Octave Quick Reference

Octave Version 1.1.1

Starting Octave

`octave`	start interactive Octave session
`octave` *file*	run Octave on commands in *file*
`octave --help`	describe command line options

Stopping Octave

`quit` or `exit`	exit Octave
`INTERRUPT`	(*e.g.* `C-c`) terminate current command and return to top-level prompt

Getting Help

`help`	list all commands and built-in variables
`help` *command*	briefly describe *command*
`help -i`	use Info to browse Octave manual
`help -i` *command*	search for *command* in Octave manual

Motion in Info

`SPC` or `C-v`	scroll forward one screenful
`DEL` or `M-v`	scroll backward one screenful
`C-l`	redraw the display

Node Selection in Info

`n`	select the next node
`p`	select the previous node
`u`	select the 'up' node
`t`	select the 'top' node
`d`	select the directory node
`<`	select the first node in the current file
`>`	select the last node in the current file
`g`	reads the name of a node and selects it
`C-x k`	kills the current node

Searching in Info

`s`	search for a string
`C-s`	search forward incrementally
`C-r`	search backward incrementally
`i`	search index & go to corresponding node
`,`	go to next match from last 'i' command

Command-Line Cursor Motion

`C-b`	move back one character
`C-f`	move forward one character
`C-a`	move the the start of the line
`C-e`	move to the end of the line
`M-f`	move forward a word
`M-b`	move backward a word
`C-l`	clear screen, reprinting current line at top

Inserting or Changing Text

`M-TAB`	insert a tab character
`DEL`	delete character to the left of the cursor
`C-d`	delete character under the cursor
`C-v`	add the next character verbatim
`C-t`	transpose characters at the point
`M-t`	transpose words at the point

[ ] surround optional arguments ... show one or more arguments

Copyright 1996, John W. Eaton Permissions on back

Killing and Yanking

`C-k`	kill to the end of the line
`C-y`	yank the most recently killed text
`M-d`	kill to the end of the current word
`M-DEL`	kill the word behind the cursor
`M-y`	rotate the kill ring and yank the new top

Command Completion and History

`TAB`	complete a command or variable name
`M-?`	list possible completions
`RET`	enter the current line
`C-p`	move 'up' through the history list
`C-n`	move 'down' through the history list
`M-<`	move to the first line in the history
`M->`	move to the last line in the history
`C-r`	search backward in the history list
`C-s`	search forward in the history list
`history` [-q] [*N*]	list *N* previous history lines, omitting history numbers if `-q`
`history -w` [*file*]	write history to *file* (`~/.octave_hist` if no *file* argument)
`history -r` [*file*]	read history from *file* (`~/.octave_hist` if no *file* argument)
`edit_history` *lines*	edit and then run previous commands from the history list
`run_history` *lines*	run previous commands from the history list
[*beg*] [*end*]	Specify the first and last history commands to edit or run.

If *beg* is greater than *end*, reverse the list of commands before editing. If *end* is omitted, select commands from *beg* to the end of the history list. If both arguments are omitted, edit the previous item in the history list.

Shell Commands

`cd` *dir*	change working directory to *dir*
`pwd`	print working directory
`ls` [*options*]	print directory listing
`getenv` (*string*)	return value of named environment variable
`system` (*cmd*)	execute arbitrary shell command string

Matrices

Square brackets delimit literal matrices. Commas separate elements on the same row. Semicolons separate rows. Commas may be replaced by spaces, and semicolons may be replaced by one or more newlines. Elements of a matrix may be arbitrary expressions, provided that all the dimensions agree.

[*x*, *y*, ...]	enter a row vector
[*x*; *y*; ...]	enter a column vector
[*w*, *x*; *y*, *z*]	enter a 2×2 matrix

Ranges

base : *limit*

base : *incr* : *limit*

Specify a range of values beginning with *base* with no elements greater than *limit*. If it is omitted, the default value of *incr* is 1. Negative increments are permitted.

Strings and Common Escape Sequences

A *string constant* consists of a sequence of characters enclosed in either double-quote or single-quote marks.

`\\`	a literal backslash
`\"`	a literal double-quote character
`\'`	a literal single-quote character
`\n`	newline, ASCII code 10
`\t`	horizontal tab, ASCII code 9

Index Expressions

var (*idx*)	select elements of a vector
var (*idx1*, *idx2*)	select elements of a matrix
scalar	select row (column) corresponding to *scalar*
vector	select rows (columns) corresponding to the elements of *vector*
range	select rows (columns) corresponding to the elements of *range*
:	select all rows (columns)

Global Variables

`global` *var1* ... Declare variables global.

Global variables may be accessed inside the body of a function without having to be passed in the function parameter list provided they are also declared global within the function.

Selected Built-in Variables

`EDITOR`	editor to use with `edit_history`
`Inf`, `NaN`	IEEE infinity, NaN
`LOADPATH`	path to search for function files
`PAGER`	program to use to paginate output
`ans`	last result not explicitly assigned
`eps`	machine precision
`pi`	π
`realmax`	maximum representable value
`realmin`	minimum representable value

`automatic_replot`	automatically redraw plots
`do_fortran_indexing`	Fortran-style indexing of matrices
`implicit_str_to_num_ok`	allow strings to become numbers
`output_max_field_width`	maximum numeric field width
`output_precision`	min significant figures displayed
`page_screen_output`	control whether output is paged
`prefer_column_vectors`	create column vectors by default
`resize_on_range_error`	automatic resizing of matrices
`save_precision`	digits stored by `save` command
`silent_functions`	suppress output from functions
`warn_divide_by_zero`	suppress divide by zero errors

`commas_in_literal_matrix`
control handling of spaces in matrices

`ignore_function_time_stamp`
ignore changes in function files during session

`ok_to_lose_imaginary_part`
allow complex to real conversion

`prefer_zero_one_indexing`
if ambiguous, prefer 0-1 style indexing

Arithmetic and Increment Operators

x `+` *y*	addition
x `-` *y*	subtraction
x `*` *y*	matrix multiplication
x `.*` *y*	element by element multiplication
x `/` *y*	right division, conceptually equivalent to `inverse (y') * x')'`
x `./` *y*	element by element right division
x `\` *y*	left division, conceptually equivalent to `inverse (x) * y`
x `.\` *y*	element by element left division
x `^` *y*	power operator
x `.^` *y*	element by element power operator
`-` *x*	negation
`+` *x*	unary plus (a no-op)
x `'`	complex conjugate transpose
x `.'`	transpose
`++` *x* (`--` *x*)	increment (decrement) *x*, return *new* value
x `++` (*x* `--`)	increment (decrement) *x*, return *old* value

Assignment Expressions

var `=` *expr*	assign expression to variable
var `(`*idx*`)` `=` *expr*	assign expression to indexed variable

Comparison and Boolean Operators

These operators work on an element-by-element basis. Both arguments are always evaluated.

x `<` *y*	true if *x* is less than *y*
x `<=` *y*	true if *x* is less than or equal to *y*
x `==` *y*	true if *x* is greater than *y*
x `>=` *y*	true if *x* is greater than or equal to *y*
x `>` *y*	true if *x* is equal to *y*
x `!=` *y*	true if *x* is not equal to *y*
x `&` *y*	true if both *x* and *y* are true
x `|` *y*	true if at least one of *x* or *y* is true
`!` *bool*	true *bool* is false

Short-circuit Boolean Operators

Operators evaluate left-to-right, expecting scalar operands. Operands are only evaluated if necessary, stopping once overall truth value can be determined. Operands are converted to scalars by applying the `all` function.

x `&&` *y*	true if both *x* and *y* are true
x `||` *y*	true if at least one of *x* or *y* is true

Operator Precedence

Here is a table of the operators in Octave, in order of increasing precedence.

`;` `,`	statement separators
`=`	assignment, groups left to right
`||` `&&`	logical "or" and "and"
`|` `&`	element-wise "or" and "and"
`<` `<=` `==` `>=` `>` `!=`	relational operators
`:`	colon
`+` `-`	addition and subtraction
`*` `/` `\` `.*` `./` `.\`	multiplication and division
`'` `.'`	transpose
`+` `-` `++` `--` `!`	unary minus, increment, logical "not"
`^` `.^`	exponentiation

Statements

`for` *identifier* `=` *expr* *stmt-list* `endfor`

Execute *stmt-list* once for each column of *expr*. The variable *identifier* is set to the value of the current column during each iteration.

`while` (*condition*) *stmt-list* `endwhile`

Execute *stmt-list* while *condition* is true.

`break`	exit innermost loop
`continue`	go to beginning of innermost loop
`return`	return to calling function

`if` (*condition*) *if-body* [`else` *else-body*] `endif`

Execute *if-body* if *condition* is true, otherwise execute *else-body*.

`if` (*condition*) *if-body* [`elseif` (*condition*) *elseif-body*] `endif`

Execute *if-body* if *condition* is true, otherwise execute the *elseif-body* corresponding to the first `elseif` condition that is true, otherwise execute *else-body*.

Any number of `elseif` clauses may appear in an `if` statement.

`unwind_protect` *body* `unwind_protect_cleanup` *cleanup* `end`

Execute *body*. Execute *cleanup* no matter how control exits *body*.

Defining Functions

`function` [*ret-list*] *function-name* [(*arg-list*)]
function-body
`endfunction`

ret-list may be a single identifier or a comma-separated list of identifiers delimited by square-brackets.

arg-list is a comma-separated list of identifiers and may be empty.

Basic Matrix Manipulations

`rows` (*a*)	return number of rows of *a*
`columns` (*a*)	return number of columns of *a*
`all` (*a*)	check if all elements of *a* nonzero
`any` (*a*)	check if any elements of *a* nonzero
`find` (*a*)	return indices of nonzero elements
`sort` (*a*)	order elements in each column of *a*
`sum` (*a*)	sum elements in columns of *a*
`prod` (*a*)	product of elements in columns of *a*
`min` (*args*)	find minimum values
`max` (*args*)	find maximum values
`rem` (*x*, *y*)	find remainder of *x*/*y*
`reshape` (*a*, *m*, *n*)	reformat *a* to be *m* by *n*
`diag` (*v*, *k*)	create diagonal matrices
`linspace` (*b*, *l*, *n*)	create vector of linearly-spaced elements
`logspace` (*b*, *l*, *n*)	create vector of log-spaced elements
`eye` (*n*, *m*)	create *n* by *m* identity matrix
`ones` (*n*, *m*)	create *n* by *m* matrix of ones
`zeros` (*n*, *m*)	create *n* by *m* matrix of zeros
`rand` (*n*, *m*)	create *n* by *m* matrix of random values

Linear Algebra

`chol` (*a*)	Cholesky factorization
`det` (*a*)	compute the determinant of a matrix
`eig` (*a*)	eigenvalues and eigenvectors
`expm` (*a*)	compute the exponential of a matrix
`hess` (*a*)	compute Hessenberg decomposition
`inverse` (*a*)	invert a square matrix
`norm` (*a*, *p*)	compute the *p*-norm of a matrix
`pinv` (*a*)	compute pseudoinverse of *a*
`qr` (*a*)	compute the QR factorization of a matrix
`rank` (*a*)	matrix rank
`schur` (*a*)	Schur decomposition of a matrix
`svd` (*a*)	singular value decomposition
`syl` (*a*, *b*, *c*)	solve the Sylvester equation

Equations, ODEs, DAEs, Quadrature

`*fsolve`	solve nonlinear algebraic equations
`*lsode`	integrate nonlinear ODEs
`*dassl`	integrate nonlinear DAEs
`*quad`	integrate nonlinear functions

`perror` (*nm*, *code*) for functions that return numeric codes, print error message for named function and given error code

`*` See the on-line or printed manual for the complete list of arguments for these functions.

Signal Processing

`fft` (*a*)	Fast Fourier Transform using FFTPACK
`ifft` (*a*)	inverse FFT using FFTPACK
`freqz` (*args*)	FIR filter frequency response
`sinc` (*x*)	returns `sin (π x)/(π x)`

Image Processing

`colormap` (*map*)	set the current colormap
`gray2ind` (*i*, *n*)	convert gray scale to Octave image
`image` (*img*, *zoom*)	display an Octave image matrix
`imagesc` (*img*, *zoom*)	display scaled matrix as image
`imshow` (*img*, *map*)	display Octave image
`imshow` (*i*, *n*)	display gray scale image
`imshow` (*r*, *g*, *b*)	display RGB image
`ind2gray` (*img*, *map*)	convert Octave image to gray scale
`ind2rgb` (*img*, *map*)	convert indexed image to RGB
`loadimage` (*file*)	load an image file
`rgb2ind` (*r*, *g*, *b*)	convert RGB to Octave image
`saveimage` (*file*, *img*, *fmt*, *map*)	save a matrix to *file*

Sets

`create_set` (*a*, *b*)	create row vector of unique values
`complement` (*a*, *b*)	elements of *b* not in *a*
`intersection` (*a*, *b*)	intersection of sets *a* and *b*
`union` (*a*, *b*)	union of sets *a* and *b*

Strings

`strcmp` (*s*, *t*)	compare strings
`strcat` (*s*, *t*, ...)	concatenate strings

C-style Input and Output

fopen (*name*, *mode*)	open file *name*
fclose (*file*)	close *file*
printf (*fmt*, ...)	formatted output to **stdout**
fprintf (*file*, *fmt*, ...)	formatted output to *file*
sprintf (*fmt*, ...)	formatted output to string
scanf (*fmt*)	formatted input from **stdin**
fscanf (*file*, *fmt*)	formatted input from *file*
sscanf (*str*, *fmt*)	formatted input from *string*
fgets (*file*, *len*)	read *len* characters from *file*
fflush (*file*)	flush pending output to *file*
ftell (*file*)	return file pointer position
frewind (*file*)	move file pointer to beginning
freport	print a info for open files
fread (*file*, *size*, *prec*)	read binary data files
fwrite (*file*, *size*, *prec*)	write binary data files
feof (*file*)	determine if pointer is at EOF

A file may be referenced either by name or by the number returned from **fopen**. Three files are preconnected when Octave starts: **stdin**, **stdout**, and **stderr**.

Other Input and Output functions

save *file var* ...	save variables in *file*
load *file*	load variables from *file*
disp (*var*)	display value of *var* to screen

Miscellaneous Functions

eval (*str*)	evaluate *str* as a command
feval (*str*, ...)	evaluate function named by *str*, passing remaining args to called function
error (*message*)	print message and return to top level
clear *pattern*	clear variables matching pattern
exist (*str*)	check existence of variable or function
who	list current variables

Polynomials

compan (*p*)	companion matrix
conv (*a*, *b*)	convolution
deconv (*a*, *b*)	deconvolve two vectors
poly (*a*)	create polynomial from a matrix
polyderiv (*p*)	derivative of polynomial
polyreduce (*p*)	integral of polynomial
polyval (*p*, *x*)	value of polynomial at *x*
polyvalm (*p*, *x*)	value of polynomial at *x*
roots (*p*)	polynomial roots
residue (*a*, *b*)	partial fraction expansion of ratio *a*/*b*

Statistics

corrcoef (*x*, *y*)	correlation coefficient
cov (*x*, *y*)	covariance
mean (*a*)	mean value
median (*a*)	median value
std (*a*)	standard deviation
var (*a*)	variance

Basic Plotting

gplot [*ranges*] *expr* [*using*] [*title*] [*style*]	2D plotting
gsplot [*ranges*] *expr* [*using*] [*title*] [*style*]	3D plotting

ranges	specify data ranges
expr	expression to plot
using	specify columns to plot
title	specify line title for legend
style	specify line style

If *ranges* are supplied, they must come before the expression to plot. The *using*, *title*, and *style* options may appear in any order after *expr*. Multiple expressions may be plotted with a single command by separating them with commas.

set *options*	set plotting options
show *options*	show plotting options
replot	redisplay current plot
closeplot	close stream to **gnuplot** process
purge_tmp_files	clean up temporary plotting files
automatic_replot	built-in variable

Other Plotting Functions

plot (*args*)	2D plot with linear axes
semilogx (*args*)	2D plot with logarithmic x-axis
semilogy (*args*)	2D plot with logarithmic y-axis
loglog (*args*)	2D plot with logarithmic axes
bar (*args*)	plot bar charts
stairs (*x*, *y*)	plot stairsteps
hist (*y*, *x*)	plot histograms
title (*string*)	set plot title
axis (*limits*)	set axis ranges
xlabel (*string*)	set x-axis label
ylabel (*string*)	set y-axis label
grid [on|off]	set grid state
hold [on|off]	set hold state
ishold	return 1 if hold is on, 0 otherwise
mesh (*x*, *y*, *z*)	plot 3D surface
meshdom (*x*, *y*)	create mesh coordinate matrices

Edition 1.1for Octave Version 1.1.1. Copyright 1996, John W. Eaton (jwe@che.utexas.edu). The author assumes no responsibility for any errors on this card.

This card may be freely distributed under the terms of the GNU General Public License.

TEX Macros for this card by Roland Pesch (pesch@cygnus.com), originally for the GDB reference card

Octave itself is free software; you are welcome to distribute copies of it under the terms of the GNU General Public License. There is absolutely no warranty for Octave.