

## ME 350: A Quick Introduction to Vector Variables MATLAB

### Create Vectors

“Manual”	<code>x = [1, 5, 9]</code>	Row vector
	<code>x = [1 5 9]</code>	Row vector, commas are optional
	<code>x = [1; 5; 9]</code>	Column vector
	<code>x = [1 5 9]'</code>	Column vector (notice the transpose)
Vector-creating function	<code>x = linspace(2,3)</code>	Row vector
	<code>x = linspace(-1,1)'</code>	Column vector (notice the transpose)
	<code>x = ones(1,3)</code>	Row vector
	<code>x = zeroes(10,1)</code>	Column vector
	<code>x = randn(10,1)</code>	Column vector
Colon notation	<code>x = 1:5</code>	Row vector of integers
	<code>x = 1:2:10</code>	Row vector, increments of 2
	<code>x = 0:0.1:10</code>	Row vector, increments of 0.1
Vector expressions	<code>x = 1:5</code>	Row vector of integers
	<code>y = sin(x)</code>	y is same “shape” as x

### Access to Elements in a Vectors

After the `x` vector has been created, then

<code>x(1)</code>	is the first element of <code>x</code>
<code>x(3)</code>	is the third element of <code>x</code>
<code>x(end)</code>	is the last element of <code>x</code>
<code>i = ...; x(i)</code>	is the <code>i</code> th element of <code>x</code>
	<code>i</code> must be a positive integer $\leq \text{length}(x)$

Expressions like `x(i)` can be used to retrieve a value from `x`

```
y = x(5);
```

as well as assign values to the elements of `x`

```
x(3) = sqrt( x(2) );
```

Other examples

<code>x(2) = 7.2</code>	stores 7.2 in the second element of <code>x</code>
<code>i=3; y(i) = x(i+1)</code>	stores the value of <code>x(4)</code> in <code>y(3)</code> .
<code>i=3; y(i) = sqrt(x(i+1))</code>	stores the square root of the value of <code>x(4)</code> in <code>y(3)</code>

## Operations to Summarize or Extract Values from Vectors

After the  $\mathbf{x}$  vector has been created, then

<code>n = length(x)</code>	$\mathbf{n}$ is the number of elements in $\mathbf{x}$ .
<code>xmax = max(x)</code>	<code>xmax</code> contains the element from $\mathbf{x}$ with largest positive value.
<code>xmin = min(x)</code>	<code>xmin</code> contains the element from $\mathbf{x}$ with either the smallest in magnitude positive value if all $x_i > 0$ or the most negative value in $\mathbf{x}$ if any $x_i < 0$ .
<code>y = abs(x)</code>	creates a vector $\mathbf{y}$ such that $y_i =  x_i $ .
<code>xmax = max(abs(x))</code>	<code>xmax</code> contains the element from $\mathbf{x}$ with largest absolute value.
<code>xmin = min(abs(x))</code>	<code>xmin</code> contains the element from $\mathbf{x}$ with smallest absolute value.
<code>xbar = mean(x)</code>	<code>xbar</code> contains the average of the values in $\mathbf{x}$ .
<code>s = norm(x)</code>	$\mathbf{s}$ is the $L_2$ norm of elements in $\mathbf{x}$ . $s = \left[ \sum_{i=1}^n x_i^2 \right]^{1/2}$
<code>t = sum(x)</code>	$\mathbf{t}$ is the sum of the elements in $\mathbf{x}$ . $t = \sum_{i=1}^n x_i$
<code>u = sum(abs(x))</code>	$\mathbf{t}$ is the sum of the absolute value of elements in $\mathbf{x}$ . $u = \sum_{i=1}^n  x_i $