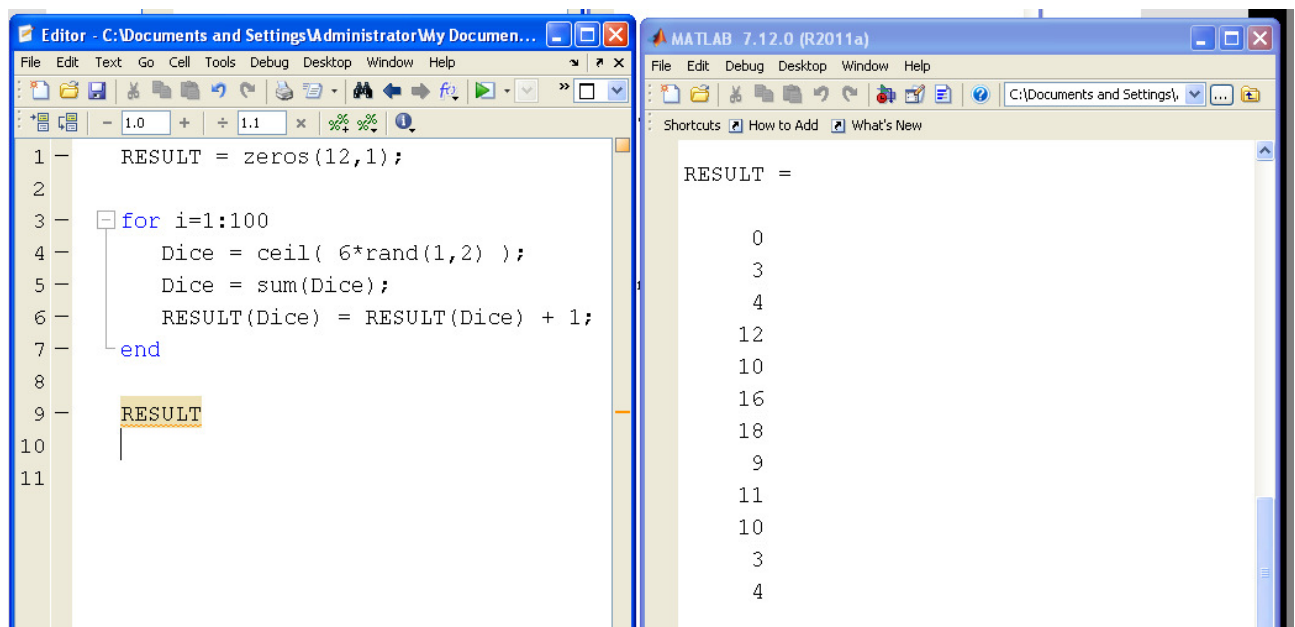
note: Save the script in the Matlab directory. If you save it somewhere else on your computer, Matlab won't be able to find it.



Result of running the script twice. Each time you run it, two new die rolls are produced

Once you are convinced the script works,

- Get it to sum the two dice
- Then repeat 100 times



The beauty of scripts is that

- If you want to see what happens if you run it a second time, you can just by clicking the green arrow again.
- If you want to roll the dice 1000 times instead, change one line of code ($i = 1:100$ becomes $1:1000$)

Functions

A function is a subroutine. It allows you to create new functions in Matlab that can be used over and over again.

For example, let's create a function called NDice. It will be passed two parameters

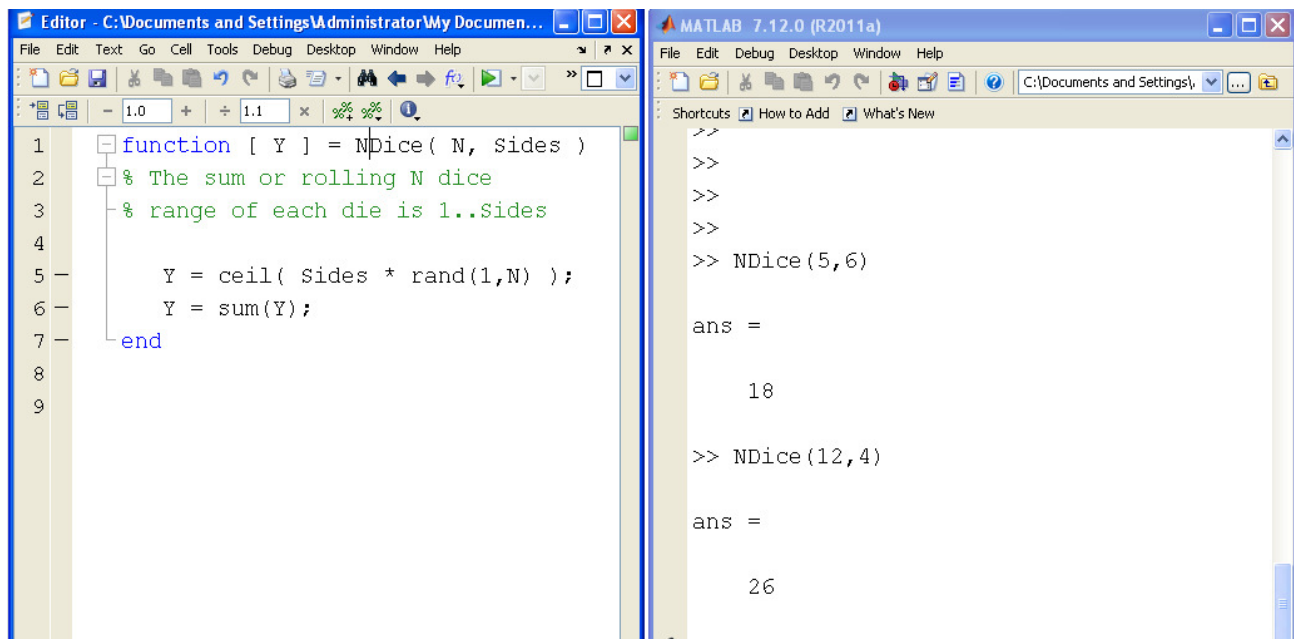
- N: The number of dice
- Sides: The range of numbers (1..6, 1..12, etc.)

In Matlab,

- click on New Function
- Create the subroutine
- Save with the same name as the function

With that you just created a new function in Matlab called NDice. From the command window, you can

- Find the sum of rolling 5d6 (total is 18)
- Find the sum of rolling 12d4 (total is 26)



The screenshot displays the MATLAB 7.12.0 (R2011a) environment. On the left, the Editor window shows the definition of the `NDice` function:

```
1 function [ Y ] = NDice( N, Sides )
2 % The sum of rolling N dice
3 % range of each die is 1..Sides
4
5     Y = ceil( Sides * rand(1,N) );
6     Y = sum(Y);
7 end
8
9
```

On the right, the Command Window shows the execution of the function:

```
>>
>>
>>
>> NDice(5,6)

ans =

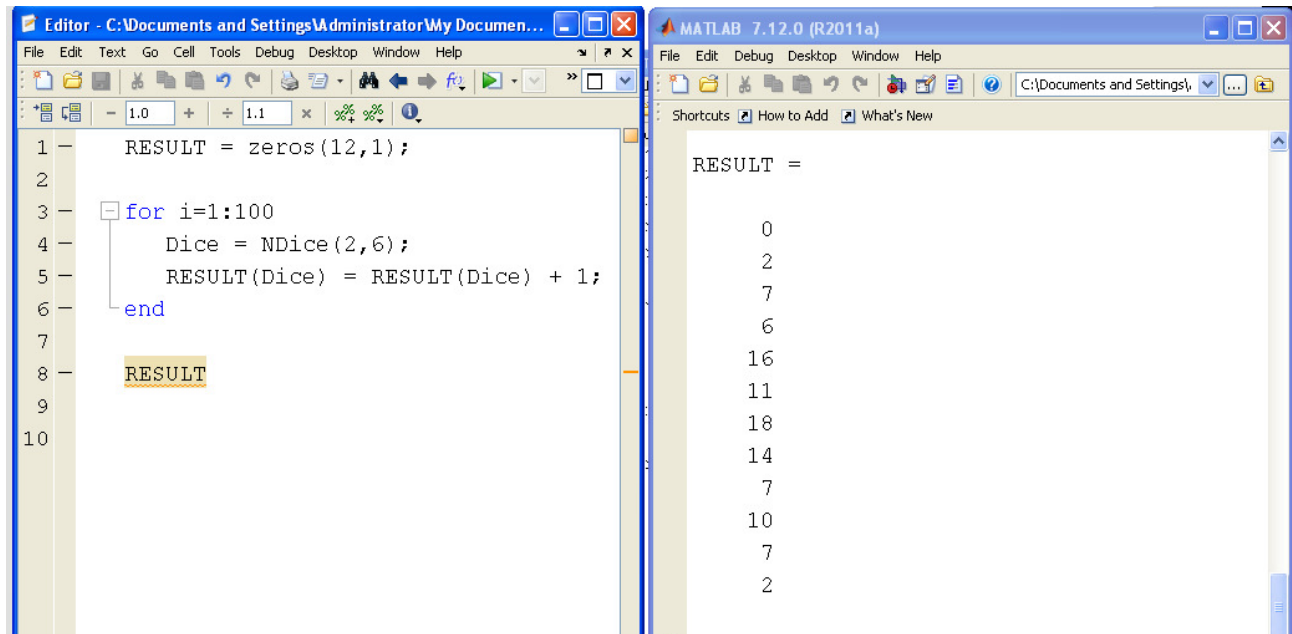
    18

>> NDice(12,4)

ans =

    26
```

Now that you have this function, you can clean up the script



The image shows two windows from the MATLAB 7.12.0 (R2011a) environment. The left window is the Editor, showing a script with the following code:

```
1 - RESULT = zeros(12,1);  
2 -  
3 - for i=1:100  
4 -     Dice = NDice(2,6);  
5 -     RESULT(Dice) = RESULT(Dice) + 1;  
6 - end  
7 -  
8 - RESULT  
9 -  
10 -
```

The right window is the Command Window, showing the output of the script:

```
RESULT =  
  
0  
2  
7  
6  
16  
11  
18  
14  
7  
10  
7  
2
```

Note that since this script uses a function we just create, other people won't be able to run this script unless they too create the function NDice.

Plotting Functions in Matlab:

Matlab has some pretty good graphics capabilities.

Matlab Plot Command	x axis	y axis	type of function
<code>plot(x,y)</code>	linear	linear	$y = ax + b$
<code>semilogx(x,y)</code>	log()	linear	$y = a \cdot e^{bx}$
<code>semilogy(x,y)</code>	linear	log()	$y = a + b \ln(x)$
<code>loglog(x,y)</code>	log()	log()	$y = a \cdot b^x$
<code>subplot(abc)</code>	Create 'a' rows, 'b' columns of graphs. Starting at #c		

For example, plot the function

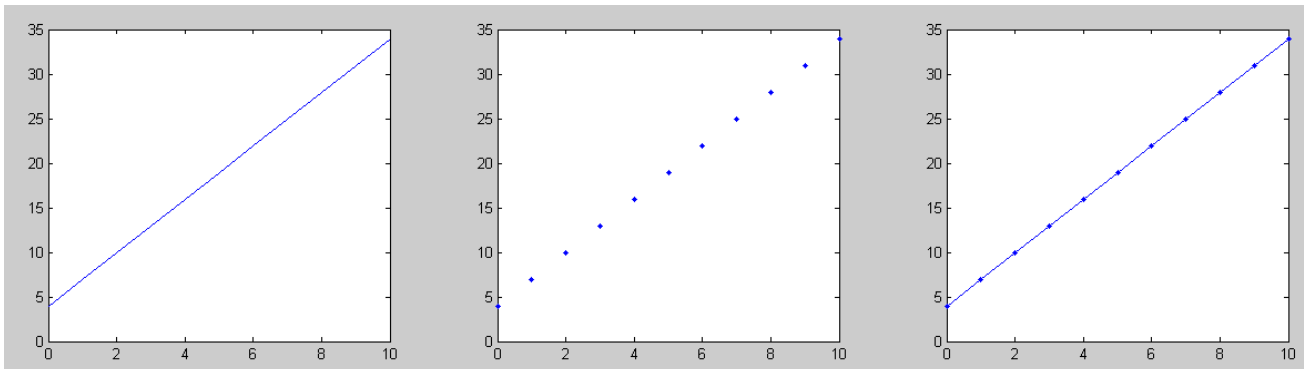
$$y = 3x + 4$$

```
x = [0:1:10]';
y = 3*x + 4;

subplot(131)
plot(x,y); % connect the points with a line

subplot(132)
plot(x,y,'.'); % plot a dot at each point

subplot(133);
plot(x,y,'.-'); % connect the points and add a dot
```



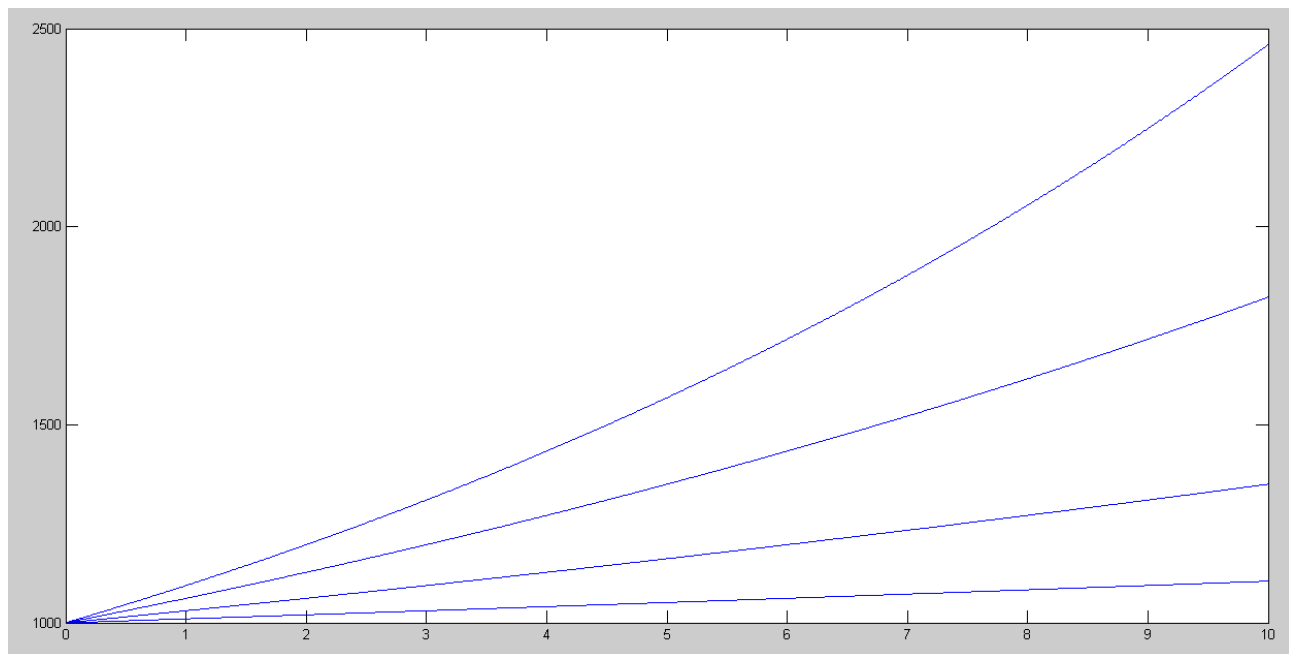
Multiple Plots on the same graph:

Plot how much money you'd have if you invested it for 10 years at

- 1% interest
- 3% interest
- 6% interest
- 9% interest

Three ways to do this:

```
t = [0:0.01:10]';  
y1 = 1000 * exp(0.01*t);  
y3 = 1000 * exp(0.03*t);  
y6 = 1000 * exp(0.06*t);  
y9 = 1000 * exp(0.09*t);  
  
% Method #1  
plot(t,y1,t,y3,t,y6,t,y9)  
  
% Method #2  
plot(t,[y1,y3,y6,y9])  
  
% Method #3  
plot(t,y1)  
hold on  
plot(t,y3)  
plot(t,y6)  
plot(t,y9)  
hold off
```



If you invest at 9% interest, you have almost 2.5x more money after 10 years than you'd have at 1% interest.

Polynomials

- `poly([a,b,c])` Give a polynomial with roots at (a, b, c)
- `roots([a,b,c,d])` Find the roots of the polynomial

$$ax^3 + bx^2 + cx + d = 0$$

Example:

- Determine a polynomial with roots at (1, 2, 3)
- Plot that function,
- Verify that the roots are in fact at (1, 2, 3)

In Matlab:

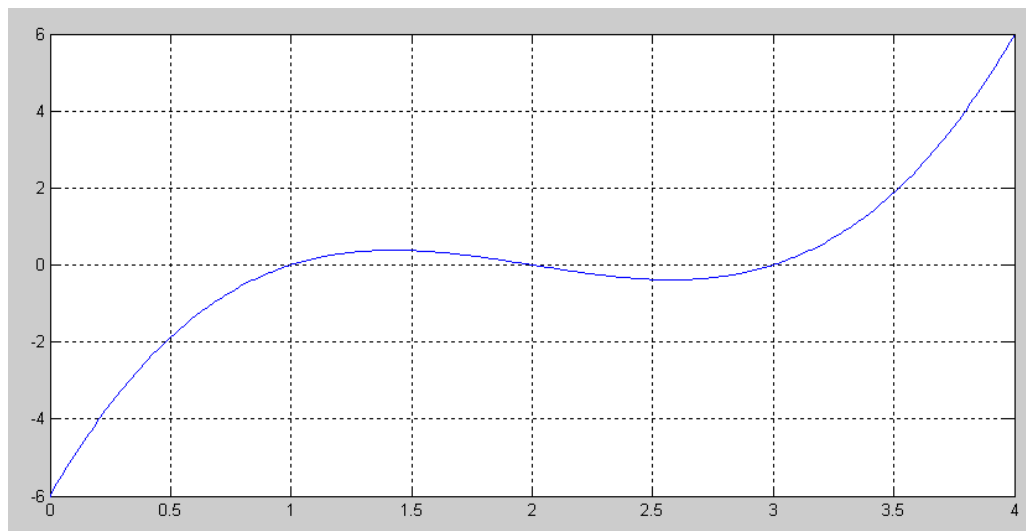
```
poly([1,2,3])  
  
1      -6      11      -6
```

meaning

$$y = x^3 - 6x^2 + 11x - 6 = (x-1)(x-2)(x-3)$$

```
roots([1,-6,11,-6])  
  
3.0000  
2.0000  
1.0000
```

```
x = [0:0.01:4]';  
y = x.^3 - 6*(x.^2) + 11*x - 6;  
plot(x,y);  
grid on
```



3-D Plots

```
mesh(z)
```

Draw a 3-d mesh for the array 'z' with the height being the value in the array.

Example

$$z = x^2 + y^2$$

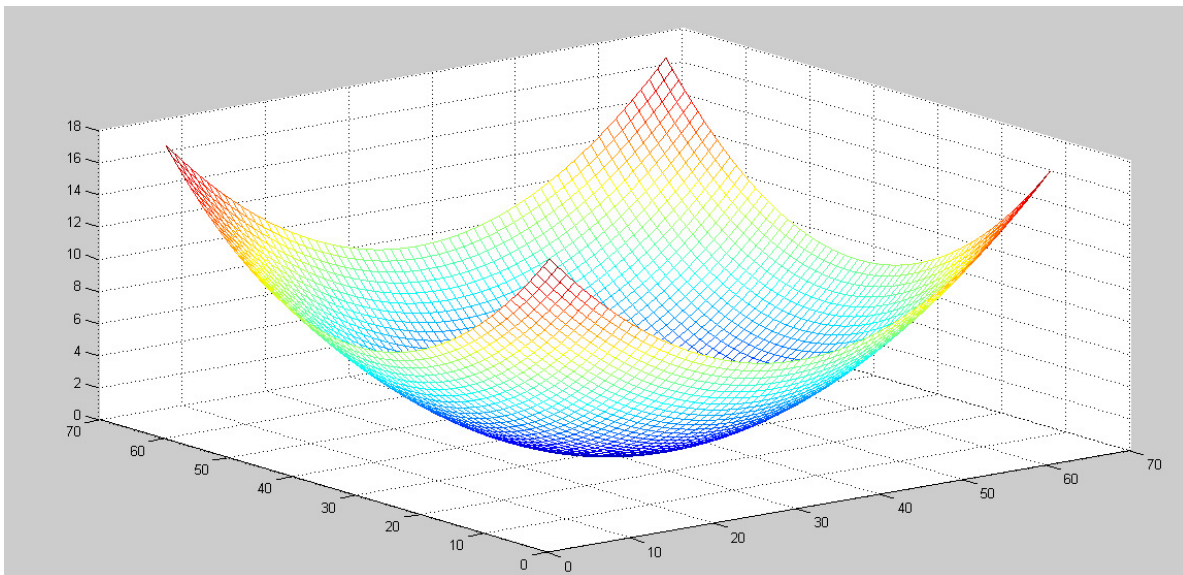
```
x = [-3:0.1:3]';  
y = [-3:0.1:3]';  
size(x)
```

```
ans =
```

```
61      1
```

```
z = zeros(61,61);  
for i=1:61  
    for j=1:61  
        z(i,j) = x(i)^2 + y(j)^2;  
    end  
end
```

```
mesh(z)
```

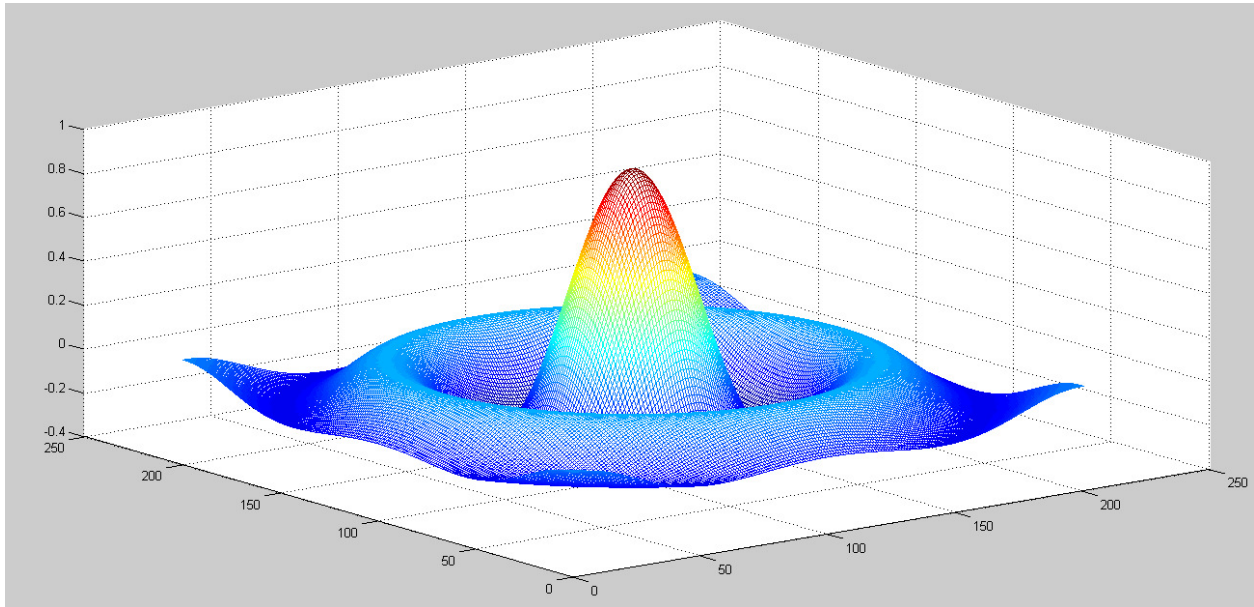


Another pretty plot:

$$r = \sqrt{x^2 + y^2}$$

$$z(x,y) = \left(\frac{\sin(r)}{r} \right)$$

```
x = [-10:0.1:10]';  
y = [-10:0.1:10]';  
size(x)  
  
201      1  
  
z = zeros(201,201);  
for i=1:201  
    for j=1:201  
        r = sqrt(x(i)^2 + y(j)^2);  
        z(i,j) = sin(r) / (r + 0.000001);  
    end  
end  
mesh(z)
```



Matlab Commands

Display

- `format short` display results to 4 decimal places
- `format long` display results to 13 decimal places
- `format short e` display using scientific notation
- `format long e` display using scientific notation

Analysis

- `sqrt(x)` square root of x
- `log(x)` log base e
- `log10(x)` log base 10
- `exp(x)` e^x
- `exp10(x)` 10^x
- `abs(x)` $|x|$
- `round(x)` round to the nearest integer
- `floor(x)` round down (integer value of x)
- `ceil(x)` round up to the next integer
- `real(x)` real part of a complex number
- `imag(x)` imaginary part of a complex number
- `abs(x)` absolute value of x, magnitude of a complex number
- `angle(x)` angle of a complex number (answer in radians)
- `unwrap(x)` remove the discontinuity at pi (180 degrees) for a vector of angles

Polynomials

- `poly(x)`
- `roots(x)`
- `conv(x,y)`

Trig Functions

- `sin(x)` $\sin(x)$ where x is in radians
- `cos(x)` $\cos()$
- `tan(x)` $\tan()$
- `asin(x)` $\arcsin(x)$
- `acos(x)` $\arccos(x)$
- `atan(x)` $\arctan(x)$
- `atan2(y,x)` angle to a point (x,y)

Probability and Statistics

- `factorial(x)` $(x-1)!$
 - `gamma(x)` $x!$
-

-
- | | |
|---------------------------|---|
| • <code>rand(n,m)</code> | create an nxm matrix of random numbers between 0 and 1 |
| • <code>randn(n,m)</code> | create an nxm matrix of random numbers with a normal distribution |
| • <code>sum(x)</code> | sum the columns of x |
| • <code>prod(x)</code> | multiply the columns of x |
| • <code>sort(x)</code> | sort the columns of x from smallest to largest |
| • <code>length(x)</code> | return the dimensions of x |
| • <code>mean(x)</code> | mean (average) of the columns of x |
| • <code>std()</code> | standard deviation of the columns of x |

Display Functions

- `plot(x)` plot x vs sample number
- `plot(x,y)` plot x vs. y
- `semilogx(x,y)` log(x) vs y
- `semilogy(x,y)` x vs log(y)
- `loglog(x,y)` log(x) vs log(y)
- `mesh(x)` 3d plot where the height is the value at x(a,b)
- `contour(x)` contour plot
- `bar(x,y)` draw a bar graph
- `xlabel('time')` label the x axis with the word 'time'
- `ylabel()` label the y axis
- `title()` put a title on the plot
- `grid()` draw the grid lines

Useful Commands

- `hold on` don't erase the current graph
- `hold off` do erase the current graph
- `diary` create a text file to save whatever goes to the screen
- `linspace(a, b, n)` create a 1xn array starting at a, increment by b
- `logspace(a,b,n)` create a 1xn array starting at 10^a going to 10^b, spaced logarithmically
- `subplot()` create several plots on the same screen
- `disp('hello')` display the message *hello*

Utilities

- `format` set the display format
 - `zeros(n,m)` create an nxm matrix of zeros
 - `eye(n,m)` create an nxm matrix with ones on the diagonal
 - `ones(n,m)` create an nxm matrix of ones
 - `help` help using different functions
 - `pause(x)` pause x seconds (can be a fraction). Show the graph as well
 - `clock` the present time
-

-
- `etime` the difference between two times
 - `tic` start a stopwatch
 - `toc` the number of seconds since `tic`
-