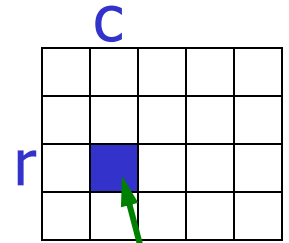


- Today's Lecture:
 - 2-d array—matrix
 - Function & subfunction
 - Details on `for`-loop

- Announcements:
 - Friday: lab session in Upson B7
 - Assignment 1b due Tuesday 11:59pm
 - Test I on SEP 19th in class; review on next Tuesday.

2-d array: **matrix**



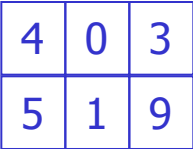
- An array is a **named** collection of **like** data organized into rows and columns
- A 2-d array is a table, called a **matrix**
- Two **indices** identify the position of a value in a matrix, e.g.,

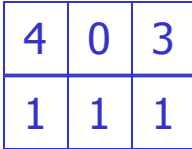
`mat(r, c)`

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
5	1	9
 - `[4 0 3; ones(1,3)]` gives 

4	0	3
1	1	1
 - `[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
```

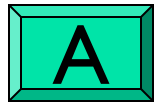
```
M(2,4)= 1;
```

```
disp(M(3,1))
```

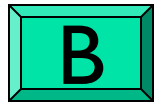
```
M(1,nc)= 4;
```

`% What will M be?`

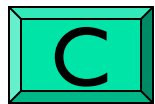
`M = [ones(1,3) ; 1:4]`



1 1 1 0
1 2 3 4



1 1 1
1 2 3



Error – M not created

```
% Given an nr-by-nc matrix M.
```

```
% What is A?
```

```
for r= 1: nr
```

```
    for c= 1: nc
```

```
        A(c,r)= M(r,c) ;
```

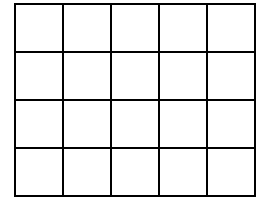
```
    end
```

```
end
```

Example: minimum value in a matrix

function val = minInMatrix(M)

% val is the smallest value in matrix M



```
function val = minInMatrix(M)
% val is the smallest value in matrix M

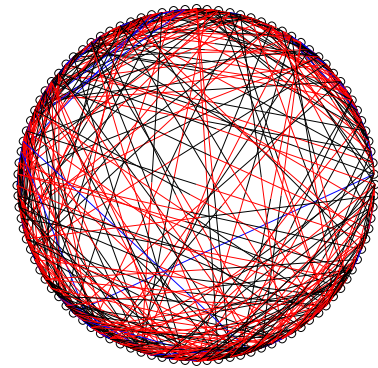
val= M(1,1);
[nr, nc]= size(M);

for r= 1:nr
    % Scan row r
    for c= 1:nc
        if M(r,c)<val
            val= M(r,c);
        end
    end
end
end
```

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

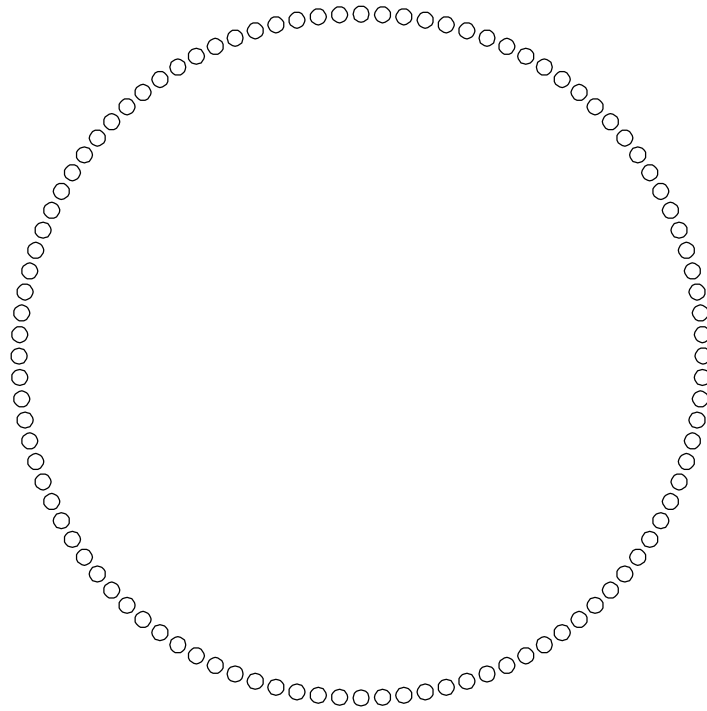
```
function A = RandomLinks(n)
% A is n-by-n matrix of 1s and 0s
% representing n webpages

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

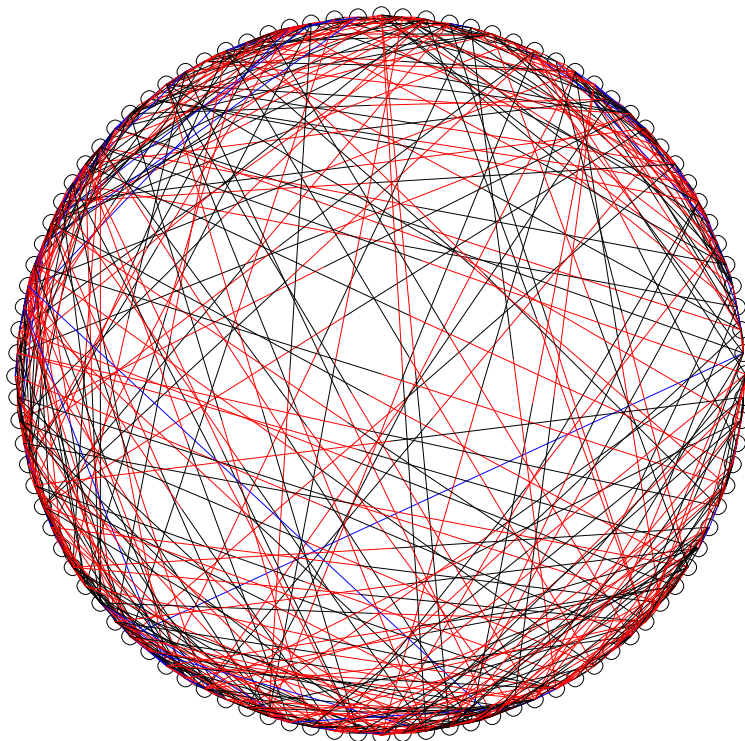
Represent the web pages graphically...



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

Represent the web pages graphically...

See
`ShowRandomLinks.m`



Bidirectional links are blue. Unidirectional link is black as it leaves page j , red when it arrives at page i .

for $i = 1:n$

for $j = 1:n$

if $A(i,j) == 1 \ \&\& \ A(j,i) == 1$
 % Blue

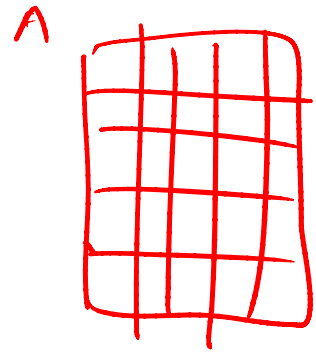
elseif $A(i,j) == 1$

 % Black-Red
 $j \rightarrow \text{mid} \quad \text{mid} \rightarrow i$

end

end

end



```

n = 10; % No. of web pages
A = RandomLinks(n);
close all
figure
axis equal square off
hold on

% n webpages laid out around a circle
[x, y] = CirclePoints(n);
plot(x, y, 'ko')
% Show the page index on the diagram:
for k= 1:length(x)
    text(x(k),y(k), sprintf(' %d', k))
end

% Use link matrix A to connect appropriate pages (points)
for i= 1:n
    for j= i+1:n
        if A(i,j)==1 && A(j,i)==1 % bidirectional link
            plot([x(j) x(i)], [y(j) y(i)], 'b')
        elseif A(i,j)==1 % link to page i from page j
            xmid = (x(i) + x(j)) / 2;
            ymid = (y(i) + y(j)) / 2;
            plot ([x(j), xmid], [y(j), ymid], 'k')
            plot ([xmid, x(i)], [ymid, y(i)], 'r')
        elseif A(j,i)==1 % link to page j from page i
            xmid = (x(i) + x(j)) / 2;
            ymid = (y(i) + y(j)) / 2;
            plot ([x(i), xmid], [y(i), ymid], 'k')
            plot ([xmid, x(j)], [ymid, y(j)], 'r')
        end
    end
end
end
end

```

Local minimum in a neighborhood

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

Component (2,3)

Neighborhood of component (2,3)

Accessing a submatrix

M

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

Component (2,3)

M(2,3)

Neighborhood of component (2,3)

M(1:3,2:4)

Local minimum in a neighborhood

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

Component (3,5)

Neighborhood of component (3,5)

Local minimum in a neighborhood

- Write a function `minInNeighborhood`
- Input parameters:
 - `M`: matrix of numeric values
 - `loc`: location of the middle of the neighborhood
`loc(1)`, `loc(2)` are the row, column numbers
- Output parameter: `minVal`
The minimum value of the neighborhood

Ask yourself questions!

- Can you find the min of a (sub)matrix?
 - Yes! Our function `minInMatrix(A)`
- Given the indices `r`, `c` (representing element `M(r,c)`), is it easy to define the neighborhood?
 - Yes, for the general case the neighborhood is `M(r-1:r+1, c-1:c+1)`
 - But need to deal with the “border cases”

Local minimum in a neighborhood

M

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

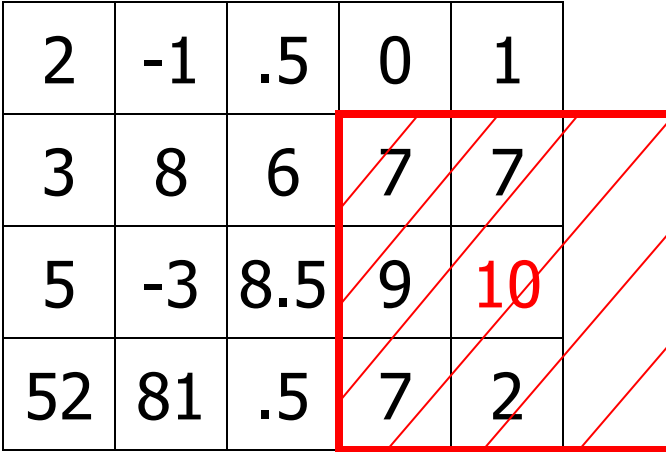
Component (3,5)

Want to be able to use the **general case**,
 $M(r-1:r+1, c-1:c+1)$

Local minimum in a neighborhood

M

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

A 4x5 grid of numbers. A red box highlights a 3x3 neighborhood starting from the second row and third column. The value 10 in the third row, fifth column is highlighted in red. The value 9 in the third row, fourth column is also highlighted in red. The value 7 in the second row, fourth column is also highlighted in red. The value 7 in the second row, fifth column is also highlighted in red. The value 2 in the fourth row, fifth column is also highlighted in red.

Want to be able to use the **general case**,
 $m(r-1:r+1, c-1:c+1)$

Local minimum in a neighborhood

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

Create a border
of values (B is
some big number)

Want to be able to use the **general case**,
 $m(r-1:r+1, c-1:c+1)$

Note: This is an exercise on manipulating a matrix.
Method not suitable for a large matrix!

```

function minVal = minInNeighborhoodV3(M, loc)
% minVal is the lowest value in the neighborhood of position
% (loc(1),loc(2)), i.e., M(loc(1)-1:loc(1)+1, loc(2)-1:loc(2)+1).
% M is a matrix of numbers.  loc is a vector of length 2.

[nr, nc]= size(M);  % dimensions of M

% Build a border around M using NON-VECTORIZED code
bigM= zeros(nr+2,nc+2);
for r= 1:nr+2
    for c= 1:nc+2;
        if r==1 || r==nr+2 || c==1 ||c==nc+2
            bigM(r,c)= realmax;
        else
            bigM(r,c)= M(r-1,c-1);
        end
    end
end

nr= nr+2;  nc= nc+2;          % dimensions of bigM
r= loc(1)+1;  c= loc(2)+1;  % center of neighborhood in bigM

minVal= minInMatrix( bigM(r-1:r+1, c-1:c+1) );

```

```

function minVal = minInNeighborhoodV2(M, loc)
% minVal is the lowest value in the neighborhood of position
% (loc(1),loc(2)), i.e., M(loc(1)-1:loc(1)+1, loc(2)-1:loc(2)+1).
% M is a matrix of numbers.  loc is a vector of length 2.

[nr, nc]= size(M);  % dimensions of M

% Build a border around M by assigning M into bigM .
% This is vectorized code.
bigM= ones(nr+2,nc+2)*realmax;
bigM(2:nr+1,2:nc+1)= M;

nr= nr+2;  nc= nc+2;          % dimensions of bigM
r= loc(1)+1;  c= loc(2)+1;  % center of neighborhood in bigM

minVal= minInMatrix( bigM(r-1:r+1, c-1:c+1) );

```

Subfunction

- There can be more than one function in an M-file
- **top** function is the main function and has the name of the file
- remaining functions are **subfunctions, accessible only by the functions in the same m-file**
- Each (sub)function in the file begins with a **function header**
- Keyword **end** is not necessary at the end of a (sub)function

What will be displayed when you run the following script?

```
for k = 4:6  
    disp(k)  
    k= 9;  
    disp(k)  
end
```

4

9

A

or

4

4

B

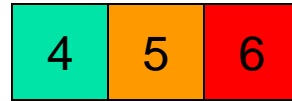
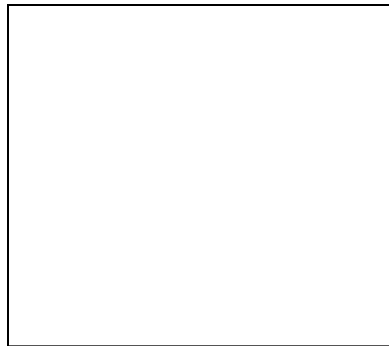
or

Something else ...

C

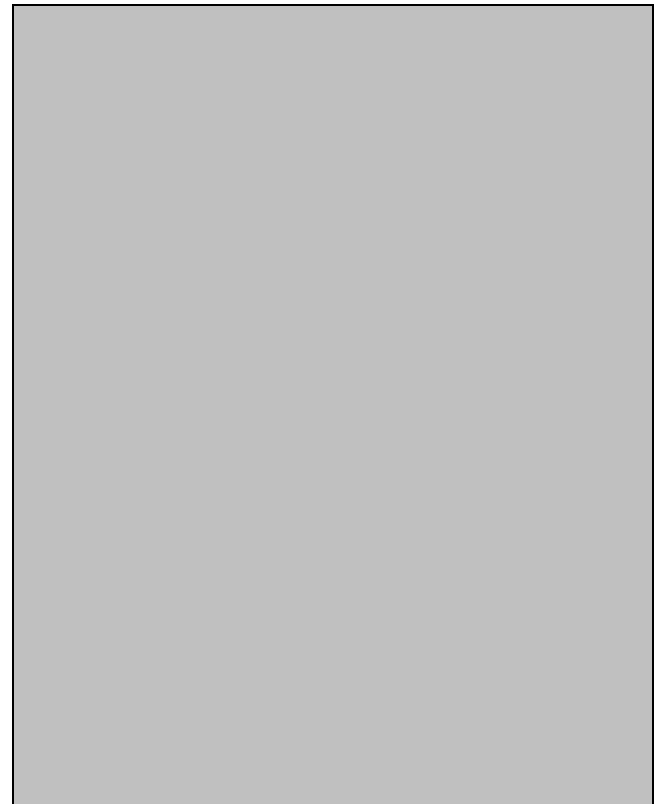
```
for k = 4:6
    disp(k)
    k= 9;
    disp(k)
end
```

k



With this loop header, **k** "promises" to be these values, one at a time

Output in Command Window

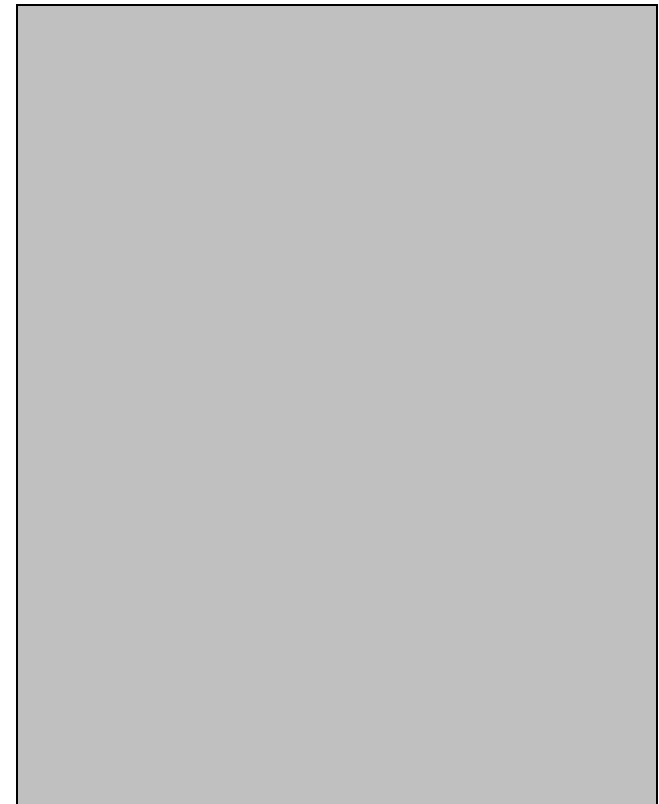


```
for k = 4:6
    disp(k)
    k= 9;
    disp(k)
end
```



With this loop header, k "promises" to be these values, one at a time

Output in Command Window



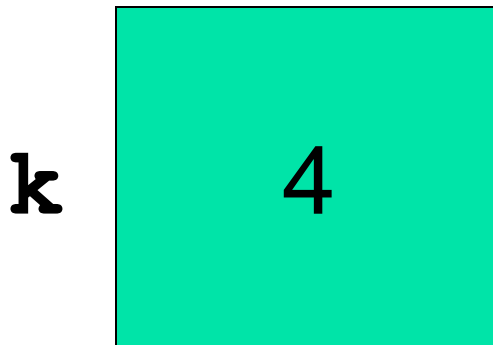
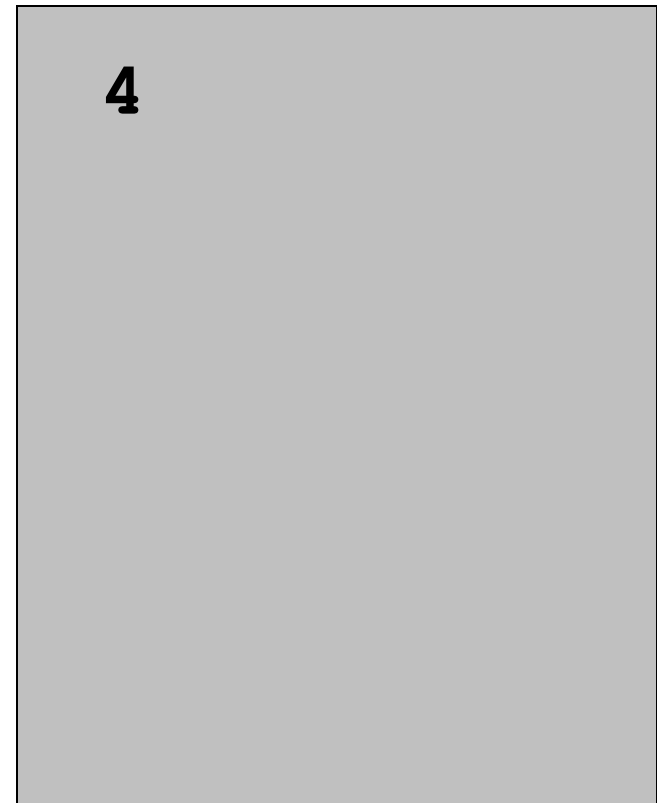
k

4

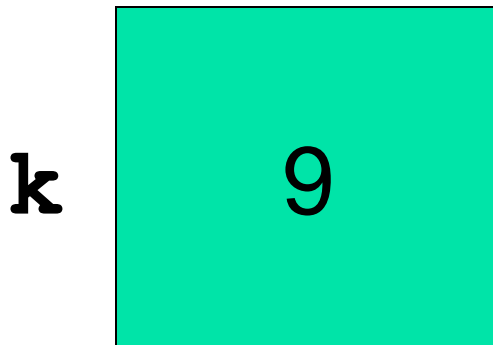
```
for k = 4:6  
    disp(k)  
    k= 9;  
    disp(k)  
end
```



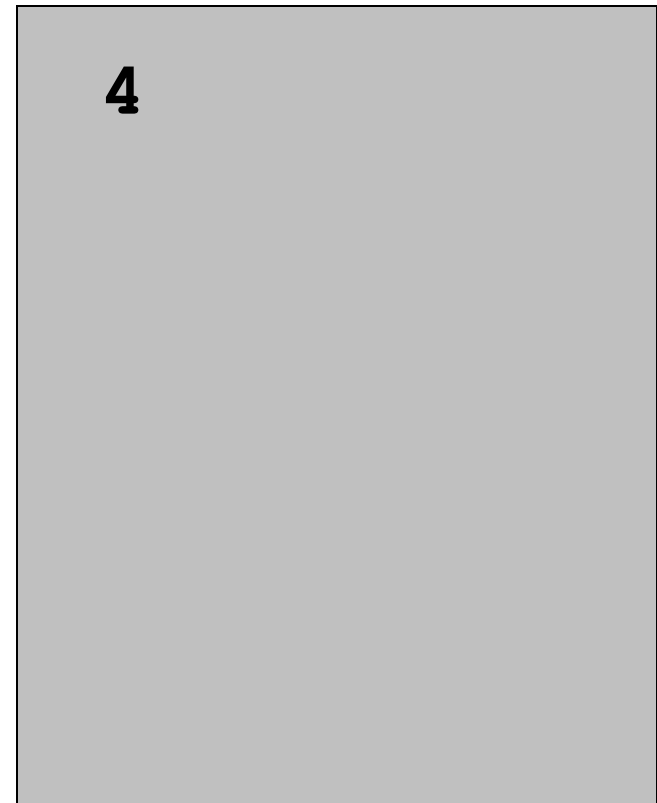
Output in Command Window



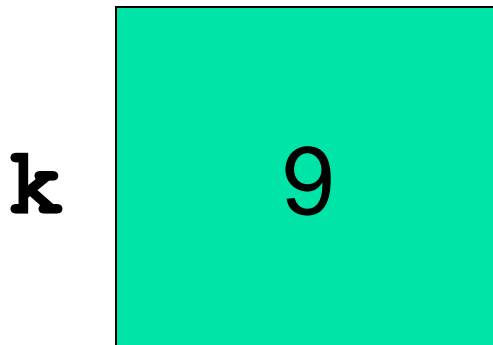
```
for k = 4:6
    disp(k)
    k= 9;
    disp(k)
end
```



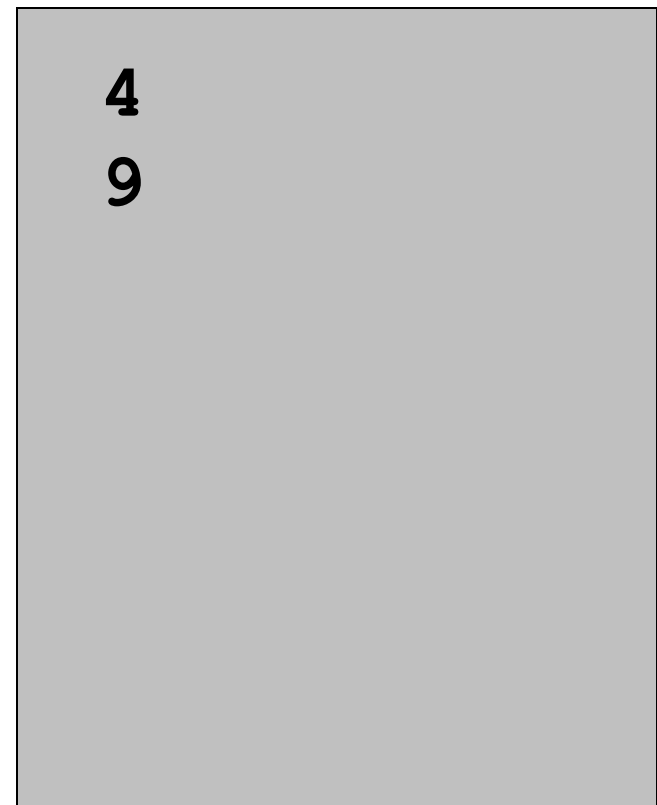
Output in Command Window



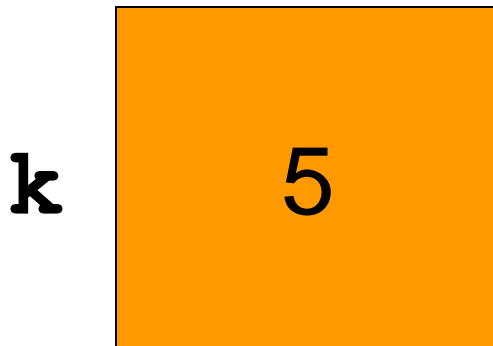
```
for k = 4:6
    disp(k)
    k= 9;
    disp(k)
end
```



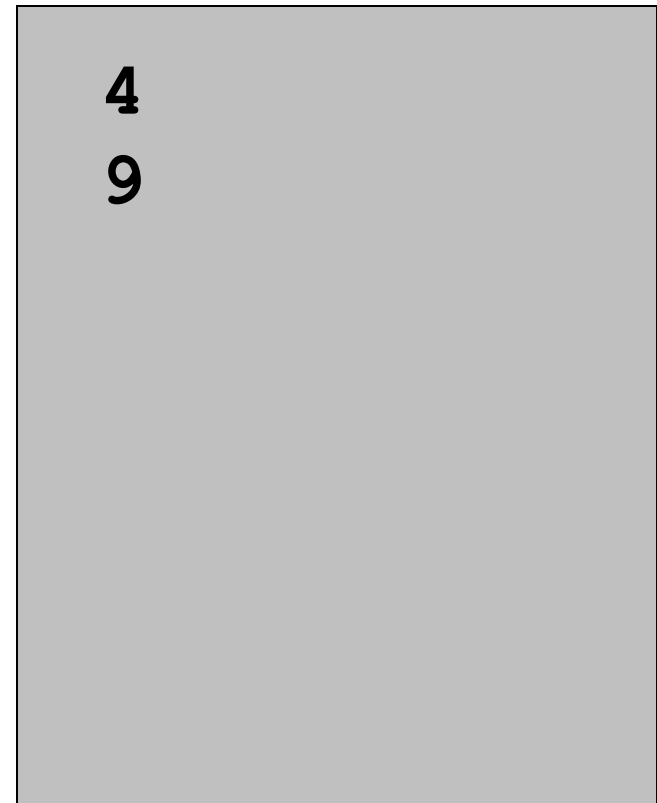
Output in Command Window



```
for k = 4:6
    disp(k)
    k= 9;
    disp(k)
end
```



Output in Command Window



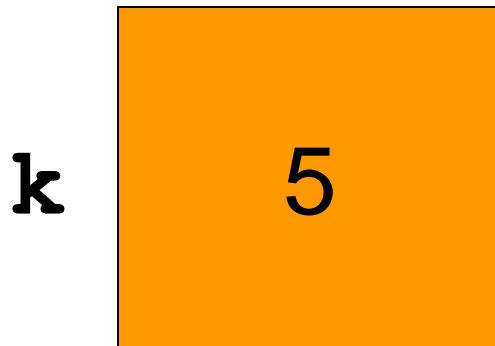
```
for k = 4:6
```

```
    disp(k) ◀
```

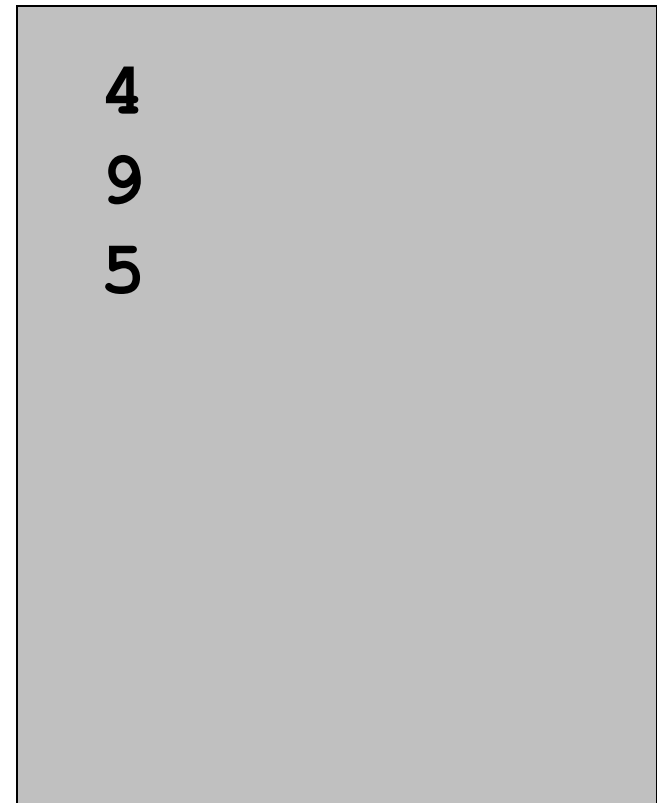
```
    k = 9;
```

```
    disp(k)
```

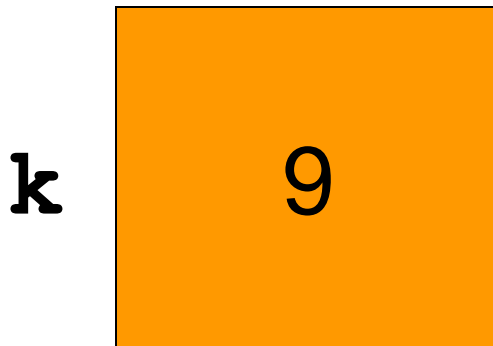
```
end
```



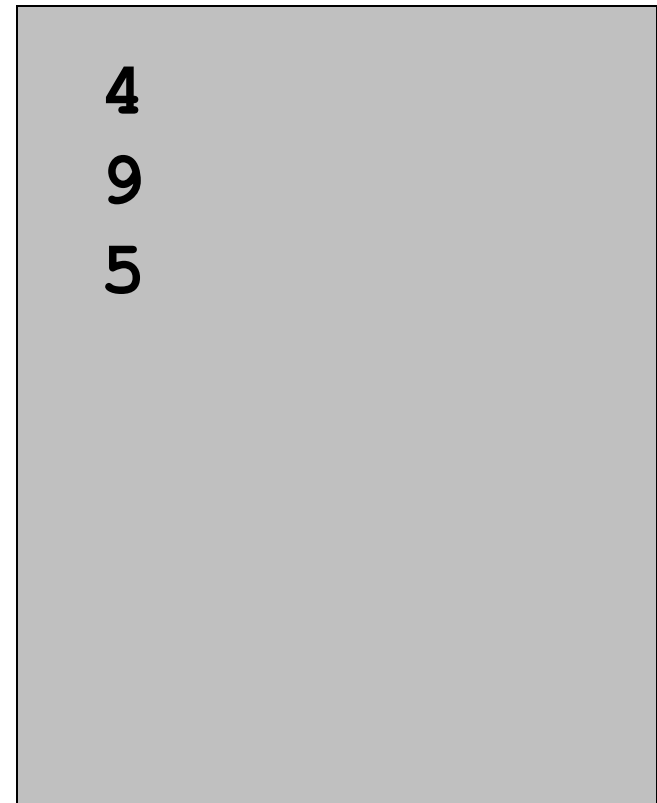
Output in Command Window



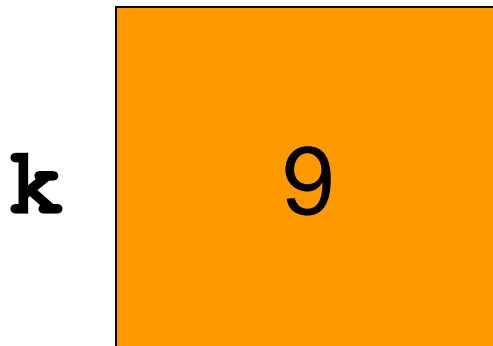
```
for k = 4:6
    disp(k)
    k= 9;
    disp(k)
end
```



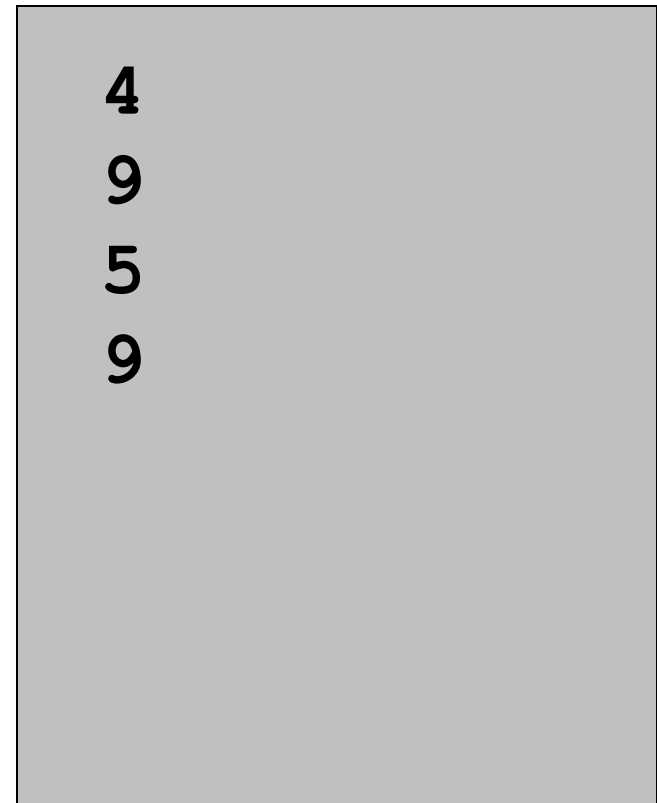
Output in Command Window



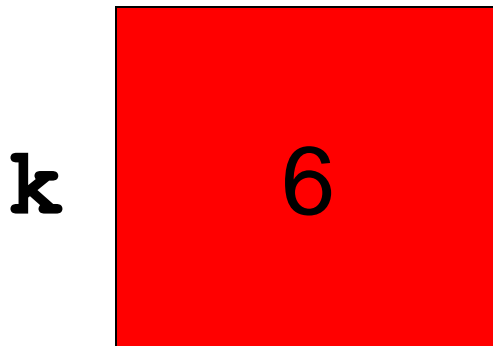
```
for k = 4:6
    disp(k)
    k= 9;
    disp(k) ◀
end
```



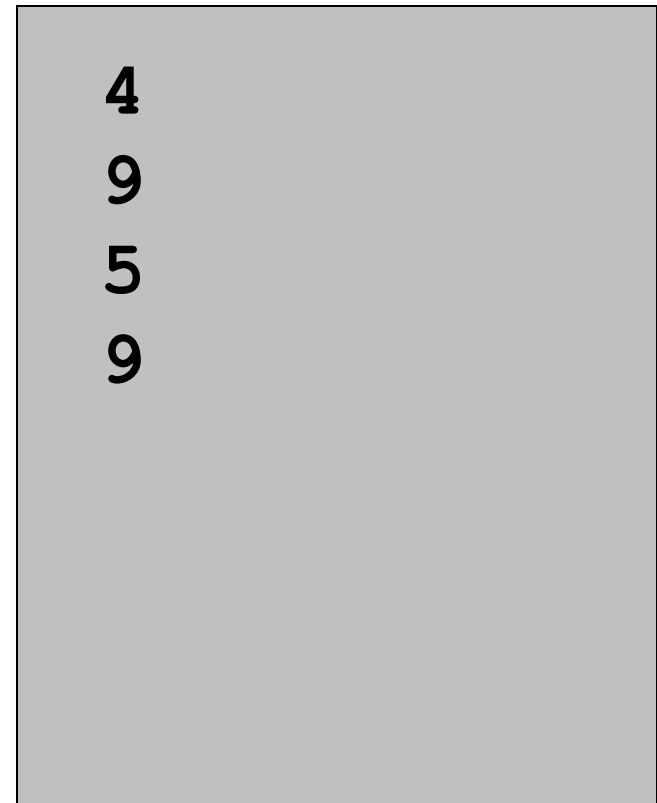
Output in Command Window



```
for k = 4:6
    disp(k)
    k= 9;
    disp(k)
end
```



Output in Command Window



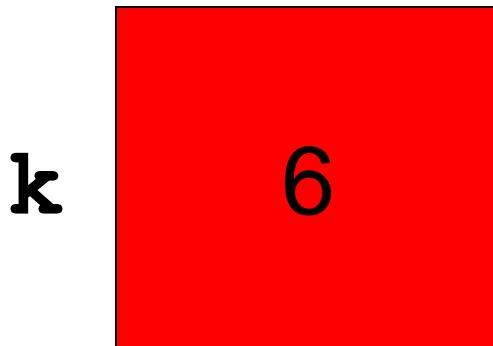
```
for k = 4:6
```

```
    disp(k) ◀
```

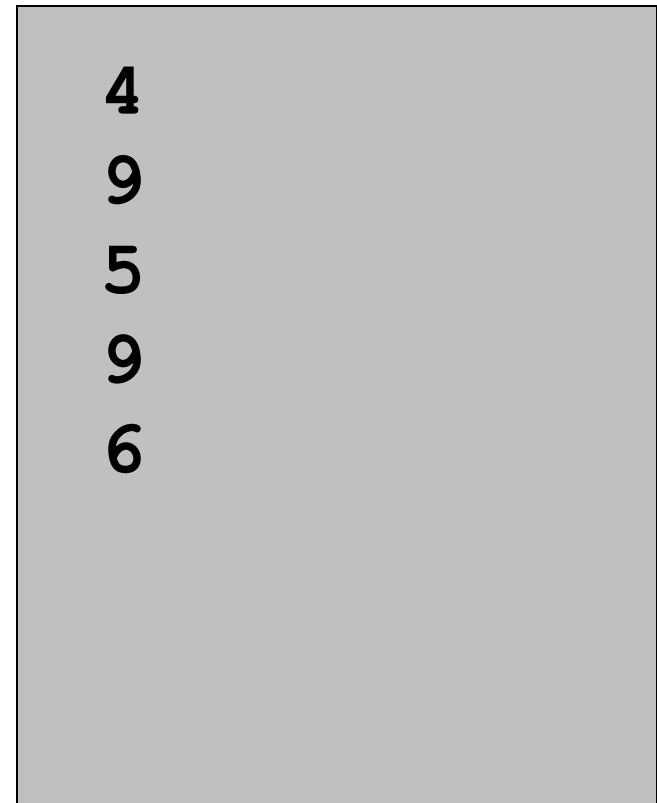
```
    k= 9;
```

```
    disp(k)
```

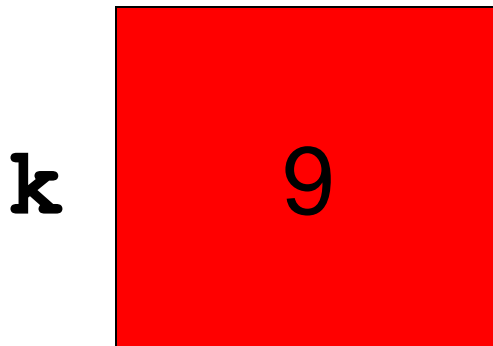
```
end
```



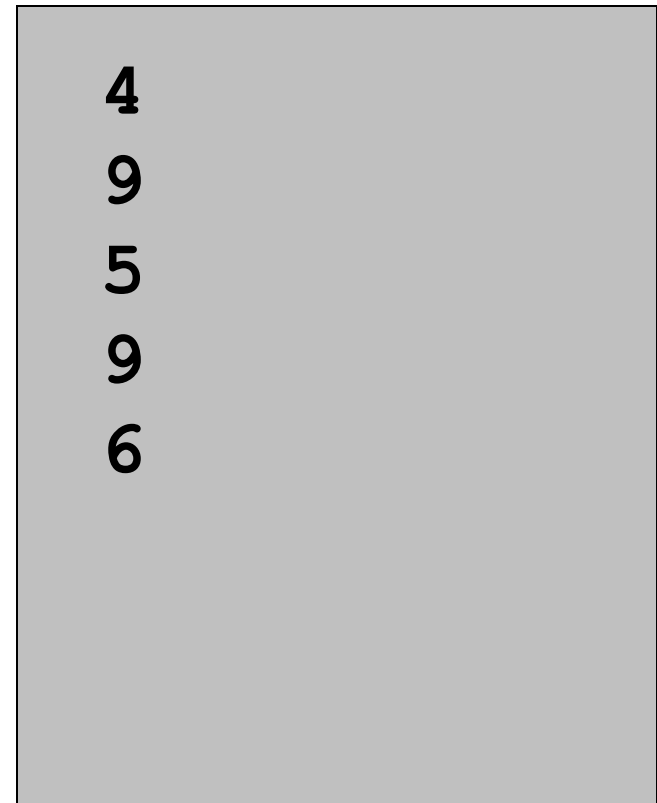
Output in Command Window



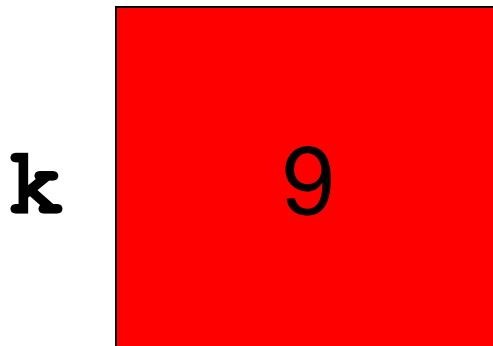
```
for k = 4:6
    disp(k)
    k= 9;
    disp(k)
end
```



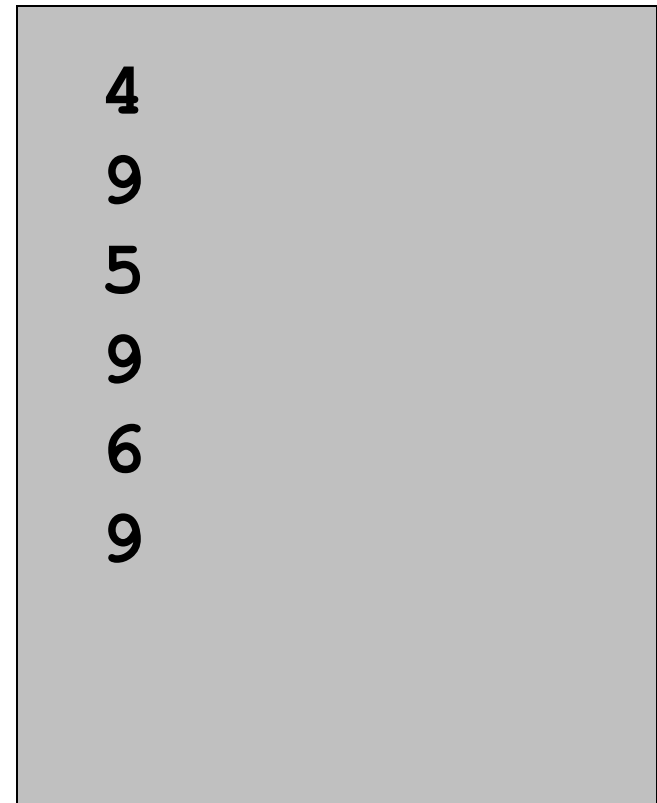
Output in Command Window



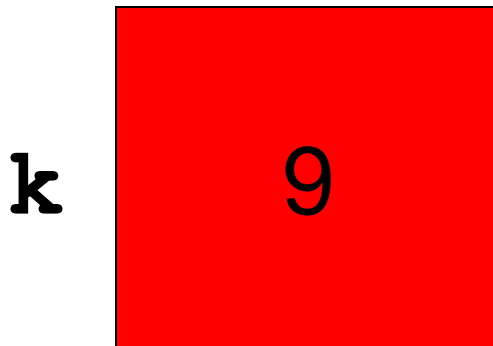
```
for k = 4:6
    disp(k)
    k= 9;
    disp(k) ◀
end
```



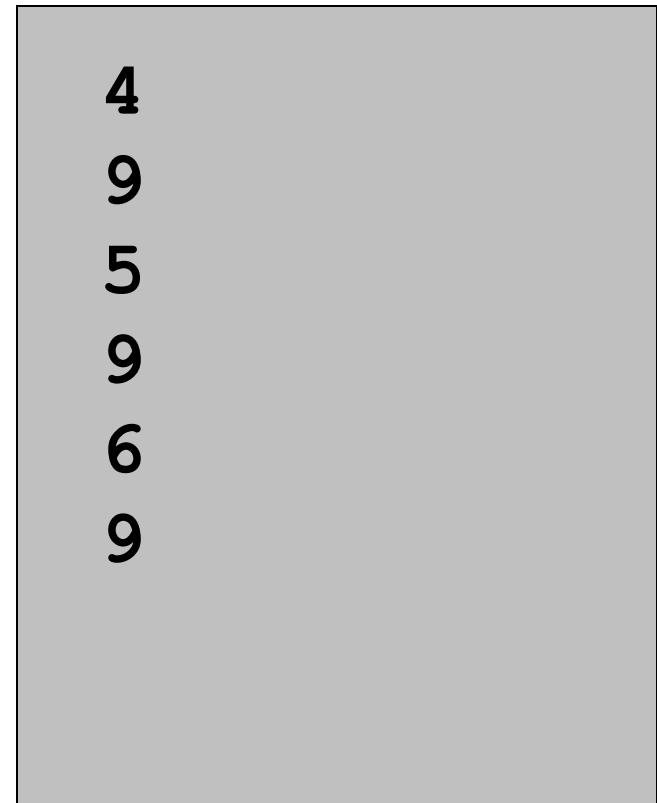
Output in Command Window



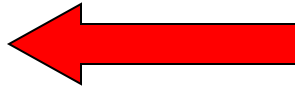
```
for k = 4:6
    disp(k)
    k= 9;
    disp(k)
end
```



Output in Command Window



```
for k = 4:6  
    disp(k)  
    k= 9;  
    disp(k)  
end
```



Not a condition (boolean expression) that checks whether $k \leq 6$.

It is an expression that specifies values:

