

# Relational and Logical Operators

## Lecture: 7 (Dr. Ajeet Kumar)

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## Relational Operators

Relational Operators are used to compare the scalars, vectors, Matrices and Strings.

Output of Relation Operator is always a logical 0 and 1.

"1" corresponds to **TRUE** condition and "0" corresponds to **FALSE** condition.

Operation	Mathematical Symbol	Matlab Operator
Equal to	=	==
Not equal to	$\neq$	~=
Greater than	>	>
Greater than or equal to	$\geq$	>=
Less than	<	<
Less than or equal to	$\leq$	<=

### ***Scaler to Scaler***

Output is always logical 0 or 1 depending on the applied condition is false or true.

Example:

```
% When both operands are Scaler: Scaler to Scaler
```

```
x=5,y=10,
```

```
x = 5  
y = 10
```

```
z1=(x==y), z2=(x<y), z3=(x>y), z4=(x<=y), z5=(x>=y)
```

```
z1 = logical  
    0  
z2 = logical  
    1  
z3 = logical  
    0  
z4 = logical  
    1  
z5 = logical  
    0
```

## Scaler to Vector/Matrix

Each element of Vector/Matrix is compared with the Scaler. As a result you get a Vector/Matrix of logical 0 and 1.

```
% When one operand is scaler and other one is vector or Matrix: Scaler to Vector/Matrix  
x=5, u=[ 1 2 3 5 10 12]    % x is scaler and u is row vector
```

```
x = 5  
u = 1×6  
    1     2     3     5    10    12
```

```
z1=(x>=u), z2=(x~=u)
```

```
z1 = 1×6 logical array  
    1     1     1     1     0     0  
z2 = 1×6 logical array  
    1     1     1     0     1     1
```

```
x=10, A=[ 11 10 13; 15 4 6; 4 18 20 ]
```

```
x = 10  
A = 3×3  
    11    10    13  
    15     4     6  
     4    18    20
```

```
z2=(x==A), z3=(x>A)
```

```
z2 = 3×3 logical array  
    0     1     0  
    0     0     0  
    0     0     0  
z3 = 3×3 logical array  
    0     0     0  
    0     1     1
```

1 0 0

### ***Row Vector to Row Vector***

Condition: Dimension of both row vectors should be same.

As a result you get the a row vector having logical 0 and 1 elements

```
% When both operands are row vector: Row Vector to Row Vector
u_1=[15 17 13 18], u_2=[ 10 14 16 19]
```

```
u_1 = 1×4
    15    17    13    18
u_2 = 1×4
    10    14    16    19
```

```
z1=(u_1>u_2), z2=(u_1~=u_2)
```

```
z1 = 1×4 logical array
     1     1     0     0
z2 = 1×4 logical array
     1     1     1     1
```

### ***Column Vector to Column Vector***

Condition: Dimension of both column vectors should be same

As a result you get the a column vector having logical 0 and 1 elements

```
% When both operands are column vector: Column Vector to Column Vector
v_1= [1;2;3; 16],v_2=[10; 1; 17; 23]
```

```
v_1 = 4×1
     1
     2
     3
    16
v_2 = 4×1
    10
     1
    17
    23
```

```
z1=(v_1<=v_2), z2=(v_1==v_2)
```

```
z1 = 4×1 logical array
     1
     0
     1
     1
z2 = 4×1 logical array
     0
     0
     0
     0
```

0  
0

### Row Vector to Column Vector

When a row vector “**u**” of dimension 1-by-n is compared with a column vector “**v**” of dimension m-by-1, each element of the row vector are compared with each element of column vector. As a result you get a logical Matrix of dimension mxn.

```
% When one operand is row vector and other is column vector: Row Vector to Column Vector  
u=[1 4 5 6], v=[2; 5; 7]
```

```
u = 1x4  
    1     4     5     6  
v = 3x1  
     2  
     5  
     7
```

```
z1=(u<=v), z2=(u>v)
```

```
z1 = 3x4 logical array  
    1     0     0     0  
    1     1     1     0  
    1     1     1     1  
z2 = 3x4 logical array  
    0     1     1     1  
    0     0     0     1  
    0     0     0     0
```

### Column Vector to Row Vector

When a column vector “**v**” of dimension p-by-1 is compared with a row vector “**u**” of dimension 1-by-q, each element of the row vector is compared with each element of column vector. As a result you get a logical Matrix of dimension p-by-q.

```
% When one operand is column vector and other is row vector: Column Vector to Row Vector  
v=[23; 34; 46; 11], u=[22 45 57]
```

```
v = 4x1  
    23  
    34  
    46  
    11  
u = 1x3  
    22    45    57
```

```
z1=(v>=u), z2=(v~=u)
```

```
z1 = 4x3 logical array  
    1     0     0  
    1     0     0  
    1     1     0  
    0     0     0
```

```

z2 = 4x3 logical array
    1     1     1
    1     1     1
    1     1     1
    1     1     1

```

### Row Vector to Matrix

Condition: When you are comparing a row vector “**u**” of dimension 1-by-n with a matrix “**A**” of dimension m-by-n, number of columns should be same.

Comparison is made column wise.

As a result you get a logical matrix of m-by-n.

```

% When one operand is row vector and other is matrix: Row Vector to Matrix
u=[11 17 20 23], A=[11 14 12 10; 14 16 34 23]

```

```

u = 1x4
    11     17     20     23
A = 2x4
    11     14     12     10
    14     16     34     23

```

```

z1=(u<A), z2=(u>=A)

```

```

z1 = 2x4 logical array
    0     0     0     0
    1     0     1     0
z2 = 2x4 logical array
    1     1     1     1
    0     1     0     1

```

### Column Vector to Matrix

Condition: When you are comparing a column vector “**v**” of dimension m-by-1 with a matrix “**A**” of dimension m-by-n, number of rows should be same.

Comparison is made row wise.

As a result you get a logical matrix of m-by-n.

```

% When one operand is column vector and other is matrix: Column Vector to Matrix
v=[22; 34; 11;],A=[11 35; 25 22; 45 10]

```

```

v = 3x1
    22
    34
    11
A = 3x2
    11     35
    25     22
    45     10

```

```

z1=(v>=A), z2=(v<A)

```

```

z1 = 3x2 logical array
1   0
1   1
0   1
z2 = 3x2 logical array
0   1
0   0
1   0

```

## ***Matrix to Matrix***

Condition: dimension of both matrices should be same.

Comparison is made element-by-element wise.

As a result you get a logical matrix of the dimension of given matrix.

```

% When both operands are matrix: Matrix to Matrix
A=[21 2 3; 4 7 9; 11 3 45], B=[11 34 23; 34 67 11; 23 34 67]

```

```

A = 3x3
    21     2     3
     4     7     9
    11     3    45
B = 3x3
    11    34    23
    34    67    11
    23    34    67

```

```

z1=(A>=B), z2=(A==B)

```

```

z1 = 3x3 logical array
1   0   0
0   0   0
0   0   0
z2 = 3x3 logical array
0   0   0
0   0   0
0   0   0

```

## **Important Points**

- Be careful while using "==" operator. There is clear difference between "=" and "==".
- = refer to assign the value in new variable
- == refer to compare the operands
- '==' operator gives logical output 1 when both the operands are **exactly** same. So one should be very careful while using operator.
- In case of Complex number, the operators >, <, >=, and <= use only the real part of the operands in performing comparisons, while operators == and ~= test both real and imaginary parts of the operands.

```

% Important points to remeber using relational operators (Decision-Making program)
x1=4.0000,x2=4.000010 % while equating two variables sometimes it is better to

```

```
x1 = 4
x2 = 4.0000
```

```
% check abs(x1-x2)<= accuracy limit rather than x1==x2 (Wein's law varification)
z1=(x1==x2),z2=abs(x2-x1)<=10^-3    % See the difference in output
```

```
z1 = Logical
    0
z2 = Logical
    1
```

```
x=sin(2*pi),x==0
```

```
x = -2.4493e-16
ans = Logical
    0
```

```
% compare the complex no.
z1=2+3i;z2=2+3j;
z3=10+10i,z4=10+50i,
```

```
z3 = 10.0000 + 10.0000i
z4 = 10.0000 + 50.0000i
```

```
z1==z2    % check both real and imag part
```

```
ans = Logical
    1
```

```
z1>z2    % only check real part
```

```
ans = Logical
    0
```

## Logical Operators

Operator	Operation
&	Logical AND
	Logical OR
xor	Logical Exclusive OR
~	Logical NOT

### Truth Table of Logical Operators

Inputs		and	or	xor	not
$I_1$	$I_2$	$I_1 \& I_2$	$I_1   I_2$	$\text{xor}(I_1, I_2)$	$\sim I_1$
0	0	0	0	0	1
0	1	0	1	1	1
1	0	0	1	1	0
1	1	1	1	0	0

Refer input 1 = TRUE, 0 = False

Logical Operators are also known as Boolean Operators.

For purpose of logical operations, Matlab treats an operand as true (logical 1), if it is non-zero value, and false if it is zero (logical 0).

Similar rules of operation are applied on operands as in case of relational operators

```
x=[0 5 3 7],y=[0 -2 8 7],
```

```
x = 1x4
    0     5     3     7
y = 1x4
    0    -2     8     7
```

```
m=(x>y)&(x>4)
```

```
m = 1x4 logical array
    0     1     0     0
```

```
n=x|y
```

```
n = 1x4 logical array
    0     1     1     1
```

```
z=~(x|y)
```

```
z = 1x4 logical array
    1     0     0     0
```

```
p=xor(x,y)
```

```
p = 1x4 logical array
    0     0     0     0
```

```
% find the elements of the array that satisfies special condition
x=[1 2 5 7 90 34 10 11 15 19 20]
```

```
x = 1x11
    1     2     5     7    90    34    10    11    15    19    20
```

```
% find out all the elements of vector x having values more than 2 and less than 15
x((x>2)&(x<15))
```



```
ans = 1×4  
     5     7    10    11
```

```
A=[1 2 3; 23 45 12; 21 4 14],
```

```
A = 3×3  
     1     2     3  
    23    45    12  
    21     4    14
```

```
ans = 2×1  
    12  
    14
```

```
% find out all the elements of matrix A having value more than 4 and less than or equal to 14  
A((A>4)&(A<=14))
```