

MATLAB — Functions












By Category | [Alphabetical List](#)


FILTERED BY

Distributed Arrays x

Language Fundamentals




Matrices and Arrays

| | |
|---|---|
|  <code>zeros</code> | Create array of all zeros |
|  <code>ones</code> | Create array of all ones |
|  <code>rand</code> | Uniformly distributed random numbers |
|  <code>true</code> | Logical 1 (true) |
|  <code>false</code> | Logical 0 (false) |
|  <code>eye</code> | Identity matrix |
| <code>diag</code> | Create diagonal matrix or get diagonal elements of matrix |
| <code>cat</code> | Concatenate arrays |
| <code>horzcat</code> | Concatenate arrays horizontally |
| <code>vertcat</code> | Concatenate arrays vertically |
| <code>repelem</code> | Repeat copies of array elements |
| <code>repmat</code> | Repeat copies of array |
|  <code>linspace</code> | Generate linearly spaced vector |
|  <code>logspace</code> | Generate logarithmically spaced vector |
|  <code>meshgrid</code> | 2-D and 3-D grids |
|  <code>ndgrid</code> | Rectangular grid in N-D space |
| <code>length</code> | Length of largest array dimension |
| <code>size</code> | Array size |
| <code>ndims</code> | Number of array dimensions |
| <code>numel</code> | Number of array elements |
| <code>isscalar</code> | Determine whether input is scalar |
| <code>issorted</code> | Determine if array is sorted |
| <code>issortedrows</code> | Determine if matrix or table rows are sorted |
| <code>isvector</code> | Determine whether input is vector |
| <code>ismatrix</code> | Determine whether input is matrix |
| <code>isrow</code> | Determine whether input is row vector |
| <code>iscolumn</code> | Determine whether input is column vector |
| <code>isempty</code> | Determine whether array is empty |
| <code>sort</code> | Sort array elements |
|  <code>sortrows</code> | Sort rows of matrix or table |
| <code>flip</code> | Flip order of elements |










| | |
|--|---|
| <code>fliplr</code> | Flip array left to right |
| <code>flipud</code> | Flip array up to down |
| <code>rot90</code> | Rotate array 90 degrees |
| <code>transpose</code> | Transpose vector or matrix |
| <code>ctranspose</code> | Complex conjugate transpose |
| <code>permute</code> | Permute array dimensions |
| <code>ipermute</code> | Inverse permute array dimensions |
| <code>circshift</code> | Shift array circularly |
| <code>shiftdim</code> | Shift array dimensions |
| <code>reshape</code> | Reshape array |
| <code>squeeze</code> | Remove dimensions of length 1 |
|  <code>colon</code> | Vector creation, array subscripting, and for-loop iteration |
| <code>end</code> | Terminate block of code or indicate last array index |
| <code>ind2sub</code> | Convert linear indices to subscripts |
| <code>sub2ind</code> | Convert subscripts to linear indices |


Data Types

Numeric Types


| | |
|---|--|
| <code>double</code> | Double-precision arrays |
| <code>single</code> | Single-precision arrays |
| <code>int8</code> | 8-bit signed integer arrays |
| <code>int16</code> | 16-bit signed integer arrays |
| <code>int32</code> | 32-bit signed integer arrays |
| <code>int64</code> | 64-bit signed integer arrays |
| <code>uint8</code> | 8-bit unsigned integer arrays |
| <code>uint16</code> | 16-bit unsigned integer arrays |
| <code>uint32</code> | 32-bit unsigned integer arrays |
| <code>uint64</code> | 64-bit unsigned integer arrays |
|  <code>cast</code> | Convert variable to different data type |
| <code>typecast</code> | Convert data type without changing underlying data |
| <code>isinteger</code> | Determine whether input is integer array |
| <code>isfloat</code> | Determine if input is floating-point array |
| <code>isnumeric</code> | Determine whether input is numeric array |
| <code>isreal</code> | Determine whether array is real |
| <code>isfinite</code> | Determine which array elements are finite |
| <code>isinf</code> | Determine which array elements are infinite |
| <code>isnan</code> | Determine which array elements are NaN |
| <code>eps</code> | Floating-point relative accuracy |
|  <code>Inf</code> | Create array of all Inf values |
|  <code>NaN</code> | Create array of all NaN values |



Characters and Strings

| | |
|---|--|
| <code>string</code> | String array |
| <code>join</code> | Combine strings |
|  <code>char</code> | Character array |
| <code>cellstr</code> | Convert to cell array of character vectors |
| <code>compose</code> | Format data into multiple strings |
| <code>double</code> | Double-precision arrays |
| <code>string</code> | String array |
|  <code>str2double</code> | Convert strings to double precision values |
| <code>ischar</code> | Determine if input is character array |
| <code>iscellstr</code> | Determine if input is cell array of character vectors |
| <code>isstring</code> | Determine if input is string array |
| <code>strlength</code> | Lengths of strings |
| <code>contains</code> | Determine if pattern is in strings |
| <code>matches</code> | Determine if pattern matches strings |
| <code>count</code> | Count occurrences of pattern in strings |
| <code>endsWith</code> | Determine if strings end with pattern |
| <code>startsWith</code> | Determine if strings start with pattern |
|  <code>strfind</code> | Find strings within other strings |
| <code>replace</code> | Find and replace one or more substrings |
| <code>replaceBetween</code> | Replace substrings between start and end points |
|  <code>strrep</code> | Find and replace substrings |
| <code>join</code> | Combine strings |
| <code>erase</code> | Delete substrings within strings |
| <code>eraseBetween</code> | Delete substrings between start and end points |
| <code>extractAfter</code> | Extract substrings after specified positions |
| <code>extractBefore</code> | Extract substrings before specified positions |
| <code>extractBetween</code> | Extract substrings between start and end points |
| <code>insertAfter</code> | Insert strings after specified substrings |
| <code>insertBefore</code> | Insert strings before specified substrings |
| <code>pad</code> | Add leading or trailing characters to strings |
| <code>strip</code> | Remove leading and trailing characters from strings |
| <code>lower</code> | Convert strings to lowercase |
| <code>upper</code> | Convert strings to uppercase |
| <code>reverse</code> | Reverse order of characters in strings |
|  <code>deblank</code> | Remove trailing whitespace from ends of strings |
|  <code>strtrim</code> | Remove leading and trailing whitespace from strings |
|  <code>strcmp</code> | Compare strings |
|  <code>strcmpi</code> | Compare strings (case insensitive) |
|  <code>strncmp</code> | Compare first n characters of strings (case sensitive) |


| | |
|---|--|
|  <code>strncmpi</code> | Compare first n characters of strings (case insensitive) |
|---|--|

Dates and Time



| | |
|---|--|
|  <code>datetime</code> | Arrays that represent points in time |
| <code>years</code> | Duration in years |
| <code>days</code> | Duration in days |
| <code>hours</code> | Duration in hours |
| <code>minutes</code> | Duration in minutes |
| <code>seconds</code> | Duration in seconds |
| <code>milliseconds</code> | Duration in milliseconds |
| <code>duration</code> | Lengths of time in fixed-length units |
| <code>calyears</code> | Calendar duration in years |
| <code>calquarters</code> | Calendar duration in quarters |
| <code>calmonths</code> | Calendar duration in months |
| <code>calweeks</code> | Calendar duration in weeks |
| <code>caldays</code> | Calendar duration in days |
| <code>calendarDuration</code> | Lengths of time in variable-length calendar units |
| <code>year</code> | Year number |
| <code>quarter</code> | Quarter number |
| <code>month</code> | Month number and name |
| <code>week</code> | Week number |
| <code>day</code> | Day number or name |
| <code>hour</code> | Hour number |
| <code>minute</code> | Minute number |
| <code>second</code> | Second number |
| <code>ymd</code> | Year, month, and day numbers of datetime |
| <code>hms</code> | Hour, minute, and second numbers of datetime or duration |
| <code>time</code> | Convert time of calendar duration to duration |
| <code>timeofday</code> | Elapsed time since midnight for datetimes |
| <code>isdatetime</code> | Determine if input is datetime array |
| <code>isduration</code> | Determine if input is duration array |
| <code>iscalendarduration</code> | Determine if input is calendar duration array |
| <code>isnat</code> | Determine NaT (Not-a-Time) elements |
| <code>isdst</code> | Determine daylight saving time elements |
| <code>isweekend</code> | Determine weekend elements |
| <code>tzoffset</code> | Time zone offset from UTC |
| <code>between</code> | Calendar math differences |
| <code>dateshift</code> | Shift date or generate sequence of dates and time |
| <code>isbetween</code> | Determine elements within date and time interval |
| <code>datenum</code> | Convert date and time to serial date number |

| | |
|--|---|
|  <code>datevec</code> | Convert date and time to vector of components |
| <code>exceltime</code> | Convert MATLAB datetime to Excel date number |
| <code>juliandate</code> | Convert MATLAB datetime to Julian date |
| <code>posixtime</code> | Convert MATLAB datetime to POSIX time |
| <code>yyyymmdd</code> | Convert MATLAB datetime to YYYYMMDD numeric value |
|  <code>char</code> | Character array |
| <code>string</code> | String array |

Categorical Arrays



| | |
|--|---|
|  <code>categorical</code> | Array that contains values assigned to categories |
| <code>iscategorical</code> | Determine whether input is categorical array |
| <code>categories</code> | Categories of categorical array |
| <code>iscategory</code> | Test for categorical array categories |
| <code>isordinal</code> | Determine whether input is ordinal categorical array |
| <code>isprotected</code> | Determine whether categories of categorical array are protected |
| <code>addcats</code> | Add categories to categorical array |
| <code>mergecats</code> | Merge categories in categorical array |
| <code>removecats</code> | Remove categories from categorical array |
| <code>renamecats</code> | Rename categories in categorical array |
| <code>reordercats</code> | Reorder categories in categorical array |
| <code>setcats</code> | Set categories in categorical array |
| <code>summary</code> | Print summary of table, timetable, or categorical array |
| <code>countcats</code> | Count occurrences of categorical array elements by category |
| <code>isundefined</code> | Find undefined elements in categorical array |

Tables

| | |
|---|---|
|  <code>table</code> | Table array with named variables that can contain different types |
| <code>table2array</code> | Convert table to homogeneous array |
| <code>table2cell</code> | Convert table to cell array |
| <code>table2timetable</code> | Convert table to timetable |
| <code>timetable2table</code> | Convert timetable to table |
| <code>head</code> | Get top rows of table, timetable, or tall array |
| <code>tail</code> | Get bottom rows of table, timetable, or tall array |
| <code>summary</code> | Print summary of table, timetable, or categorical array |
| <code>height</code> | Number of table rows |
| <code>width</code> | Number of table variables |
| <code>istable</code> | Determine whether input is table |
|  <code>sortrows</code> | Sort rows of matrix or table |
| <code>unique</code> | Unique values in array |
| <code>issortedrows</code> | Determine if matrix or table rows are sorted |

| | |
|---------------------------------|--|
| <code>topkrows</code> | Top rows in sorted order |
| <code>addvars</code> | Add variables to table or timetable |
| <code>renamevars</code> | Rename variables in table or timetable |
| <code>movevars</code> | Move variables in table or timetable |
| <code>removevars</code> | Delete variables from table or timetable |
| <code>ismissing</code> | Find missing values |
| <code>standardizeMissing</code> | Insert standard missing values |


Timetables

| | |
|--|---|
|  <code>timetable</code> | Timetable array with time-stamped rows and variables of different types |
| <code>table2timetable</code> | Convert table to timetable |
| <code>timetable2table</code> | Convert timetable to table |
| <code>istimetable</code> | Determine if input is timetable |
| <code>summary</code> | Print summary of table, timetable, or categorical array |
| <code>head</code> | Get top rows of table, timetable, or tall array |
| <code>tail</code> | Get bottom rows of table, timetable, or tall array |
| <code>unique</code> | Unique values in array |
|  <code>sortrows</code> | Sort rows of matrix or table |
| <code>ismissing</code> | Find missing values |
| <code>standardizeMissing</code> | Insert standard missing values |

Structures

| | |
|--------------------------|--|
| <code>fieldnames</code> | Field names of structure, or public fields of Java or Microsoft COM object |
| <code>rmfield</code> | Remove fields from structure |
| <code>arrayfun</code> | Apply function to each element of array |
| <code>cell2struct</code> | Convert cell array to structure array |
| <code>struct2cell</code> | Convert structure to cell array |



Cell Arrays

| | |
|---|--|
|  <code>cell</code> | Cell array |
| <code>cell2mat</code> | Convert cell array to ordinary array of the underlying data type |
| <code>cell2struct</code> | Convert cell array to structure array |
| <code>cellfun</code> | Apply function to each cell in cell array |
| <code>cellstr</code> | Convert to cell array of character vectors |
| <code>iscell</code> | Determine if input is cell array |
| <code>iscellstr</code> | Determine if input is cell array of character vectors |
| <code>num2cell</code> | Convert array to cell array with consistently sized cells |
| <code>struct2cell</code> | Convert structure to cell array |
| <code>table2cell</code> | Convert table to cell array |

Data Type Identification





| | |
|---------------------------------|---|
| <code>iscalendarduration</code> | Determine if input is calendar duration array |
| <code>iscategorical</code> | Determine whether input is categorical array |
| <code>iscell</code> | Determine if input is cell array |
| <code>iscellstr</code> | Determine if input is cell array of character vectors |
| <code>ischar</code> | Determine if input is character array |
| <code>isdatetime</code> | Determine if input is datetime array |
| <code>isduration</code> | Determine if input is duration array |
| <code>isfloat</code> | Determine if input is floating-point array |
| <code>isinteger</code> | Determine whether input is integer array |
| <code>islogical</code> | Determine if input is logical array |
| <code>isnumeric</code> | Determine whether input is numeric array |
| <code>isreal</code> | Determine whether array is real |
| <code>isstring</code> | Determine if input is string array |
| <code>istable</code> | Determine whether input is table |
| <code>istimetable</code> | Determine if input is timetable |
| <code>validateattributes</code> | Check validity of array |



Data Type Conversion

| | |
|---|--|
|  <code>char</code> | Character array |
| <code>cellstr</code> | Convert to cell array of character vectors |
|  <code>str2double</code> | Convert strings to double precision values |
| <code>table2array</code> | Convert table to homogeneous array |
| <code>table2cell</code> | Convert table to cell array |
| <code>cell2mat</code> | Convert cell array to ordinary array of the underlying data type |
| <code>cell2struct</code> | Convert cell array to structure array |
| <code>num2cell</code> | Convert array to cell array with consistently sized cells |
| <code>struct2cell</code> | Convert structure to cell array |

Operators and Elementary Operations

Arithmetic Operations



| | |
|--|---|
| <code>+</code> | Addition |
|  <code>sum</code> | Sum of array elements |
|  <code>cumsum</code> | Cumulative sum |
| <code>-</code> | Subtraction |
| <code>diff</code> | Differences and approximate derivatives |
| <code>.*</code> | Multiplication |
| <code>*</code> | Matrix multiplication |
|  <code>prod</code> | Product of array elements |
|  <code>cumprod</code> | Cumulative product |
| <code>./</code> | Right array division |

| | |
|--|--|
| <code>.\</code> | Left array division |
|  <code>/</code> | Solve systems of linear equations $xA = B$ for x |
|  <code>\</code> | Solve systems of linear equations $Ax = B$ for x |
| <code>.^</code> | Element-wise power |
| <code>uminus</code> | Unary minus |
| <code>uplus</code> | Unary plus |
| <code>mod</code> | Remainder after division (modulo operation) |
| <code>rem</code> | Remainder after division |
| <code>idivide</code> | Integer division with rounding option |
| <code>ceil</code> | Round toward positive infinity |
| <code>fix</code> | Round toward zero |
| <code>floor</code> | Round toward negative infinity |
| <code>round</code> | Round to nearest decimal or integer |
| <code>bsxfun</code> | Apply element-wise operation to two arrays with implicit expansion enabled |

Relational Operations

| | |
|-----------------------|--|
| <code>==</code> | Determine equality |
| <code>>=</code> | Determine greater than or equal to |
| <code>></code> | Determine greater than |
| <code><=</code> | Determine less than or equal to |
| <code><</code> | Determine less than |
| <code>~=</code> | Determine inequality |
| <code>isequal</code> | Determine array equality |
| <code>isequaln</code> | Determine array equality, treating NaN values as equal |




Logical Operations

| | |
|--|---|
| <code>&</code> | Find logical AND |
| <code>~</code> | Find logical NOT |
| <code> </code> | Find logical OR |
| <code>xor</code> | Find logical exclusive-OR |
| <code>all</code> | Determine if all array elements are nonzero or true |
| <code>any</code> | Determine if any array elements are nonzero |
|  <code>false</code> | Logical 0 (false) |
| <code>find</code> | Find indices and values of nonzero elements |
| <code>islogical</code> | Determine if input is logical array |
| <code>logical</code> | Convert numeric values to logicals |
|  <code>true</code> | Logical 1 (true) |

Set Operations

| | |
|---------------------|------------------------|
| <code>unique</code> | Unique values in array |
|---------------------|------------------------|

Bit-Wise Operations

| | |
|---|--------------------|
|  <code>bitand</code> | Bit-wise AND |
|  <code>bitor</code> | Bit-wise OR |
|  <code>bitxor</code> | Bit-wise XOR |
| <code>swapbytes</code> | Swap byte ordering |

Loops and Conditional Statements

| | |
|------------------|--|
| <code>end</code> | Terminate block of code or indicate last array index |
|------------------|--|

Data Import and Analysis


Data Import and Export

Low-Level File I/O

| | |
|--|-------------------------|
|  <code>fprintf</code> | Write data to text file |
|--|-------------------------|

Large Files and Big Data


Tall Arrays

| | |
|---|--|
|  <code>gather</code> | Collect tall array into memory after executing queued operations |
| <code>write</code> | Write tall array to local and remote locations for checkpointing |
| <code>isaUnderlying</code> | Determine if tall array data is of specified class |

Preprocessing Data

| | |
|---------------------------------|--------------------------------|
| <code>ismissing</code> | Find missing values |
| <code>standardizeMissing</code> | Insert standard missing values |
| <code>normalize</code> | Normalize data |
| <code>rescale</code> | Scale range of array elements |

Descriptive Statistics







| | |
|---|-----------------------------------|
| <code>min</code> | Minimum elements of an array |
| <code>mink</code> | Find k smallest elements of array |
| <code>max</code> | Maximum elements of an array |
| <code>maxk</code> | Find k largest elements of array |
| <code>bounds</code> | Smallest and largest elements |
| <code>topkrows</code> | Top rows in sorted order |
|  <code>mean</code> | Average or mean value of array |
| <code>median</code> | Median value of array |
| <code>mode</code> | Most frequent values in array |
| <code>std</code> | Standard deviation |
| <code>var</code> | Variance |
| <code>corrcoef</code> | Correlation coefficients |
| <code>cov</code> | Covariance |

| | |
|---------------------|--------------------|
| <code>cummax</code> | Cumulative maximum |
| <code>cummin</code> | Cumulative minimum |

Mathematics

Elementary Math

Arithmetic

| | |
|--|--|
| <code>+</code> | Addition |
|  <code>sum</code> | Sum of array elements |
|  <code>cumsum</code> | Cumulative sum |
| <code>-</code> | Subtraction |
| <code>diff</code> | Differences and approximate derivatives |
| <code>.*</code> | Multiplication |
| <code>*</code> | Matrix multiplication |
|  <code>prod</code> | Product of array elements |
|  <code>cumprod</code> | Cumulative product |
| <code>./</code> | Right array division |
| <code>.\</code> | Left array division |
|  <code>/</code> | Solve systems of linear equations $xA = B$ for x |
|  <code>\</code> | Solve systems of linear equations $Ax = B$ for x |
| <code>.^</code> | Element-wise power |
| <code>uminus</code> | Unary minus |
| <code>uplus</code> | Unary plus |
| <code>mod</code> | Remainder after division (modulo operation) |
| <code>rem</code> | Remainder after division |
| <code>idivide</code> | Integer division with rounding option |
| <code>ceil</code> | Round toward positive infinity |
| <code>fix</code> | Round toward zero |
| <code>floor</code> | Round toward negative infinity |
| <code>round</code> | Round to nearest decimal or integer |
| <code>bsxfun</code> | Apply element-wise operation to two arrays with implicit expansion enabled |

Trigonometry

| | |
|--------------------|---------------------------------|
| <code>sin</code> | Sine of argument in radians |
| <code>sind</code> | Sine of argument in degrees |
| <code>sinpi</code> | Compute $\sin(X\pi)$ accurately |
| <code>asin</code> | Inverse sine in radians |
| <code>asind</code> | Inverse sine in degrees |
| <code>sinh</code> | Hyperbolic sine |
| <code>asinh</code> | Inverse hyperbolic sine |
| <code>cos</code> | Cosine of argument in radians |

| | |
|-----------------------|---|
| <code>cosd</code> | Cosine of argument in degrees |
| <code>cospi</code> | Compute $\cos(X \cdot \pi)$ accurately |
| <code>acos</code> | Inverse cosine in radians |
| <code>acosd</code> | Inverse cosine in degrees |
| <code>cosh</code> | Hyperbolic cosine |
| <code>acosh</code> | Inverse hyperbolic cosine |
| <code>tan</code> | Tangent of argument in radians |
| <code>tand</code> | Tangent of argument in degrees |
| <code>atan</code> | Inverse tangent in radians |
| <code>atand</code> | Inverse tangent in degrees |
| <code>atan2</code> | Four-quadrant inverse tangent |
| <code>atan2d</code> | Four-quadrant inverse tangent in degrees |
| <code>tanh</code> | Hyperbolic tangent |
| <code>atanh</code> | Inverse hyperbolic tangent |
| <code>csc</code> | Cosecant of input angle in radians |
| <code>cscd</code> | Cosecant of argument in degrees |
| <code>acsc</code> | Inverse cosecant in radians |
| <code>acscd</code> | Inverse cosecant in degrees |
| <code>csch</code> | Hyperbolic cosecant |
| <code>acsch</code> | Inverse hyperbolic cosecant |
| <code>sec</code> | Secant of angle in radians |
| <code>secd</code> | Secant of argument in degrees |
| <code>asec</code> | Inverse secant in radians |
| <code>asecd</code> | Inverse secant in degrees |
| <code>sech</code> | Hyperbolic secant |
| <code>asech</code> | Inverse hyperbolic secant |
| <code>cot</code> | Cotangent of angle in radians |
| <code>cotd</code> | Cotangent of argument in degrees |
| <code>acot</code> | Inverse cotangent in radians |
| <code>acotd</code> | Inverse cotangent in degrees |
| <code>coth</code> | Hyperbolic cotangent |
| <code>acoth</code> | Inverse hyperbolic cotangent |
| <code>hypot</code> | Square root of sum of squares (hypotenuse) |
| <code>deg2rad</code> | Convert angle from degrees to radians |
| <code>rad2deg</code> | Convert angle from radians to degrees |
| <code>cart2pol</code> | Transform Cartesian coordinates to polar or cylindrical |
| <code>cart2sph</code> | Transform Cartesian coordinates to spherical |
| <code>pol2cart</code> | Transform polar or cylindrical coordinates to Cartesian |
| <code>sph2cart</code> | Transform spherical coordinates to Cartesian |

Exponents and Logarithms

| | |
|-----------------------|--|
| <code>exp</code> | Exponential |
| <code>expm1</code> | Compute $\exp(x)-1$ accurately for small values of x |
| <code>log</code> | Natural logarithm |
| <code>log10</code> | Common logarithm (base 10) |
| <code>log1p</code> | Compute $\log(1+x)$ accurately for small values of x |
| <code>log2</code> | Base 2 logarithm and floating-point number dissection |
| <code>nextpow2</code> | Exponent of next higher power of 2 |
| <code>nthroot</code> | Real n th root of real numbers |
| <code>pow2</code> | Base 2 power and scale floating-point numbers |
| <code>reallog</code> | Natural logarithm for nonnegative real arrays |
| <code>realpow</code> | Array power for real-only output |
| <code>realsqrt</code> | Square root for nonnegative real arrays |
| <code>sqrt</code> | Square root |

Complex Numbers

| | |
|----------------------|--------------------------------------|
| <code>abs</code> | Absolute value and complex magnitude |
| <code>angle</code> | Phase angle |
| <code>complex</code> | Create complex array |
| <code>conj</code> | Complex conjugate |
| <code>imag</code> | Imaginary part of complex number |
| <code>isreal</code> | Determine whether array is real |
| <code>real</code> | Real part of complex number |
| <code>sign</code> | Sign function (signum function) |
| <code>unwrap</code> | Shift phase angles |

Discrete Math

| | |
|--|--------------------|
|  <code>factorial</code> | Factorial of input |
|--|--------------------|

Polynomials



| | |
|-----------------------|---|
| <code>polyfit</code> | Polynomial curve fitting |
| <code>polyval</code> | Polynomial evaluation |
| <code>polyvalm</code> | Matrix polynomial evaluation |
| <code>conv</code> | Convolution and polynomial multiplication |
| <code>polyint</code> | Polynomial integration |

Special Functions









| | |
|----------------------|---|
| <code>besselh</code> | Bessel function of third kind (Hankel function) |
| <code>besseli</code> | Modified Bessel function of first kind |
| <code>besselj</code> | Bessel function of first kind |




| | |
|--------------------------|---|
| <code>besselk</code> | Modified Bessel function of second kind |
| <code>bessely</code> | Bessel function of second kind |
| <code>beta</code> | Beta function |
| <code>betainc</code> | Incomplete beta function |
| <code>betaincinv</code> | Beta inverse cumulative distribution function |
| <code>betaln</code> | Logarithm of beta function |
| <code>erf</code> | Error function |
| <code>erfc</code> | Complementary error function |
| <code>erfcinv</code> | Inverse complementary error function |
| <code>erfcx</code> | Scaled complementary error function |
| <code>erfinv</code> | Inverse error function |
| <code>gamma</code> | Gamma function |
| <code>gammainc</code> | Incomplete gamma function |
| <code>gammaincinv</code> | Inverse incomplete gamma function |
| <code>gammaln</code> | Logarithm of gamma function |
| <code>psi</code> | Psi (polygamma) function |
| <code>expint</code> | Exponential integral |

Constants and Test Matrices




| | |
|--|---|
| <code>eps</code> | Floating-point relative accuracy |
|  <code>Inf</code> | Create array of all Inf values |
|  <code>NaN</code> | Create array of all NaN values |
| <code>isfinite</code> | Determine which array elements are finite |
| <code>isinf</code> | Determine which array elements are infinite |
| <code>isnan</code> | Determine which array elements are NaN |
| <code>compan</code> | Companion matrix |
| <code>hankel</code> | Hankel matrix |
| <code>toeplitz</code> | Toeplitz matrix |
| <code>vander</code> | Vandermonde matrix |

Linear Algebra



| | |
|--|--|
|  <code>mldivide</code> | Solve systems of linear equations $Ax = B$ for x |
|  <code>mrdivide</code> | Solve systems of linear equations $xA = B$ for x |
|  <code>decomposition</code> | Matrix decomposition for solving linear systems |
|  <code>inv</code> | Matrix inverse |
|  <code>eig</code> | Eigenvalues and eigenvectors |
|  <code>eigs</code> | Subset of eigenvalues and eigenvectors |
| <code>svd</code> | Singular value decomposition |
|  <code>svds</code> | Subset of singular values and vectors |
|  <code>lu</code> | LU matrix factorization |

| | |
|---|--|
|  <code>chol</code> | Cholesky factorization |
|  <code>qr</code> | QR decomposition |
| <code>planerot</code> | Givens plane rotation |
| <code>transpose</code> | Transpose vector or matrix |
| <code>ctranspose</code> | Complex conjugate transpose |
| <code>mtimes</code> | Matrix multiplication |
| <code>cross</code> | Cross product |
| <code>dot</code> | Dot product |
| <code>bandwidth</code> | Lower and upper matrix bandwidth |
| <code>tril</code> | Lower triangular part of matrix |
| <code>triu</code> | Upper triangular part of matrix |
| <code>isbanded</code> | Determine if matrix is within specific bandwidth |
| <code>isdiag</code> | Determine if matrix is diagonal |
| <code>ishermitian</code> | Determine if matrix is Hermitian or skew-Hermitian |
| <code>issymmetric</code> | Determine if matrix is symmetric or skew-symmetric |
| <code>istril</code> | Determine if matrix is lower triangular |
| <code>istriu</code> | Determine if matrix is upper triangular |
| <code>norm</code> | Vector and matrix norms |
| <code>normest</code> | 2-norm estimate |
| <code>vecnorm</code> | Vector-wise norm |
|  <code>cond</code> | Condition number for inversion |
| <code>trace</code> | Sum of diagonal elements |

Random Number Generation

| | |
|--|---|
|  <code>rand</code> | Uniformly distributed random numbers |
|  <code>randn</code> | Normally distributed random numbers |
|  <code>randi</code> | Uniformly distributed pseudorandom integers |

Interpolation


| | |
|---|-------------------------------|
|  <code>ndgrid</code> | Rectangular grid in N-D space |
|  <code>meshgrid</code> | 2-D and 3-D grids |


Numerical Integration and Differential Equations

Numerical Integration and Differentiation

















| | |
|----------------------|---|
| <code>trapz</code> | Trapezoidal numerical integration |
| <code>del2</code> | Discrete Laplacian |
| <code>diff</code> | Differences and approximate derivatives |
| <code>polyint</code> | Polynomial integration |





Fourier Analysis and Filtering

| | |
|--|------------------------|
|  <code>fft</code> | Fast Fourier transform |
|--|------------------------|

| | |
|--|--|
| <code>fft2</code> | 2-D fast Fourier transform |
| <code>fftn</code> | N-D fast Fourier transform |
| <code>fftshift</code> | Shift zero-frequency component to center of spectrum |
| <code>ifft</code> | Inverse fast Fourier transform |
| <code>ifft2</code> | 2-D inverse fast Fourier transform |
| <code>ifftn</code> | Multidimensional inverse fast Fourier transform |
| <code>ifftshift</code> | Inverse zero-frequency shift |
| <code>nextpow2</code> | Exponent of next higher power of 2 |
| <code>conv</code> | Convolution and polynomial multiplication |
|  <code>conv2</code> | 2-D convolution |
| <code>convn</code> | N-D convolution |



Sparse Matrices

| | |
|--|--|
|  <code>spalloc</code> | Allocate space for sparse matrix |
| <code>spdiags</code> | Extract nonzero diagonals and create sparse band and diagonal matrices |
| <code>speye</code> | Sparse identity matrix |
|  <code>sprand</code> | Sparse uniformly distributed random matrix |
|  <code>sprandn</code> | Sparse normally distributed random matrix |
|  <code>sprandsym</code> | Sparse symmetric random matrix |
| <code>sparse</code> | Create sparse matrix |
| <code>spconvert</code> | Import from sparse matrix external format |
| <code>issparse</code> | Determine whether input is sparse |
| <code>nnz</code> | Number of nonzero matrix elements |
| <code>nonzeros</code> | Nonzero matrix elements |
| <code>nzmax</code> | Amount of storage allocated for nonzero matrix elements |
|  <code>spfun</code> | Apply function to nonzero sparse matrix elements |
| <code>spones</code> | Replace nonzero sparse matrix elements with ones |
|  <code>spy</code> | Visualize sparsity pattern of matrix |
| <code>find</code> | Find indices and values of nonzero elements |
| <code>full</code> | Convert sparse matrix to full storage |
|  <code>pcg</code> | Solve system of linear equations — preconditioned conjugate gradients method |
|  <code>lsqr</code> | Solve system of linear equations — least-squares method |
|  <code>minres</code> | Solve system of linear equations — minimum residual method |
|  <code>symmlq</code> | Solve system of linear equations — symmetric LQ method |
|  <code>gmres</code> | Solve system of linear equations — generalized minimum residual method |
|  <code>bicg</code> | Solve system of linear equations — biconjugate gradients method |
|  <code>bicgstab</code> | Solve system of linear equations — stabilized biconjugate gradients method |
|  <code>bicgstabl</code> | Solve system of linear equations — stabilized biconjugate gradients (l) method |
|  <code>cgs</code> | Solve system of linear equations — conjugate gradients squared method |
|  <code>qmr</code> | Solve system of linear equations — quasi-minimal residual method |



| | |
|--|---|
|  <code>tfqmr</code> | Solve system of linear equations — transpose-free quasi-minimal residual method |
|  <code>ilu</code> | Incomplete LU factorization |
|  <code>eigs</code> | Subset of eigenvalues and eigenvectors |
|  <code>svds</code> | Subset of singular values and vectors |
| <code>normest</code> | 2-norm estimate |

Computational Geometry



Triangulation Representation

| | |
|--|-------------------------|
|  <code>trimesh</code> | Triangular mesh plot |
|  <code>trisurf</code> | Triangular surface plot |

Delaunay Triangulation

| | |
|--|-------------------------|
|  <code>trimesh</code> | Triangular mesh plot |
|  <code>trisurf</code> | Triangular surface plot |

Voronoi Diagram

| | |
|--|---|
|  <code>voronoi</code> | Voronoi diagram |
|  <code>patch</code> | Plot one or more filled polygonal regions |










Elementary Polygons

| | |
|------------------------|--|
| <code>inpolygon</code> | Points located inside or on edge of polygonal region |
| <code>polyarea</code> | Area of polygon |
| <code>rectint</code> | Rectangle intersection area |

Graphics





2-D and 3-D Plots

Line Plots











| | |
|---|-------------------------------------|
|  <code>plot</code> | 2-D line plot |
|  <code>plot3</code> | 3-D point or line plot |
|  <code>stairs</code> | Stairstep graph |
|  <code>errorbar</code> | Line plot with error bars |
|  <code>area</code> | Filled area 2-D plot |
|  <code>loglog</code> | Log-log scale plot |
|  <code>semilogx</code> | Semilog plot (x-axis has log scale) |
|  <code>semilogy</code> | Semilog plot (y-axis has log scale) |
|  <code>fplot</code> | Plot expression or function |

Data Distribution Plots



| | |
|--|------------------|
|  <code>histogram</code> | Histogram plot |
|  <code>scatter</code> | Scatter plot |
|  <code>scatter3</code> | 3-D scatter plot |

| | |
|---|--------------------------------------|
|  <code>spy</code> | Visualize sparsity pattern of matrix |
|  <code>plotmatrix</code> | Scatter plot matrix |
|  <code>pie</code> | Pie chart |
|  <code>pie3</code> | 3-D pie chart |







Discrete Data Plots

| | |
|---|---------------------------------|
|  <code>bar</code> | Bar graph |
|  <code>barh</code> | Horizontal bar graph |
|  <code>bar3</code> | Plot 3-D bar graph |
|  <code>bar3h</code> | Plot horizontal 3-D bar graph |
|  <code>pareto</code> | Pareto chart |
|  <code>stem</code> | Plot discrete sequence data |
|  <code>stem3</code> | Plot 3-D discrete sequence data |
|  <code>scatter</code> | Scatter plot |
|  <code>scatter3</code> | 3-D scatter plot |
|  <code>stairs</code> | Stairstep graph |







Polar Plots

| | |
|--|--------------------------------------|
|  <code>compass</code> | Plot arrows emanating from origin |
|  <code>ezpolar</code> | Easy-to-use polar coordinate plotter |

Contour Plots



| | |
|---|--------------------------------------|
|  <code>contour</code> | Contour plot of matrix |
|  <code>contourf</code> | Filled 2-D contour plot |
|  <code>contourc</code> | Low-level contour plot computation |
|  <code>contour3</code> | 3-D contour plot |
|  <code>contourslice</code> | Draw contours in volume slice planes |
|  <code>clabel</code> | Label contour plot elevation |









Vector Fields

| | |
|--|--|
|  <code>feather</code> | Plot velocity vectors |
|  <code>quiver</code> | Quiver or velocity plot |
|  <code>compass</code> | Plot arrows emanating from origin |
|  <code>quiver3</code> | 3-D quiver or velocity plot |
|  <code>streamslice</code> | Plot streamlines in slice planes |
|  <code>streamline</code> | Plot streamlines from 2-D or 3-D vector data |
























Surfaces, Volumes, and Polygons

Surface and Mesh Plots




| | |
|--|---------------------------------|
|  <code>surf</code> | Surface plot |
|  <code>surfc</code> | Contour plot under surface plot |

| | |
|--|---|
|  <code>surf1</code> | Surface plot with colormap-based lighting |
|  <code>mesh</code> | Mesh surface plot |
|  <code>meshc</code> | Contour plot under mesh surface plot |
|  <code>meshz</code> | Mesh surface plot with curtain |
|  <code>waterfall</code> | Waterfall plot |
|  <code>ribbon</code> | Ribbon plot |
|  <code>contour3</code> | 3-D contour plot |
|  <code>pcolor</code> | Pseudocolor plot |

Volume Visualization




| | |
|--|--|
|  <code>contourslice</code> | Draw contours in volume slice planes |
|  <code>isocaps</code> | Compute isosurface end-cap geometry |
|  <code>isocolors</code> | Calculate isosurface and patch colors |
|  <code>isonormals</code> | Compute normals of isosurface vertices |
|  <code>isosurface</code> | Extract isosurface data from volume data |
|  <code>reducepatch</code> | Reduce number of patch faces |
|  <code>reducevolume</code> | Reduce number of elements in volume data set |
|  <code>shrinkfaces</code> | Reduce size of patch faces |
|  <code>slice</code> | Volume slice planes |
|  <code>smooth3</code> | Smooth 3-D data |
|  <code>subvolume</code> | Extract subset of volume data set |
|  <code>volumebounds</code> | Coordinate and color limits for volume data |
|  <code>coneplot</code> | Plot velocity vectors as cones in 3-D vector field |
|  <code>curl</code> | Compute curl and angular velocity of vector field |
|  <code>divergence</code> | Compute divergence of vector field |
|  <code>interpstreamspeed</code> | Interpolate stream-line vertices from flow speed |
|  <code>stream2</code> | Compute 2-D streamline data |
|  <code>stream3</code> | Compute 3-D streamline data |
|  <code>streamline</code> | Plot streamlines from 2-D or 3-D vector data |
|  <code>streamparticles</code> | Plot stream particles |
|  <code>streamribbon</code> | 3-D stream ribbon plot from vector volume data |
|  <code>streamslice</code> | Plot streamlines in slice planes |
|  <code>streamtube</code> | Create 3-D stream tube plot |

Polygons

| | |
|--|---|
|  <code>fill</code> | Filled 2-D polygons |
|  <code>fill3</code> | Filled 3-D polygons |
|  <code>patch</code> | Plot one or more filled polygonal regions |

Animation

| | |
|---|----------------------|
|  <code>animatedline</code> | Create animated line |
|---|----------------------|

| | |
|--|-----------------------------|
|  <code>addpoints</code> | Add points to animated line |
|  <code>comet</code> | 2-D comet plot |
|  <code>comet3</code> | 3-D comet plot |

Formatting and Annotation




Labels and Annotations

| | |
|---|-----------------------|
|  <code>line</code> | Create primitive line |
|---|-----------------------|

Colormaps

| | |
|----------------------|---------------------------|
| <code>hsv2rgb</code> | Convert HSV colors to RGB |
| <code>rgb2hsv</code> | Convert RGB colors to HSV |

Images

| | |
|--|--|
|  <code>imshow</code> | Display image |
|  <code>image</code> | Display image from array |
|  <code>imagesc</code> | Display image with scaled colors |
| <code>im2double</code> | Convert image to double precision |
| <code>rgb2gray</code> | Convert RGB image or colormap to grayscale |

Graphics Objects

Graphics Object Programming

| | |
|----------------------|----------------------------------|
| <code>isempty</code> | Determine whether array is empty |
| <code>isequal</code> | Determine array equality |

Object Containers

| | |
|--|-----------------|
|  <code>eye</code> | Identity matrix |
|--|-----------------|

Programming

Functions

Input and Output Arguments

| | |
|---------------------------------|-------------------------|
| <code>validateattributes</code> | Check validity of array |
|---------------------------------|-------------------------|

Classes

Class Syntax Guide

| | |
|-------------------------|----------------------|
| <code>properties</code> | Class property names |
|-------------------------|----------------------|

Class Definition

Properties



| | |
|-------------------------|----------------------|
| <code>properties</code> | Class property names |
|-------------------------|----------------------|

Handle Classes

| | |
|----------------------|--------------------------|
| <code>isequal</code> | Determine array equality |
| <code>eq</code> | Determine equality |

Class Customization

Object Indexing

| | |
|---|---------------------------------|
|  <code>subsref</code> | Subscripted reference |
|  <code>subsasgn</code> | Redefine subscripted assignment |
| <code>subsindex</code> | Convert object to array index |

Class Introspection and Metadata

| | |
|-------------------------|----------------------|
| <code>properties</code> | Class property names |
|-------------------------|----------------------|