



MATLAB
ARRAY
Session 4

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ARRAYS AND MATRICES

An **array** is MATLAB's basic data structure

- Can have any number of dimensions. Most common are:

***vector**: one dimension (a single row or column)

***matrix**: two or more dimensions

***Scalar**: matrices with only one row and one column.

-Arrays can have numbers or letters

Creating Matrices

In MATLAB, a vector is created by assigning the elements of the vector to a variable.

Row vector: In a row vector, the elements are entered with a space or a comma between the elements inside the square brackets $X=[1\ 2\ 3]$

$x=[1, 2, 3]$ **or** $x=[1\ 2\ 3]$

Column vector: In a column vector, the elements are entered with a semicolon between the elements inside the square brackets.

$X=[1;2;3]$

$$x = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}$$

A matrix can be created in MATLAB by typing the elements (numbers) inside square brackets[]

```
>> matrix [1 2 3 ;4 5 6 ;7 8 9]
```

Examples

```
>> A = [2 -3 5; -1 4 5]
```

```
A =
```

```
    2 -3 5
```

```
   -1 4 5
```

```
>> x = [1 4 7]
```

```
X =
```

```
    1 4 7
```

```
>> x = [1; 4; 7]
```

```
X =
```

```
    1
```

```
    4
```

```
    7
```

Built-in Functions to Generate Matrices

zeros (r, c): makes matrix of r rows and c columns, all with zeros

ones (r, c): makes matrix of r rows and c columns, all with ones

rand (r, c): makes matrix of r rows and c columns, with random numbers

eye (n): makes square matrix of n rows and columns. Main diagonal (upper left to lower right) has ones, all other elements are zero
magic (n) - makes a special square matrix of n rows and c columns, called Durer's matrix

Examples

```
>> a=zeros (3,4)
```

```
a = 0 0 0 0
```

```
    0 0 0 0
```

```
    0 0 0 0
```

```
>> B=ones (4,3)
```

```
B=
```

```
1 1 1
```

```
1 1 1
```

```
1 1 1
```

```
1 1 1
```

```
>> c = rand (2,3)
```

```
C=
```

```
0.8147 0.1270 0.6324
```

```
d-eye (4)
```

```
d = 1 0 0 0
```

```
0 1 0 0
```

```
0 0 1 0
```

```
0 0 0 1
```

```
e=magic(4)
```

```
e=16 2 3 13
```

```
5 11 10 8
```

```
9 7 6 12
```

```
4 14 15 1
```

*To make a matrix filled with a particular number, multiply ones (m, n) by tha

```
>> z=100*ones (3, 4)
```

Z=

```
100 100 100 100
100 100 100 100
100 100 100 100
100 100 100 100
```

Using a Colon : in Addressing Arrays

The colon:lets you address a range of elements

- **Vector** (row or column)
 - X(:) – all elements
 - X(m:n)- elements m through n
- **Matrix**
 - A(:,n) - all rows of column n
 - A(m,:) – all columns of row m
 - A(:,m:n) – all rows of columns m through n
 - A(m:n,:) – all columns of rows m through n
 - A(m:n,p:q) - columns p through q of rows m through n

```
A=[2,4,10,13;16,3,7,18;8,4,9,25;3,12,15,17]
```

A=

```
2  4  10  13
16 3   7  18
8  4   9  25
3  12  15  17
```

A(:,3)=

ANS =

10

7

9

15

A(3,:)

ANS=

8 4 9 25

A(:,2:3)

ANS=

4 10

3 7

4 9

12 15

A(2:3,1:3)

ANS=

16 3 7

8 4 9

Addition and Subtraction

When adding/ subtracting two arrays A and B, MATLAB adds/subtracts the corresponding elements (element wise addition/subtraction)

When add/subtract a scalar to an array, MATLAB adds/ subtracts the scalar to every element of the array EXAMPLE

$$\begin{aligned} \text{For } A &= \begin{bmatrix} A_{11} & A_{12} & A_{13} \\ A_{21} & A_{22} & A_{23} \end{bmatrix} \text{ and } B = \begin{bmatrix} B_{11} & B_{12} & B_{13} \\ B_{21} & B_{22} & B_{23} \end{bmatrix} \\ A + B &= \begin{bmatrix} A_{11} + B_{11} & A_{12} + B_{12} & A_{13} + B_{13} \\ A_{21} + B_{21} & A_{22} + B_{22} & A_{23} + B_{23} \end{bmatrix} \\ A - B &= \begin{bmatrix} A_{11} - B_{11} & A_{12} - B_{12} & A_{13} - B_{13} \\ A_{21} - B_{21} & A_{22} - B_{22} & A_{23} - B_{23} \end{bmatrix} \\ A + c &= \begin{bmatrix} A_{11} + c & A_{12} + c & A_{13} + c \\ A_{21} + c & A_{22} + c & A_{23} + c \end{bmatrix} \\ A - c &= \begin{bmatrix} A_{11} - c & A_{12} - c & A_{13} - c \\ A_{21} - c & A_{22} - c & A_{23} - c \end{bmatrix} \end{aligned}$$

Matrix Multiplication

There are two ways of multiplying matrices - matrix multiplication and elementwise multiplication

- MATLAB denotes this with asterisk (*)
- Number of columns in left matrix must be same as number of rows

in right matrix

>>C=A*B

A=

3 3 1
3 2 2
1 1 3

C= 15 18 12
17 19 13
13 14 12

>>D=B*A

B=

3 3 1
1 2 2
3 3 3

D= 19 16 12
11 9 11
21 18 18

2 0 3
A=4 5 6
7 1 9

1 2 3
B= 4 5 6
7 8 9

A=[2,0,3;4,5,6;7,1,9]

B=[1,2,3;4,5,6;7,8,9]

Mat=A.*B

Mat1=A.^2

A=

2 0 3
4 5 6
7 1 9

B=

1 2 3
4 5 6
7 8 9

Mat=

2 0 9
16 25 36
49 8 81

Mat1=

4 0 9
16 25 36
49 1 81