

# plot

2-D line plot

## Syntax

```
plot(X,Y)
plot(X,Y,LineStyle)
plot(X1,Y1,...,Xn,Yn)
plot(X1,Y1,LineStyle1,...,Xn,Yn,LineStylen)
```

```
plot(Y)
plot(Y,LineStyle)
```

```
plot(__,Name,Value)
plot(ax,__)
```

```
h = plot(__)
```

## Description

`plot(X,Y)` creates a 2-D line plot of the data in Y versus the corresponding values in X.

[example](#)

- If X and Y are both vectors, then they must have equal length. The `plot` function plots Y versus X.
- If X and Y are both matrices, then they must have equal size. The `plot` function plots columns of Y versus columns of X.
- If one of X or Y is a vector and the other is a matrix, then the matrix must have dimensions such that one of its dimensions equals the vector length. If the number of matrix rows equals the vector length, then the `plot` function plots each matrix column versus the vector. If the number of matrix columns equals the vector length, then the function plots each matrix row versus the vector. If the matrix is square, then the function plots each column versus the vector.
- If one of X or Y is a scalar and the other is either a scalar or a vector, then the `plot` function plots discrete points. However, to see the points you must specify a marker symbol, for example, `plot(X,Y,'o')`.

`plot(X,Y,LineStyle)` sets the line style, marker symbol, and color.

`plot(X1,Y1,...,Xn,Yn)` plots multiple X, Y pairs using the same axes for all lines.

[example](#)

`plot(X1,Y1,LineStyle1,...,Xn,Yn,LineStylen)` sets the line style, marker type, and color for each line. You can mix X, Y, LineSpec triplets with X, Y pairs. For example, `plot(X1,Y1,X2,Y2,LineStyle2,X3,Y3)`.

[example](#)

`plot(Y)` creates a 2-D line plot of the data in Y versus the index of each value.

[example](#)

- If Y is a vector, then the x-axis scale ranges from 1 to `length(Y)`.
- If Y is a matrix, then the `plot` function plots the columns of Y versus their row number. The x-axis scale ranges from 1 to the number of rows in Y.
- If Y is complex, then the `plot` function plots the imaginary part of Y versus the real part of Y, such that `plot(Y)` is equivalent to `plot(real(Y),imag(Y))`.

`plot(Y,LineStyle)` sets the line style, marker symbol, and color.

`plot(__,Name,Value)` specifies line properties using one or more Name, Value pair arguments. For a list of properties, see [Line Properties](#). Use this option with any of the input argument combinations in the previous syntaxes. Name-value pair settings apply to all the lines plotted.

[example](#)

`plot(ax, __)` creates the line in the axes specified by `ax` instead of in the current axes (`gca`). The option `ax` can precede any of the input argument combinations in the previous syntaxes.

[example](#)

`h = plot(__)` returns a column vector of chart line objects. Use `h` to modify properties of a specific chart line after it is created. For a list of properties, see [Line Properties](#).

[example](#)

## Examples

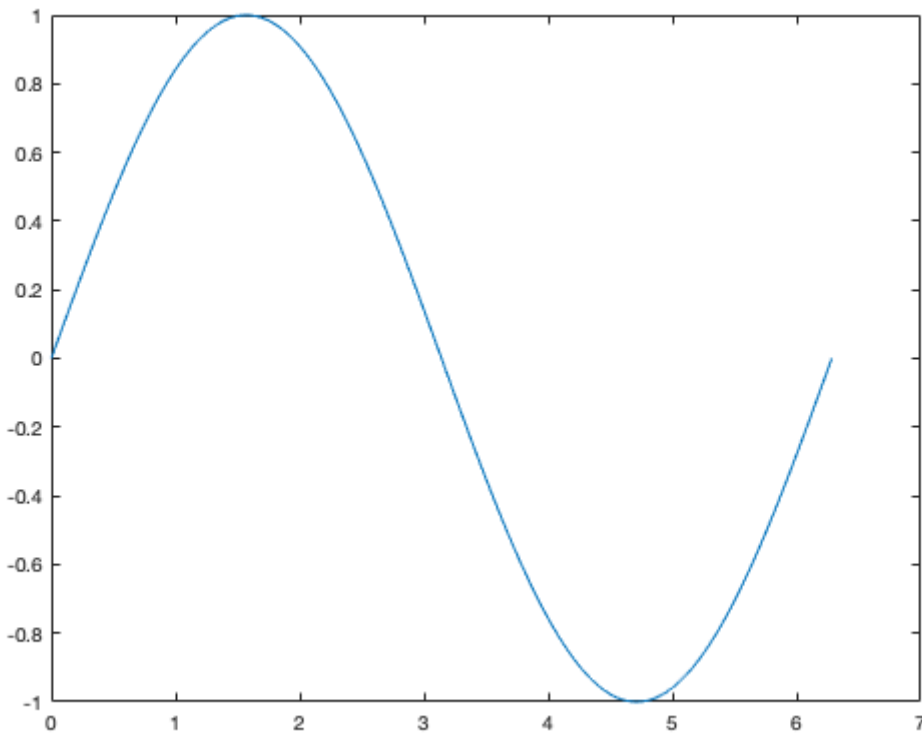
[collapse all](#)

### ▼ Create Line Plot

Create `x` as a vector of linearly spaced values between 0 and  $2\pi$ . Use an increment of  $\pi/100$  between the values. Create `y` as sine values of `x`. Create a line plot of the data.

[Open Live Script](#)

```
x = 0:pi/100:2*pi;  
y = sin(x);  
plot(x,y)
```



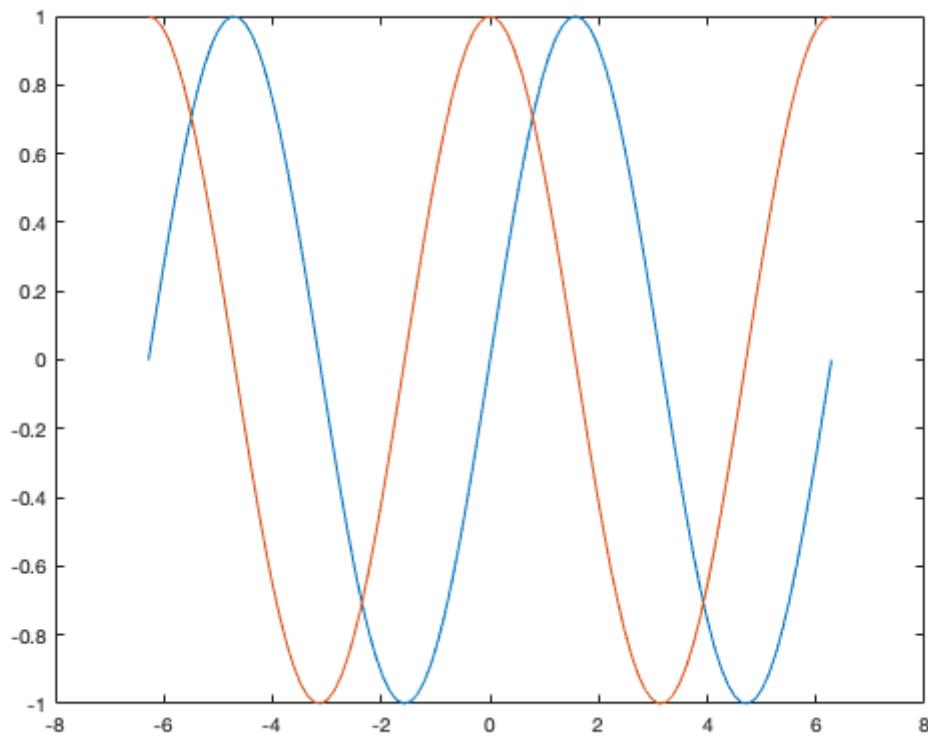
### ▼ Plot Multiple Lines

Define `x` as 100 linearly spaced values between  $-2\pi$  and  $2\pi$ . Define `y1` and `y2` as sine and cosine values of `x`. Create a line plot of both sets of data.

[Open Live Script](#)

```
x = linspace(-2*pi,2*pi);  
y1 = sin(x);  
y2 = cos(x);
```

```
figure
plot(x,y1,x,y2)
```



### ▼ Create Line Plot From Matrix

Define Y as the 4-by-4 matrix returned by the magic function.

[Open Live Script](#)

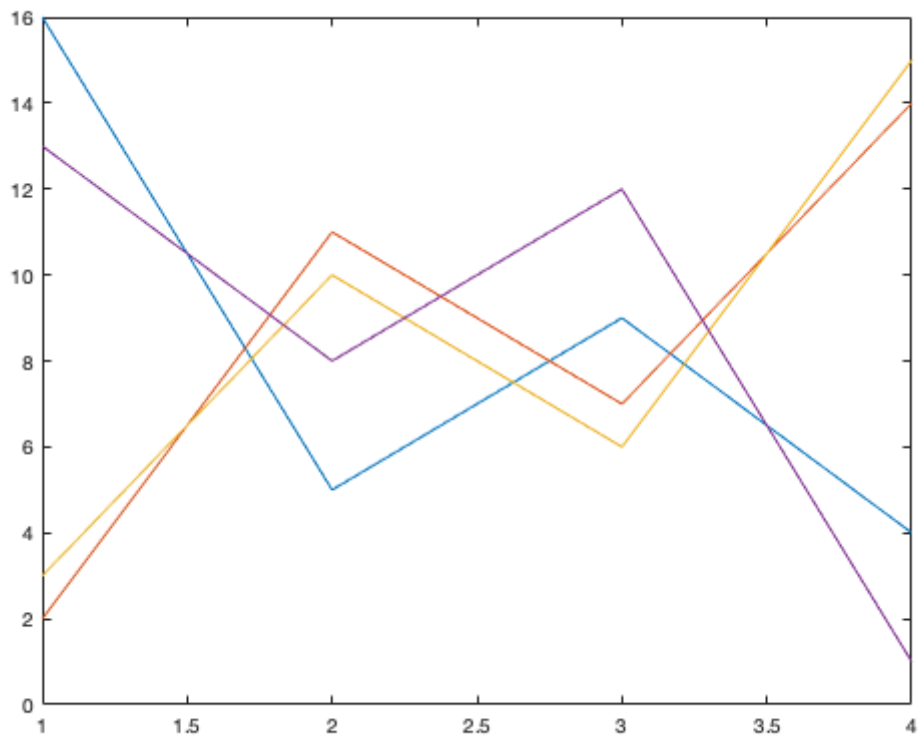
```
Y = magic(4)
```

Y = 4×4

16	2	3	13
5	11	10	8
9	7	6	12
4	14	15	1

Create a 2-D line plot of Y. MATLAB® plots each matrix column as a separate line.

```
figure
plot(Y)
```



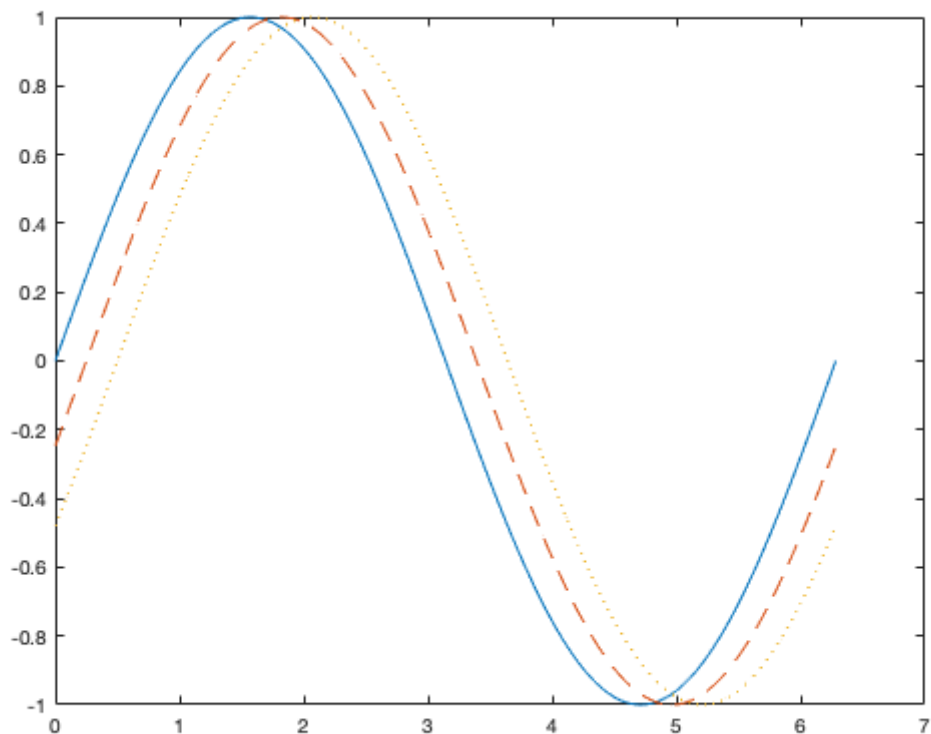
### ▼ Specify Line Style

Plot three sine curves with a small phase shift between each line. Use the default line style for the first line. Specify a dashed line style for the second line and a dotted line style for the third line.

[Open Live Script](#)

```
x = 0:pi/100:2*pi;
y1 = sin(x);
y2 = sin(x-0.25);
y3 = sin(x-0.5);

figure
plot(x,y1,x,y2,'--',x,y3,':')
```



MATLAB® cycles the line color through the default color order.

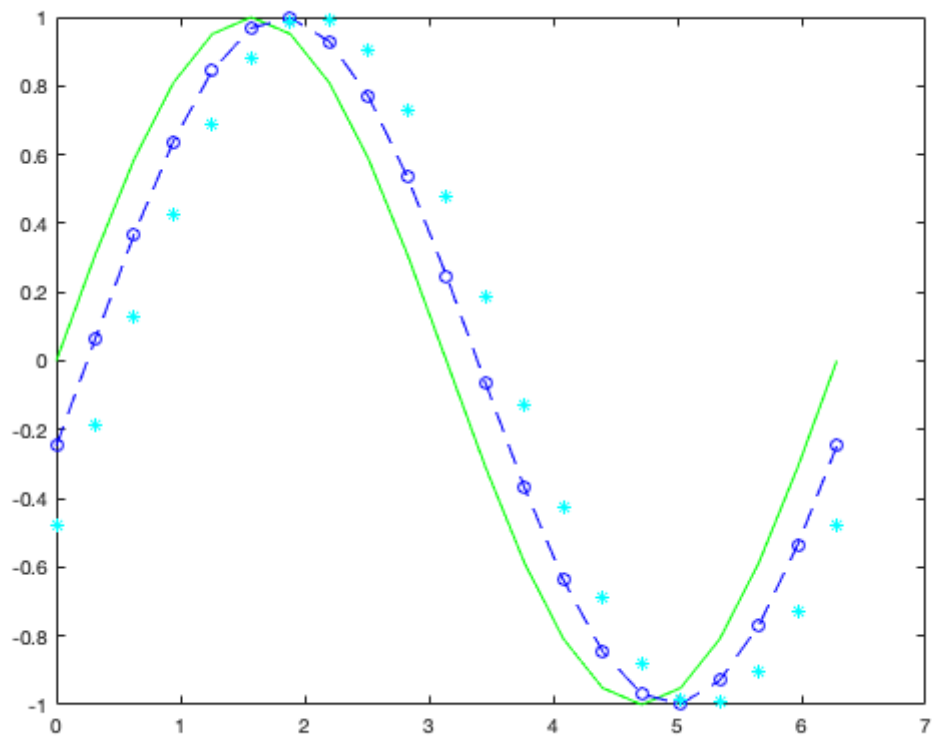
### ▼ Specify Line Style, Color, and Marker

Plot three sine curves with a small phase shift between each line. Use a green line with no markers for the first sine curve. Use a blue dashed line with circle markers for the second sine curve. Use only cyan star markers for the third sine curve.

[Open Live Script](#)

```
x = 0:pi/10:2*pi;
y1 = sin(x);
y2 = sin(x-0.25);
y3 = sin(x-0.5);

figure
plot(x,y1,'g',x,y2,'b--o',x,y3,'c*')
```

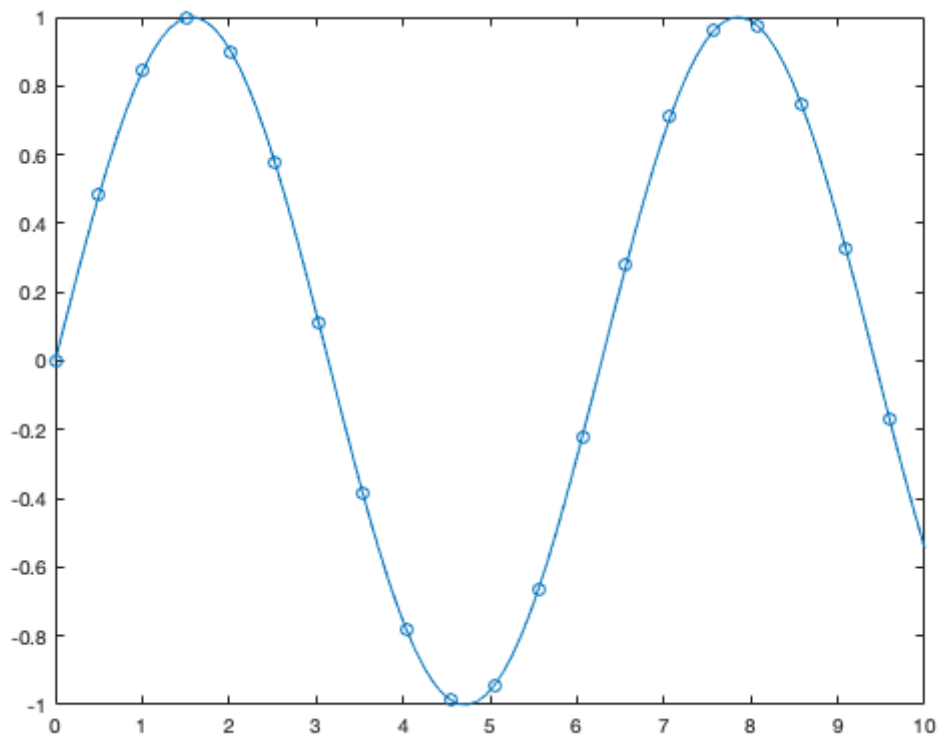


### ▼ Display Markers at Specific Data Points

Create a line plot and display markers at every fifth data point by specifying a marker symbol and setting the `MarkerIndices` property as a name-value pair.

[Open Live Script](#)

```
x = linspace(0,10);  
y = sin(x);  
plot(x,y,'-o','MarkerIndices',1:5:length(y))
```



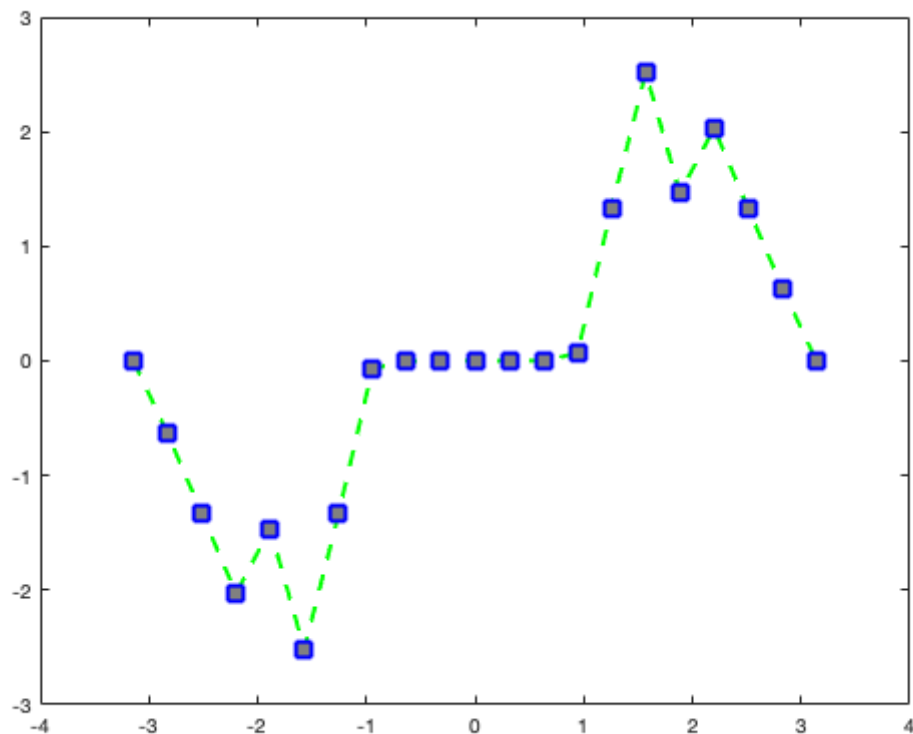
### ▼ Specify Line Width, Marker Size, and Marker Color

Create a line plot and use the `LineStyle` option to specify a dashed green line with square markers. Use `Name, Value` pairs to specify the line width, marker size, and marker colors. Set the marker edge color to blue and set the marker face color using an RGB color value.

[Open Live Script](#)

```
x = -pi:pi/10:pi;
y = tan(sin(x)) - sin(tan(x));

figure
plot(x,y,'--gs',...
     'LineWidth',2,...
     'MarkerSize',10,...
     'MarkerEdgeColor','b',...
     'MarkerFaceColor',[0.5,0.5,0.5])
```



### ▼ Add Title and Axis Labels

Use the `linspace` function to define `x` as a vector of 150 values between 0 and 10. Define `y` as cosine values of `x`.

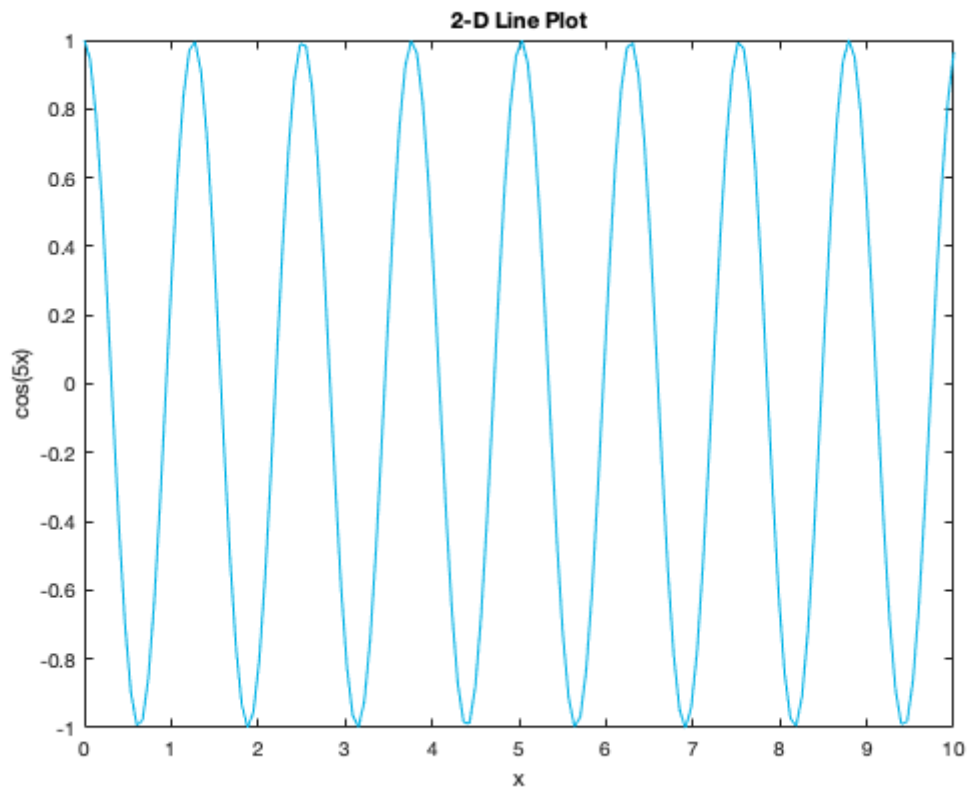
[Open Live Script](#)

```
x = linspace(0,10,150);  
y = cos(5*x);
```

Create a 2-D line plot of the cosine curve. Change the line color to a shade of blue-green using an RGB color value. Add a title and axis labels to the graph using the `title`, `xlabel`, and `ylabel` functions.

```
figure  
plot(x,y,'Color',[0,0.7,0.9])  
  
title('2-D Line Plot')  
xlabel('x')  
ylabel('cos(5x)')
```



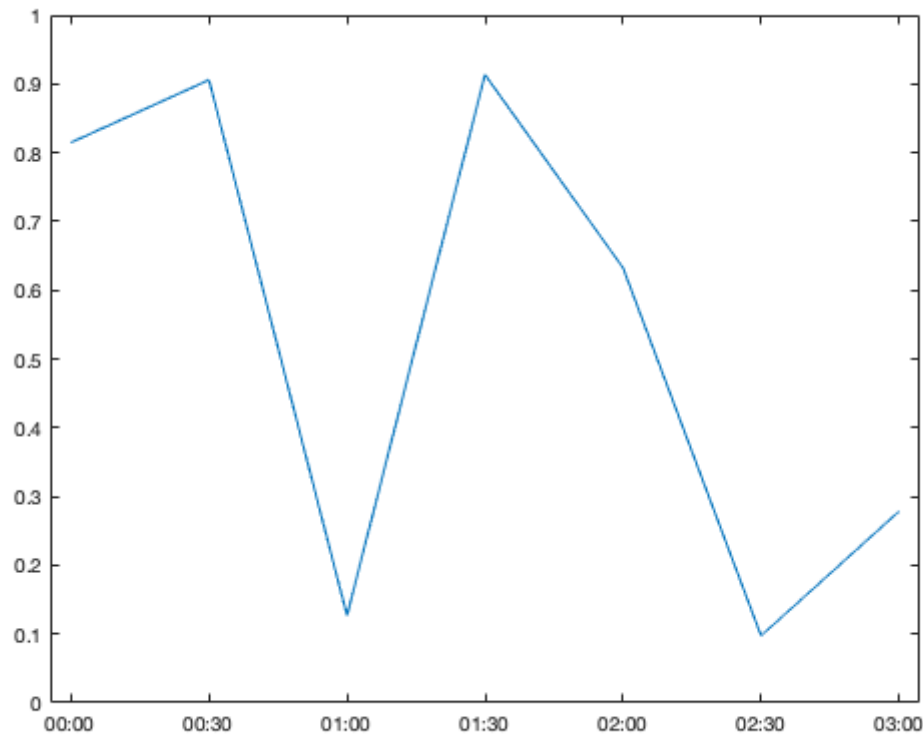


### ▼ Plot Durations and Specify Tick Format

Define `t` as seven linearly spaced duration values between 0 and 3 minutes. Plot random data and specify the format of the duration tick marks using the `'DurationTickFormat'` name-value pair argument.

[Open Live Script](#)

```
t = 0:seconds(30):minutes(3);  
y = rand(1,7);  
  
plot(t,y,'DurationTickFormat','mm:ss')
```



### ▼ Specify Axes for Line Plot

Starting in R2019b, you can display a tiling of plots using the `tiledlayout` and `nexttile` functions. Call the `tiledlayout` function to create a 2-by-1 tiled chart layout. Call the `nexttile` function to create an axes object and return the object as `ax1`. Create the top plot by passing `ax1` to the `plot` function. Add a title and y-axis label to the plot by passing the axes to the `title` and `ylabel` functions. Repeat the process to create the bottom plot.

[Open Live Script](#)

```
% Create data and 2-by-1 tiled chart layout
```

```
x = linspace(0,3);
```

```
y1 = sin(5*x);
```

```
y2 = sin(15*x);
```

```
tiledlayout(2,1)
```

```
% Top plot
```

```
ax1 = nexttile;
```

```
plot(ax1,x,y1)
```

```
title(ax1,'Top Plot')
```

```
ylabel(ax1,'sin(5x)')
```

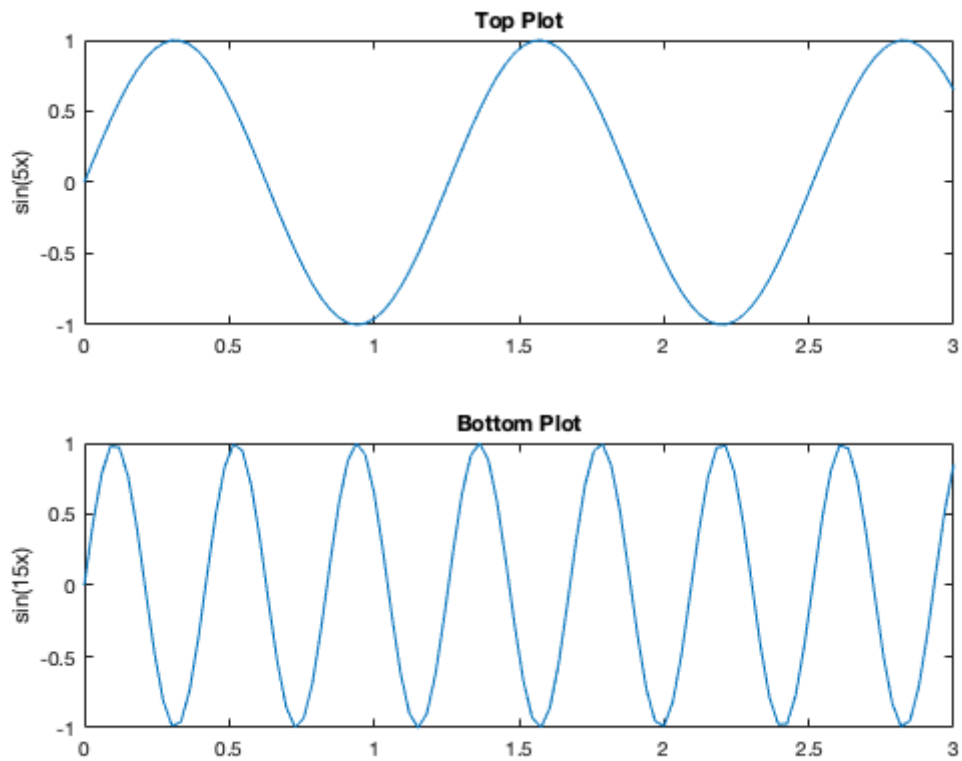
```
% Bottom plot
```

```
ax2 = nexttile;
```

```
plot(ax2,x,y2)
```

```
title(ax2,'Bottom Plot')
```

```
ylabel(ax2,'sin(15x)')
```

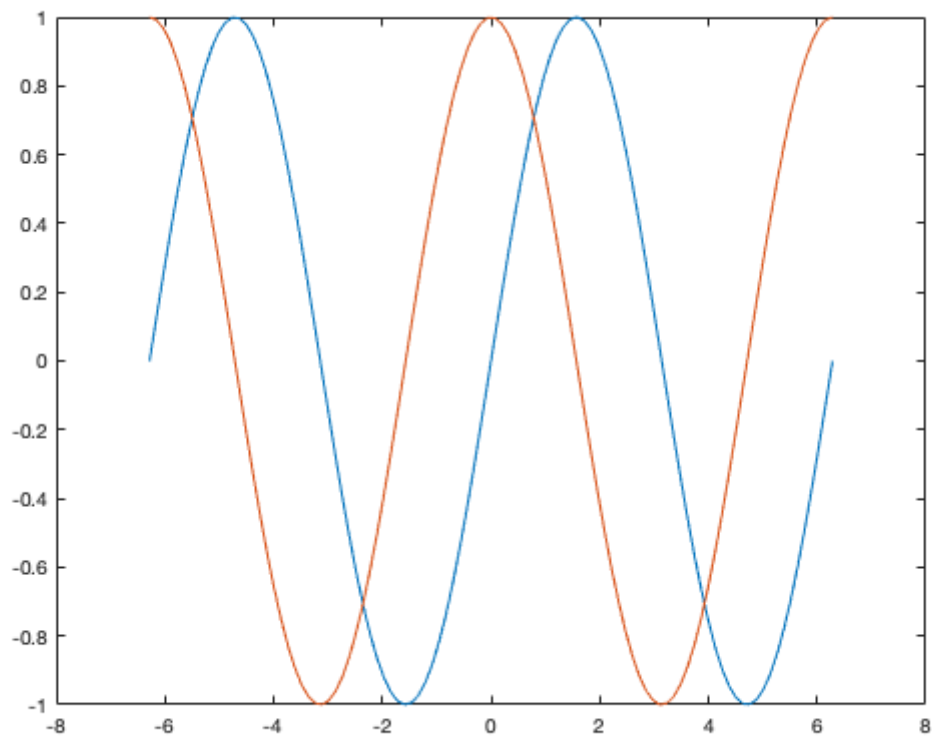


### ▼ Modify Lines After Creation

Define  $x$  as 100 linearly spaced values between  $-2\pi$  and  $2\pi$ . Define  $y1$  and  $y2$  as sine and cosine values of  $x$ . Create a line plot of both sets of data and return the two chart lines in  $p$ .

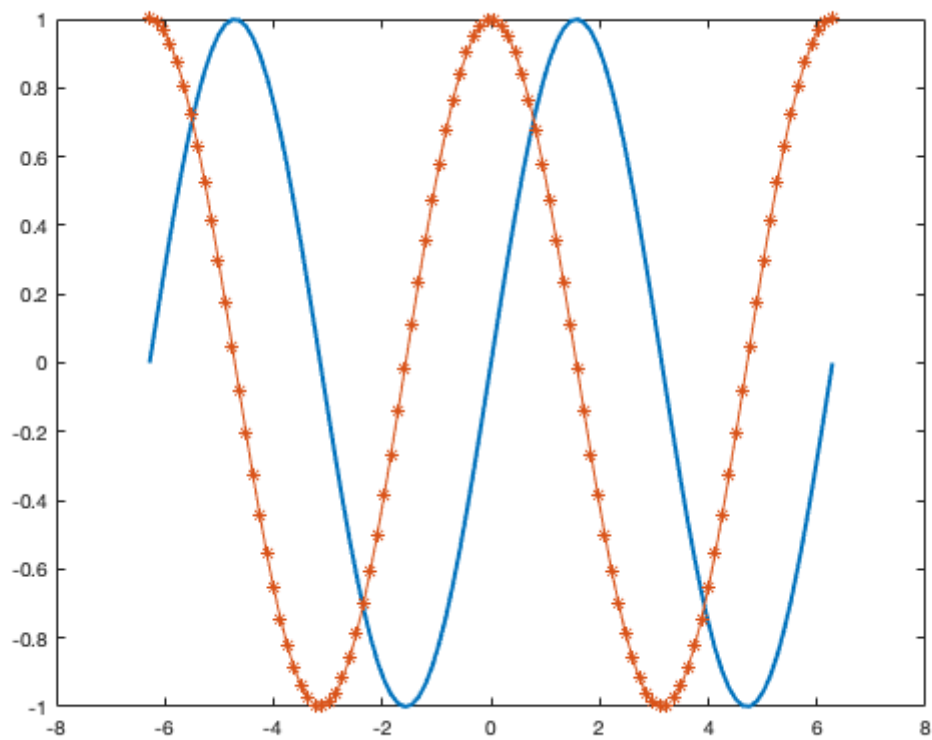
[Open Live Script](#)

```
x = linspace(-2*pi,2*pi);  
y1 = sin(x);  
y2 = cos(x);  
p = plot(x,y1,x,y2);
```



Change the line width of the first line to 2. Add star markers to the second line. Use dot notation to set properties.

```
p(1).LineWidth = 2;  
p(2).Marker = '*';
```

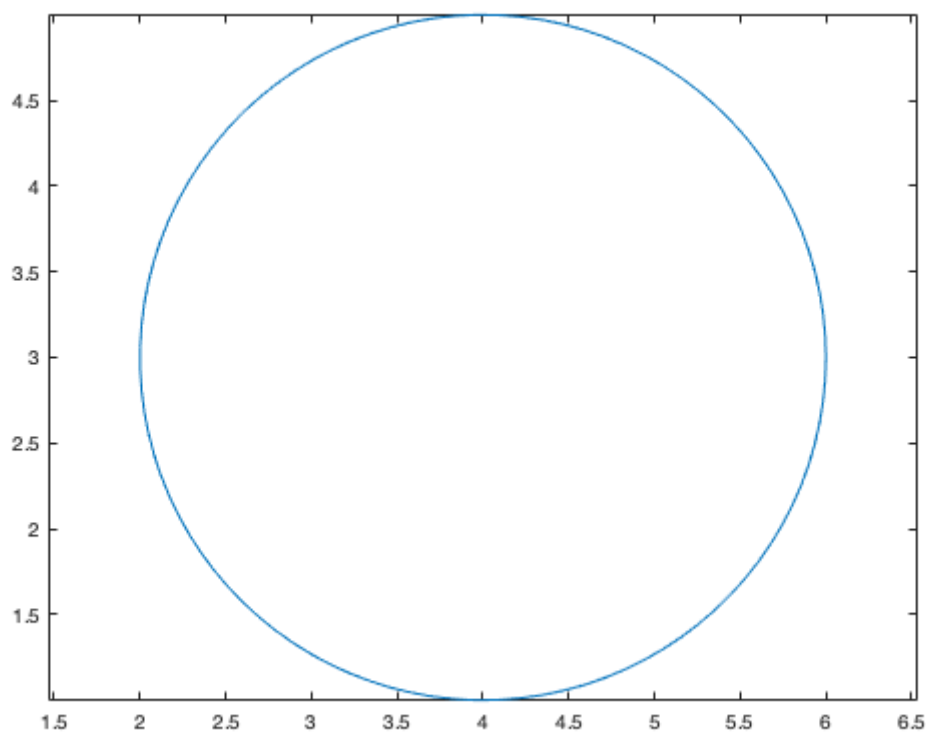


## ▼ Plot Circle

Plot a circle centered at the point (4,3) with a radius equal to 2. Use `axis equal` to use equal data units along each coordinate direction.

[Open Live Script](#)

```
r = 2;  
xc = 4;  
yc = 3;  
  
theta = linspace(0,2*pi);  
x = r*cos(theta) + xc;  
y = r*sin(theta) + yc;  
plot(x,y)  
axis equal
```



## Input Arguments

[collapse all](#)

### ▼ Y — y values scalar | vector | matrix

y values, specified as a scalar, a vector, or a matrix. To plot against specific x values you must also specify X.

**Data Types:** single | double | int8 | int16 | int32 | int64 | uint8 | uint16 | uint32 | uint64 | categorical | datetime | duration



### X — x values

scalar | vector | matrix

x values, specified as a scalar, a vector, or a matrix.

**Data Types:** single | double | int8 | int16 | int32 | int64 | uint8 | uint16 | uint32 | uint64 | categorical | datetime | duration



### LineStyle — Line style, marker, and color

character vector | string

Line style, marker, and color, specified as a character vector or string containing symbols. The symbols can appear in any order. You do not need to specify all three characteristics (line style, marker, and color). For example, if you omit the line style and specify the marker, then the plot shows only the marker and no line.

**Example:** '—or' is a red dashed line with circle markers

Line Style	Description
—	Solid line
--	Dashed line
:	Dotted line
—.	Dash-dot line
Marker	Description
'o'	Circle
'+'	Plus sign
'*'	Asterisk
'.'	Point
'x'	Cross
'_'	Horizontal line
' '	Vertical line
's'	Square
'd'	Diamond
'^'	Upward-pointing triangle
'v'	Downward-pointing triangle
'>'	Right-pointing triangle
'<'	Left-pointing triangle
'p'	Pentagram
'h'	Hexagram
Color	Description
y	yellow
m	magenta
c	cyan

Color	Description
r	red
g	green
b	blue
w	white
k	black



**ax — Target axes**  
Axes object | PolarAxes object | GeographicAxes object

Target axes, specified as an Axes object, a PolarAxes object, or a GeographicAxes object. If you do not specify the axes and if the current axes are Cartesian axes, then the plot function uses the current axes. To plot into polar axes, specify the PolarAxes object as the first input argument or use the [polarplot](#) function. To plot into a geographic axes, specify the GeographicAxes object as the first input argument or use the [geoplot](#) function.

**Name-Value Pair Arguments**

Specify optional comma-separated pairs of Name, Value arguments. Name is the argument name and Value is the corresponding value. Name must appear inside quotes. You can specify several name and value pair arguments in any order as Name1, Value1, ..., NameN, ValueN.

**Example:** 'Marker', 'o', 'MarkerFaceColor', 'red'

The chart line properties listed here are only a subset. For a complete list, see [Line Properties](#).







**'Color' — Line color**  
[0 0.4470 0.7410] (default) | RGB triplet | hexadecimal color code | 'r' | 'g' | 'b' | ...





Line color, specified as an RGB triplet, a hexadecimal color code, a color name, or a short name.

For a custom color, specify an RGB triplet or a hexadecimal color code.








- An RGB triplet is a three-element row vector whose elements specify the intensities of the red, green, and blue components of the color. The intensities must be in the range [0,1]; for example, [0.4 0.6 0.7].
- A hexadecimal color code is a character vector or a string scalar that starts with a hash symbol (#) followed by three or six hexadecimal digits, which can range from 0 to F. The values are not case sensitive. Thus, the color codes '#FF8800', '#ff8800', '#F80', and '#f80' are equivalent.

Alternatively, you can specify some common colors by name. This table lists the named color options, the equivalent RGB triplets, and hexadecimal color codes.

Color Name	Short Name	RGB Triplet	Hexadecimal Color Code	Appearance
'red'	'r'	[1 0 0]	'#FF0000'	
'green'	'g'	[0 1 0]	'#00FF00'	
'blue'	'b'	[0 0 1]	'#0000FF'	
'cyan'	'c'	[0 1 1]	'#00FFFF'	

Color Name	Short Name	RGB Triplet	Hexadecimal Color Code	Appearance
'magenta'	'm'	[1 0 1]	'#FF00FF'	
'yellow'	'y'	[1 1 0]	'#FFFF00'	
'black'	'k'	[0 0 0]	'#000000'	
'white'	'w'	[1 1 1]	'#FFFFFF'	
'none'	Not applicable	Not applicable	Not applicable	No color

Here are the RGB triplets and hexadecimal color codes for the default colors MATLAB® uses in many types of plots.

RGB Triplet	Hexadecimal Color Code	Appearance
[0 0.4470 0.7410]	'#0072BD'	
[0.8500 0.3250 0.0980]	'#D95319'	
[0.9290 0.6940 0.1250]	'#EDB120'	
[0.4940 0.1840 0.5560]	'#7E2F8E'	
[0.4660 0.6740 0.1880]	'#77AC30'	
[0.3010 0.7450 0.9330]	'#4DBEEE'	
[0.6350 0.0780 0.1840]	'#A2142F'	





Example: 'blue'

Example: [0 0 1]

Example: '#0000FF'

### 'LineStyle' — Line style '-' (default) | '--' | ':' | '-.' | 'none'

Line style, specified as one of the options listed in this table.

Line Style	Description	Resulting Line
'_'	Solid line	
'--'	Dashed line	
':'	Dotted line	
'-.'	Dash-dotted line	
'none'	No line	No line

### 'LineWidth' — Line width 0.5 (default) | positive value



Line width, specified as a positive value in points, where 1 point = 1/72 of an inch. If the line has markers, then the line width also affects the marker edges.

The line width cannot be thinner than the width of a pixel. If you set the line width to a value that is less than the width of a pixel on your system, the line displays as one pixel wide.


▼ **'Marker' — Marker symbol**  
'none' (default) | 'o' | '+' | '\*' | '.' | ...

Marker symbol, specified as one of the values listed in this table. By default, the object does not display markers. Specifying a marker symbol adds markers at each data point or vertex.

Value	Description
'o'	Circle
'+'	Plus sign
'*'	Asterisk
'.'	Point
'x'	Cross
'_'	Horizontal line
' '	Vertical line
'square' or 's'	Square
'diamond' or 'd'	Diamond
'^'	Upward-pointing triangle
'v'	Downward-pointing triangle
'>'	Right-pointing triangle
'<'	Left-pointing triangle
'pentagram' or 'p'	Five-pointed star (pentagram)
'hexagram' or 'h'	Six-pointed star (hexagram)
'none'	No markers

▼ **'MarkerIndices' — Indices of data points at which to display markers**  
1:length(YData) (default) | vector of positive integers | scalar positive integer

Indices of data points at which to display markers, specified as a vector of positive integers. If you do not specify the indices, then MATLAB displays a marker at every data point.

 **Note**

To see the markers, you must also specify a marker symbol.

**Example:** `plot(x,y,'-o','MarkerIndices',[1 5 10])` displays a circle marker at the first, fifth, and tenth data points.

**Example:** `plot(x,y,'-x','MarkerIndices',1:3:length(y))` displays a cross marker every three data points.

**Example:** `plot(x,y,'Marker','square','MarkerIndices',5)` displays one square marker at the fifth data point.









▼ **'MarkerEdgeColor' — Marker outline color**  
'auto' (default) | RGB triplet | hexadecimal color code | 'r' | 'g' | 'b' | ...

Marker outline color, specified as 'auto', an RGB triplet, a hexadecimal color code, a color name, or a short name. The default value of 'auto' uses the same color as the [Color](#) property.






For a custom color, specify an RGB triplet or a hexadecimal color code.



- An RGB triplet is a three-element row vector whose elements specify the intensities of the red, green, and blue components of the color. The intensities must be in the range [0,1]; for example, [0.4 0.6 0.7].
- A hexadecimal color code is a character vector or a string scalar that starts with a hash symbol (#) followed by three or six hexadecimal digits, which can range from 0 to F. The values are not case sensitive. Thus, the color codes '#FF8800', '#ff8800', '#F80', and '#f80' are equivalent.

Alternatively, you can specify some common colors by name. This table lists the named color options, the equivalent RGB triplets, and hexadecimal color codes.

Color Name	Short Name	RGB Triplet	Hexadecimal Color Code	Appearance
'red'	'r'	[1 0 0]	'#FF0000'	
'green'	'g'	[0 1 0]	'#00FF00'	
'blue'	'b'	[0 0 1]	'#0000FF'	
'cyan'	'c'	[0 1 1]	'#00FFFF'	
'magenta'	'm'	[1 0 1]	'#FF00FF'	
'yellow'	'y'	[1 1 0]	'#FFFF00'	
'black'	'k'	[0 0 0]	'#000000'	
'white'	'w'	[1 1 1]	'#FFFFFF'	
'none'	Not applicable	Not applicable	Not applicable	No color

Here are the RGB triplets and hexadecimal color codes for the default colors MATLAB uses in many types of plots.

RGB Triplet	Hexadecimal Color Code	Appearance
[0 0.4470 0.7410]	'#0072BD'	
[0.8500 0.3250 0.0980]	'#D95319'	
[0.9290 0.6940 0.1250]	'#EDB120'	
[0.4940 0.1840 0.5560]	'#7E2F8E'	
[0.4660 0.6740 0.1880]	'#77AC30'	

RGB Triplet	Hexadecimal Color Code	Appearance
[0.3010 0.7450 0.9330]	'#4DBEEE'	
[0.6350 0.0780 0.1840]	'#A2142F'	









▼ **'MarkerFaceColor' — Marker fill color**  
 'none' (default) | 'auto' | RGB triplet | hexadecimal color code | 'r' | 'g' | 'b' | ...

Marker fill color, specified as 'auto', an RGB triplet, a hexadecimal color code, a color name, or a short name. The 'auto' option uses the same color as the [Color](#) property of the parent axes. If you specify 'auto' and the axes plot box is invisible, the marker fill color is the color of the figure.





For a custom color, specify an RGB triplet or a hexadecimal color code.




- An RGB triplet is a three-element row vector whose elements specify the intensities of the red, green, and blue components of the color. The intensities must be in the range [0,1]; for example, [0.4 0.6 0.7].
- A hexadecimal color code is a character vector or a string scalar that starts with a hash symbol (#) followed by three or six hexadecimal digits, which can range from 0 to F. The values are not case sensitive. Thus, the color codes '#FF8800', '#ff8800', '#F80', and '#f80' are equivalent.

Alternatively, you can specify some common colors by name. This table lists the named color options, the equivalent RGB triplets, and hexadecimal color codes.

Color Name	Short Name	RGB Triplet	Hexadecimal Color Code	Appearance
'red'	'r'	[1 0 0]	'#FF0000'	
'green'	'g'	[0 1 0]	'#00FF00'	
'blue'	'b'	[0 0 1]	'#0000FF'	
'cyan'	'c'	[0 1 1]	'#00FFFF'	
'magenta'	'm'	[1 0 1]	'#FF00FF'	
'yellow'	'y'	[1 1 0]	'#FFFF00'	
'black'	'k'	[0 0 0]	'#000000'	
'white'	'w'	[1 1 1]	'#FFFFFF'	
'none'	Not applicable	Not applicable	Not applicable	No color

Here are the RGB triplets and hexadecimal color codes for the default colors MATLAB uses in many types of plots.

RGB Triplet	Hexadecimal Color Code	Appearance
[0 0.4470 0.7410]	'#0072BD'	
[0.8500 0.3250 0.0980]	'#D95319'	
[0.9290 0.6940 0.1250]	'#EDB120'	
[0.4940 0.1840 0.5560]	'#7E2F8E'	

RGB Triplet	Hexadecimal Color Code	Appearance
[0.4660 0.6740 0.1880]	'#77AC30'	
[0.3010 0.7450 0.9330]	'#4DBEEE'	
[0.6350 0.0780 0.1840]	'#A2142F'	

✓ **'MarkerSize' — Marker size**  
6 (default) | positive value

Marker size, specified as a positive value in points, where 1 point = 1/72 of an inch.

✓ **'DatetimeTickFormat' — Format for datetime tick labels**  
character vector | string

Format for datetime tick labels, specified as the comma-separated pair consisting of 'DatetimeTickFormat' and a character vector or string containing a date format. Use the letters A–Z and a–z to construct a custom format. These letters correspond to the Unicode® Locale Data Markup Language (LDML) standard for dates. You can include non-ASCII letter characters such as a hyphen, space, or colon to separate the fields.

If you do not specify a value for 'DatetimeTickFormat', then `plot` automatically optimizes and updates the tick labels based on the axis limits.

**Example:** 'DatetimeTickFormat','eeee, MMMM d, yyyy HH:mm:ss' displays a date and time such as Saturday, April 19, 2014 21:41:06.

The following table shows several common display formats and examples of the formatted output for the date, Saturday, April 19, 2014 at 9:41:06 PM in New York City.

Value of DatetimeTickFormat	Example
'yyyy-MM-dd'	2014-04-19
'dd/MM/yyyy'	19/04/2014
'dd.MM.yyyy'	19.04.2014
'yyyy年 MM月 dd日'	2014年 04月 19日
'MMMM d, yyyy'	April 19, 2014
'eeee, MMMM d, yyyy HH:mm:ss'	Saturday, April 19, 2014 21:41:06
'MMMM d, yyyy HH:mm:ss Z'	April 19, 2014 21:41:06 -0400

For a complete list of valid letter identifiers, see the [Format](#) property for datetime arrays.

DatetimeTickFormat is not a chart line property. You must set the tick format using the name-value pair argument when creating a plot. Alternatively, set the format using the [xtickformat](#) and [ytickformat](#) functions.

The TickLabelFormat property of the datetime ruler stores the format.

✓ **'DurationTickFormat' — Format for duration tick labels**  
character vector | string

Format for duration tick labels, specified as the comma-separated pair consisting of 'DurationTickFormat' and a character vector or string containing a duration format.

If you do not specify a value for 'DurationTickFormat', then plot automatically optimizes and updates the tick labels based on the axis limits.

To display a duration as a single number that includes a fractional part, for example, 1.234 hours, specify one of the values in this table.

Value of DurationTickFormat	Description
'y'	Number of exact fixed-length years. A fixed-length year is equal to 365.2425 days.
'd'	Number of exact fixed-length days. A fixed-length day is equal to 24 hours.
'h'	Number of hours
'm'	Number of minutes
's'	Number of seconds

**Example:** 'DurationTickFormat','d' displays duration values in terms of fixed-length days.

To display a duration in the form of a digital timer, specify one of these values.

- 'dd:hh:mm:ss'
- 'hh:mm:ss'
- 'mm:ss'
- 'hh:mm'

In addition, you can display up to nine fractional second digits by appending up to nine S characters.

**Example:** 'DurationTickFormat','hh:mm:ss.SSS' displays the milliseconds of a duration value to three digits.

DurationTickFormat is not a chart line property. You must set the tick format using the name-value pair argument when creating a plot. Alternatively, set the format using the [xtickformat](#) and [ytickformat](#) functions.

The TickLabelFormat property of the duration ruler stores the format.

Output Arguments

collapse all

▼

**h — One or more chart line objects**  
scalar | vector

One or more chart line objects, returned as a scalar or a vector. These are unique identifiers, which you can use to query and modify properties of a specific chart line. For a list of properties, see [Line Properties](#).

Tips

- Use NaN and Inf values to create breaks in the lines. For example, this code plots the first two elements, skips the third element, and draws another line using the last two elements:

```
plot([1,2,NaN,4,5])
```

- plot uses colors and line styles based on the [ColorOrder](#) and [LineStyleOrder](#) properties of the axes. plot cycles through the colors with the first line style. Then, it cycles through the colors again with each additional line style.

Starting in R2019b, you can change the colors and the line styles after plotting by setting the `ColorOrder` or `LineStyleOrder` properties on the axes. You can also call the [colororder](#) function to change the color order for all the axes in the figure.

## Extended Capabilities

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### > Tall Arrays

Calculate with arrays that have more rows than fit in memory.

### > GPU Arrays

Accelerate code by running on a graphics processing unit (GPU) using Parallel Computing Toolbox™.

### > Distributed Arrays

Partition large arrays across the combined memory of your cluster using Parallel Computing Toolbox™.

## See Also

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### Functions

[gca](#) | [hold](#) | [legend](#) | [loglog](#) | [plot3](#) | [title](#) | [xlabel](#) | [xlim](#) | [ylabel](#) | [ylim](#) | [yyaxis](#)

### Properties

[Line Properties](#)

### Topics

[Plot Dates and Durations](#)

[Plot Categorical Data](#)

### External Websites

[MATLAB Plot Gallery](#)

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Introduced before R2006a

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