

LAB 3

ARRAY

Outline



- Array introduction
- Lab4 exercise

Array Declaration

- `type array_name[size]`

- ▣ `int score[5]`

- `5` variables of `int` named `score`, `score[0]`~`score[4]`

- ▣ size must be an expression evaluating to integral CONSTANT

- `int a_arr[10+20];// ok`

- `const int K = 100;`

- `int b_arr[K];// ok, b_arr[100];`

- `int n = 100;`

- `int c_arr[n];// error, n is not a constant`

Array Initialization (1/3)

- An array can be initialized

```
int score[3] = {2, 12, 1};
```

–which is equivalent to following:

```
int score[3];
```

```
score[0] = 2;
```

```
score[1] = 12;
```

```
score[2] = 1;
```

Array Initialization (2/3)

- If **fewer** values than size
 - fills from the beginning
 - fills the remaining elements with **0** of array base type
 - e.g., `int a[6] = {10, 11, 12, 13}; // a[4] = 0, a[5] = 0`
- If **more** values than size
 - compilation error
 - e.g., `double b[3] = { 6.0, 6.5, 7.0, 8.0}; // error`

Array Initialization (3/3)

- If size is **unspecified**

- size is **automatically determined** based on number of initialization values

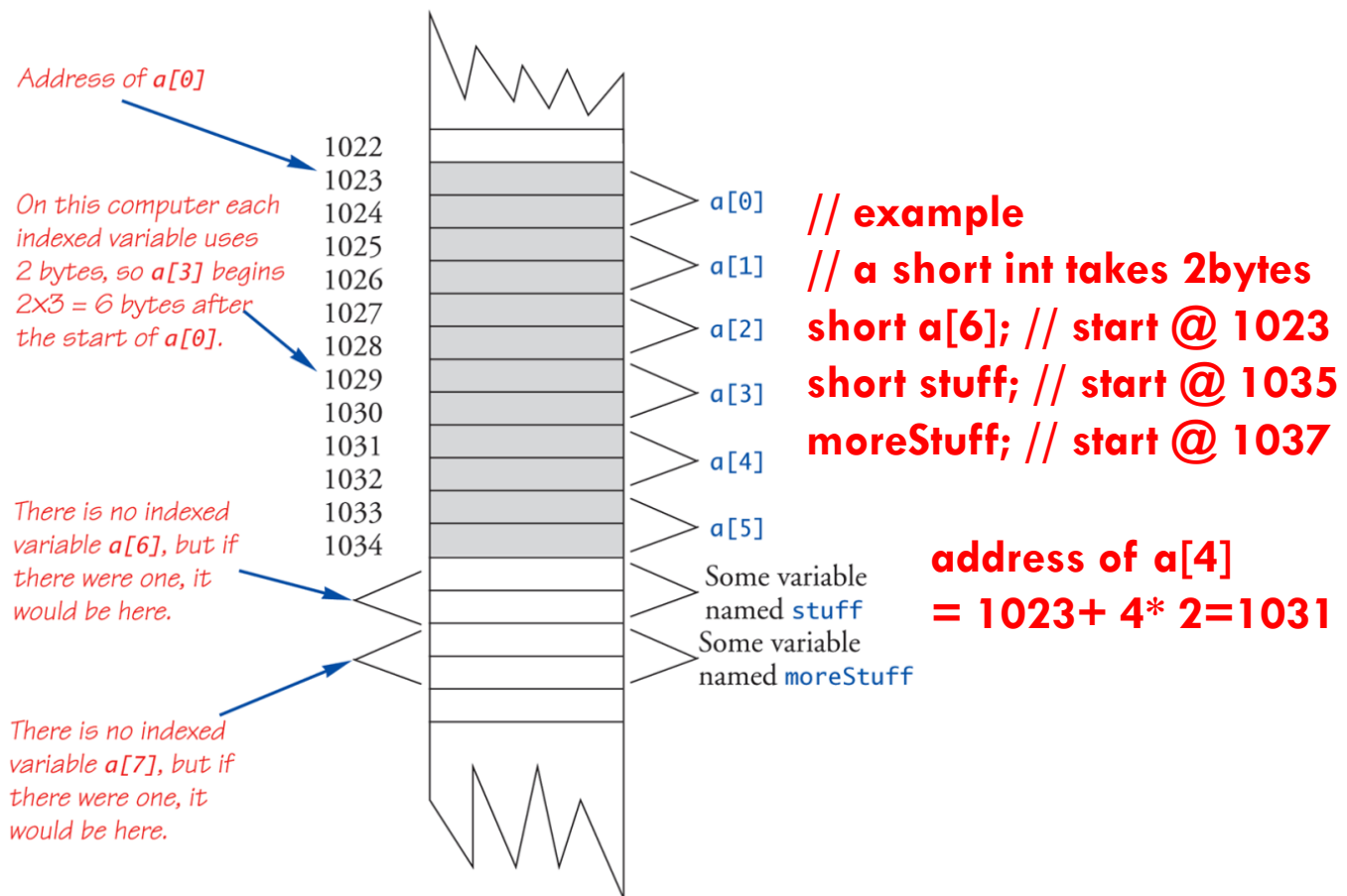
- example:

- int **b**[] = {5, 12, 11}; // equivalent => int b[3] = {5, 12, 11};

- int c[]; // **error**, unknown size

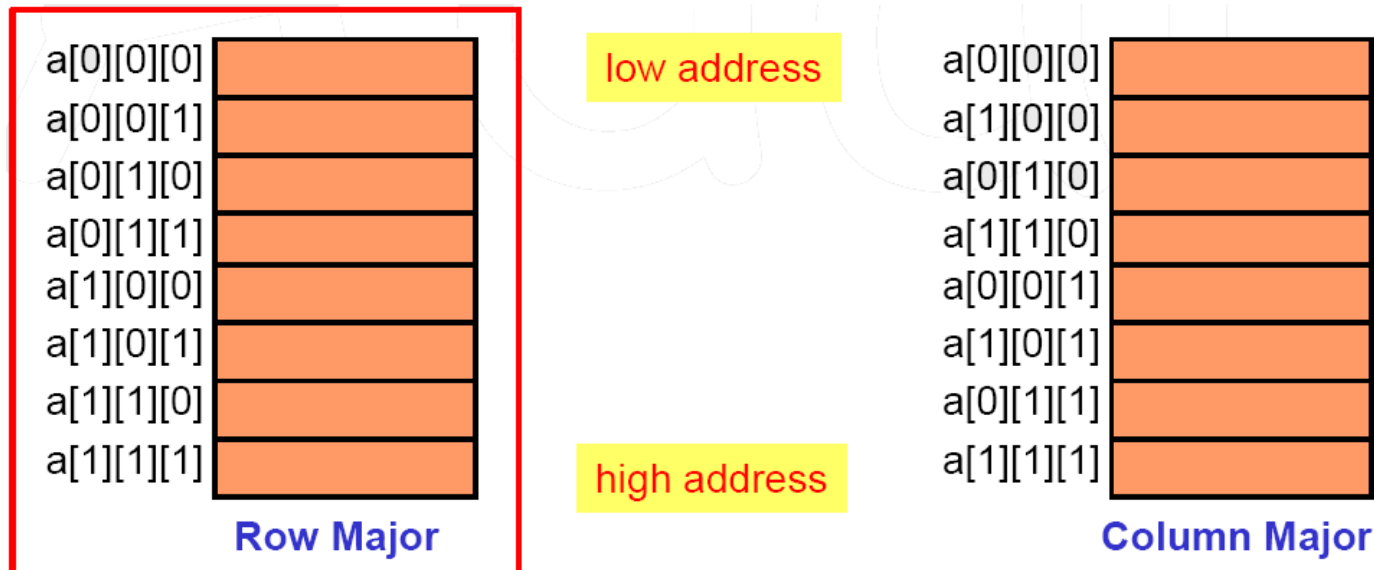
Array in Memory

Display 5.2 An Array in Memory



Multidimensional Array(1/2)

- How to put a multidimensional array into linearly addressed memory?
 - row major (used in C/C++, ...)
 - column major (used in age-old FORTRAN, ...)
- An array, $a[2][2][2]$, has 8 elements
 - $a[0][0][0]$, $a[0][0][1]$, $a[0][1][0]$, $a[0][1][1]$, $a[1][0][0]$, $a[1][0][1]$, $a[1][1][0]$, $a[1][1][1]$



Multidimensional Array(2/2)

- For an array $a[u_1][u_2] \dots [u_n]$ starting at the address A , what is the address of $a[i_1][i_2] \dots [i_n]$?

`int a[6][7][8];` // assume starting from address 1000, `sizeof(int) = 4`

`a[1][2][3] = 10;` // what is the address of `a[1][2][3]`?

$\text{address} = 1000 + ((1 * 7 * 8) + (2 * 8) + 3) * 4 = 1300$

$$\begin{aligned} \text{address} = & A + i_1 u_2 u_3 \dots u_n \\ & + i_2 u_3 u_4 \dots u_n \\ & \dots \\ & + i_{(n-1)} u_n \\ & + i_n \end{aligned}$$

Array in Function (1/2)

- In function declaration and definition

```
void f1(char arr[ ]); // just use empty brackets
```

```
void f2(char arr[10]); // still ok, compiler simply ignores what's inside [ ]
```

- In function call

–use array name as actual argument

```
void f() {  
    char table[10];  
    f1(table); // ok  
    f2(table); // still ok  
}
```

- Need another parameter for array size if required

```
void f3(char arr[ ], int size);
```

Array in Function (2/2)

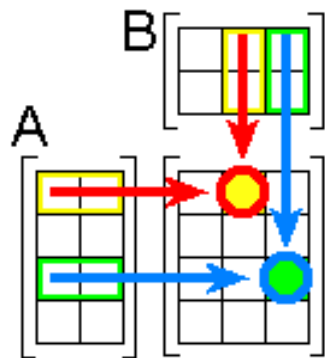
- In function declaration and definition
 - MUST** specify sizes for **ALL** dimensions **except for the first one**
- `void f1(char arr[][6][7][8]);` // a 4-dimensional array
`void f2(char arr[9][6][7][8]);` // **still ok**, compiler **ignores** what's inside []
- In function call
 - use array name as actual argument; sameway as for 1D array

```
void f() {  
    char table1[5][6][7][8];  
    char table2[5][5][7][8];  
    f1(table1); // ok  
    f2(table1); // still ok  
    f1(table2); // compilation error, array size not matched!  
}
```

Exercise (1/2)

- Exercise 1
 - ▣ input 3x3 Matrix A
 - ▣ operation =1 → output A^T & continue
 - ▣ operation =2 → input 3x2 Matrix B & multiply two Matrix

由定義直接計算



左邊的圖表示出要如何計算 AB 的(1,2)和(3,3)元素，當 A 是個 4×2 矩陣和 B 是個 2×3 矩陣時

$$(AB)_{1,2} = \sum_{r=1}^2 a_{1,r} b_{r,2} = a_{1,1} b_{1,2} + a_{1,2} b_{2,2}$$

$$(AB)_{3,3} = \sum_{r=1}^2 a_{3,r} b_{r,3} = a_{3,1} b_{1,3} + a_{3,2} b_{2,3}$$

係數一向量方法

Exercise (2/2)

```
Input Matrix A:
1 2 3
4 5 6
7 8 9
Matrix A:
    1    2    3
    4    5    6
    7    8    9
Operation: 2
Input Matrix B:
1 2
3 4
5 6
Matrix B:
    1    2
    3    4
    5    6
Matrix A X Matrix B:
    22    28
    49    64
    76   100
```

```
Input Matrix A:
1 2 3
4 5 6
7 8 9
Matrix A:
    1    2    3
    4    5    6
    7    8    9
Operation: 1
Matrix A:
    1    4    7
    2    5    8
    3    6    9
Operation: 2
Input Matrix B:
1 2
3 4
5 6
Matrix B:
    1    2
    3    4
    5    6
Matrix A X Matrix B:
    48    60
    57    72
    66    84
```