

- Previous Lecture:
 - Examples on vectors (1-d arrays)
- Today's Lecture:
 - 2-d array—matrix
- Announcements:
 - Discussion in classrooms this week, not computer lab
 - Project 3 due on Thursday at 11pm
 - Prelim 2 on Thurs, 3/17, 7:30-9pm. Email Randy Hess if you have an exam conflict with another course.
rbhess@cs.cornell.edu

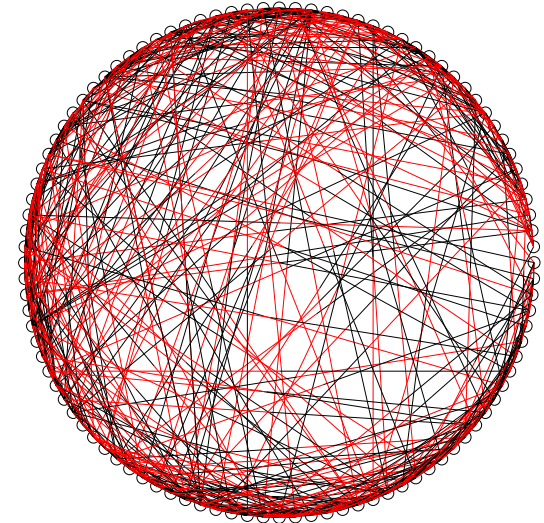
Storing and using data in tables

A company has 3 factories that make 5 products with these costs:

C

10	36	22	15	62
12	35	20	12	66
13	37	21	16	59

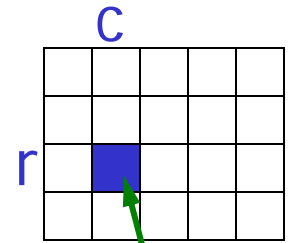
What is the best way to fill a given purchase order?



Connections
between webpages

0	0	1	0	1	0	0
1	0	0	1	1	1	0
0	1	0	1	1	1	1
1	0	1	1	0	1	0
0	0	1	1	0	1	1
0	0	1	0	1	0	1
0	1	1	0	1	1	0

2-d array: **matrix**



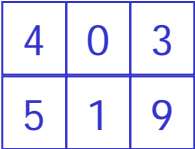
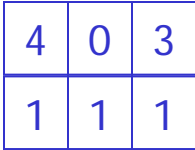
- An array is a **named** collection of **like** data organized into rows and columns
- A 2-d array is a table, called a **matrix**
- Two **indices** identify the position of a value in a matrix, e.g.,

`mat(r, c)`

refers to component in row **r**, column **c** of matrix **mat**

- Array index starts at **1**
- **Rectangular**: all rows have the same #of columns

Creating a matrix

- Built-in functions: `ones`, `zeros`, `rand`
 - E.g., `zeros(2,3)` gives a 2-by-3 matrix of 0s
- “Build” a matrix using square brackets, `[]`, but the dimension must match up:
 - `[x y]` puts `y` to the right of `x`
 - `[x; y]` puts `y` below `x`
 - `[4 0 3; 5 1 9]` creates the matrix 
 - `[4 0 3; ones(1,3)]` gives 
 - `[4 0 3; ones(3,1)]` doesn't work

Working with a matrix:
size and individual components

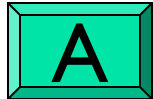
2	-1	.5	0	-3
3	8	6	7	7
5	-3	8.5	9	10
52	81	.5	7	2

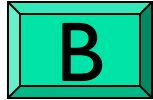
Given a matrix M

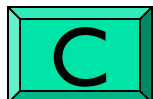
```
[nr, nc]= size(M)    % nr is #of rows,  
                    % nc is #of columns  
  
nr= size(M, 1)    % # of rows  
nc= size(M, 2)    % # of columns  
  
M(2,4)= 1;  
disp(M(3,1))  
M(1,nc)= 4;
```

% What will M be?

M = [ones(1,3); 1:4]

	1	1	1	0
	1	2	3	4

	1	1	1
	1	2	3

	<i>Error – M not created</i>
---	------------------------------

What will **A** be?

```
A= [1 1]
```

```
A= [A' ones(2,1)]
```

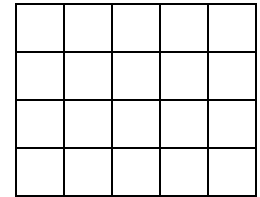
```
A= [1 1 1 1; A A]
```

- A** 3-by-4 matrix
- B** 4-by-3 matrix
- C** vector of length 12
- D** *Error*

Example: minimum value in a matrix

function val = minInMatrix(M)

% val is the smallest value in matrix M

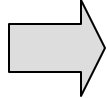


minInMatrix.m

Pattern for traversing a matrix M

```
[nr, nc] = size(M)
for r= 1:nr
    % At row r
    for c= 1:nc
        % At column c (in row r)
        %
        % Do something with M(r,c) ...
    end
end
end
```

Matrix example: Random Web

- N web pages can be represented by an N-by-N Link Array A .
- $A(i,j)$ is 1 if there is a link on webpage j to webpage i
- Generate a random link array and display the connectivity:
 - There is no link from a page to itself
 - If $i \neq j$ then $A(i,j) = 1$ with probability $\frac{1}{1+|i-j|}$
 There is more likely to be a link if i is close to j

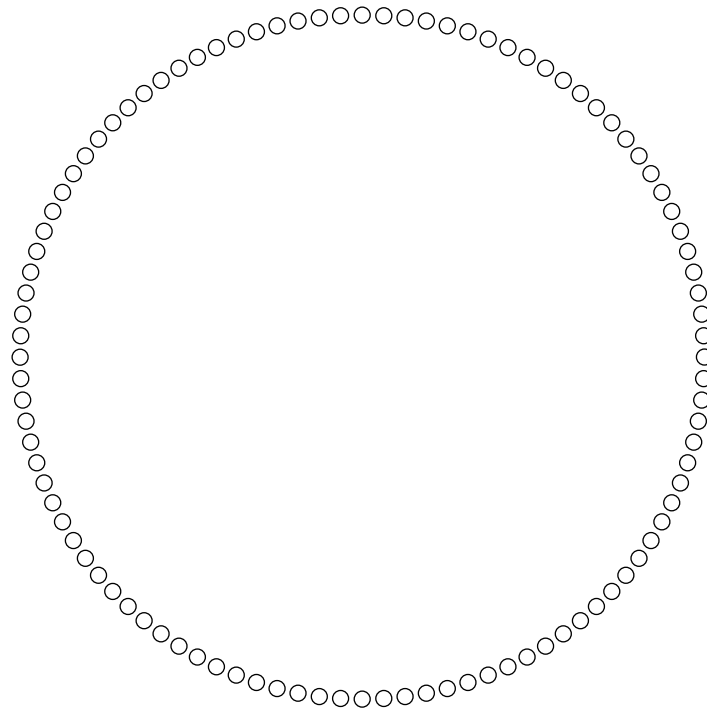
```
function A = RandomLinks(n)
% A is n-by-n matrix of 1s and 0s
% representing n webpages

A = zeros(n,n);
for i=1:n
    for j=1:n
        r = rand(1);
        if i~=j && r<= 1/(1 + abs(i-j));
            A(i,j) = 1;
        end
    end
end
end
```

Random web
N = 20

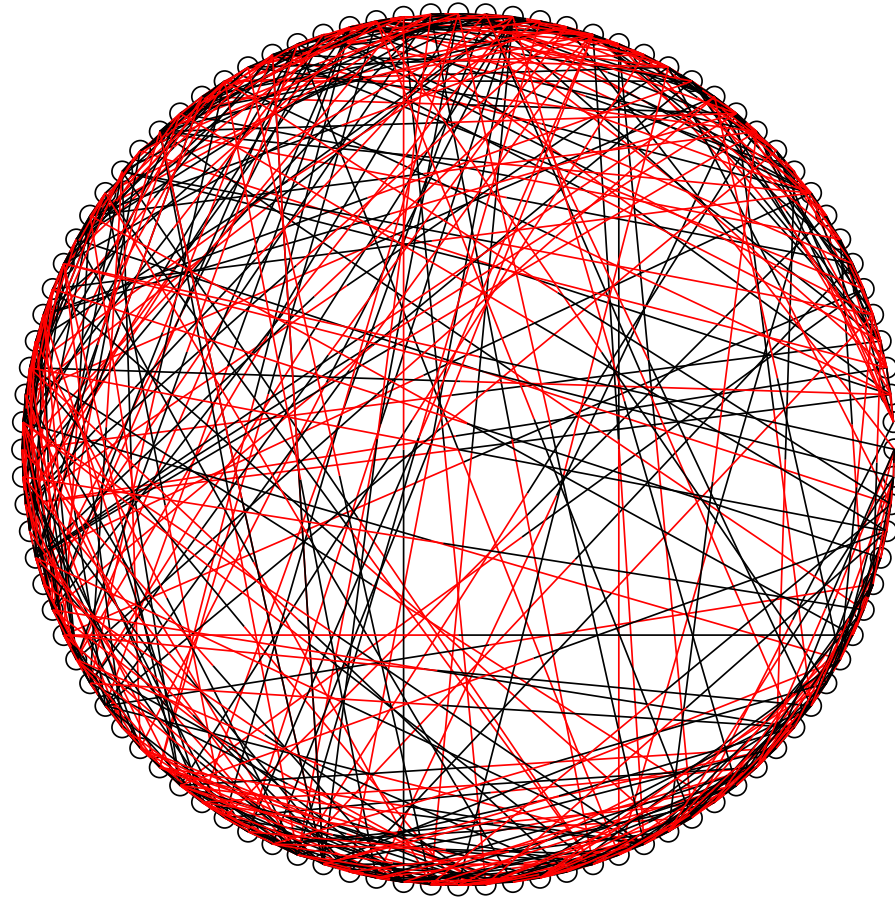
```
0 1 1 1 0 0 0 0 0 1 0 0 1 0 0 0 0 0 0 0
1 0 0 0 1 0 0 0 1 1 1 0 0 0 0 0 0 1 0 0
0 1 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 1 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 1 0 0 0 0 0 0 1 1 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 1 0 0 0 0
0 1 1 1 1 1 0 0 0 1 0 1 1 0 0 0 0 0 0 0
0 0 0 0 0 0 1 0 0 0 0 1 0 0 0 0 0 0 1 1
0 1 0 0 0 0 0 0 0 1 0 0 1 0 0 0 1 0 0 0
0 0 0 0 0 0 0 1 1 0 1 0 0 0 0 0 0 0 0 1
0 0 0 0 0 0 1 0 0 0 0 0 1 1 0 0 0 0 0 0
0 0 0 0 0 0 1 0 0 1 0 0 0 0 0 0 0 0 0 1
0 0 0 1 0 0 0 0 1 1 0 1 0 1 1 0 0 0 0 0
0 0 0 0 0 0 1 0 0 0 0 0 0 0 1 1 0 0 0 0
0 0 0 0 0 1 0 1 0 0 0 0 1 0 0 1 0 0 0 1
0 0 0 0 0 0 1 0 0 0 1 0 0 0 0 0 1 0 1 0
0 1 0 0 0 0 0 0 1 0 0 0 0 1 0 1 0 1 1 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 1 0 0 1
0 0 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 1 0
```

Represent the web pages graphically...



100 Web pages arranged in a circle.
Next display the links....

Represent the web pages graphically...



Line black as it leaves page j , red when it arrives at page i

ShowRandomLinks.m