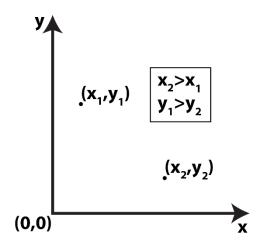
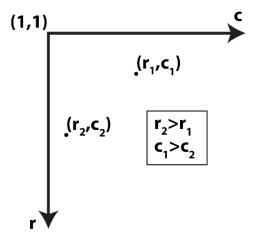
Matlab has eschewed an analogy with the "normal" convention used in a Cartesian coordinate system where we locate a point (x,y) taking x to be the horizontal coordinate and y the vertical coordinate, where y increases from 0 going upward and x increases from 0 going to the right, as in:



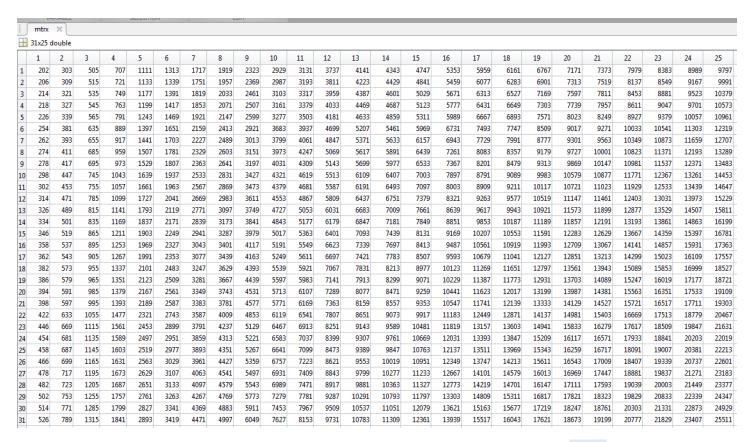
In Matlab, we're not discussing coordinates exactly, but rather an element in an array. As such, instead of having a coordinate (x,y), we have an element located at (r,c) where r is the row number and c is the column number. The coordinate system then is just an analogy for integer array element locations. The coordinate system is changed in three important ways. Firstly, the origin is now (1,1) instead of (0,0). Secondly, the vertical dimension now corresponds to the first entry in the index, r in (r,c), and the horizontal dimension now corresponds to the second entry in the index, c in (r,c). Finally, the vertical dimension now increases going downwards. In Matlab the coordinate system is:



To illustrate some concepts about Matlab coordinates let's create a matrix called mtrx, which has all unique elements. To do this I've used products of primes, you can create mtrx in the workspace by entering the following commands:

```
>> pr=primes(1e4);
>> n=28;a=pr(1:n-3);b=pr((n-2):(2*n));
>> mtrx=repmat(a,[n+3,1]).*repmat(b',[1,n-3]);
```

This creates a matrix shown below:



which we can verify has all unique entries by comparing the number of elements in the array (numel) with the number of unique elements

```
>> numel(mtrx)
ans = 775
>> size(unique(mtrx))
ans = 775 1
```

In Matlab the convention for array size is m x n, where m is the number of rows and n is the number of columns, thus:

```
>> size(mtrx)
ans = 31 25
```

When you index an entry with subscripts you follow this convention, (row(s), column(s)). Some examples:

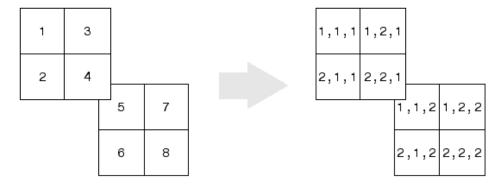
```
>> mtrx(2,3)
ans = 515
>> mtrx(3,2)
ans = 321
>> mtrx(1,end)
ans = 9797
>> mtrx(2:5,3)
ans =
515
535
545
565
>> mtrx(3,2:5)
```

```
321
                   535
                            749
                                    1177
ans =
>> mtrx(7:9,2:5)
ans =
     393
              655
                       917
                               1441
     411
              685
                       959
                               1507
     417
              695
                       973
                               1529
>> mtrx(3,[1,3,5])
          214
                   535
                           1177
ans =
```

Array elements can also be indexed using linear indices, the convention in Matlab for linear indices (figure from Matlab's website) is, for a 3x3 array:

1	4	7		1,1	1,2	1,3
2	5	80		2,1	2,2	2,3
3	6	9		3,1	3,2	3,3

and for a 2x2x2 array:



Thus in our unique matrix

```
>> mtrx(5)

ans = 226

>> mtrx(75)

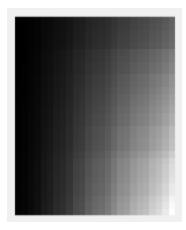
ans = 815

>> mtrx(30:34)

ans = 514 526 303 309 321
```

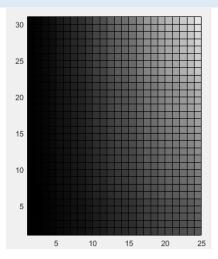
Now turning to images, if we use Matlab's most basic image display function imshow, we see that this coordinate system is preserved. In this figure white is the max value and black is the min value, with the greyscale linearly increasing between the two. So in mtrx where the values increase going down and to the right, and do so faster going to the right has the expected appearance in imshow.

```
>> imshow(mtrx,[])
```



Unfortunately, other plotting commands can produce different results, for example poolor flips the vertical axis:

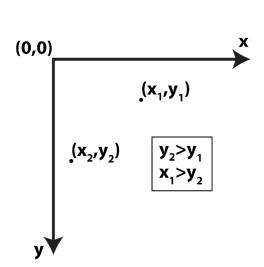
- >> pcolor(mtrx)
- >> axis image

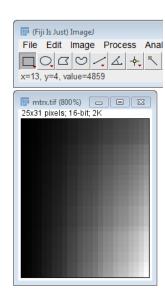


Let's take a look at reading and writing images into Matlab. We can write mtrx to a .tif image using imwrite, where we first have to convert the array elements from double to uint16, as

## >> imwrite(uint16(mtrx), 'mtrx.tif')

Opening the image in ImageJ preserves the display orientation and but changes the coordinate system convention. In ImageJ the coordinate system and our image are:





Note that the origin is shifted and (r,c)=(y,x), so whereas ImageJ reports that (x=13,y=4)=4859, in Matlab we get

```
>> mtrx(13,4)
ans = 1141
>> mtrx(5,14)
ans = 4859
```

Reading the image in with imread also preserves the orientation and values, we can check this by importing and looking for any values which aren't equal like:

```
>> mtrx_read=double(imread('mtrx.tif'));
>> find(mtrx_read~=mtrx)
ans = Empty matrix: 0-by-1
```

We can verify that my preferred .tif reading and writing functions also work in the same fashion, using saveastiff and TIFFStack gives:

```
>> saveastiff(uint16(mtrx), 'mtrx1.tif')
>> tfstk=TIFFStack('mtrx1.tif');
>> mtrx_tfstk=double(tfstk(:,:));
>> find(mtrx_tfstk~=mtrx)
ans = Empty matrix: 0-by-1
```