Data Types in MATLAB Lecture 7

Dr. Görkem Saygılı

Department of Biomedical Engineering Ankara University

Introduction to MATLAB, 2017-2018 Spring

◆□▶ ◆□▶ ◆臣▶ ◆臣▶ □臣 = のへで

Outline:

- Numerical Data
- Categorical Data
- Struct
- Cell
- built-in functions for different data types

◆□▶ ◆□▶ ◆臣▶ ◆臣▶ 臣 の�?

Numerical Data:

Numerical data is composed of numbers that can be used in mathematical calculations.

◆□▶ ◆□▶ ◆臣▶ ◆臣▶ 臣 の�?

Some examples are:

- ► int8
- uint8
- int16
- uint16
- int32
- uint32
- int64
- uint64
- single
- double

Difference between Data Types:

There are several differences between the numerical data types. Some of the main differences are:

- The size of memory to be used to store them.
- The minimum and maximum (the range) of numbers that can be stored.

Whether or not we can store floating point numbers.

Single-Double Precision:

Single precision corresponds to float in C/C++ where MATLAB uses 32 bits to store the number in its memory.

Double precision corresponds to double in C/C++ where MAT-LAB uses 64 bits to store the number in its memory.

single precision: -3.7×10^38 to 3.7×10^38

double precision: $-1.79 \times 10^{3}08$ to $1.79 \times 10^{3}08$

There is a built-in function in MATLAB to check the type of data: class().

```
>> x=5;
>> class(x)
ans =
double
>> y = 'Matlab';
>> class(y)
ans =
char
; >> |
```

Mixed-mode Arithmetic:

While calculations are done on the same variable type, such as multiplying two doubles, the result is also a variable of the same type, double.

MATLAB also allows calculations on different variable types, such as one uint8 multiplied with a double. In such cases, the resulting variable is the same type with the smallest-sized input variable (multiplication of uint8 with double results uint8).

This is for memory efficiency.

In MATLAB, it is possible to convert a variable from one type to another. This process is called variable casting. This is not specific for MATLAB, you can also cast variables in C/C++.

▲□▶ ▲□▶ ▲□▶ ▲□▶ □ のQ@

```
>> x = 5.5;
>> class(x)
ans =
    'double'
>> b = uint8(x):
>> class(b)
ans =
    'uint8'
>> disp(b)
   6
```

There are no issues while casting a variable to a larger-sized type. The only difference is that now MATLAB uses a larger memory size to store the casted variable.

▲□▶ ▲□▶ ▲□▶ ▲□▶ □ のQ@

```
>> x=5;
>> x = uint8(x);
>> class(x)
ans =
    'uint8'
>> y = single(x);
>> class(y)
ans =
    'single'
```

All data types are not related to numeric values in MATLAB. A different type of data in terms of content is char arrays, strings.

```
>> s = 'Matlab';
>> t = "MATLAB";
>> class(s)
ans =
    'char'
>> class(t)
ans =
    'string'
```



Comparing Strings:

In MATLAB, there is a built-in function to compare strings, strcmp():

```
>> t = "MATLAB";
>> strcmp(t, 'matlab')
ans =
    logical
    0
>> strcmp(t, 'MATLAB')
ans =
    logical
```

1

Character arrays are similar to strings and also have similar characteristics as arrays (vectors). Character arrays have a length and can be modified similar to arrays.

```
>> s = 'Matlab':
>> class(s)
ans =
    'char'
>> length(s)
ans =
     6
>> s(1) = 'm';
>> s
s =
    'matlab'
```

Cascading Char Arrays:

Similar to cascading for numerical arrays, MATLAB allows us to cascade char arrays:

▲□▶ ▲□▶ ▲□▶ ▲□▶ □ のQ@

```
>> s1 = 'Matlab';
>> s2 = ' is fun';
>> s = [s1, s2];
>> disp(s)
Matlab is fun
>> |
```

Strings of type char are stored as numerical values using corresponding ASCII codes for that specific character:

< □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > <

```
>> disp(s)
Matlab is fun
>> disp(class(s))
char
>> disp(int8(s))
 Columns 1 through 7
   77
         97
              116
                    108
                           97
                                 98
                                       32
 Columns 8 through 13
   105
        115
               32
                    102
                          117
                                110
```

Ceasar's Cipher:

As perhaps one of the simplest encryption techniques today has its roots from the time of Julius Ceasar. This technique relies on shifting each character of the original string by a predefined amount (known only by trusted people).

Original Characters: ABCDEFGHIJKLMNOPQRSTUVWXYZ **Cipher Characters:** XYZABCDEFGHIJKLMNOPQRSTUVW

< □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > <

Arithmetic Operations on ASCII Characters:

MATLAB allows us to apply arithmetic operations on character arrays:

◆□▶ ◆□▶ ◆臣▶ ◆臣▶ 三臣 - のへで

```
>> disp(s)
Matlab is fun
>> s_ = s+3;
>> disp(char(s_))
Pdwode#lv#ixq
>> s_ = s_-3;
>> disp(char(s_))
Matlab is fun
>>
```

Normally MATLAB arrays are composed of unique types:

```
>> x = [324532];
>> x(1) = 'Matlab'
In an assignment A(:) = B, the number of
elements in A and B must be the same.
>> x(2) = 'M'
x =
    3 77 4 5 3 2
>> x(2) = "M"
x =
       NaN 4 5 3 2
    3
```

>>

Struct:

MATLAB allows us to store different data types in one data format, which is called struct.

▲□▶ ▲□▶ ▲□▶ ▲□▶ □ のQ@

```
>> s = struct()
s =
 struct with no fields.
\gg s.x = x
s =
 struct with fields:
    x: [3 NaN 4 5 3 2]
>> s.t = t
s =
 struct with fields:
    x: [3 NaN 4 5 3 2]
    t: "MATLAB"
```

Dynamically Assigning Values to Struct:

Rather than assigning values statically, we can also create elements of struct dynamically using the following format:

< □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > <

Built-in Function: setfield():

struct data can be created with struct command and its content can be created using setfield() built-in function:

▲ロト ▲帰ト ▲ヨト ▲ヨト 三日 - の々ぐ

```
>> b = st.b;
>> st_a = st.st_a;
>> st2 = struct('b', b);
>> st2=setfield(st2, st_a, st_a)
st2 =
    <u>struct</u> with fields:
        b: [2x2 double]
        st_a: 'st_a'
```

Cell Data Type:

Elements of struct data is accessed by their names. In comparison, we can create arrays inside arrays using cell data type in MAT-LAB:

▲ロト ▲帰ト ▲ヨト ▲ヨト 三日 - の々ぐ

```
>> A = {logical(1), 'Matlab'; int8(7),...
[5 4; 2 1];
>> disp(A)
    [1] 'Matlab'
    [7] [2x2 double]
>> A{1,1}
ans =
 logical
   1
>> A{1,2}
ans =
    'Matlab'
```