

- Previous Lecture:

- Structure, structure array
- Working with data files

- Today's Lecture:

- Another data file example; built-in `sort` function
- Review matrix, cell array, structure array



- Announcement:

- Discussion in classrooms this week
- Prelim 3 on Tues, Apr 19th, at 7:30pm
- Project 5 due Thurs 11pm?? Will depend on class vote.
- Project 5
 - `readZipcodes` returns two struct arrays, i.e., *each component in the array is a struct.*
 - How to print a '%'? `fprintf('One percent sign: %% \n')`

A detailed sort-a-file example

Suppose each line in the file

`statePop.txt`

is structured as follows:

Cols 1-14: State name

Cols 16-24: Population (millions)

The states appear in alphabetical order.

Alabama	4557808
Alaska	663661
Arizona	5939292
Arkansas	2779154
California	36132147
Colorado	4665177
:	:
:	:
Texas	22859968
Utah	2469585
Vermont	623050
Virginia	7567465
Washington	6287759
West Virginia	1816856
Wisconsin	5536201
Wyoming	509294

A detailed sort-a-file example

Create a new file

`statePopSm2Lg.txt`

that is structured the same as `statePop.txt` except that *the states are ordered from smallest to largest according to population.*

```
Alabama      4557808
Alaska       663661
Arizona      5939292
Arkansas     2779154
California   36132147
Colorado     4665177
:            :
:            :
```

- Need the pop as *numbers* for sorting.
- Can't just sort the pop— have to maintain association with the state names.

First, get the populations into an array

```
C = file2cellArray( 'StatePop' );  
n = length(C);  
pop = zeros(n,1);  
for i=1:n  
    S = C{i};  
    pop(i) = str2double(S(16:24));  
end
```

```
function CA = file2cellArray(fname)
% fname is a string that names a .txt file
%   in the current directory.
% CA is a cell array with CA{k} being the
%   k-th line in the file.

fid= fopen([fname '.txt'], 'r');
k= 0;
while ~feof(fid)
    k= k+1;
    CA{k}= fgetl(fid);
end
fclose(fid);
```

First, get the populations into an array

```
C = file2cellArray( 'StatePop' );  
n = length(C);  
pop = zeros(n,1);  
for i=1:n  
    S = C{i};  
    pop(i) = str2double(S(16:24));  
end
```

C

{
'Alab 4558000'
'Alas 664000'
:
'Cali 36132000'

'Verm 623000'
:
:
'Wyom 509000'

cell array
of strings
in alpha-order

Cnew

{
'Wyom 509000'
'Verm 623000'

'Cali 36132000'

C

{
'Alab 4558000'
'Alas 664000'
:
'Cali 36132000'
:
'Verm 623000'
:
'Wyom 509000'
}

cell array
of strings
in alpha-order

Pop

[
4558000
664000
:
36132000
:
:
623000
:
:
509000
]

vector
of numbers

Cnew

{
'Wyom 509000'
'Verm 623000'
:
:
:
'Cali 36132000'
}

C

{ 'Alab 4558000'
 'Alas 664000'
 :
 'Cali 36132000'
 :
 'Verm 623000'
 :
 'Wyom 509000' }

cell array
 of strings
 in alpha-order

Pop

[4558000
 664000
 .
 36132000
 .
 623000
 .
 509000]

vector
 of numbers

S

[509000
 623000
 .
 .
 .
 .
 36132000]

Cnew

{ 'Wyom 509000'
 'Verm 623000'
 :
 :
 'Cali 36132000' }

Built-In function `sort`

Syntax: `[y, idx] = sort(x)`

`x:`

10	20	5	90	15
----	----	---	----	----

`y:`

5	10	15	20	90
---	----	----	----	----

`idx:`

3	1	5	2	4
---	---	---	---	---

`y(1) = x(3) = x(idx(1))`

Built-In function `sort`

Syntax: `[y, idx] = sort(x)`

`x:`

10	20	5	90	15
----	----	---	----	----

`y:`

5	10	15	20	90
---	----	----	----	----

`idx:`

3	1	5	2	4
---	---	---	---	---

`y(2) = x(1) = x(idx(2))`

Built-In function `sort`

Syntax: `[y, idx] = sort(x)`

`x:`

10	20	5	90	15
----	----	---	----	----

`y:`

5	10	15	20	90
---	----	----	----	----

`idx:`

3	1	5	2	4
---	---	---	---	---

`y(3) = x(5) = x(idx(3))`

Built-In function `sort`

Syntax: `[y, idx] = sort(x)`

`x:`

10	20	5	90	15
----	----	---	----	----

`y:`

5	10	15	20	90
---	----	----	----	----

`idx:`

3	1	5	2	4
---	---	---	---	---

`y(4) = x(2) = x(idx(4))`

Built-In function `sort`

Syntax: `[y, idx] = sort(x)`

`x:`

10	20	5	90	15
----	----	---	----	----

`y:`

5	10	15	20	90
---	----	----	----	----

`idx:`

3	1	5	2	4
---	---	---	---	---

`y(5) = x(4) = x(idx(5))`

Built-In function `sort`

Syntax: `[y, idx] = sort(x)`

`x:`

10	20	5	90	15
----	----	---	----	----

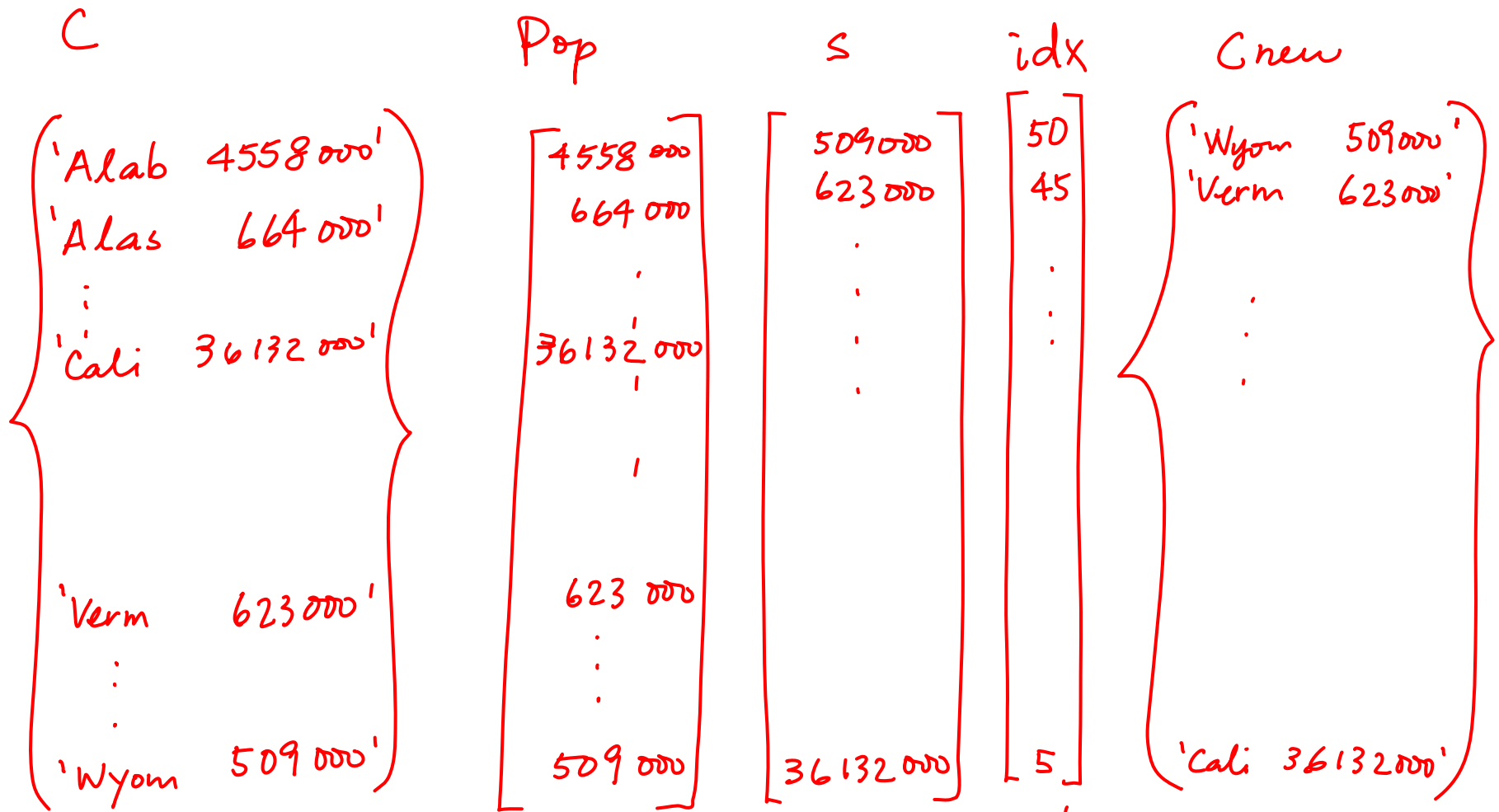
`y:`

5	10	15	20	90
---	----	----	----	----

`idx:`

3	1	5	2	4
---	---	---	---	---

$$y(k) = x(idx(k))$$



cell array
of strings
in alpha-order

vector
of numbers

vector
of
indices
(ranks)

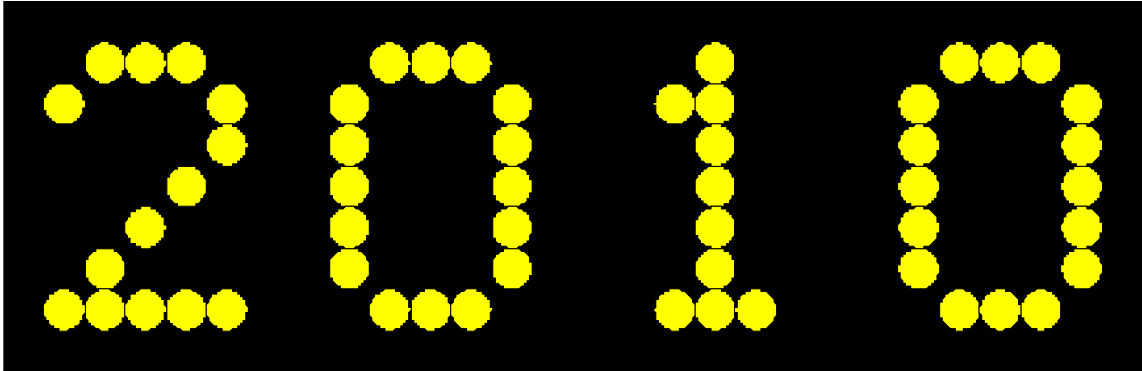
Sort from little to big

```
% C is cell array read from statePop.txt
% pop is vector of state pop (numbers)
[s,idx] = sort(pop);
Cnew = cell(n,1);
for i=1:length(C)
    ithSmallest = idx(i);
    Cnew{i} = C{ithSmallest};
end

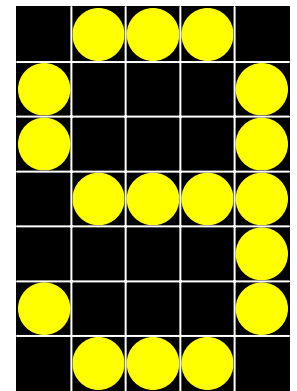
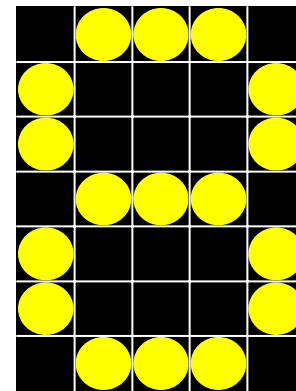
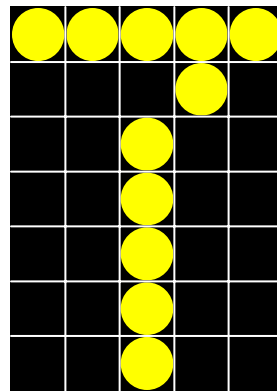
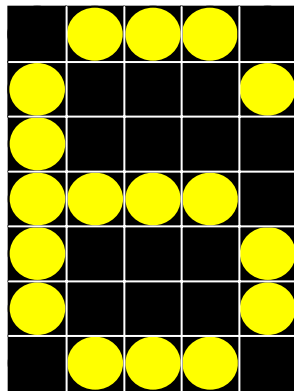
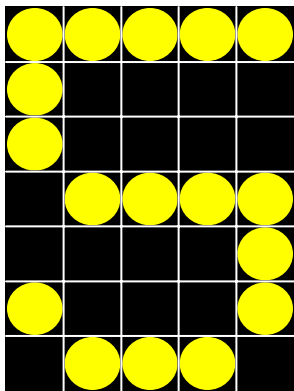
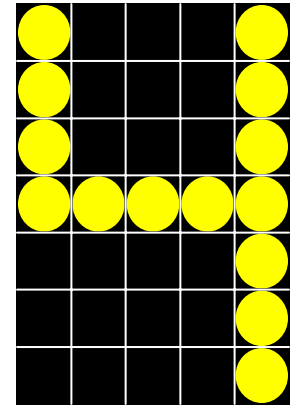
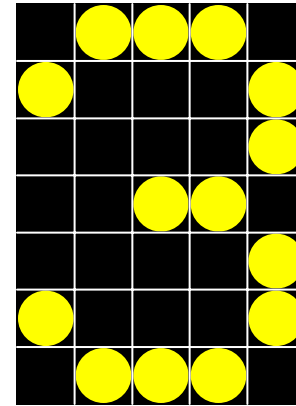
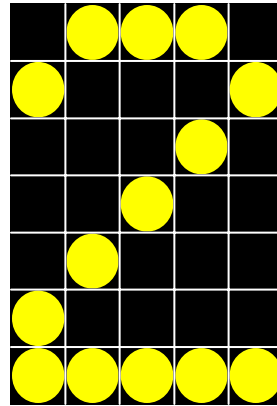
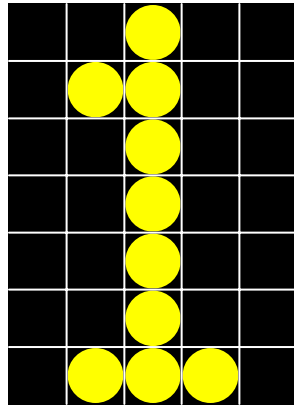
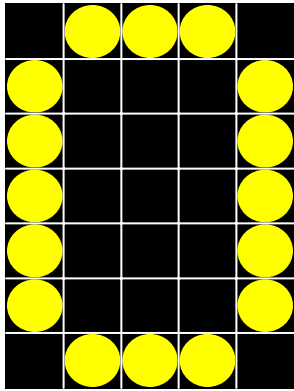
cellArray2file(Cnew, 'statePopSm2Lg' )
```

Wyoming	509294
Vermont	623050
North Dakota	636677
Alaska	663661
South Dakota	775933
Delaware	843524
Montana	935670
:	:
:	:
Illinois	12763371
Florida	17789864
New York	19254630
Texas	22859968
California	36132147

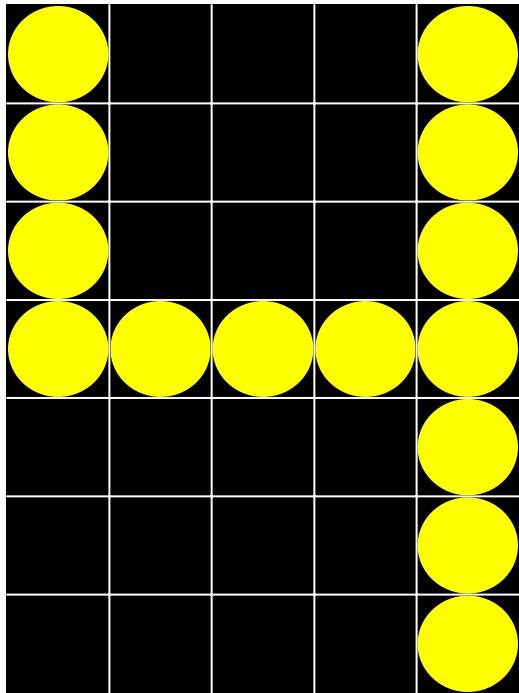
Application: digital displays



7-by-5 “dot matrices”



A “bit map” for each digit



A “light” is either on or off.

A 7-by-5 matrix of zeros and ones can “tell the whole story.”

Computing with these bitmaps

- What is a good scheme for storing the 10 bitmaps?
- How to draw one digit?
- How to display a number?
- Other interesting questions:
 - How to draw a mirror image of a digit?
 - Which “light bulb” switches on most often?

Design decisions...

How do we package a particular digit?

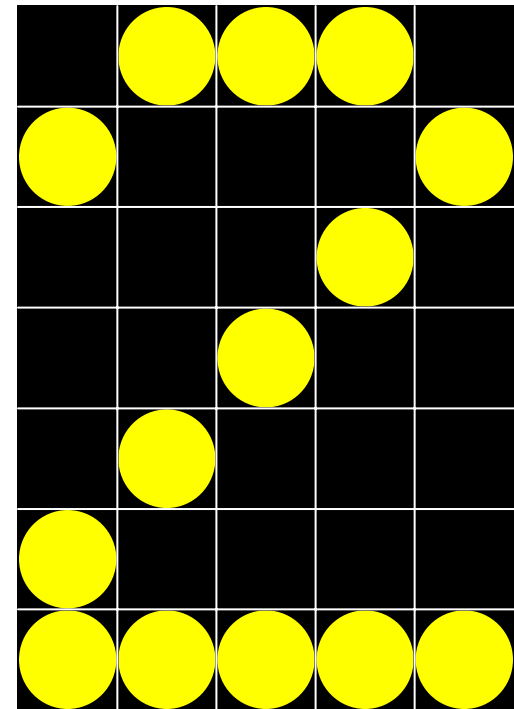
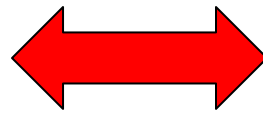
numerical array or character array

How do we package the collection of digits?

cell array or structure array

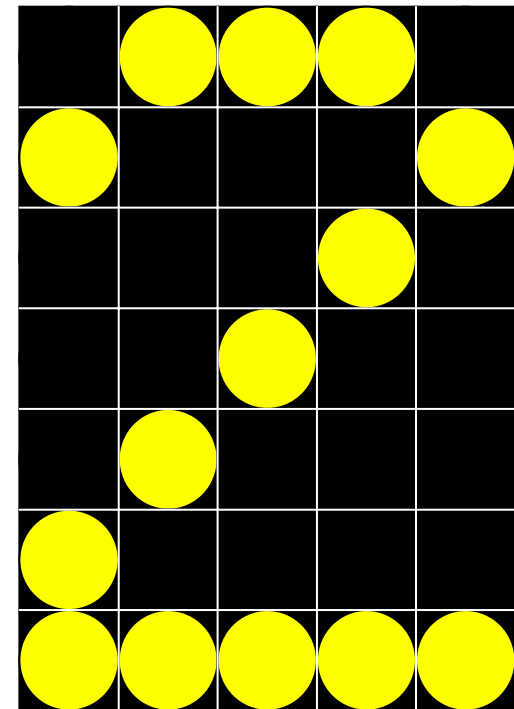
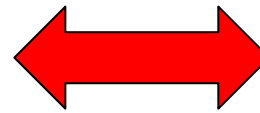
Can use a **numerical** array for each digit

```
[ 0 1 1 1 0 ; ...  
 1 0 0 0 1 ; ...  
 0 0 0 1 0 ; ...  
 0 0 1 0 0 ; ...  
 0 1 0 0 0 ; ...  
 1 0 0 0 0 ; ...  
 1 1 1 1 1 ] ;
```



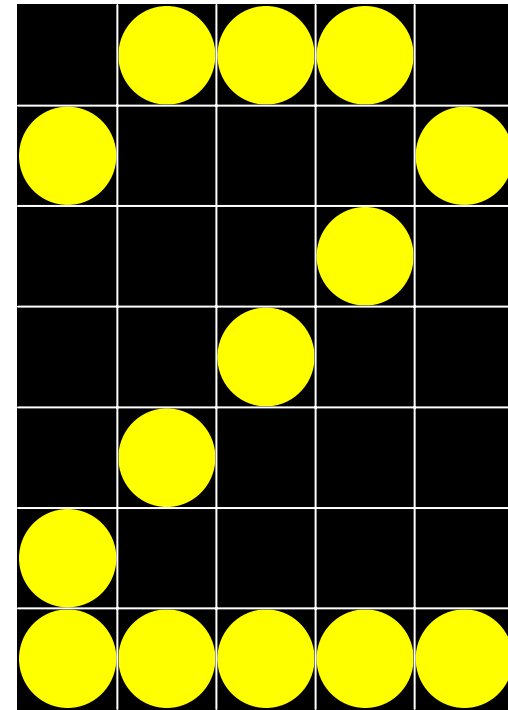
Can use a **character** array for each digit

```
[ '01110' ;...  
  '10001' ;...  
  '00010' ;...  
  '00100' ;...  
  '01000' ;...  
  '10000' ;...  
  '11111' ] ;
```



Can use a **cell array** to keep the IO bitmaps

```
M = [ 0 1 1 1 0 ; ...  
      1 0 0 0 1 ; ...  
      0 0 0 1 0 ; ...  
      0 0 1 0 0 ; ...  
      0 1 0 0 0 ; ...  
      1 0 0 0 0 ; ...  
      1 1 1 1 1 ] ;
```



```
D{2} = M ;
```

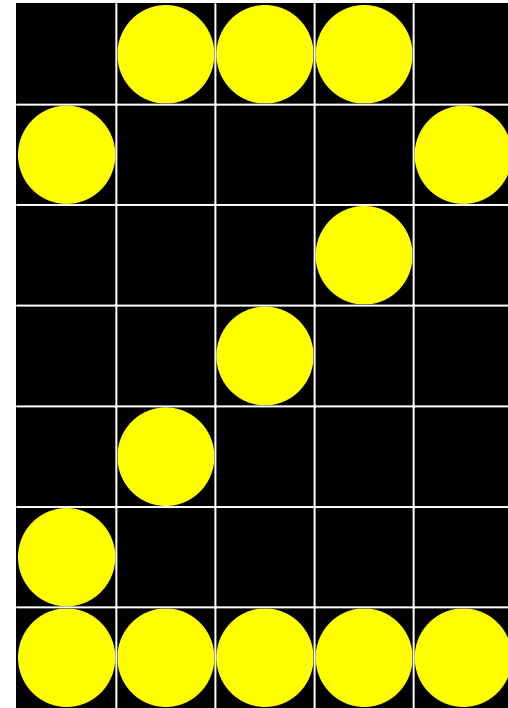
Each cell of cell array **D** is a **numerical matrix**.

With $D\{1\}, \dots, D\{10\}$ set up as a cell array of numerical matrices, can do computation as follows:

```
% given 1<=k<=10  
M = D{k};  
if M(4,3)==1  
    disp('Middle light is on')  
end
```

Still using a **cell array** to keep the 10 bitmaps

```
M = [ '01110' ; ...  
      '10001' ; ...  
      '00010' ; ...  
      '00100' ; ...  
      '01000' ; ...  
      '10000' ; ...  
      '11111' ] ;
```



```
D{2} = M;
```

Each cell of cell array **D** is a **matrix of characters**.

With $D\{1\}, \dots, D\{10\}$ set up as a cell array of character matrices, can do computation as follows:

```
% given  $1 \leq k \leq 10$ 
```

```
M = D{k};
```

```
if strcmp(M(4,3), '1')
```

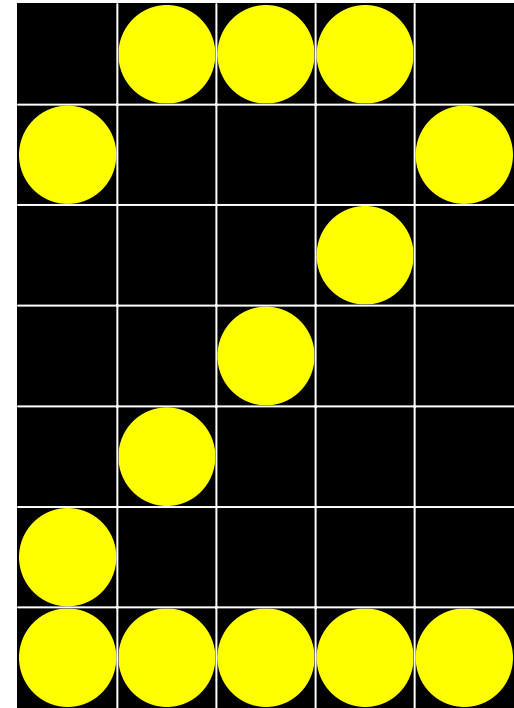
```
    disp('Middle light is on')
```

```
end
```

```
[ '01110' ;...  
  '10001' ;...  
  '00010' ;...  
  '00100' ;...  
  '01000' ;...  
  '10000' ;...  
  '11111' ];
```

Can use a **structure array** to keep the 10 bitmaps

```
M = [ 0 1 1 1 0 ;...  
      1 0 0 0 1 ;...  
      0 0 0 1 0 ;...  
      0 0 1 0 0 ;...  
      0 1 0 0 0 ;...  
      1 0 0 0 0 ;...  
      1 1 1 1 1 ] ;
```



```
D(2) = struct( 'map' , M ) ;
```

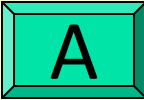
Each component of array **D** is a structure, and the sole field in the structure is a **matrix of numbers**.

Using a **structure array** to keep the 10 bitmaps...
The k -th component of array D encodes digit k .

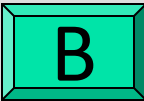
```
% Example for the digit 2
A = [ 0 1 1 1 0;...
      1 0 0 0 1;...
      0 0 0 1 0;...
      0 0 1 0 0;...
      0 1 0 0 0;...
      1 0 0 0 0;...
      1 1 1 1 1];
D(2)= struct('map', A);
```

Which fragment on the right is correct given $1 \leq k \leq 10$?

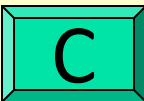
```
M = D(k);
if M(4,3)==1
    disp('Middle light on')
end
```




```
M = D(k).map;
if M(4,3)==1
    disp('Middle light on')
end
```



```
M = D{k};
if M(4,3)==1
    disp('Middle light on')
end
```



```
M = D{k}.map;
if M(4,3)==1
    disp('Middle light on')
end
```

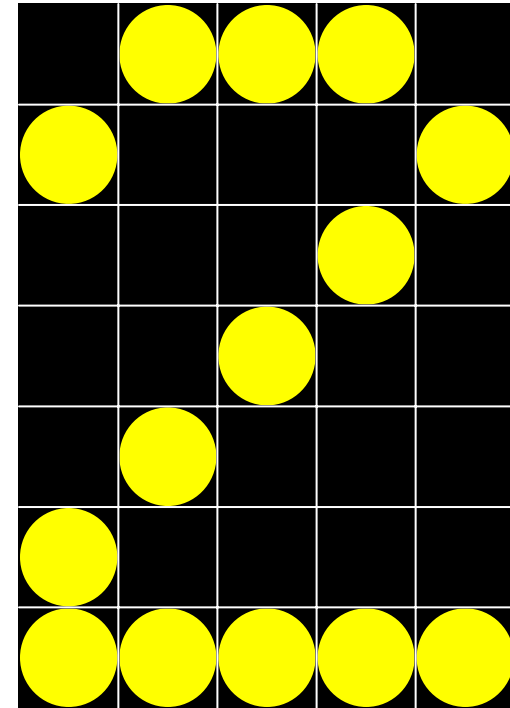


With $D(1), \dots, D(10)$ set up as a **structure array of numerical matrices**, can do computation as follows:

```
% given  $1 \leq k \leq 10$   
M = D(k).map;  
if M(4,3) == 1  
    disp('Middle light is on')  
end
```

Can use a **structure array** to keep the 10 bitmaps

```
M = [ '01110' ; ...  
      '10001' ; ...  
      '00010' ; ...  
      '00100' ; ...  
      '01000' ; ...  
      '10000' ; ...  
      '11111' ] ;
```



```
D(2) = struct('map', M) ;
```

Each component of array **D** is a structure, and the sole field in the structure is a **matrix of characters**.

With $D(1), \dots, D(10)$ set up as a **structure array of character matrices**, can do computation as follows:

```
% given 1<=k<=10
```

```
M = D(k).map;
```

```
if strcmp(M(4,3), '1')
```

```
    disp('Middle light is on')
```

```
end
```

```
[ '01110' ;...  
  '10001' ;...  
  '00010' ;...  
  '00100' ;...  
  '01000' ;...  
  '10000' ;...  
  '11111' ];
```

Choice for storing the bit maps

Cell array better than struct array

No point in having a structure with one field

Numerical array better than char array

Plan on doing numerical computations
with the bit maps—char arrays not handy

```
function D = TheDigits()  
% D is a 10-by-1 cell array where D{k} is a 7-by-5 matrix  
% that encodes digit k. D{10} encodes 0.
```

```
D = cell(10,1);
```

```
D{1} = [0 0 1 0 0;...  
        0 1 1 0 0;...  
        0 0 1 0 0;...  
        0 0 1 0 0;...  
        0 0 1 0 0;...  
        0 0 1 0 0;...  
        0 1 1 1 0];
```

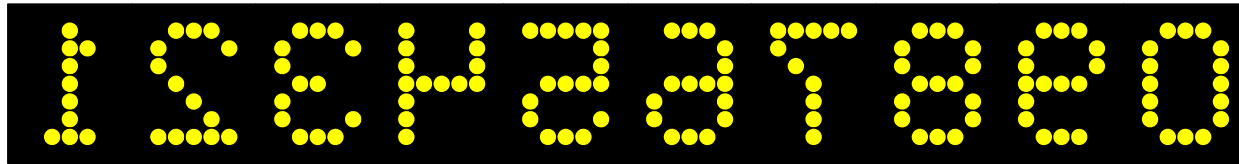
```
D{2} = [0 1 1 1 0;...  
        1 0 0 0 1;...  
        0 0 0 0 1;...  
        0 0 0 1 0;...  
        0 0 1 0 0;...  
        0 1 0 0 0;...  
        1 1 1 1 1];
```

```
⋮
```

Given this function,
can write other
functions to draw a
single digit, multiple
digits, etc.

See also [showDigits.m](#)

Produce a cell array of “reverse” digits



For every digit (matrix), need to reverse the order of the columns.

```
function B = reverseCol(A)
% B is a matrix obtained by reversing
% the order of the columns in matrix A

[nr, nc]= size(A);
B= zeros(nr,nc);
for k= 1:nc
    B(:,k) = A(:,nc-k+1);
end
```

```
function revD = reverseDigits()  
% revD is a 10-by-1 cell array.  
% revD{k} is the reversed 7-by-5 bitmap  
% of digit k. revD{10} encodes 0.
```

```
D= TheDigits();  
revD= cell(10,1);
```

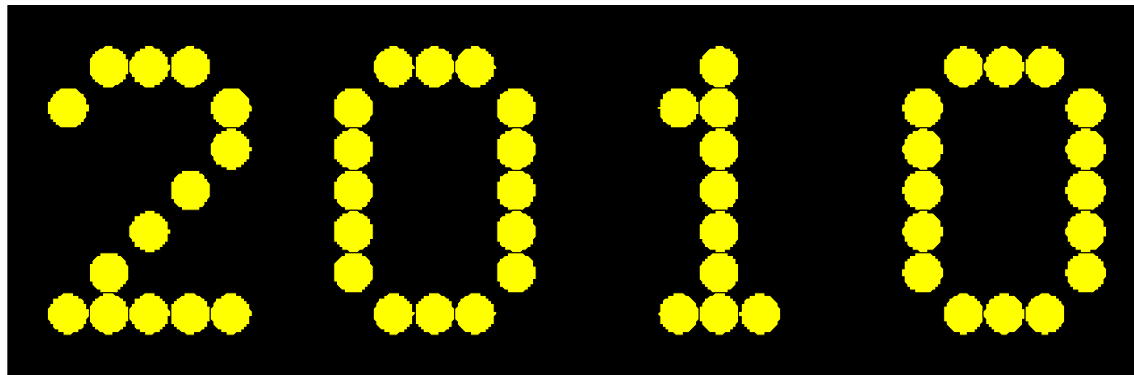


```
function revD = reverseDigits()  
% revD is a 10-by-1 cell array.  
% revD{k} is the reversed 7-by-5 bitmap  
% of digit k. revD{10} encodes 0.
```

```
D= TheDigits();  
revD= cell(10,1);  
  
for k= 1:length(D)  
    M= D{k};  
    revM= reverseCol(M);  
    revD{k}= revM;  
end
```

Digital display of a whole number

- Example: `showNumber(2010)`



- Need to convert the number to a vector of digits
 - `2010` \rightarrow `[2 0 1 0]`
- Then display the digits in the vector side-by-side

```
function showNumber(n)
% Digital display of integer n, n>0

hold on; axis equal off

% Convert n to a vector of digits

% Display the digits in v
D = TheDigits(); % D{k} is matrix encoding digit k
```

```

function showNumber(n)
% Digital display of integer n, n>0

hold on; axis equal off

% Convert n to a vector of digits

% Display the digits in v
D = TheDigits(); % D{k} is matrix encoding digit k
for k=1:length(v)
    index= v(k);
    if index==0
        index= 10;
    end
    drawDigit(k,1,1,D{index})
end

```

```

function showNumber(n)
% Digital display of integer n, n>0

hold on; axis equal off

% Convert n to a vector of digits
v= [];
while n>0
    v= [rem(n,10) v];
    n= floor(n/10);
end

% Display the digits in v
D = TheDigits(); % D{k} is matrix encoding digit k
for k=1:length(v)
    index= v(k);
    if index==0
        index= 10;
    end
    drawDigit(k,1,1,D{index})
end

```

Discussion exercise

If you have an **extra-long-life light bulb** for your 7-by-5 display board, at which position would you install this light bulb?