

Introduction to MATLAB®

Lecture 2: Vectors and Matrices

Vectors and Matrices

- **Vectors** and **matrices** are used to store values of the same type
- A **vector** can be either **column vector** or a **row vector**.
- **Matrices** can be visualized as a table of values with dimensions $r \times c$ (r is the number of rows and c is the number of columns).

Creating row vectors

Place the values that you want in the vector in square brackets separated by either spaces or commas. e.g

```
1      >> row_vec=[1 2 3 4 5]
2      row_vec =
3          1     2     3     4     5
4
5      >> row_vec=[1,2,3,4,5]
6      row_vec=
7          1     2     3     4     5
```

Creating row vectors - colon operator

If the values of the vectors are regularly spaced, the `colon operator` can be used to iterate through these values.

`(first:last)` produces a vector with all integer entries from `first` to `last` e.g.

```
1
2      >> row_vec = 1:5
3      row_vec =
4           1         2         3         4         5
```

Creating row vectors - colon operator

A **step value** can also be specified with another colon in the form
(`first:step:last`)

```
1
2      >>odd_vec = 1:2:9
3      odd_vec =
4           1     3     5     7     9
```

Exercise

In using (`first:step:last`), what happens if adding the step value would go beyond the range specified by last? e.g:

```
1 >>v = 1:2:6
```

Exercise

Use (`first:step:last`) to generate the vector `v1 = [9 7 5 3 1]`?

Creating row vectors - `linspace` function

`linspace` (Linearly spaced vector)

```
1      >>linspace(x,y,n)
```

`linspace` creates a row vector with n values in the inclusive range from x to y .

Example

```
1      >>v2 = linspace(3,15,5)
2      v2 =
3      3      6      9      12      15
```


Vector concatenation

- We can use existing vectors to create new ones

```
1      >> v1= 9:-2:1
2      v1 =
3          9      7      5      3      1
4      >> v2 = linspace(3,15,5)
5      v2 =
6          3      6      9      12     15
7      >> new_vec = [v1 v2]
8      new_vec =
9          9      7      5      3      1      3      6      9      12     15
```

Accessing elements of a vector

```
new_vec
```

```
1      new_vec =
2      9      7      5      3      1      3      6      9      12     15
```

- 5th element

```
1      >> new_vec(5)
2      ans =
3      1
```

- Elements 4 through 6

```
1      >> new_vec(4:6)
2      ans =
3      3      1      3
```

Accessing elements of a vector

new_vec

```

1      new_vec =
2      9      7      5      3      1      3      6      9      12     15

```

- Elements 2, 3, 7

```

1      >>new_vec([2 3 7])
2      ans =
3      7      5      6

```

- To set the first entry to 10

```

1      >> new_vec(1)=10
2      new_vec =
3      10     7     5     3     1     3     6     9     12     5

```

Exercise

- ① Use the help function to look up how the `zeros` function works.
- ② Use the `zeros` function to create a row vector of 10 zeros, name it `zero_vec`
- ③ Set entries 2 through 4 of `zero_vec` to 1
- ④ Set entries 7 through 10 of `zero_vec` to values 7 through 10.

What about column vectors?

- Explicitly

```
1          >> col_vec = [2;4;6;8]
2          col_vec =
3              2
4              4
5              6
6              8
```

- No direct way using `colon` operator or `linspace` function...BUT we can fix this!

What about column vectors?

- Simply take the transpose of your row vector!

```
1      >> row_vec = 2:2:8
2      row_vec =
3          2     4     6     8
4      >> col_vec = row_vec'
5      col_vec =
6          2
7          4
8          6
9          8
```

Matrix variables

- We generalize the creation of row and column vectors, e.g.

```
1          >> mat1 = [3 4 5; 2 5 6]
2          mat1 =
3              3     4     5
4              2     5     6
```

- Or use the `colon` operator within rows

```
1          >> mat2=[1:3; 4:6]
2          mat2 =
3              1     2     3
4              4     5     6
```

Caution

- **NOTE:** There must always be the same number of values in each row
- If you attempt to create a matrix with different number of values in the rows MATLAB will complain:

```
>> mat=[1 2 4; 3 4]
```

```
Error using vertcat
```

```
Dimensions of matrices being concatenated
```


Matrices of random numbers

- `rand(n)` - returns an $n \times n$ matrix of random values on $(0, 1)$.
- `rand(m,n)` - returns an $m \times n$ matrix.
- A 3×3 matrix of random entries on $(0, 1)$.

```

1      >> rand(3)
2      ans =
3      0.9649    0.9572    0.1419
4      0.1576    0.4854    0.4218
5      0.9706    0.8003    0.9157

```

- A (2×3) matrix of random entries on $(0, 1)$.

```

1      >> rand(2,3)
2      ans =
3      0.7922    0.6557    0.8491
4      0.9595    0.0357    0.9340

```

Referring to and modifying matrix elements

- Given the following 3×4 matrix

```

1          >> mat=[1:4;5:8;9:12]
2          mat =
3              1         2         3         4
4              5         6         7         8
5              9        10        11        12

```

- We can extract element $mat_{2,3}$ as follows:

```

1          >> mat(2,3)
2          ans =
3              7

```

- The submatrix consisting of rows 1, 2 and columns 2, 3 :

```

1          >> mat(1:2,2:3)
2          ans =
3              2         3
4              6         7

```

Referring to and modifying matrix elements

- Given

```

1          >> mat=[1:4;5:8;9:12]
2          mat =
3              1     2     3     4
4              5     6     7     8
5              9    10    11    12

```

- Extract the first row of `mat`

```

1          >> mat(1,:)
2          ans =
3              1     2     3     4

```

- Extract the first column of `mat`

```

1          >> mat(:,1)
2          ans =
3              1
4              5
5              9

```

Referring to and modifying matrix elements

- Given

```
1          >> mat=[1:4;5:8;9:12]
2          mat =
3              1     2     3     4
4              5     6     7     8
5              9    10    11    12
```

- Set the first column of `mat` to `[5;6;7]`

```
1          >> mat(:,1) = 5:7
2          mat =
3              5     2     3     4
4              6     6     7     8
5              7    10    11    12
```

Deleting vector entries

- Given a vector with 8 random integers between 1 and 10

```

1      >> vec=round((rand(1,8))*10)
2      vec =
3          7         2         1         5        10         3         6         2

```

- We can delete the 3rd entry using the *empty vectors* `[]` as

```

1      >> vec(3)=[]
2      vec =
3          7         2         5        10         3         6         2

```

- To delete multiple entries, simply pass in an *index array*, e.g. to delete all even entries:

```

1      >> vec(2:2:length(vec))=[]
2      vec =
3          7         1        10         6

```

- Note: Here, we can also use *end* as `>>vec(2:2:end) = []`

Deleting matrix entries

- Given a 5×5 matrix

```

1      >> M=magic(5) %look up the magic function!
2      M =
3      17    24     1     8    15
4      23     5     7    14    16
5      4      6    13    20    22
6      10    12    19    21     3
7      11    18    25     2     9

```

- Delete the 3rd column

```

1      >> M(:,3)=[]
2      M =
3      17    24     8    15
4      23     5    14    16
5      4      6    20    22
6      10    12    21     3
7      11    18     2     9

```

Adding entries

- Given a 5×5 matrix

```

1      >> M=magic(5)
2      M =
3          17      24      1      8      15
4          23      5      7      14      16
5           4      6     13     20     22
6          10     12     19     21      3
7          11     18     25      2      9

```

- Add a 6th column

```

1      >> [M, [1:5]']
2      ans =
3          17      24      1      8      15      1
4          23      5      7      14      16      2
5           4      6     13     20     22      3
6          10     12     19     21      3      4
7          11     18     25      2      9      5

```

Exercise

- 1 Add a 6th row to the matrix M
- 2 Look up the `diag` function and extract the diagonal of the matrix M

Some useful array commands

Find out what each command does before starting **Homework 1**.

- 1 `length`
- 2 `size`
- 3 `numel`
- 4 `max`
- 5 `min`
- 6 `sort`
- 7 `zeros`
- 8 `ones`
- 9 `reshape`
- 10 `eye`
- 11 `spy`