

## Variables and Arrays

Variables are named locations in memory where numbers, strings and other elements of data may be stored while the program is working.

Variable names are combinations of letters and digits, but must start with a letter.

Variable names must be unique in the first 31 characters

MATLAB does not require you to declare the names of variables in advance of their use.

To assign a variable a value, use the assignment statement.

This takes the form

`variable=expression;`



## Variables and Arrays

For example:

- ▶ `a=6;`
- ▶ `name='Mark';`

To display the result of an assignment, you omit the semicolon at the end of the line. You can also use this feature to display variables. Another option is to use the `disp()` function

- ▶ `b=6`
- ▶ `name2='Tom'`
- ▶ `name`
- ▶ `disp(name)`



## Variables and arrays

- ▶ MATLAB (MATrix LABoratory) is particularly powerful in the way it deals with arrays. Arrays may be one dimensional (vector), two dimensional (matrix), or have more dimensions.
- ▶ Reminder: By convention matrices are indexed by row then column. So a  $(m \times n)$  matrix  $A$  has  $m$  rows and  $n$  columns and  $A_{ij}$  is the element at row  $i$  and column  $j$  of the matrix. A vector can be either a row vector  $(1 \times n)$  or column vector  $(n \times 1)$

## Variables and arrays

To create a row  $(1 \times 5)$  vector:

- ▶ `u = [1 4 6 7 8];`

To create a single column  $(5 \times 1)$  vector:

- ▶ `v = [1 ; 4 ; 6 ; 7 ; 8];`

To set the value of one element of a one dimensional array, use the notation

- ▶ `variable(index)=expression;`

For example

- ▶ `v(2)=6`

Note that indexes must be expressions evaluating to positive integers. Matlab indices start at 1 in contrast to other languages such as Perl and C which start at 0. To access one element from a one dimensional array, use the notation

- ▶ `variable(index)`

For example

- ▶ `a=v(2)`

## Variables and arrays

To create a 2x3 matrix:

▶ `m = [ 1 3 4; 5 7 9 ]`

You can check the dimensions of a vector or matrix object by using the `size` function, which, for vectors and 2D matrices returns a  $1 \times 2$  matrix with the dimensions ( $m \times n$ ). Try:

- ▶ `size(u)`
- ▶ `size(v)`
- ▶ `size(m)`



## Variables and arrays

The expressions used to initialize arrays can include algebraic operations and all or portions of previously defined arrays. For example:

▶ `a = [0 1+7];`

▶ `b = [a(2) 7 a];`

▶ `d = [b ; b];`

Note horizontal and vertical concatenation using space or semi-colon

▶ Not all elements in an array must be defined when it is created, for example, if `c` is not previously defined:

▶ `c(2,3) = 5;`

▶ produces a 2x3 matrix,  $c = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 5 \end{bmatrix}$



## Variables and arrays

You can generate arrays containing sequences very easily with the `:` operator. The expression

- ▶ `start:stop`

generates a sequence of integers from `start` to `stop`. The expression

- ▶ `start:increment:stop`

generates a sequence from `start` to `stop` with the specified increment. Try

- ▶ `1:10`

- ▶ `1:2:10`

You can also select sub-parts of the array with the `:` operator. For example,

- ▶ `x = 101:130`

- ▶ `x(3:5)`

represents the array consisting of the third through fifth elements of `x`. Also

- ▶ `x(2:2:30)`

represents the array containing the even number elements of the vector `x` up to index 30.



## Variables and arrays

You can transpose rows and columns of an array or matrix with the `'` operator, for example

- ▶ `v'`

- ▶ `A'`

This can be useful in combination with the colon operator

- ▶ `g = 1:4;`

- ▶ `h = [g' g'];`

Initialization with built-in functions:

- ▶ `a = zeros(2);`

- ▶ `b = zeros(2,3);`

- ▶ `c = [1 2 ; 3 4];`

- ▶ `d = zeros(size(c));`



## Variables and arrays

Summary of useful functions for initialization:

- ▶ `zeros(n,m)`
- ▶ `ones(n,m)`
- ▶ `eye(n)` :identity matrix
- ▶ `length(arr)` :returns vector length or longest dimension of 2-D array
- ▶ `size(arr)` :returns two values specifying number of rows and columns

Other manipulations:

- ▶ `flipud`: Flip vertically
- ▶ `fliplr`: Flip horizontally



## Exercises

- ▶ Create the following matrix using initialization functions:

$$\begin{bmatrix} 0 & 0 & -1 \\ 0 & 0 & -1 \\ 0 & 0 & -1 \end{bmatrix}$$

- ▶ Create this matrix using initialization functions and the `flipud` function:

$$\begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 0 \\ 1 & 0 & 0 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$$

- ▶ What is the size of each?

- ▶ Using the 2<sup>nd</sup> matrix, generate a zeros matrix of the same size.



## Multidimensional arrays

So far we've created row/column vectors and 2-D arrays

We can create arrays with as many dimensions as necessary, for example:

- ▶ `c(:, :, 1) = [1:3 ; 4:6];`
  - ▶ `c(:, :, 2) = [7:9 ; 10:12];`
  - ▶ `whos c`
  - ▶ `c`
- creates a 2x3x2 matrix



## Storage of arrays in memory

- ▶ Arrays are always stored linearly internally. We can access the contents of any array with a single subscript.
- ▶ The elements of the array are stored in column major order, i.e. the order is column 1, column 2, etc. (as opposed to row 1, row 2, etc.)
- ▶ For example:
- ▶ `a = [1:3 ; 4:6];` creates the matrix
- ▶ Evaluating `a(4)` gives “5” not “4”

$$\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix}$$



## Subarrays and indexing

We can select and use subsets of arrays as if they are separate arrays. To do this, we include a list of all the elements to be selected in parentheses after the array name, e.g. if we create

▶ `arr1 = [1.1 -2.2 3.3 -4.4 5.5]`

Then `arr1([1 4])` is the array `[1.1 -4.4]` and

▶ `arr1[1:2:5]` is the array `[1.1 3.3 5.5]`

For 2-D matrices, e.g. if we create

▶ `arr2 = magic(4)`

then we can select the 2<sup>nd</sup> column with `arr2(:,2)`

Here the colon by itself means select the entire dimension (in this case all rows = column)

Similarly, to select only the 1<sup>st</sup> and 3<sup>rd</sup> rows: `arr2([1 3],:)`



## Subarrays and indexing

Subarrays can be used on the LHS of an assignment, e.g.

▶ `arr2(2:3,2:3) = [ 1 2 ; 3 4 ];`

▶ `arr2([1 3],1:2) = [ 1 2 ; 3 4 ];`

▶ Generally speaking the LHS and RHS dimensions must match. The exception is that one can assign a scalar to an entire subarray, e.g.

▶ `arr2(2:3,2:3) = 1;`

The `end` function returns the highest value taken by that subscript, e.g. if `m` is declared as `magic(3)`; then

▶ `m(2:end,:)`; returns all rows except the 1<sup>st</sup>, and

▶ `m(:,end)` returns the last column



## Exercises

- ▶ Create the following matrix using the colon operator:

$$\begin{bmatrix} 1 & 2 & 3 & 4 \\ 5 & 4 & 3 & 2 \\ 9 & 8 & 7 & 6 \end{bmatrix}$$

Now display the following subarrays:

- ▶ (a) the 2<sup>nd</sup> row
- ▶ (b) the last column
- ▶ (c) 1<sup>st</sup> and 2<sup>nd</sup> rows from the 2<sup>nd</sup> column onwards
- ▶ (d) the 6<sup>th</sup> element (using single subscript)
- ▶ (e) all elements from the 4<sup>th</sup> onwards
- ▶ (f) 1<sup>st</sup> and 2<sup>nd</sup> rows (2<sup>nd</sup> and 4<sup>th</sup> columns only)
- ▶ (g) 1<sup>st</sup> and 3<sup>rd</sup> rows, 2<sup>nd</sup> column only
- ▶ (h) a new 2x4 matrix with row 3 on both of its rows

