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C++ Math Library Reference

*Version 1.2*

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### *MATLAB C++ Math Library 1.2 Reference*

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## Introduction

This reference gives you quick access to the prototypes and call syntax for the MATLAB C++ Math Library functions. The functions fall into these groups: the `mxArray` class interface, the mathematical functions, and the utility functions. This section discusses the organization of the reference pages.

Refer to the online *Application Program Interface Reference* for documentation of the `mx` routines available from the MATLAB C++ Math Library.

## Reference Pages

Use the reference pages to look up the prototypes and syntax for a MATLAB C++ Math Library function. At the bottom of each page, you'll find a link to the documentation for the MATLAB version of the function. Use that page to look up the description of the arguments and the behavior of the function.

### Structure

A reference page for a MATLAB C++ Math Library function includes these sections:

- Purpose
- C++ Prototypes
- C++ Syntax
- MATLAB Syntax
- See Also links to the documentation of the MATLAB version of the function and to the calling conventions

Overloaded versions of the C++ function represent the MATLAB syntax. You'll find a different prototype for each different way of calling the MATLAB function.

To make the reference pages easier to read:

- The variable names that appear in the "MATLAB Syntax" section are used as parameter names in the prototypes for a function.
- The first C++ prototype listed should correspond to the first C++ call to a function listed under "C++ Syntax" and to the first call listed under

# Using the Function Reference

---

“MATLAB Syntax.” The second C++ prototype corresponds to the second C++ call and the second MATLAB call, and so forth.

The “C++ Syntax” section shows only the calls supported by the library. When you link to the MATLAB version of the function, you may notice MATLAB syntax that supports multidimensional arrays, cell arrays, structures, and objects. Because this version of the MATLAB C++ Math Library does not support those data types, that documentation does not apply to the C++ version of the function.

## Typographic Conventions

- String arrays, including those that represent a function name, are italicized to indicate that you must assign a value to the variable.
- In general, a lowercase variable name/argument indicates a vector.
- In general, an uppercase variable name/argument indicates a matrix.

## What Isn't Presented

- Assignments to input arguments, including assignments to string arrays

## Exceptions

- Occasionally, a string, for example, "nobar ance", or an integer is passed as an argument if that string or integer is the only valid value for the argument.
- Occasionally, a call to `horzcat()` initializes a vector.
- The number of C++ prototypes may not match the number of documented calls to the MATLAB function. This mismatch occurs if one prototype supports two ways of calling the MATLAB function or if an additional prototype has been added to support the optional omission of input or output arguments supported by MATLAB.

## Introduction

This section demonstrates the calling conventions that apply to the MATLAB C++ Math Library functions, including what data type to use for C++ input and output arguments, how to handle optional arguments, and how to handle MATLAB's multiple output values in C++.

Refer to the “Calling Conventions” section of Chapter 4 in the *MATLAB C++ Math Library User's Guide* for further discussion of the MATLAB C++ Math Library calling conventions and for a list of exceptions to the calling conventions.

## How the C++ Prototypes Are Constructed

A complete set of C++ prototypes appears on the reference page for each function. You can reconstruct the C++ prototypes for a library function by examining the MATLAB syntax for a function. In C++ an overloaded version of the function exists for each different way of calling the MATLAB function.

In this example procedure, the MATLAB function `svd()` and the corresponding MATLAB C++ Math Library function `svd()` are used to illustrate the process.

### MATLAB Syntax

```
s = svd(X)
[U, S, V] = svd(X)
[U, S, V] = svd(X, 0)
```

In this example, the prototype that corresponds to `[U, S, V] = svd(X, 0)` is constructed step-by-step. Until the last step, the prototype is incomplete.

# Calling Conventions

---

## Adding the Output Arguments

- 1 Subtract out the first output argument, U, to be the return value from the function. The data type for the return value is `mwArray`.

```
mwArray svd(
```

- 2 Add the remaining number of output arguments, S and V, to the prototype as the first, second, etc., arguments to the function. The data type for an output argument is `mwArray *`.

```
mwArray svd(mwArray *S, mwArray *V,
```

## Adding the Input Arguments

- 1 Add the number of input arguments to the prototype, X and Zero, one after another following the output arguments. The data type for an input argument is `mwArray`.

```
mwArray svd(mwArray *S, mwArray *V, const mwArray &X,  
            const mwArray &Zero);
```

The prototype is complete. Repeat the three steps for each call in the “MATLAB Syntax” section.

---

**NOTE:** Contrast the data type for an output argument with the data type for an input argument. The type for an output argument is a pointer to an `mwArray`. The type for an input argument is an `mwArray`. The `const mwArray &` in the prototype improves the efficiency of the function, but you can ignore the `const` and `&` and just pass in an `mwArray`.)

---

## How to Translate a MATLAB Call into a C++ Call

This procedure translates the MATLAB call `[U, S, V] = svd(X, 0)` into a C++ call. The procedure applies to library functions in general.

Note that within a call to a MATLAB C++ Math Library function, an output argument is preceded by &; an input argument is not.

- 1 Declare input, output, and return variables as `mwArray` variables, and assign values to the input variables.
- 2 Make the first MATLAB output argument the return value from the function.

```
U =
```

- 3 Pass any other output arguments as the first arguments to the function.

```
U = svd(&S, &V,
```

- 4 Pass the input arguments to the C++ function, following the output arguments.

```
U = svd(&S, &V, X, 0);
```

The translation is complete.

Note that if you see `[]` as a MATLAB input argument, you should pass `mwArray()` as the C++ argument. For example,

```
B = cplxpair(A, [], dim)
```

becomes

```
B = cplxpair(A, mwArray(), dim);
```

# mwArray Class

---

The `mwArray` class public interface is relatively small, consisting of constructors and destructor, overloaded `new` and `delete` operators, one user-defined conversion, four indexing operators, the assignment operator, input and output operators, and array size query routines. The `mwArray`'s public interface does not contain any mathematical operators or functions.

See “Extracting Data from an `mwArray`” in Appendix A of the *MATLAB C++ Math Library User's Guide* for documentation of the member functions `GetData()`, `SetData()`, `ExtractScalar()`, `ExtractData()`, and `ToString()`.

## Constructors

The `mwArray` interface provides many useful constructors. You can construct an `mwArray` object from the following types of data: a numerical scalar, an array of scalars, a string, an `mxArray *` pointer, or another `mwArray` object.

`mwArray()`

Make a NULL array, an array with no contents.

`mwArray(const char *str)`

Create an array from a string. The constructor copies the string.

`mwArray(int32 rows, int32 cols, double *real, double *imag = 0):`

Create an `mwArray` from either one or two arrays of double-precision floating-point numbers. If two arrays are specified, the constructor creates a complex array; both input arrays must be the same size. The data in the input arrays must be in column-major order, the reverse of C++'s usual row-major order. This constructor copies the input arrays.

Note that the last argument, `imag`, is assigned a value of zero in the constructor. `imag` is an optional argument. When you call this constructor, you do not need to specify the optional argument. Refer to a C++ reference guide for a more complete explanation of default arguments.

`mwArray(const mwArray &mtx)`

Copy an `mwArray`. This constructor is the familiar C++ copy constructor, which copies the input array. For efficiency, this routine does not actually copy the data until the data is modified. The data is referenced through a pointer until a modification occurs.

`mwArray(const mxArray *mtrx)`

Make an `mwArray` from an `mxArray *`, such as might be returned by any of the routines in the MATLAB C Math Library or the Application Program Interface Library. This routine does *not* copy its input array, yet the destructor frees it; therefore the input array must be allocated on the heap. In most cases, for example, with matrices returned from the Application Program Interface Library, this is the desired behavior.

`mwArray(double start, double step, double stop)`

Create a ramp. This constructor operates just like the MATLAB colon operator. For example, the call `mwArray(1, 0.5, 3)` creates the vector `[ 1, 1.5, 2, 2.5, 3 ]`.

`mwArray(int32 start, int32 step, int32 stop)`

Create an integer ramp. This constructor is slightly more efficient than the previous one, because it uses integers rather than double-precision floating-point numbers.

`mwArray(const mwSubArray & a)`

Create an `mwArray` from an `mwSubArray`. When an indexing operation is applied to an array, the result is not another array, but an `mwSubArray` object. An `mwSubArray` object remembers the indexing operation. Evaluation of the operation is deferred until the result is assigned or used in another expression. This constructor evaluates the indexing operation encoded by the `mwSubArray` object and creates the appropriate array.

`mwArray(double)`

Create a 1-by-1 `mwArray` from a double-precision floating-point number.

`mwArray(int)`

Create an `mwArray` from an integer.

## Operators

The three types of operators are indexing, stream I/O, and assignment.

### Indexing

Indexing is implemented through the complex interaction of three classes: `mwArray`, `mwSubArray`, and `mwIndex`. The indexing operator is `()`, and its usual argument is an `mwIndex`, which can be made from a scalar or another array. When applied to an `mwArray`, operator `()` returns an `mwSubArray`. The

# mwArray Class

---

`mwSubArray` “remembers” the indexing operation; it defers evaluation of it until the result is either assigned or referred to.

The MATLAB C++ Math Library supports one and two-dimensional indexing.

`mwSubArray operator() (const mwIndex &a) const`

This routine implements one-dimensional indexing with an `mwIndex` object providing the subscript.

`mwSubArray operator() (const mwIndex &a)`

This routine modifies the contents of an array using one-dimensional indexing. Because this routine is non-const, calls to it are valid targets for the assignment operator.

`mwSubArray operator() (const mwIndex &a, const mwIndex &b) const`

This is the most general form of two-dimensional indexing. Because `mwIndex` objects can be made from integers, double-precision floating-point numbers and even `mwArrays`, this routine can handle two-dimensional indexing of any type.

`mwSubArray operator() (const mwIndex &a, const mwIndex &b)`

Like its one-dimensional counterpart, this routine allows two-dimensional indexing expressions as the target of assignment statements.

## Stream I/O

The two operators, `<<` and `>>`, are used for stream input and output.

Technically, these stream operators are not member functions; they are friend functions.

`friend inline ostream& operator<<(ostream &os, const mwArray&)`

Calling this operator inserts an `mwArray` object into the given stream. If the stream is `cout`, the contents of the `mwArray` object appear on the terminal screen or elsewhere if standard output has been redirected on the command line. This function simply invokes `Write()` as described below.

`friend inline istream& operator>>(istream &is, mwArray&)`

This is the stream extraction operator, capable of extracting, or reading, an `mwArray` from a stream. The stream can be any C++ stream object, for example, standard input, a file, or a string. This function simply invokes `Read()` as described below.

The stream operators call `Read()` and `Write()`, `mwArray` public member functions.

```
void Read(istream&)
```

Reads an `mwArray` from an input stream. An array definition consists of an optional scale factor and asterisk, `*`, followed by a bracket `[`, one or more semicolon-separated rows of double-precision floating-point numbers, and a closing bracket `]`.

```
void Write(ostream&, int32 precision =5, int32 line_width =75) const
```

Formats `mwArray` objects using the given precision (number of digits) and line width, and then writes the objects into the given stream. `operator<<()` uses the default values shown above, which are appropriate for 80-character-wide terminals.

---

**NOTE:** `Write()` writes arrays in exactly the format that `Read()` reads them. An array written by `Write()` can be read by `Read()`.

---

## Assignment

```
mwArray &operator=(const mwArray&);
```

The final operator, `=`, is the assignment operator. C++ requires that the assignment operator be a member function. Like the copy constructor, the assignment operator does not actually make a copy of the input array, but rather references (keeps a pointer to) the input array's data; this is an optimization made purely for efficiency, and has no effect on the semantics of assignment. If you write `A = B` and then modify `B`, the values in `A` will remain unchanged.

## User-Defined Conversion

There is only one user-defined conversion: from an `mwArray` to a double-precision floating-point number. This conversion function only works if the `mwArray` is scalar (1-by-1) and noncomplex.

```
operator double() const;
```

## Memory Management

Overloading the operators `new` and `delete` provides the necessary hooks for user-defined memory management. The MATLAB C++ Math Library has its own memory management scheme.

If this scheme is inappropriate for your application, you can modify it. However, you should not do so by overloading `new` and `delete`, because the `mwArray` class already contains overloaded versions of these operators.

```
void *operator new(size_t size)
void operator delete(void *ptr, size_t size)
```

## Array Size

In MATLAB, the `size()` function returns the size of an array as an array. The MATLAB C++ Math Library provides a corresponding version of `size()` that also returns an array. Because this C++ version allocates an array to hold just two integers, it is not efficient. The `mwArray Size` member functions below return the size of an array more efficiently.

An array (a matrix is a special case) has two sizes: the number of its dimensions (for matrices, always two) and the actual size of each dimension. You can use these `Size()` functions to determine both the number of dimensions and the size of each dimension.

```
int32 Size() const
Return the number of dimensions. In this version of the library, this function always returns two.
```

```
int32 Size(int32 dim) const
Return the size (number of elements) of the indicated dimension. The integer argument to this function must be either 1 or 2.
```

```
int32 Size(int32* dims) const
Determine the sizes of all the dimensions of the array and return them via the given integer array. The input integer array must contain enough space to store at least two integers. This function's return value is the number of dimensions of the array; that number is always 2.
```

**Purpose** Matrix and array arithmetic

**C++ Prototype**

```
mwArray plus(const mwArray &A, const mwArray &B);  
mwArray minus(const mwArray &A, const mwArray &B);  
mwArray mtimes(const mwArray &A, const mwArray &B);  
mwArray mrdivide(const mwArray &A, const mwArray &B);  
mwArray mpower(const mwArray &A, const mwArray &B);  
mwArray mldivide(const mwArray &A, const mwArray &B);  
mwArray transpose(const mwArray &A);  
mwArray times(const mwArray &A, const mwArray &B);  
mwArray rdivide(const mwArray &A, const mwArray &B);  
mwArray ldivide(const mwArray &A, const mwArray &B);  
mwArray power(const mwArray &A, const mwArray &B);  
mwArray ctranspose(const mwArray &A);
```

# Arithmetic Operators

---

## C++ Syntax

```
#include "matlab.hpp"

mwArray A, B;           // Input argument(s)
mwArray C;              // Return value

C = A + B;
C = plus(A, B);

C = A - B;
C = minus(A, B);

C = A * B;
C = times(A, B);

C = A / B;
C = mrdivide(A, B);

C = A ^ B;
C = mpower(A, B);

C = mldivide(A, B);
C = transpose(A);
C = times(A, B);
C = rdivide(A, B);
C = ldivide(A, B);
C = power(A, B);
C = ctranspose(A);
```

## MATLAB Syntax

```
A+B
A-B
A*B    A.*B
A/B    A./B
A\B    A.\B
A^B    A.^B
A'     A.'
```

## Description

Description	MATLAB Operator	C++ Operator	C++ Function
Array multiplication	<code>. *</code>	None	<code>times()</code>
Array right division	<code>. /</code>	None	<code>rdivide()</code>
Array left division	<code>. \</code>	None	<code>ldivide()</code>
Array exponentiation	<code>. ^</code>	None	<code>power()</code>
Array addition	<code>+</code>	<code>+</code>	<code>plus()</code>
Array subtraction	<code>-</code>	<code>-</code>	<code>minus()</code>
Matrix multiplication	<code>*</code>	<code>*</code>	<code>mtimes()</code>
Matrix right division	<code>/</code>	<code>/</code>	<code>mrdivide()</code>
Matrix left division	<code>\</code>	None	<code>mldivide()</code>
Matrix exponentiation	<code>^</code>	<code>^</code>	<code>mpower()</code>
Complex Transpose	<code>'</code>	None	<code>transpose()</code>
Transpose	<code>.'</code>	None	<code>ctranspose()</code>

## See Also

[MATLAB Arithmetic Operators](#)

[Calling Conventions](#)

# Relational Operators < > <= >= == !=

---

## Purpose

Relational operations

## C++ Prototype

```
mwArray lt(const mwArray &A, const mwArray &B);  
mwArray gt(const mwArray &A, const mwArray &B);  
mwArray le(const mwArray &A, const mwArray &B);  
mwArray ge(const mwArray &A, const mwArray &B);  
mwArray eq(const mwArray &A, const mwArray &B);  
mwArray neq(const mwArray &A, const mwArray &B);
```

## C++ Syntax

```
#include "matlab.hpp"
```

```
mwArray A, B;           // Input argument(s)  
mwArray C;             // Return value
```

```
C = A < B;  
C = lt(A, B);
```

```
C = A > B;  
C = gt(A, B);
```

```
C = A <= B;  
C = le(A, B);
```

```
C = A >= B;  
C = ge(A, B);
```

```
C = A == B;  
C = eq(A, B);
```

```
C = A != B;  
C = neq(A, B);
```

# Relational Operators < > <= >= == !=

---

## **MATLAB Syntax**

A < B  
A > B  
A <= B  
A >= B  
A == B  
A ~= B

## **See Also**

[MATLAB Relational Operators](#)

[Calling Conventions](#)

# Logical Operators

---

**Purpose** Logical operations

**C++ Prototype** `mwArray and_func(const mwArray &A, const mwArray &B);`  
`mwArray or_func(const mwArray &A, const mwArray &B);`  
`mwArray not_func(const mwArray &A);`

**C Syntax** `#include "matlab.hpp"`

```
mwArray A, B;           // Input argument(s)
mwArray C;              // Return value
```

```
C = and_func(A, B);
C = or_func(A, B);
C = not_func(A);
```

**MATLAB Syntax** `A & B`  
`A | B`  
`~A`

**See Also** [MATLAB Logical Operators](#)      [Calling Conventions](#)

---

<b>Purpose</b>	Absolute value and complex magnitude	
<b>C++ Prototype</b>	<code>mwArray abs(const mwArray &amp;X);</code>	
<b>C++ Syntax</b>	<code>#include "matlab.hpp"</code>	
	<code>mwArray X;</code>	<code>// Input argument(s)</code>
	<code>mwArray Y;</code>	<code>// Return value</code>
	<code>Y = abs(X);</code>	
<b>MATLAB Syntax</b>	<code>Y = abs(X)</code>	
<b>See Also</b>	<code>MATLAB abs</code>	<code>Calling Conventions</code>

# acos, acosh

---

**Purpose** Inverse cosine and inverse hyperbolic cosine

**C++ Prototype** `mwArray acos(const mwArray &X);`  
`mwArray acosh(const mwArray &X);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray X;           // Input argument(s)
mwArray Y;           // Return value
```

```
Y = acos(X);
Y = acosh(X);
```

**MATLAB Syntax** `Y = acos(X)`  
`Y = acosh(X)`

**See Also** MATLAB `acos`, `acosh` Calling Conventions

**Purpose** Inverse cotangent and inverse hyperbolic cotangent

**C++ Prototype** `mwArray acot(const mwArray &X);`  
`mwArray acoth(const mwArray &X);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray X;           // Input argument(s)
mwArray Y;           // Return value
```

```
Y = acot(X);
Y = acoth(X);
```

**MATLAB Syntax** `Y = acot(X)`  
`Y = acoth(X)`

**See Also** MATLAB `acot`, `acoth` Calling Conventions

# acsc, acsch

---

**Purpose** Inverse cosecant and inverse hyperbolic cosecant

**C++ Prototype** `mwArray acsc(const mwArray &X);`  
`mwArray acsch(const mwArray &X);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray X;           // Input argument(s)
mwArray Y;           // Return value
```

```
Y = acsc(X);
Y = acsch(X);
```

**MATLAB Syntax** `Y = acsc(X)`  
`Y = acsch(X)`

**See Also** MATLAB `acsc`, `acsch` Calling Conventions

---

<b>Purpose</b>	Test to determine if all elements are nonzero
<b>C++ Prototype</b>	<pre>mwArray all(const mwArray &amp;A); mwArray all(const mwArray &amp;A, const mwArray &amp;dim);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray A, dim;           // Input argument(s) mwArray B;               // Return value  B = all(A); B = all(A, dim);</pre>
<b>MATLAB Syntax</b>	<pre>B = all(A) B = all(A, dim)</pre>
<b>See Also</b>	MATLAB <a href="#">all</a> <a href="#">Calling Conventions</a>

# angle

---

**Purpose** Phase angle

**C++ Prototype** `mwArray angle(const mwArray &Z);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray Z;           // Input argument(s)
mwArray P;           // Return value
```

```
P = angle(Z);
```

**MATLAB Syntax** `P = angle(Z)`

**See Also** MATLAB `angle`      [Calling Conventions](#)

---

<b>Purpose</b>	Test for any nonzeros
<b>C++ Prototype</b>	<code>mwArray any(const mwArray &amp;A);</code> <code>mwArray any(const mwArray &amp;A, const mwArray &amp;dim);</code>
<b>C++ Syntax</b>	<code>#include "matlab.hpp"</code>  <code>mwArray A, dim;           // Input argument(s)</code> <code>mwArray B;               // Return value</code>  <code>B = any(A);</code> <code>B = any(A, dim);</code>
<b>MATLAB Syntax</b>	<code>B = any(A)</code> <code>B = any(A, dim)</code>
<b>See Also</b>	MATLAB <a href="#">any</a> <a href="#">Calling Conventions</a>

# asec, asech

---

**Purpose** Inverse secant and inverse hyperbolic secant

**C++ Prototype** `mwArray asec(const mwArray &X);`  
`mwArray asech(const mwArray &X);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray X;           // Input argument(s)
mwArray Y;           // Return value
```

```
Y = asec(X);
Y = asech(X);
```

**MATLAB Syntax** `Y = asec(X)`  
`Y = asech(X)`

**See Also** MATLAB `asec`, `asech` Calling Conventions

**Purpose** Inverse sine and inverse hyperbolic sine

**C++ Prototype** `mwArray asin(const mwArray &X);`  
`mwArray asinh(const mwArray &X);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray X;           // Input argument(s)
mwArray Y;           // Return value
```

```
Y = asin(X);
Y = asinh(X);
```

**MATLAB Syntax** `Y = asin(X)`  
`Y = asinh(X)`

**See Also** MATLAB `asin`, `asinh` Calling Conventions

# atan, atanh

---

**Purpose** Inverse tangent and inverse hyperbolic tangent

**C++ Prototype** `mwArray atan(const mwArray &X);`  
`mwArray atanh(const mwArray &X);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray X;           // Input argument(s)
mwArray Y;           // Return value
```

```
Y = atan(X);
Y = atanh(X);
```

**MATLAB Syntax** `Y = atan(X)`  
`Y = atanh(X)`

**See Also** MATLAB `atan`, `atanh` Calling Conventions

---

<b>Purpose</b>	Four-quadrant inverse tangent
<b>C++ Prototype</b>	<code>mwArray atan2(const mwArray &amp;Y, const mwArray &amp;X);</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray Y, X;           // Input argument(s) mwArray P;              // Return value  P = atan2(Y, X);</pre>
<b>MATLAB Syntax</b>	<code>P = atan2(Y, X)</code>
<b>See Also</b>	MATLAB <code>atan2</code> Calling Conventions

# balance

---

**Purpose** Improve accuracy of computed eigenvalues

**C++ Prototype** `mwArray balance(mwArray *B, const mwArray &A);`  
`mwArray balance(const mwArray &A);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray A;           // Input argument(s)
mwArray B;           // Output argument(s)
mwArray D;           // Return value
```

```
D = balance(&B, A);
B = balance(A);
```

**MATLAB Syntax** `[D, B] = balance(A)`  
`B = balance(A)`

**See Also** MATLAB `balance`      [Calling Conventions](#)

---

<b>Purpose</b>	Base to decimal number conversion
<b>C++ Prototype</b>	<code>mwArray base2dec(const mwArray &amp;strn, const mwArray &amp;base);</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray strn;           // String array(s) mwArray base;          // Input argument(s) mwArray d;              // Return value  d = base2dec(strn, base);</pre>
<b>MATLAB Syntax</b>	<code>d = base2dec('strn', base)</code>
<b>See Also</b>	MATLAB <code>base2dec</code> Calling Conventions

# beta, betainc, betaln

---

**Purpose** Beta functions

**C++ Prototype** `mwArray beta(const mwArray &Z, const mwArray &W);`  
`mwArray betainc(const mwArray &X, const mwArray &Z,`  
`const mwArray &W);`  
`mwArray betaln(const mwArray &Z, const mwArray &W);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray Z, W, X;           // Input argument(s)
mwArray B, I, L;          // Return value
```

```
B = beta(Z, W);
I = betainc(X, Z, W);
L = betaln(Z, W);
```

**MATLAB Syntax**

```
B = beta(Z, W)
I = betainc(X, Z, W)
L = betaln(Z, W)
```

**See Also** MATLAB `beta`, `betainc`, `betaln`      **Calling Conventions**

**Purpose** Binary to decimal number conversion

**C++ Prototype** `mwArray bin2dec(const mwArray &binarystr);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray binarystr;           // Input argument(s)
mwArray decnumber;          // Return value
```

```
decnumber = bin2dec(binarystr);
```

**MATLAB Syntax** `bin2dec(binarystr)`

**See Also** MATLAB `bin2dec` Calling Conventions

# blanks

---

**Purpose**            A string of blanks

**C++ Prototype**    `mwArray blanks(const mwArray &n);`

**C++ Syntax**        `#include "matlab.hpp"`

`mwArray n;                    // Input argument(s)`

`mwArray r;                    // Return value`

`r = blanks(n);`

**MATLAB  
Syntax**            `blanks(n)`

**See Also**            MATLAB `blanks`        [Calling Conventions](#)

---

<b>Purpose</b>	Calendar
<b>C++ Prototype</b>	<pre>mwArray calendar(); mwArray calendar(const mwArray &amp;d); mwArray calendar(const mwArray &amp;y, const mwArray &amp;m);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray d, y, m;           // Input argument(s) mwArray c;                // Return value  c = calendar(); c = calendar(d); c = calendar(y, m);</pre>
<b>MATLAB Syntax</b>	<pre>c = calendar c = calendar(d) c = calendar(y, m)</pre>
<b>See Also</b>	MATLAB <code>calendar</code> Calling Conventions

# cart2pol

---

**Purpose** Transform Cartesian coordinates to polar or cylindrical

**C++ Prototype** `mwArray cart2pol (mwArray *RHO, mwArray *Z_out, const mwArray &X,  
const mwArray &Y, const mwArray &Z_in);  
mwArray cart2pol (mwArray *RHO, const mwArray &X, const mwArray &Y);`

**C++ Syntax** `#include "matlab.hpp"  
  
mwArray X, Y, Z_in; // Input argument(s)  
mwArray RHO, Z_out; // Output argument(s)  
mwArray THETA; // Return value  
  
THETA = cart2pol (&RHO, &Z_out, X, Y, Z_in);  
THETA = cart2pol (&RHO, X, Y);`

**MATLAB Syntax** `[ THETA, RHO, Z] = cart2pol (X, Y, Z)  
[ THETA, RHO] = cart2pol (X, Y)`

**See Also** MATLAB `cart2pol` Calling Conventions

---

<b>Purpose</b>	Transform Cartesian coordinates to spherical
<b>C++ Prototype</b>	<pre>mwArray cart2sph(mwArray *PHI, mwArray *R, const mwArray &amp;X,                 const mwArray &amp;Y, const mwArray &amp;Z);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray X, Y, Z;           // Input argument(s) mwArray PHI, R;           // Output argument(s) mwArray THETA;            // Return value  THETA = cart2sph(&amp;PHI, &amp;R, X, Y, Z);</pre>
<b>MATLAB Syntax</b>	<pre>[THETA, PHI, R] = cart2sph(X, Y, Z)</pre>
<b>See Also</b>	MATLAB <code>cart2sph</code> Calling Conventions

# cat

---

**Purpose** Concatenate arrays

**C++ Prototype** `mwArray cat(const mwArray &I1, const mwArray &I2,  
const mwArray &I3=mwArray::DIN,  
const mwArray &I4=mwArray::DIN,  
. . .  
const mwArray &I31=mwArray::DIN,  
const mwArray &I32=mwArray::DIN );`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray A, B, C;           // Input argument(s)  
mwArray di m;             // Input argument(s)  
mwArray C;                 // Return value
```

```
C = cat(di m, A, B);  
C = cat(di m, A, B, C);  
. . .
```

**MATLAB Syntax** `C = cat(di m, A, B)  
C = cat(di m, A1, A2, A3, A4. . .)`

**See Also** MATLAB `cat` Calling Conventions

---

<b>Purpose</b>	Convert complex diagonal form to real block diagonal form
<b>C++ Prototype</b>	<pre>mwArray cdf2rdf(mwArray *D_out, const mwArray &amp;V_in,                 const mwArray &amp;D_in);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray V_in, D_in;           // Input argument(s) mwArray D_out;               // Output argument(s) mwArray V;                   // Return value  V = cdf2rdf(&amp;D_out, V_in, D_in);</pre>
<b>MATLAB Syntax</b>	<pre>[V, D] = cdf2rdf(V, D)</pre>
<b>See Also</b>	MATLAB <code>cdf2rdf</code> Calling Conventions

# ceil

---

**Purpose** Round toward infinity

**C++ Prototype** `mwArray ceil(const mwArray &A);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray A;           // Input argument(s)
mwArray B;           // Return value
```

```
B = ceil(A);
```

**MATLAB Syntax** `B = ceil(A)`

**See Also** MATLAB `ceil`      [Calling Conventions](#)

<b>Purpose</b>	Create character array (string)
<b>C++ Prototype</b>	<pre> mwArray char_func(const mwArray &amp;I1,                   const mwArray &amp;I2=mwArray::DIN,                   const mwArray &amp;I3=mwArray::DIN,                   .                   .                   .                   const mwArray &amp;I31=mwArray::DIN,                   const mwArray &amp;I32=mwArray::DIN ); </pre>
<b>C++ Syntax</b>	<pre> #include "matlab.hpp"  mwArray X, Y, Z;           // Input argument(s) mwArray S;                 // Return value  S = char_func(X); S = char_func(X, Y); S = char_func(X, Y, Z); . . .  </pre>
<b>MATLAB Syntax</b>	S = char(X)
<b>See Also</b>	MATLAB char      Calling Conventions

# chol

---

**Purpose** Cholesky factorization

**C++ Prototype** `mwArray chol (const mwArray &X);`  
`mwArray chol (mwArray *p, const mwArray &X);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray X;           // Input argument(s)
mwArray p;          // Output argument(s)
mwArray R;          // Return value
```

`R = chol (X);`  
`R = chol (&p, X);`

**MATLAB Syntax** `R = chol (X)`  
`[R, p] = chol (X)`

**See Also** MATLAB chol      Calling Conventions

<b>Purpose</b>	Rank 1 update to Cholesky factorization
<b>C++ Prototype</b>	<pre> mwArray cholupdate(const mwArray &amp;R, const mwArray &amp;x); mwArray cholupdate(const mwArray &amp;R, const mwArray &amp;x,                     const mwArray &amp;flag); mwArray cholupdate(mwArray *p, const mwArray &amp;R, const mwArray &amp;x,                     const mwArray &amp;flag); </pre>
<b>C Syntax</b>	<pre> #include "matlab.hpp"  mxArray *R, *x;           // Input argument(s) mxArray *p;               // Output argument(s) mxArray *R1;              // Return value  R1 = cholupdate(R, x); R1 = cholupdate(R, x, "+"); R1 = cholupdate(R, x, "-"); R1 = cholupdate(&amp;p, R, x, "-");  MATLAB Syntax R1 = cholupdate(R, x) R1 = cholupdate(R, x, '+' ) R1 = cholupdate(R, x, '-' ) [R1, p] = cholupdate(R, x, '- ')  See Also MATLAB cholupdate Calling Conventions </pre>

# classname

---

**Purpose** Create object or return class of object

**C++ Prototype** `mwArray classname(const mwArray &object);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray object;           // Input argument(s)
```

```
mwArray str;             // Return value
```

```
str = classname(object);
```

**MATLAB Syntax** `str = class(object)`

**See Also** [MATLAB class](#) [Calling Conventions](#)

---

<b>Purpose</b>	Current time as a date vector
<b>C++ Prototype</b>	<code>mwArray clock_func();</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray c;           // Return value  c = clock_func();</pre>
<b>MATLAB Syntax</b>	<code>c = clock</code>
<b>See Also</b>	MATLAB <code>clock</code> Calling Conventions

# colon

---

**Purpose** Generate a sequence of indices

**C++ Prototype** `mwIndex colon();`  
`mwIndex colon(mwArray start, mwArray end);`  
`mwIndex colon(mwArray start, mwArray step, mwArray end);`

**Arguments**

`start`  
Initial value

`step`  
Increment value

`end`  
Final value

**C++ Syntax**

```
B = A(colon());  
B = A(colon(1, 10));  
B = A(colon(1, 2, 10));
```

**MATLAB Syntax**

```
colon = start:stop  
colon = start:step:stop
```

**Description** `colon()` generates a "sequence" of indices. `colon()` stands for "every value." For example, `A(colon())` means every value in array A. `A(1, colon())` means every column in the first row.

`colon(start, end)` generates a vector of  $(end - start) + 1$  elements. The elements in the vector are `start`, `start+1`, `start+2`, ..., `start+n`, `end`. Each element in the vector is one greater than the preceding element. Iteration stops when the `start+n` is larger than `end`, yet the last value in the vector is always `end`. This can decrease the distance between the last two elements to less than 1.

`colon(start, step, end)` generates a vector of  $((end - start)/step) + 1$  elements. The elements in the vector are `start`, `start+step`, `start+(2*step)`, `start+(3*step)`, ..., `start+(n*step)`, `end`. Iteration stops when the `start+(n*step)` is larger than `end`, yet the last value in the vector is always `end`. This can decrease the distance between the last two elements to less than `step`. Specifying a negative step generates a decreasing sequence. Specifying a sequence that will not terminate raises an exception.

**See Also**

MATLAB colon

Calling Conventions

# compan

---

**Purpose** Companion matrix

**C++ Prototype** `mwArray compan(const mwArray &u);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray u;           // Input argument(s)
mwArray A;           // Return value
```

```
A = compan(u);
```

**MATLAB Syntax** `A = compan(u)`

**See Also** MATLAB `compan`      [Calling Conventions](#)

**Purpose** Identify the computer on which MATLAB is running

**C++ Prototype** `mwArray computer();`  
`mwArray computer(mwArray *maxsize);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray maxsize;           // Output argument(s)
mwArray str;               // Return value
```

```
str = computer();
maxsize = computer(&maxsize);
```

**MATLAB Syntax** `str = computer`  
`[str, maxsize] = computer`

**See Also** [MATLAB computer](#) [Calling Conventions](#)

# cond

---

**Purpose** Condition number with respect to inversion

**C++ Prototype** `mwArray cond(const mwArray &X);`  
`mwArray cond(const mwArray &X, const mwArray &p);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray X, p;           // Input argument (s)
mwArray c;              // Return value
```

```
c = cond(X);
c = cond(X, p);
```

**MATLAB Syntax** `c = cond(X)`  
`c = cond(X, p)`

**See Also** MATLAB `cond`      **Calling Conventions**

**Purpose** Condition number with respect to eigenvalues

**C++ Prototype** `mwArray condeig(const mwArray &A);`  
`mwArray condeig(mwDoubleMatrix *D, mwArray *s, const mwArray &A);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray A;           // Input argument(s)
mwArray D, s;       // Output argument(s)
mwArray c, V;       // Return value
```

```
c = condeig(A);
V = condeig(&D, s, A);
```

**MATLAB Syntax** `c = condeig(A)`  
`[V, D, s] = condeig(A)`

**See Also** MATLAB `condeig` [Calling Conventions](#)

# condest

---

**Purpose** 1-norm matrix condition number estimate

**C++ Prototype** `mwArray condest(const mwArray &A);`  
`mwArray condest(mwArray *v, const mwArray &A);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray A;           // Input argument(s)
mwArray v;           // Output argument(s)
mwArray c;           // Return value
```

```
c = condest(A);
c = condest(&v, A);
```

**MATLAB Syntax** `c = condest(A)`  
`[c, v] = condest(A)`

**See Also** MATLAB `condest`      [Calling Conventions](#)

---

<b>Purpose</b>	Complex conjugate
<b>C++ Prototype</b>	<code>mwArray conj (const mwArray &amp;Z);</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray Z;           // Input argument(s) mwArray ZC;         // Return value  ZC = conj (Z);</pre>
<b>MATLAB Syntax</b>	<code>ZC = conj (Z)</code>
<b>See Also</b>	MATLAB <code>conj</code> Calling Conventions

# conv

---

**Purpose** Convolution and polynomial multiplication

**C++ Prototype** `mwArray conv(const mwArray &u, const mwArray &v);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray u, v;           // Input argument(s)
mwArray w;             // Return value
```

```
w = conv(u, v);
```

**MATLAB Syntax** `w = conv(u, v)`

**See Also** MATLAB `conv`      Calling Conventions

<b>Purpose</b>	Two-dimensional convolution
<b>C++ Prototype</b>	<pre>mwArray conv2(const mwArray &amp;A, const mwArray &amp;B); mwArray conv2(const mwArray &amp;hcol, const mwArray &amp;hrow,               const mwArray &amp;A); mwArray conv2(const mwArray &amp;hcol, const mwArray &amp;hrow,               const mwArray &amp;A, const mwArray &amp;shape);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray shape;           // String array(s) mwArray A, B, hcol, hrow; // Input argument(s) mwArray C;              // Return value  C = conv2(A, B); C = conv2(hcol, hrow, A); C = conv2(A, B, <i>shape</i>); C = conv2(hcol, hrow, A, <i>shape</i>);</pre>
<b>MATLAB Syntax</b>	<pre>C = conv2(A, B) C = conv2(hcol, hrow, A) C = conv2(..., 'shape')</pre>
<b>See Also</b>	MATLAB <code>conv2</code> Calling Conventions

# corrcoef

---

**Purpose** Correlation coefficients

**C++ Prototype** `mwArray corrcoef(const mwArray &X);`  
`mwArray corrcoef(const mwArray &x, const mwArray &y);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray X, x, y;           // Input argument(s)
mwArray S;                 // Return value
```

```
S = corrcoef(X);
S = corrcoef(x, y);
```

**MATLAB Syntax** `S = corrcoef(X)`  
`S = corrcoef(x, y)`

**See Also** MATLAB `corrcoef` Calling Conventions

---

<b>Purpose</b>	Cosine and hyperbolic cosine
<b>C++ Prototype</b>	<code>mwArray cos(const mwArray &amp;X);</code> <code>mwArray cosh(const mwArray &amp;X);</code>
<b>C++ Syntax</b>	<code>#include "matlab.hpp"</code>  <code>mwArray X; // Input argument(s)</code> <code>mwArray Y; // Return value</code>  <code>Y = cos(X);</code> <code>Y = cosh(X);</code>
<b>MATLAB Syntax</b>	<code>Y = cos(X)</code> <code>Y = cosh(X)</code>
<b>See Also</b>	MATLAB <code>cos</code> , <code>cosh</code> Calling Conventions

# cot, coth

---

**Purpose** Cotangent and hyperbolic cotangent

**C++ Prototype** `mwArray cot(const mwArray &X);`  
`mwArray coth(const mwArray &X);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray X;           // Input argument(s)
mwArray Y;           // Return value
```

```
Y = cot(X);
Y = coth(X);
```

**MATLAB Syntax** `Y = cot(X)`  
`Y = coth(X)`

**See Also** MATLAB `cot`, `coth` [Calling Conventions](#)

---

<b>Purpose</b>	Covariance matrix
<b>C++ Prototype</b>	<pre>mwArray cov(const mwArray &amp;x); mwArray cov(const mwArray &amp;x, const mwArray &amp;y); mwArray cov(const mwArray &amp;x, const mwArray &amp;y, const mwArray &amp;Z);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray x, y, Z;          // Input argument(s) mwArray C;               // Return value  C = cov(x); C = cov(x, y); C = cov(x, y, Z);</pre>
<b>MATLAB Syntax</b>	<pre>C = cov(x) C = cov(x, y)</pre>
<b>See Also</b>	MATLAB cov      Calling Conventions

# cplxpair

---

**Purpose** Sort complex numbers into complex conjugate pairs

**C++ Prototype** `mwArray cplxpair(const mwArray &A);`  
`mwArray cplxpair(const mwArray &A, const mwArray &tol);`  
`mwArray cplxpair(const mwArray &A, const mwArray &tol,`  
`const mwArray &dim);`

**C++ Syntax** `#include "matlab.hpp"`

`mwArray A, tol, dim; // Input argument(s)`  
`mwArray B; // Return value`

`B = cplxpair(A);`  
`B = cplxpair(A, tol);`  
`B = cplxpair(A, mwArray(), dim);`  
`B = cplxpair(A, tol, dim);`

**MATLAB Syntax** `B = cplxpair(A)`  
`B = cplxpair(A, tol)`  
`B = cplxpair(A, [], dim)`  
`B = cplxpair(A, tol, dim)`

**See Also** MATLAB `cplxpair` Calling Conventions

---

<b>Purpose</b>	Vector cross product
<b>C++ Prototype</b>	<pre>mwArray cross(const mwArray &amp;U, const mwArray &amp;V); mwArray cross(const mwArray &amp;U, const mwArray &amp;V,               const mwArray &amp;dim);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray U, V, dim;      // Input argument(s) mwArray W;             // Return value  W = cross(U, V); W = cross(U, V, dim);</pre>
<b>MATLAB Syntax</b>	<pre>W = cross(U, V) W = cross(U, V, dim)</pre>
<b>See Also</b>	MATLAB <a href="#">cross</a> <a href="#">Calling Conventions</a>

## csc, csch

---

**Purpose** Cosecant and hyperbolic cosecant

**C++ Prototype** `mwArray csc(const mwArray &x);`  
`mwArray csch(const mwArray &x);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray x;           // Input argument(s)  
mwArray Y;          // Return value
```

```
Y = csc(x);  
Y = csch(x);
```

**MATLAB Syntax** `Y = csc(x)`  
`Y = csch(x)`

**See Also** MATLAB `csc`, `csch` [Calling Conventions](#)

---

<b>Purpose</b>	Cumulative product
<b>C++ Prototype</b>	<pre>mwArray cumprod(const mwArray &amp;A); mwArray cumprod(const mwArray &amp;A, const mwArray &amp;dim);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray A, dim;           // Input argument(s) mwArray B;               // Return value  B = cumprod(A); B = cumprod(A, dim);</pre>
<b>MATLAB Syntax</b>	<pre>B = cumprod(A) B = cumprod(A, dim)</pre>
<b>See Also</b>	MATLAB cumprod      Calling Conventions

# cumsum

---

**Purpose** Cumulative sum

**C++ Prototype** `mwArray cumsum(const mwArray &A);`  
`mwArray cumsum(const mwArray &A, const mwArray &dim);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray A, dim;           // Input argument(s)  
mwArray B;               // Return value
```

```
B = cumsum(A);  
B = cumsum(A, dim);
```

**MATLAB Syntax** `B = cumsum(A)`  
`B = cumsum(A, dim)`

**See Also** MATLAB `cumsum` Calling Conventions

<b>Purpose</b>	Cumulative trapezoidal numerical integration
<b>C++ Prototype</b>	<pre>mwArray cumtrapz(const mwArray &amp;Y); mwArray cumtrapz(const mwArray &amp;X, const mwArray &amp;Y); mwArray cumtrapz(const mwArray &amp;X, const mwArray &amp;Y,                   const mwArray &amp;dim);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray X, Y, dim;    // Input argument(s) mwArray Z;           // Return value  Z = cumtrapz(Y); Z = cumtrapz(X, Y); Z = cumtrapz(X, Y, dim);</pre>
<b>MATLAB Syntax</b>	<pre>Z = cumtrapz(Y) Z = cumtrapz(X, Y) Z = cumtrapz(... dim)</pre>
<b>See Also</b>	MATLAB cumtrapz    Calling Conventions

# date

---

**Purpose** Current date string

**C++ Prototype** `mwArray date();`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray str;           // Return value
```

```
str = date();
```

**MATLAB  
Syntax** `str = date`

**See Also** MATLAB date      Calling Conventions

<b>Purpose</b>	Serial date number
<b>C++ Prototype</b>	<pre>mwArray datenum(const mwArray &amp;str); mwArray datenum(const mwArray &amp;Y, const mwArray &amp;M,                 const mwArray &amp;D); mwArray datenum(const mwArray &amp;Y, const mwArray &amp;M,                 const mwArray &amp;D, const mwArray &amp;H,                 const mwArray &amp;MI, const mwArray &amp;S);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray str;                // String array(s) mwArray Y, M, D, H, MI, S;  // Input argument(s) mwArray N;                 // Return value  N = datenum(str); N = datenum(Y, M, D); N = datenum(Y, M, D, H, MI, S);</pre>
<b>MATLAB Syntax</b>	<pre>N = datenum(str) N = datenum(Y, M, D) N = datenum(Y, M, D, H, MI, S)</pre>
<b>See Also</b>	MATLAB <a href="#">datenum</a> <a href="#">Calling Conventions</a>

# datestr

---

**Purpose** Date string format

**C++ Prototype** `mwArray datestr(const mwArray &D, const mwArray &dateform);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray dateform;      // Number or string
mwArray D;             // Input argument(s)
mwArray str;           // Return value
```

```
str = datestr(D, dateform);
```

**MATLAB Syntax** `str = datestr(D, dateform)`

**See Also** MATLAB `datestr` Calling Conventions

<b>Purpose</b>	Date components
<b>C++ Prototype</b>	<pre>mwArray datevec(const mwArray &amp;A); mwArray datevec(mwArray *M, mwArray *D, mwArray *H, mwArray *MI,                 mwArray *S, const mwArray &amp;A);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray A;           // Input argument(s) mwArray M, D, H, MI, S; // Output argument(s) mwArray C, Y;       // Return value  C = datevec(A); Y = datevec(&amp;M, &amp;D, &amp;H, &amp;MI, &amp;S, A);</pre>
<b>MATLAB Syntax</b>	<pre>C = datevec(A) [Y, M, D, H, MI, S] = datevec(A)</pre>
<b>See Also</b>	MATLAB <a href="#">datevec</a> <a href="#">Calling Conventions</a>

# dblquad

---

**Purpose** Numerical double integration

**C++ Prototype**

```
mwArray dblquad(const mwArray &intfcn, const mwArray &inmin,
                const mwArray &inmax const mwArray &outmin,
                const mwArray &outmax);

mwArray dblquad(const mwArray &intfcn, const mwArray &inmin,
                const mwArray &inmax, const mwArray &outmin,
                const mwArray &outmax, const mwArray &tol);

mwArray dblquad(const mwArray &intfcn, const mwArray &inmin,
                const mwArray &inmax, const mwArray &outmin,
                const mwArray &outmax, const mwArray &tol
                const mwArray &method);
```

**C++ Syntax**

```
#include "matlab.hpp"

mwArray func; // String array(s)
mwArray inmin, inmax, outmin; // Input argument(s)
mwArray outmax, tol, trace, order; // Input argument(s)
mwArray result; // Return value

result = dblquad(func, inmin, inmax, outmin, outmax);
result = dblquad(func, inmin, inmax, outmin, outmax, tol);
result = dblquad(func, inmin, inmax, outmin, outmax, tol, method);
```

**MATLAB Syntax**

```
result = dblquad('fun', inmin, inmax, outmin, outmax)
result = dblquad('fun', inmin, inmax, outmin, outmax, tol)
result = dblquad('fun', inmin, inmax, outmin, outmax, tol, method)
```

**See Also** MATLAB `dblquad` Calling Conventions

---

<b>Purpose</b>	Strip trailing blanks from the end of a string
<b>C++ Prototype</b>	<code>mwArray deblank(const mwArray &amp;string);</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray string;           // String array(s) mwArray str;              // Return value  str = deblank(string);</pre>
<b>MATLAB Syntax</b>	<code>str = deblank(str)</code>
<b>See Also</b>	MATLAB <code>deblank</code> Calling Conventions



---

<b>Purpose</b>	Decimal to binary number conversion
<b>C++ Prototype</b>	<pre>mwArray dec2bin(const mwArray &amp;d); mwArray dec2bin(const mwArray &amp;d, const mwArray &amp;n);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray d, n;           // Input argument(s) mwArray str;           // Return value  str = dec2bin(d); str = dec2bin(d, n);</pre>
<b>MATLAB Syntax</b>	<pre>str = dec2bin(d) str = dec2bin(d, n)</pre>
<b>See Also</b>	MATLAB <code>dec2bin</code> Calling Conventions

# dec2hex

---

**Purpose**                    Decimal to hexadecimal number conversion

**C++ Prototype**        `mwArray dec2hex(const mwArray &d);`  
                          `mwArray dec2hex(const mwArray &d, const mwArray &n);`

**C++ Syntax**            `#include "matlab.hpp"`

```
mwArray d, n;                    // Input argument(s)
mwArray str;                    // Return value
```

```
str = dec2hex(d);
str = dec2hex(d, n);
```

**MATLAB Syntax**        `str = dec2hex(d)`  
                          `str = dec2hex(d, n)`

**See Also**                MATLAB `dec2hex`        [Calling Conventions](#)

**Purpose** Deconvolution and polynomial division

**C++ Prototype** `mwArray deconv(mwArray *r, const mwArray &v, const mwArray &u);`  
`mwArray deconv(const mwArray &v, const mwArray &u);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray v, u;           // Input argument(s)
mwArray r;             // Output argument(s)
mwArray q;             // Return value
```

```
q = deconv(&r, v, u);
q = deconv(v, u);
```

**MATLAB Syntax** `[q, r] = deconv(v, u)`

**See Also** [MATLAB deconv](#) [Calling Conventions](#)

# del2

---

**Purpose** Discrete Laplacian

**C++ Prototype** `mwArray del2(const mwArray &U);`  
`mwArray del2(const mwArray &U, const mwArray &h);`  
`mwArray del2(const mwArray &U, const mwArray &hx,`  
`const mwArray &hy);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray U, h, hx, hy; // Input argument(s)
mwArray L;           // Return value
```

```
L = del2(U);
L = del2(U, h);
L = del2(U, hx, hy);
```

**MATLAB Syntax**

```
L = del2(U)
L = del2(U, h)
L = del2(U, hx, hy)
```

**See Also** MATLAB del2      Calling Conventions

---

<b>Purpose</b>	Matrix determinant
<b>C++ Prototype</b>	<code>mwArray det(const mwArray &amp;X);</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray X;           // Input argument(s) mwArray d;           // Return value  d = det(X);</pre>
<b>MATLAB Syntax</b>	<code>d = det(X)</code>
<b>See Also</b>	MATLAB det      Calling Conventions

# diag

---

**Purpose** Diagonal matrices and diagonals of a matrix

**C++ Prototype** `mwArray diag(const mwArray &v, const mwArray &k);`  
`mwArray diag(const mwArray &v);`

**C++ Syntax** `#include "matlab.hpp"`

`mwArray v, k, X;`

`X = diag(v, k);`

`X = diag(v);`

`v = diag(X, k);`

`v = diag(X);`

**MATLAB  
Syntax** `X = diag(v, k)`  
`X = diag(v)`  
`v = diag(X, k)`  
`v = diag(X)`

**See Also** MATLAB `diag`      [Calling Conventions](#)

---

<b>Purpose</b>	Differences and approximate derivatives
<b>C++ Prototype</b>	<pre>mwArray di ff(const mwArray &amp;X); mwArray di ff(const mwArray &amp;X, const mwArray &amp;n); mwArray di ff(const mwArray &amp;X, const mwArray &amp;n,               const mwArray &amp;di m);</pre>
<b>C++ Syntax</b>	<pre>#i nclude "matl ab. hpp"  mwArray X, n, di m;    // Input argument(s) mwArray Y;            // Return value  Y = di ff(X); Y = di ff(X, n); Y = di ff(X, n, di m);</pre>
<b>MATLAB Syntax</b>	<pre>Y = di ff(X) Y = di ff(X, n) Y = di ff(X, n, di m)</pre>
<b>See Also</b>	MATLAB di ff      Calling Conventions

# disp

---

**Purpose** Display text or array

**C++ Prototype** `void disp(const mxArray &X);`

**C++ Syntax** `#include "matlab.hpp"`

`mxArray X; // Input argument(s)`

`disp(X);`

**MATLAB  
Syntax** `disp(X)`

**See Also** MATLAB `disp` Calling Conventions

**Purpose** Convert to double precision

**C++ Prototype** `mwArray double_func(const mwArray &X);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray X;           // Input argument(s)
mwArray R;           // Return value
```

```
R = double_func(X);
```

**MATLAB  
Syntax** `double(X)`

**See Also** MATLAB `double` [Calling Conventions](#)

# eig

---

**Purpose** Eigenvalues and eigenvectors

**C++ Prototype** `mwArray eig(const mwArray &A);`  
`mwArray eig(mwArray *D, const mwArray &A);`  
`mwArray eig(mwArray &A, const mwArray &B);`  
`mwArray eig(mwArray *D, const mwArray &A, const mwArray &B);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray A, B;           // Input argument(s)
mwArray D;              // Output argument(s)
mwArray d, V;          // Return value

d = eig(A);
V = eig(&D, A);
V = eig(&D, A, "nobalance");
d = eig(A, B);
V = eig(&D, A, B);
```

**MATLAB Syntax** `d = eig(A)`  
`[V, D] = eig(A)`  
`[V, D] = eig(A, 'nobalance')`  
`d = eig(A, B)`  
`[V, D] = eig(A, B)`

**See Also** MATLAB `eig` Calling Conventions

**Purpose** Jacobi elliptic functions

**C++ Prototype**

```

mwArray ellipj(mwArray *CN, mwArray *DN, const mwArray &U,
               const mwArray &M);
mwArray ellipj(mwArray *CN, mwArray *DN, const mwArray &U,
               const mwArray &M, const mwArray &tol);
mwArray ellipj(mwArray *CN, const mwArray &U, const mwArray &M);
mwArray ellipj(const mwArray &U, const mwArray &M);
mwArray ellipj(mwArray *CN, const mwArray &U, const mwArray &M,
               const mwArray &tol);
mwArray ellipj(const mwArray &U, const mwArray &M,
               const mwArray &tol);

```

**C++ Syntax** #include "matlab.hpp"

```

mwArray U, M, tol;           // Input argument(s)
mwArray CN, DN;             // Output argument(s)
mwArray SN;                 // Return value

```

```

SN = ellipj (&CN, &DN, U, M);
SN = ellipj (&CN, &DN, U, M, tol);
SN = ellipj (&CN, U, M);
SN = ellipj (U, M);
SN = ellipj (&CN, U, M, tol);
SN = ellipj (U, M, tol);

```

**MATLAB Syntax**

```

[SN, CN, DN] = ellipj (U, M)
[SN, CN, DN] = ellipj (U, M, tol)

```

**See Also** MATLAB `ellipj` Calling Conventions

# ellipke

---

**Purpose** Complete elliptic integrals of the first and second kind

**C++ Prototype** `mwArray ellipke(const mwArray &M);`  
`mwArray ellipke(mwArray *E, const mwArray &M);`  
`mwArray ellipke(mwArray *E, const mwArray &M, const mwArray &tol);`  
`mwArray ellipke(const mwArray &M, const mwArray &tol);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray M, tol;           // Input argument(s)
mwArray E;                // Output argument(s)
mwArray K;                // Return value
```

```
K = ellipke(M);
K = ellipke(&E, M);
K = ellipke(&E, M, tol);
K = ellipke(M, tol);
```

**MATLAB Syntax** `K = ellipke(M)`  
`[K, E] = ellipke(M)`  
`[K, E] = ellipke(M, tol)`

**See Also** MATLAB `ellipke` Calling Conventions

---

<b>Purpose</b>	Generate the last index for an array dimension
<b>C++ Prototype</b>	<code>mwArray end(mwArray &amp;mat, mwArray &amp;x, mwArray &amp;y);</code>
<b>Arguments</b>	<code>mat</code> Array  <code>x</code> The dimension where <code>end()</code> is used. (1 = row , 2 = column)  <code>y</code> Number of indices in the subscript. (for two-dimensional indexing, always 2; for one-dimensional indexing, always 1)
<b>C++ Syntax</b>	This example selects all but the first element in row three from array A : <code>A(3, col on(2, end(A, 2, 2)));</code>
<b>MATLAB Syntax</b>	<code>A(3, 2: end)</code>
<b>Description</b>	<code>end(&amp;mat, &amp;x, &amp;y)</code> generates the last index for an array dimension. It acts like <code>end</code> in the MATLAB expression <code>A(3, 6: end)</code> . <code>x</code> is the dimension to compute <code>end</code> for.  The <code>end()</code> function, which corresponds to the MATLAB <code>end()</code> function, provides another way of specifying a vector index. Given an array, a dimension (1 = row , 2 = column), and the number of indices in the subscript, <code>end()</code> returns the index of the last element in the specified dimension. Given the row dimension, <code>end()</code> returns the number of columns. Given the column dimension, it returns the number of rows. For a matrix and one-dimensional indexing, <code>end()</code> treats the matrix as a vector and returns the number of elements in the matrix.
<b>See Also</b>	<code>MATLAB end</code> <code>Calling Conventions</code>

# eomday

---

**Purpose** End of month

**C++ Prototype** `mwArray eomday(const mwArray &Y, const mwArray &M);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray Y, M;           // Input argument(s)
mwArray E;              // Return value
```

```
E = eomday(Y, M);
```

**MATLAB Syntax** `E = eomday(Y, M)`

**See Also** [MATLAB eomday](#) [Calling Conventions](#)

---

<b>Purpose</b>	Floating-point relative accuracy
<b>C++ Prototype</b>	<code>mwArray eps();</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray R;           // Return value  R = eps();</pre>
<b>MATLAB Syntax</b>	<code>eps</code>
<b>See Also</b>	<code>MATLAB eps</code> <code>Calling Conventions</code>

# erf, erfc, erfcx, erfinv

---

<b>Purpose</b>	Error functions	
<b>C++ Prototype</b>	<code>mwArray erf(const mwArray &amp;X);</code> <code>mwArray erfc(const mwArray &amp;X);</code> <code>mwArray erfcx(const mwArray &amp;X);</code> <code>mwArray erfinv(const mwArray &amp;Y);</code>	
<b>C++ Syntax</b>	<code>#include "matlab.hpp"</code>  <code>mwArray X, Y;</code>  <code>Y = erf(X);</code> <code>Y = erfc(X);</code> <code>Y = erfcx(X);</code> <code>X = erfinv(Y);</code>	<b>Error function</b> <b>Complementary error function</b> <b>Scaled complementary error function</b> <b>Inverse of the error function</b>
<b>MATLAB Syntax</b>	<code>Y = erf(X)</code> <code>Y = erfc(X)</code> <code>Y = erfcx(X)</code> <code>X = erfinv(Y)</code>	<b>Error function</b> <b>Complementary error function</b> <b>Scaled complementary error function</b> <b>Inverse of the error function</b>
<b>See Also</b>	MATLAB <code>erf</code> , <code>erfc</code> , <code>erfcx</code> , <code>erfinv</code>	<b>Calling Conventions</b>

**Purpose** Display error messages

**C++ Prototype** `void error(const mxArray &msg);`

**C++ Syntax** `#include "matlab.hpp"`

`mxArray msg; // String array(s)`

`error(msg);`

**MATLAB Syntax** `error('error_message')`

**See Also** MATLAB error [Calling Conventions](#)

# etime

---

**Purpose** Elapsed time

**C++ Prototype** `mwArray etime(const mwArray &t2, const mwArray &t1);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray t2, t1;           // Input argument(s)
mwArray e;                // Return value
```

```
e = etime(t2, t1);
```

**MATLAB Syntax** `e = etime(t2, t1)`

**See Also** MATLAB `etime`      [Calling Conventions](#)

---

<b>Purpose</b>	Exponential
<b>C++ Prototype</b>	<code>mwArray exp(const mwArray &amp;X);</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray X;           // Input argument(s) mwArray Y;           // Return value  Y = exp(X);</pre>
<b>MATLAB Syntax</b>	<code>Y = exp(X)</code>
<b>See Also</b>	MATLAB <code>exp</code> Calling Conventions

# expint

---

**Purpose** Exponential integral

**C++ Prototype** `mwArray expint(const mwArray &X);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray X;           // Input argument(s)
mwArray Y;           // Return value
```

```
Y = expint(X);
```

**MATLAB Syntax** `Y = expint(X)`

**See Also** MATLAB `expint`      [Calling Conventions](#)

---

<b>Purpose</b>	Matrix exponential
<b>C++ Prototype</b>	<code>mwArray expm(const mwArray &amp;X);</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray X;           // Input argument(s) mwArray Y;           // Return value  Y = expm(X);</pre>
<b>MATLAB Syntax</b>	<code>Y = expm(X)</code>
<b>See Also</b>	MATLAB <code>expm</code> Calling Conventions

# expm1

---

**Purpose** Matrix exponential via Pade approximation.

**C++ Prototype** `mwArray expm1(const mwArray &A);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray A;           // Input argument(s)
mwArray E;           // Return value
```

```
E = expm1(A);
```

**MATLAB Syntax** `E = expm1(A)`

**See Also** MATLAB `expm1` Calling Conventions

**Purpose** Matrix exponential via Taylor series.

**C++ Prototype** `mwArray expm2(const mwArray &A);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray A;           // Input argument(s)
mwArray E;           // Return value
```

```
E = expm2(A);
```

**MATLAB Syntax** `E = expm2(A)`

**See Also** MATLAB `expm2` Calling Conventions

# expm3

---

**Purpose** Matrix exponential via eigenvalues and eigenvectors.

**C++ Prototype** `mwArray expm3(const mwArray &A);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray A;           // Input argument(s)
mwArray E;           // Return value
```

```
E = expm3(A);
```

**MATLAB Syntax** `E = expm3(A)`

**See Also** MATLAB `expm3`      [Calling Conventions](#)

---

<b>Purpose</b>	Identity matrix
<b>C++ Prototype</b>	<pre>mwArray eye(const mwArray &amp;n); mwArray eye(const mwArray &amp;m, const mwArray &amp;n); mwArray eye();</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray m, n, A;           // Input argument(s) mwArray Y;                // Return value  Y = eye(n); Y = eye(m, n); Y = eye(size(A)); Y = eye();</pre>
<b>MATLAB Syntax</b>	<pre>Y = eye(n) Y = eye(m, n) Y = eye(size(A))</pre>
<b>See Also</b>	MATLAB eye      Calling Conventions

# factor

---

**Purpose** Prime factors

**C++ Prototype** `mwArray factor(const mwArray &n);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray n;           // Input argument(s)
mwArray f;           // Return value
```

```
f = factor(n);
```

**MATLAB Syntax** `f = factor(n)`

**See Also** MATLAB factor      Calling Conventions

<b>Purpose</b>	Close one or more open files
<b>C++ Prototype</b>	<code>mwArray fclose(const mwArray &amp;fid);</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray fid;           // Input argument(s) mwArray status;       // Return value  status = fclose(fid); status = fclose("all");</pre>
<b>MATLAB Syntax</b>	<pre>status = fclose(fid) status = fclose('all')</pre>
<b>See Also</b>	MATLAB <code>fclose</code> Calling Conventions

# feof

---

**Purpose**                Test for end-of-file

**C++ Prototype**        `mwArray feof(const mwArray &fid);`

**C++ Syntax**            `#include "matlab.hpp"`

`mwArray fid;                // Input argument(s)`

`mwArray eofstat;          // Return value`

`eofstat = feof(fid);`

**MATLAB  
Syntax**                `eofstat = feof(fid)`

**See Also**             [MATLAB feof](#)            [Calling Conventions](#)

---

<b>Purpose</b>	Query MATLAB about errors in file input or output
<b>C++ Prototype</b>	<pre>mwArray ferror(const mwArray &amp;fid); mwArray ferror(const mwArray &amp;fid, const mwArray &amp;clear); mwArray ferror(mwArray *errnum, const mwArray &amp;fid); mwArray ferror(mwArray *errnum, const mwArray &amp;fid,                const mwArray &amp;clear);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray fid;           // Input argument(s) mwArray errnum;       // Output argument(s) mwArray message;      // Return value  message = ferror(fid); message = ferror(fid, "clear"); message = ferror(&amp;errnum, fid); message = ferror(&amp;errnum, fid, "clear");</pre>
<b>MATLAB Syntax</b>	<pre>message = ferror(fid) message = ferror(fid, 'clear') [message, errnum] = ferror(...)</pre>
<b>See Also</b>	MATLAB <a href="#">ferror</a> <a href="#">Calling Conventions</a>

# feval

---

**Purpose**                    Function evaluation.

**C++ Prototype**        feval () supports all combinations of 1 to 5 output arguments and 0 to 8 input arguments

```
mwArray feval (const mwArray &fcn);
mwArray feval (const mwArray &fcn, const mwArray &x1);
mwArray feval (mwArray *y2, const mwArray &fcn,
               const mwArray &x1);
.
.
.
mwArray feval (mwArray *y2, mwArray *y3,
               mwArray *y4, mwArray *y5,
               const mwArray &fcn,
               const mwArray &x1,
               const mwArray &x2, const mwArray &x3,
               const mwArray &x4, const mwArray &x5,
               const mwArray &x6, const mwArray &x7,
               const mwArray &x8);
```

**C++ Syntax**            #include "matlab.hpp"

```
mwArray fcn, x1, x2, x3, x4, x5, x6, x7, x8; // Input argument(s)
mwArray y2, y3, y4, y5;                    // Output argument(s)
mwArray y1;                                // Return value
```

```
y1 = feval (fcn);
y1 = feval (fcn, x1);
y1 = feval (&y2, fcn, x1);
.
.
.
y1 = feval (&y2, &y3, &y4, &y5, fcn, x1, x2, x3, x4, x5, x6, x7, x8);
```

**MATLAB  
Syntax**

```
[y1, y2, ...] = feval (function, x1, ..., xn)
```

**See Also**

MATLAB `feval`

Calling Conventions

# fft

---

**Purpose** One-dimensional fast Fourier transform

**C++ Prototype** `mwArray fft(const mwArray &X);`  
`mwArray fft(const mwArray &X, const mwArray &n);`  
`mwArray fft(const mwArray &X, const mwArray &n, const mwArray &dim);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray X, n, dim;           // Input argument(s)
mwArray Y;                   // Return value
```

```
Y = fft(X);
Y = fft(X, n);
Y = fft(X, mwArray(), dim);
Y = fft(X, n, dim);
```

**MATLAB Syntax**

```
Y = fft(X)
Y = fft(X, n)
Y = fft(X, [], dim);
Y = fft(X, n, dim)
```

**See Also** MATLAB `fft`      Calling Conventions

---

<b>Purpose</b>	Two-dimensional fast Fourier transform
<b>C++ Prototype</b>	<pre>mwArray fft2(const mwArray &amp;X); mwArray fft2(const mwArray &amp;X, const mwArray &amp;m, const mwArray &amp;n);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray X, m, n;           // Input argument(s) mwArray Y;                // Return value  Y = fft2(X); Y = fft2(X, m, n);</pre>
<b>MATLAB Syntax</b>	<pre>Y = fft2(X) Y = fft2(X, m, n)</pre>
<b>See Also</b>	MATLAB <a href="#">fft2</a> <a href="#">Calling Conventions</a>

# fftshift

---

**Purpose** Shift DC component of fast Fourier transform to center of spectrum

**C++ Prototype** `mwArray fftshift(const mwArray &X);`

**C++ Syntax** `#include "matlab.hpp"`

`mwArray X; // Input argument(s)`

`mwArray Y; // Return value`

`Y = fftshift(X);`

**MATLAB Syntax** `Y = fftshift(X)`

**See Also** MATLAB `fftshift` Calling Conventions

**Purpose** Return the next line of a file as a string without line terminator(s)

**C++ Prototype** `mwArray fgetl(const mwArray &fid);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray fid;           // Input argument(s)
mwArray line;         // Return value
```

```
line = fgetl(fid);
```

**MATLAB Syntax** `line = fgetl(fid)`

**See Also** MATLAB `fgetl` Calling Conventions

# fgets

---

**Purpose** Return the next line of a file as a string with line terminator(s)

**C++ Prototype**

```
mwArray fgets(const mwArray &fid);  
mwArray fgets(const mwArray &fid, const mwArray &nchar);  
mwArray fgets(mwArray *EOL, const mwArray &fid);  
mwArray fgets(mwArray *EOL, const mwArray &fid,  
              const mwArray &nchar);
```

**C++ Syntax**

```
#include "matlab.hpp"  
  
mwArray fid, nchar;    // Input argument(s)  
mwArray EOL;          // Output argument(s)  
mwArray line;         // Return value  
  
line = fgets(fid);  
line = fgets(fid, nchar);  
line = fgets(&EOL, fid);  
line = fgets(&EOL, fid, nchar);
```

**MATLAB Syntax**

```
line = fgets(fid)  
line = fgets(fid, nchar)
```

**See Also** MATLAB fgets      Calling Conventions

**Purpose** Filter data with an infinite impulse response (IIR) or finite impulse response (FIR) filter

**C++ Prototype**

```

mwArray filter(const mwArray &b, const mwArray &a,
               const mwArray &X);
mwArray filter(mwArray *zf, const mwArray &b, const mwArray &a,
               const mwArray &X);
mwArray filter(const mwArray &b, const mwArray &a, const mwArray &X,
               const mwArray &zi);
mwArray filter(mwArray *zf, const mwArray &b, const mwArray &a,
               const mwArray &X, const mwArray &zi);
mwArray filter(const mwArray &b, const mwArray &a, const mwArray &X,
               const mwArray &zi, const mwArray &dim);
mwArray filter(mwArray *zf, const mwArray &b, const mwArray &a,
               const mwArray &X, const mwArray &zi,
               const mwArray &dim);

```

**C++ Syntax**

```

#include "matlab.hpp"

mwArray b, a, X, zi, dim; // Input argument(s)
mwArray zf;               // Output argument(s)
mwArray y;               // Return value

y = filter(b, a, X);
y = filter(&zf, b, a, X);
y = filter(b, a, X, zi);
y = filter(&zf, b, a, X, zi);
y = filter(b, a, X, zi, dim);
y = filter(&zf, b, a, X, zi, dim);
y = filter(b, a, X, mwArray(), dim);
y = filter(&zf, b, a, X, mwArray(), dim);

```

# filter

---

## **MATLAB Syntax**

```
y = filter(b, a, X)
[y, zf] = filter(b, a, X)
[y, zf] = filter(b, a, X, zi)
y = filter(b, a, X, zi, dim)
[... ] = filter(b, a, X, [], dim)
```

## **See Also**

MATLAB filter      Calling Conventions

---

<b>Purpose</b>	Two-dimensional digital filtering
<b>C++ Prototype</b>	<pre>mwArray filter2(const mwArray &amp;h, const mwArray &amp;X); mwArray filter2(const mwArray &amp;h, const mwArray &amp;X,                 const mwArray &amp;shape);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray shape;           // String array(s) mwArray h, X;           // Input argument(s) mwArray Y;              // Return value  Y = filter2(h, X); Y = filter2(h, X, shape);</pre>
<b>MATLAB Syntax</b>	<pre>Y = filter2(h, X) Y = filter2(h, X, shape)</pre>
<b>See Also</b>	MATLAB <code>filter2</code> Calling Conventions

# find

---

**Purpose** Find indices and values of nonzero elements

**C++ Prototype** `mwArray find(const mwArray &X);`  
`mwArray find(mwArray *j, const mwArray &X);`  
`mwArray find(mwArray *j, mwArray *v, const mwArray &X);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray X;           // Input argument(s)
mwArray j, v;       // Output argument(s)
mwArray k, i;       // Return value
```

```
k = find(X);
i = find(&j, X);
i = find(&j, &v, X);
```

**MATLAB Syntax** `k = find(X)`  
`[i,j] = find(X)`  
`[i,j,v] = find(X)`

**See Also** MATLAB `find`      Calling Conventions

---

<b>Purpose</b>	Find one string within another
<b>C++ Prototype</b>	<code>mwArray findstr(const mxArray &amp;str1, const mxArray &amp;str2);</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray str1, str2;    // String array(s) mwArray k;            // Return value  k = findstr(str1, str2);</pre>
<b>MATLAB Syntax</b>	<code>k = findstr(str1, str2)</code>
<b>See Also</b>	MATLAB <code>findstr</code> Calling Conventions

# fix

---

**Purpose** Round towards zero

**C++ Prototype** `mwArray fix(const mwArray &A);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray A;           // Input argument(s)
```

```
mwArray B;           // Return value
```

```
B = fix(A);
```

**MATLAB  
Syntax** `B = fix(A)`

**See Also** `MATLAB fix` [Calling Conventions](#)

---

<b>Purpose</b>	Flip matrices left-right
<b>C++ Prototype</b>	<code>mwArray fliplr(const mwArray &amp;A);</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray A;           // Input argument(s) mwArray B;           // Return value  B = fliplr(A);</pre>
<b>MATLAB Syntax</b>	<code>B = fliplr(A)</code>
<b>See Also</b>	MATLAB <code>fliplr</code> Calling Conventions

# flipud

---

**Purpose** Flip matrices up-down

**C++ Prototype** `mwArray flipud(const mwArray &A);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray A;           // Input argument(s)  
mwArray B;           // Return value
```

```
B = flipud(A);
```

**MATLAB Syntax** `B = flipud(A)`

**See Also** MATLAB `flipud` Calling Conventions

---

<b>Purpose</b>	Round towards minus infinity
<b>C++ Prototype</b>	<code>mwArray floor(const mwArray &amp;A);</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray A;           // Input argument(s) mwArray B;           // Return value  B = floor(A);</pre>
<b>MATLAB Syntax</b>	<code>B = floor(A)</code>
<b>See Also</b>	<code>MATLAB floor</code> <code>Calling Conventions</code>

# flops

---

**Purpose** Count floating-point operations

**C++ Prototype** `mwArray flops();`  
`mwArray flops(const mwArray &m);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray f;           // Return value

f = flops();
f = flops(0);
```

**MATLAB Syntax** `f = flops`  
`flops(0)`

**See Also** [MATLAB flops](#) [Calling Conventions](#)

<b>Purpose</b>	Minimize a function of one variable
<b>C++ Prototype</b>	<pre> mwArray fmin(const mwArray &amp;func, const mwArray &amp;x1,              const mwArray &amp;x2); mwArray fmin(const mwArray &amp;func, const mwArray &amp;x1,              const mwArray &amp;x2, const mwArray &amp;options_in); mwArray fmin(const mwArray &amp;func, const mwArray &amp;x1,              const mwArray &amp;x2, const mwArray &amp;options_in,              const mwArray &amp;P); mwArray fmin(mwArray *options_out, const mwArray &amp;func,              const mwArray &amp;x1, const mwArray &amp;x2,              const mwArray &amp;options_in); mwArray fmin(mwArray *options_out, const mwArray &amp;func,              const mwArray &amp;x1, const mwArray &amp;x2,              const mwArray &amp;options_in, const mwArray &amp;P); </pre>
<b>C++ Syntax</b>	<pre> #include "matlab.hpp"  mwArray func;           // String array(s) mwArray x1, x2;        // Input argument(s) mwArray options_in, P; // Input argument(s) mwArray options_out;   // Output argument(s) mwArray x;             // Return value  x = fmin(func, x1, x2); x = fmin(func, x1, x2, options_in); x = fmin(func, x1, x2, options_in, P); x = fmin(&amp;options_out, func, x1, x2, options_in); x = fmin(&amp;options_out, func, x1, x2, options_in, P); </pre>
<b>MATLAB Syntax</b>	<pre> x = fmin('fun', x1, x2) x = fmin('fun', x1, x2, options) x = fmin('fun', x1, x2, options, P1, P2, ...) [x, options] = fmin(...) </pre>
<b>See Also</b>	MATLAB <code>fmin</code> Calling Conventions

# fmins

---

**Purpose** Minimize a function of several variables

**C++ Prototype**

```
mwArray fmins(const mwArray &func, const mwArray &x0);
mwArray fmins(const mwArray &func, const mwArray &x0,
              const mwArray &options_in);
mwArray fmins(const mwArray &func, const mwArray &x0,
              const mwArray &options_in, const mwArray &p1);
mwArray fmins(const mwArray &func, const mwArray &x0,
              const mwArray &options_in, const mwArray &p1,
              const mwArray &p2);
mwArray fmins(mwArray *options_out, const mwArray &func,
              const mwArray &x0, const mwArray &options_in);
mwArray fmins(mwArray *options_out, const mwArray &func,
              const mwArray &x0, const mwArray &options_in,
              const mwArray &mtx, const mwArray &p1);
```

**C++ Syntax**

```
#include "matlab.hpp"

mwArray func; // String array(s)
mwArray x0, options_in; // Input argument(s)
mwArray p1; // Input argument(s)
mwArray options_out; // Output argument(s)
mwArray x; // Return value

x = fmins(func, x0);
x = fmins(func, x0, options_in);
x = fmins(func, x0, options_in, mwArray(), p1);
x = fmins(&options_out, func, x0, options_in);
x = fmins(&options_out, func, x0, options_in, mwArray(), p1);
```

**MATLAB Syntax**

```
x = fmins('fun', x0)
x = fmins('fun', x0, options)
x = fmins('fun', x0, options, [], P1, P2, ...)
[x, options] = fmins(...)
```

**See Also** MATLAB `fmins` Calling Conventions

<b>Purpose</b>	Open a file or obtain information about open files
<b>C++ Prototype</b>	<pre> mwArray fopen(const mwArray &amp;filename, const mwArray &amp;permission); mwArray fopen(mwArray *message, const mwArray &amp;filename,                const mwArray &amp;permission, const mwArray &amp;format); mwArray fopen(const mwArray &amp;all); mwArray fopen(mwArray *permission, mwArray *format,                const mwArray &amp;fid); mwArray fopen(const mwArray &amp;filename, const mwArray &amp;permission,                const mwArray &amp;format); </pre>
<b>C++ Syntax</b>	<pre> #include "matlab.hpp"  mwArray filename, permission; // String array(s) mwArray format, message;     // String array(s) mwArray fid, fids;           // Return value  fid = fopen(filename, permission); fid = fopen(&amp;message, filename, permission, format); fids = fopen("all"); filename = fopen(&amp;permission, &amp;format, fid); fid = fopen(filename, permission, format); </pre>
<b>MATLAB Syntax</b>	<pre> fid = fopen(filename, permission) [fid, message] = fopen(filename, permission, format) fids = fopen('all') [filename, permission, format] = fopen(fid) </pre>
<b>See Also</b>	MATLAB fopen      Calling Conventions

# format

---

**Purpose** Control the output display format

**C++ Prototype** `void format();`  
`void format(const mxArray &a);`  
`void format(const mxArray &a, const mxArray &b);`

**C++ Syntax** `#include "matlab.hpp"`

`mxArray a, b; // Input argument(s)`

`format();`  
`format(a);`  
`format(a, b);`

**MATLAB Syntax** MATLAB performs all computations in double precision.

**See Also** MATLAB format      Calling Conventions

**Purpose** Write formatted data to file

**C++ Prototype**

```

mwArray fprintf(const mwArray &fid, const mwArray &format,
                const mwArray &A1=mwArray::DIN,
                const mwArray &A2=mwArray::DIN,
                const mwArray &A3=mwArray::DIN,
                .
                .
                .
                const mwArray &A30=mwArray::DIN );
mwArray fprintf(const mwArray &format);

```

**C++ Syntax**

```

#include "matlab.hpp"

mwArray format;           // String array(s)
mwArray fid;             // Input argument(s)
mwArray A1, A2, ... A31; // Input argument(s)
mwArray count;          // Return value

count = fprintf(fid, format, A1);
count = fprintf(fid, format, A1, A2);
.
.
.
count = fprintf(fid, format, A1, A2, A3, A4, A5, A6, A7, A8, A9, A10, A11, A12,
                A13, A14, A15, A16, A17, A18, A19, A20, A21, A22,
                A23, A24, A25, A26, A27, A28, A29, A30);

count = fprintf(format, A1);
count = fprintf(format, A1, A2);
.
.
.
count = fprintf(format, A1, A2, A3, A4, A5, A6, A7, A8, A9, A10, A11, A12,
                A13, A14, A15, A16, A17, A18, A19, A20, A21, A22

```

# fprintf

---

```
A23, A24, A25, A26, A27, A28, A29, A30, A31);
```

```
count = fprintf(format);
```

## **MATLAB Syntax**

```
count = fprintf(fid, format, A, ...)  
fprintf(format, A, ...)
```

## **See Also**

MATLAB `fprintf`      [Calling Conventions](#)

<b>Purpose</b>	Read binary data from file
<b>C++ Prototype</b>	<pre> mwArray fread(mwArray *count, const mwArray &amp;fid,               const mwArray &amp;size, const mwArray &amp;precision); mwArray fread(mwArray *count, const mwArray &amp;fid,               const mwArray &amp;size, const mwArray &amp;precision,               const mwArray &amp;skip); mwArray fread(const mwArray &amp;fid); mwArray fread(mwArray *count, const mwArray &amp;fid); mwArray fread(const mwArray &amp;fid, const mwArray &amp;size); mwArray fread(mwArray *count, const mwArray &amp;fid,               const mwArray &amp;size); mwArray fread(const mwArray &amp;fid, const mwArray &amp;size,               const mwArray &amp;precision); mwArray fread(const mwArray &amp;fid, const mwArray &amp;size,               const mwArray &amp;precision, const mwArray &amp;skip); </pre>
<b>C++ Syntax</b>	<pre> #include "matlab.hpp"  mwArray precision;           // Input argument(s) mwArray fid, size, skip;    // Input argument(s) mwArray count;              // Output argument(s) mwArray A;                  // Return value  A = fread(&amp;count, fid, size, precision); A = fread(&amp;count, fid, size, precision, skip); A = fread(fid); A = fread(&amp;count, fid); A = fread(fid, size); A = fread(&amp;count, fid, size); A = fread(fid, size, precision); A = fread(fid, size, precision, skip); </pre>
<b>MATLAB Syntax</b>	<pre> [A, count] = fread(fid, size, precision) [A, count] = fread(fid, size, precision, skip) </pre>
<b>See Also</b>	MATLAB fread      Calling Conventions

# freqspace

---

**Purpose** Determine frequency spacing for frequency response

**C++ Prototype**

```
mwArray freqspace(mwArray *f2, const mwArray &n);  
mwArray freqspace(const mwArray &n);  
mwArray freqspace(mwArray *f2, const mwArray &n,  
                  const mwArray &flag);  
mwArray freqspace(const mwArray &N, const mwArray &flag);
```

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray n, N, flag;           // Input argument(s)  
mwArray f2, y1;              // Output argument(s)  
mwArray f1, x1, f;           // Return value
```

```
f1 = freqspace(&f2, n);  
f1 = freqspace(&f2, horzcat(m, n));  
x1 = freqspace(&y1, n, "meshgrid");  
x1 = freqspace(&y1, horzcat(m, n), "meshgrid")  
f = freqspace(N);  
f = freqspace(N, "whole");
```

**MATLAB Syntax**

```
[f1, f2] = freqspace(n)  
[f1, f2] = freqspace([m n])  
[x1, y1] = freqspace(..., 'meshgrid')  
f = freqspace(N)  
f = freqspace(N, 'whole')
```

**See Also** MATLAB `freqspace` Calling Conventions

---

<b>Purpose</b>	Rewind an open file
<b>C++ Prototype</b>	<code>mwArray frewind(const mwArray &amp;fid);</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray fid;           // Input argument(s) mwArray R;             // Return value  R = frewind(fid);</pre>
<b>MATLAB Syntax</b>	<code>frewind(fid)</code>
<b>See Also</b>	MATLAB <code>frewind</code> Calling Conventions

# fscanf

---

**Purpose** Read formatted data from file

**C++ Prototype**

```
mwArray fscanf(const mwArray &fid, const mwArray &format);  
mwArray fscanf(mwArray *count, const mwArray &fid,  
               const mwArray &format, const mwArray &size);  
mwArray fscanf(const mwArray &fid, const mwArray &format,  
               const mwArray &size);  
mwArray fscanf(mwArray *count, const mwArray &fid,  
               const mwArray &format);
```

**C++ Syntax** #include "matlab.hpp"

```
mwArray format;           // String array(s)  
mwArray fid, size;       // Input argument(s)  
mwArray count;          // Output argument(s)  
mwArray A;              // Return value
```

```
A = fscanf(fid, format);  
A = fscanf(&count, fid, format, size);  
A = fscanf(fid, format, size);  
A = fscanf(&count, fid, format);
```

**MATLAB Syntax**

```
A = fscanf(fid, format)  
[A, count] = fscanf(fid, format, size)
```

**See Also** MATLAB fscanf      Calling Conventions

---

<b>Purpose</b>	Set file position indicator
<b>C++ Prototype</b>	<pre>mwArray fseek(const mwArray &amp;fid, const mwArray &amp;offset,                const mwArray &amp;origin);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray origin;           // String array(s) mwArray fid, offset;     // Input argument(s) mwArray status;          // Return value  status = fseek(fid, offset, <i>origin</i>);</pre>
<b>MATLAB Syntax</b>	<pre>status = fseek(fid, offset, <i>origin</i>)</pre>
<b>See Also</b>	MATLAB <code>fseek</code> Calling Conventions



---

<b>Purpose</b>	Evaluate functions of a matrix
<b>C++ Prototype</b>	<pre>mwArray funm(const mwArray &amp;X, const mwArray &amp;func); mwArray funm(mwArray *estrr, const mwArray &amp;X,              const mwArray &amp;func);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray func;           // String array(s) mwArray X;             // Input argument(s) mwArray estrr;         // Output argument(s) mwArray Y;             // Return value  Y = funm(X, func); Y = funm(&amp;estrr, X, func);</pre>
<b>MATLAB Syntax</b>	<pre>Y = funm(X, 'function') [Y, esterr] = funm(X, 'function')</pre>
<b>See Also</b>	MATLAB funm      Calling Conventions

# fwrite

---

**Purpose** Write binary data to a file

**C++ Prototype**

```
mwArray fwrite(const mwArray &fid, const mwArray &A,  
               const mwArray &precision);  
mwArray fwrite(const mwArray &fid, const mwArray &A,  
               const mwArray &precision, const mwArray &skip);  
mwArray fwrite(const mwArray &fid, const mwArray &A);
```

**C++ Syntax** #include "matlab.hpp"

```
mwArray precision;           // Input argument(s)  
mwArray fid, A, skip;       // Input argument(s)  
mwArray count;             // Return value
```

```
count = fwrite(fid, A, precision);  
count = fwrite(fid, A, precision, skip);  
count = fwrite(fid, A);
```

**MATLAB Syntax**

```
count = fwrite(fid, A, precision)  
count = fwrite(fid, A, precision, skip)
```

**See Also** MATLAB fwrite      Calling Conventions

<b>Purpose</b>	Zero of a function of one variable
<b>C++ Prototype</b>	<pre> mwArray fzero(const mwArray &amp;func, const mwArray &amp;x); mwArray fzero(const mwArray &amp;func, const mwArray &amp;x,               const mwArray &amp;tol); mwArray fzero(const mwArray &amp;func, const mwArray &amp;x,               const mwArray &amp;tol, const mwArray &amp;trace); mwArray fzero(const mwArray &amp;func, const mwArray &amp;x,               const mwArray &amp;tol, const mwArray &amp;trace,               const mwArray &amp;P1); </pre>
<b>C++ Syntax</b>	<pre> #include "matlab.hpp"  mwArray func;           // String array(s) mwArray x, tol;         // Input argument(s) mwArray trace, P1;     // Input argument(s) mwArray z;             // Return value  z = fzero(func, x); z = fzero(func, x, tol); z = fzero(func, x, tol, trace); z = fzero(func, x, tol, trace, P1);  z = fzero('fun', x) z = fzero('fun', x, tol) z = fzero('fun', x, tol, trace) z = fzero('fun', x, tol, trace, P1, P2, ...) </pre>
<b>MATLAB Syntax</b>	<pre> z = fzero('fun', x) z = fzero('fun', x, tol) z = fzero('fun', x, tol, trace) z = fzero('fun', x, tol, trace, P1, P2, ...) </pre>
<b>See Also</b>	MATLAB <a href="#">fzero</a> <a href="#">Calling Conventions</a>

# gamma, gammainc, gammaln

---

**Purpose**                Gamma functions

**C++ Prototype**    `mwArray gamma(const mwArray &A);`  
`mwArray gamma(const mwArray &X, const mwArray &A);`  
`mwArray gammainc(const mwArray &X, const mwArray &A);`  
`mwArray gammaln(const mwArray &A);`

**C++ Syntax**        `#include "matlab.hpp"`

```
mwArray A, X;                                // Input argument(s)
mwArray Y;                                    // Return value

Y = gamma(A);                                // Gamma function
Y = gamma(X, A);
Y = gammainc(X, A);                         // Incomplete gamma function
Y = gammaln(A);                             // Logarithm of gamma function
```

**MATLAB Syntax**

```
Y = gamma(A)                                // Gamma function
Y = gammainc(X, A)                         // Incomplete gamma function
Y = gammaln(A)                             // Logarithm of gamma function
```

**See Also**            MATLAB `gamma`, `gammainc`, `gammaln`    Calling Conventions

---

<b>Purpose</b>	Greatest common divisor
<b>C++ Prototype</b>	<pre>mwArray gcd(const mwArray &amp;A, const mwArray &amp;B); mwArray gcd(mwArray *C, mwArray *D, const mwArray &amp;A,             const mwArray &amp;B);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray A, B;           // Input argument(s) mwArray C, D;           // Output argument(s) mwArray G;              // Return value  G = gcd(A, B); G = gcd(&amp;C, &amp;D, A, B);</pre>
<b>MATLAB Syntax</b>	<pre>G = gcd(A, B) [G, C, D] = gcd(A, B)</pre>
<b>See Also</b>	MATLAB gcd      Calling Conventions

# gradient

---

**Purpose** Numerical gradient

**C++ Prototype**

```
mwArray gradient(const mwArray &F);  
mwArray gradient(const mwArray &F, const mwArray &h);  
mwArray gradient(const mwArray &F, const mwArray &h1  
                 const mwArray &h2);  
mwArray gradient(mwArray *FY, const mwArray &F);  
mwArray gradient(mwArray *FY, const mwArray &F, const mwArray &h);  
mwArray gradient(mwArray *FY, const mwArray &F, const mwArray &h1  
                 const mwArray &h2);
```

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray F, h, h1, h2;           // Input argument(s)  
mwArray FY;                    // Output argument(s)  
mwArray FX;                    // Return value
```

```
FX = gradient(F);  
FX = gradient(F, h);  
FX = gradient(F, h1, h2);  
FX = gradient(&FY, F);  
FX = gradient(&FY, F, h);  
FX = gradient(&FY, F, h1, h2);
```

**MATLAB Syntax**

```
FX = gradient(F)  
[FX, FY] = gradient(F)  
[... ] = gradient(F, h)
```

**See Also** MATLAB `gradient` Calling Conventions

<b>Purpose</b>	Data gridding
<b>C++ Prototype</b>	<pre>mwArray griddata(const mwArray &amp;x, const mwArray &amp;y,                 const mwArray &amp;z, const mwArray &amp;XI,                 const mwArray &amp;YI); mwArray griddata(mwArray *YI, mwArray *ZI, const mwArray &amp;x,                 const mwArray &amp;y, const mwArray &amp;z,                 const mwArray &amp;xi, const mwArray &amp;YI);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray x, y, z, xi, yi;    // Input argument(s) mwArray YI;                // Output argument(s) mwArray ZI, XI;  ZI = griddata(x, y, z, XI, YI); XI = griddata(&amp;YI, &amp;ZI, x, y, z, xi, yi);</pre>
<b>MATLAB Syntax</b>	<pre>ZI = griddata(x, y, z, XI, YI) [XI, YI, ZI] = griddata(x, y, z, xi, yi)</pre>
<b>See Also</b>	MATLAB griddata    Calling Conventions

# hadamard

---

**Purpose** Hadamard matrix

**C++ Prototype** `mwArray hadamard(const mwArray &n);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray n;           // Input argument (s)
mwArray H;          // Return value
```

```
H = hadamard(n);
```

**MATLAB Syntax** `H = hadamard(n)`

**See Also** MATLAB `hadamard` [Calling Conventions](#)

---

<b>Purpose</b>	Hankel matrix
<b>C++ Prototype</b>	<pre>mwArray hankel (const mwArray &amp;c); mwArray hankel (const mwArray &amp;c, const mwArray &amp;r);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray c, r;           // Input argument(s) mwArray H;             // Return value  H = hankel (c); H = hankel (c, r);</pre>
<b>MATLAB Syntax</b>	<pre>H = hankel (c) H = hankel (c, r)</pre>
<b>See Also</b>	MATLAB hankel      Calling Conventions

# hess

---

**Purpose**                   Hessenberg form of a matrix

**C++ Prototype**        `mwArray hess(mwArray *H, const mwArray &A);`  
                          `mwArray hess(const mwArray &A);`

**C++ Syntax**            `#include "matlab.hpp"`

`mwArray A, H, P;                                // Input argument (s)`

`P = hess(&H, A);`

`H = hess(A);`

**MATLAB**                `[P, H] = hess(A)`  
**Syntax**                `H = hess(A)`

**See Also**                MATLAB `hess`                Calling Conventions

**Purpose** IEEE hexadecimal to decimal number conversion

**C++ Prototype** `mwArray hex2dec(const mwArray &hex_value);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray hex_value;    // Hexadecimal integer or string array
mwArray d;           // Return value
```

```
d = hex2dec(hex_value);
```

**MATLAB Syntax** `d = hex2dec('hex_value')`

**See Also** MATLAB `hex2dec`      [Calling Conventions](#)

# hex2num

---

**Purpose** Hexadecimal to double number conversion

**C++ Prototype** `mwArray hex2num(const mwArray &hex_value);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray hex_value; // String array(s)
mwArray f; // Return value
```

```
f = hex2num(hex_value);
```

**MATLAB Syntax** `f = hex2num('hex_value')`

**See Also** MATLAB `hex2num` Calling Conventions

---

<b>Purpose</b>	Hilbert matrix
<b>C++ Prototype</b>	<code>mwArray hilb(const mwArray &amp;n);</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray n;           // Input argument(s) mwArray H;          // Return value  H = hilb(n);</pre>
<b>MATLAB Syntax</b>	<code>H = hilb(n)</code>
<b>See Also</b>	MATLAB <code>hilb</code> Calling Conventions

# horzcat

---

**Purpose** Horizontal concatenation

**C++ Prototype** `mwArray horzcat(const mwArray &I1,  
const mwArray &I2=mwArray::DIN,  
const mwArray &I3=mwArray::DIN,  
. . .  
const mwArray &I31=mwArray::DIN,  
const mwArray &I32=mwArray::DIN );`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray A, B, C;           // Input argument(s)
mwArray R;                 // Return value

R = horzcat(A);
R = horzcat(A, B);
R = horzcat(A, B, C);
.
.
.
```

**MATLAB Syntax** `[A, B, C . . . ]  
horzcat(A, B, C . . . )`

**See Also** MATLAB horzcat      Calling Conventions

---

<b>Purpose</b>	Imaginary unit
<b>C++ Prototype</b>	<code>mwArray i ();</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray R;           // Return value  R = i ();</pre>
<b>MATLAB Syntax</b>	<code>i</code>
<b>See Also</b>	<code>MATLAB i</code> <code>Calling Conventions</code>

# icubic

---

- Purpose**                    One-dimensional cubic interpolation  
This MATLAB 4 function has been subsumed into `interp1`.
- See Also**                MATLAB `interp1`      Calling Conventions

**Purpose** Inverse one-dimensional fast Fourier transform

**C++ Prototype** `mwArray ifft(const mwArray &X);`  
`mwArray ifft(const mwArray &X, const mwArray &n);`  
`mwArray ifft(const mwArray &X, const mwArray &n,`  
`const mwArray &dim);`

**C++ Syntax** `#include "matlab.hpp"`

`mwArray X, n, dim; // Input argument(s)`  
`mwArray y; // Return value`

`y = ifft(X);`  
`y = ifft(X, n);`  
`y = ifft(X, mwArray(), dim);`  
`y = ifft(X, n, dim);`

**MATLAB Syntax** `y = ifft(X)`  
`y = ifft(X, n)`  
`y = ifft(X, [], dim)`  
`y = ifft(X, n, dim)`

**See Also** MATLAB `ifft` Calling Conventions

# ifft2

---

**Purpose** Inverse two-dimensional fast Fourier transform

**C++ Prototype** `mwArray ifft2(const mwArray &X);`  
`mwArray ifft2(const mwArray &X, const mwArray &m, const mwArray &n);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray X, m, n;           // Input argument(s)
mwArray Y;                // Return value
```

```
Y = ifft2(X);
Y = ifft2(X, m, n);
```

**MATLAB Syntax** `Y = ifft2(X)`  
`Y = ifft2(X, m, n)`

**See Also** MATLAB `ifft2` [Calling Conventions](#)

---

<b>Purpose</b>	Imaginary part of a complex number
<b>C++ Prototype</b>	<code>mwArray imag(const mwArray &amp;Z);</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray Z;           // Input argument(s) mwArray Y;           // Return value  Y = imag(Z);</pre>
<b>MATLAB Syntax</b>	<code>Y = imag(Z)</code>
<b>See Also</b>	MATLAB <code>imag</code> Calling Conventions

# inf

---

<b>Purpose</b>	Infinity
<b>C++ Prototype</b>	<code>mwArray inf();</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray R;           // Return value  R = inf();</pre>
<b>MATLAB Syntax</b>	<code>Inf</code>
<b>See Also</b>	<code>MATLAB inf</code> <code>Calling Conventions</code>

---

<b>Purpose</b>	Detect points inside a polygonal region
<b>C++ Prototype</b>	<pre>mwArray inpolygon(const mwArray &amp;x, const mwArray &amp;y,                   const mwArray &amp;xv, const mwArray &amp;yv);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray X, Y, xv, yv;      // Input argument(s) mwArray IN;                // Return value  IN = inpolygon(X, Y, xv, yv);</pre>
<b>MATLAB Syntax</b>	<pre>IN = inpolygon(X, Y, xv, yv)</pre>
<b>See Also</b>	MATLAB <code>inpolygon</code> Calling Conventions

# int2str

---

**Purpose** Integer to string conversion

**C++ Prototype** `mwArray int2str(const mwArray &N);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray N;           // Input argument(s)
mwArray str;        // Return value
```

```
str = int2str(N);
```

**MATLAB Syntax** `str = int2str(N)`

**See Also** [MATLAB int2str](#) [Calling Conventions](#)

<b>Purpose</b>	One-dimensional data interpolation (table lookup)
<b>C++ Prototype</b>	<pre>mwArray interp1(const mwArray &amp;x, const mwArray &amp;Y,                 const mwArray &amp;xi); mwArray interp1(const mwArray &amp;x, const mwArray &amp;Y,                 const mwArray &amp;xi, const mwArray &amp;method); mwArray interp1(const mwArray &amp;x, const mwArray &amp;Y);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray method;           // String array(s) mwArray x, Y, xi;        // Input argument(s) mwArray yi;              // Return value  yi = interp1(x, Y, xi); yi = interp1(x, Y, xi, method); yi = interp1(x, Y);</pre>
<b>MATLAB Syntax</b>	<pre>yi = interp1(x, Y, xi) yi = interp1(x, Y, xi, method)</pre>
<b>See Also</b>	MATLAB <code>interp1</code> Calling Conventions

# interp1q

---

**Purpose** Quick one-dimensional linear interpolation.

**C++ Prototype** `inline mxArray interp1q(const mxArray &x, const mxArray &Y,  
const mxArray &xi);`

**C++ Syntax** `#include "matlab.hpp"`

```
mxArray x, Y, xi;           // Input argument(s)  
mxArray F;                 // Return value
```

```
F = interp1q(x, Y, xi);
```

**MATLAB  
Syntax** `F = interp1q(x, Y, xi)`

**See Also** `MATLAB interp1q` [Calling Conventions](#)

<b>Purpose</b>	Two-dimensional data interpolation (table lookup)
<b>C++ Prototype</b>	<pre> mwArray interp2(const mwArray &amp;X, const mwArray &amp;Y,                 const mwArray &amp;Z, const mwArray &amp;XI,                 const mwArray &amp;YI); mwArray interp2(const mwArray &amp;Z, const mwArray &amp;XI,                 const mwArray &amp;YI); mwArray interp2(const mwArray &amp;Z, const mwArray &amp;ntimes); mwArray interp2(const mwArray &amp;X, const mwArray &amp;Y,                 const mwArray &amp;Z, const mwArray &amp;XI,                 const mwArray &amp;YI, const mwArray &amp;method); mwArray interp2(const mwArray &amp;X, const mwArray &amp;Y,                 const mwArray &amp;Z, const mwArray &amp;XI); mwArray interp2(const mwArray &amp;X); </pre>
<b>C++ Syntax</b>	<pre> #include "matlab.hpp"  mwArray method;           // String array(s) mwArray X, Y, Z, XI, YI;  // Input argument(s) mwArray ntimes;          // Input argument(s) mwArray ZI;               // Return value  ZI = interp2(X, Y, Z, XI, YI); ZI = interp2(Z, XI, YI); ZI = interp2(Z, ntimes); ZI = interp2(X, Y, Z, XI, YI, method); ZI = interp2(X, Y, Z, XI); ZI = interp2(X); </pre>
<b>MATLAB Syntax</b>	<pre> ZI = interp2(X, Y, Z, XI, YI) ZI = interp2(Z, XI, YI) ZI = interp2(Z, ntimes) ZI = interp2(X, Y, Z, XI, YI, method) </pre>
<b>See Also</b>	MATLAB <code>interp2</code> Calling Conventions

# interp4

---

**Purpose**

Two-dimensional bilinear data interpolation

This MATLAB 4 function has been subsumed by `interp2` in MATLAB 5.

**See Also**

MATLAB `interp2`    Calling Conventions

- Purpose** Two-dimensional bicubic data interpolation  
This MATLAB 4 function has been subsumed by `interp2` in MATLAB 5.
- See Also** MATLAB `interp2` Calling Conventions

# interp6

---

**Purpose**

Two-dimensional nearest neighbor interpolation

This MATLAB 4 function has been subsumed by `interp2` in MATLAB 5.

**See Also**

MATLAB `interp2`    Calling Conventions

**Purpose** One-dimensional interpolation using the fast Fourier transform method

**C++ Prototype** `mwArray interpft(const mwArray &x, const mwArray &n);`  
`mwArray interpft(const mwArray &x, const mwArray &n,`  
`const mwArray &dim);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray x, n, dim;           // Input argument(s)
mwArray y;                  // Return value
```

```
y = interpft(x, n);
y = interpft(x, n, dim);
```

**MATLAB Syntax** `y = interpft(x, n)`  
`y = interpft(x, n, dim)`

**See Also** MATLAB `interpft` Calling Conventions

# inv

---

**Purpose** Matrix inverse

**C++ Prototype** `mwArray inv(const mwArray &X);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray X;           // Input argument(s)
mwArray Y;           // Return value
```

```
Y = inv(X);
```

**MATLAB Syntax** `Y = inv(X)`

**See Also** MATLAB `inv` Calling Conventions

---

<b>Purpose</b>	Inverse of the Hilbert matrix
<b>C++ Prototype</b>	<code>mwArray invhilb(const mwArray &amp;n);</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray n;           // Input argument(s) mwArray H;          // Return value  H = invhilb(n);</pre>
<b>MATLAB Syntax</b>	<code>H = invhilb(n)</code>
<b>See Also</b>	MATLAB <code>invhilb</code> Calling Conventions

# ipermute

---

**Purpose** Inverse permute the dimensions of a multidimensional array

**C++ Prototype** `mwArray ipermute(const mwArray &B, const mwArray &order);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray B, order;           // Input argument (s)
mwArray A;                  // Return value
```

```
A = ipermute(B, order);
```

**MATLAB Syntax** `A = ipermute(B, order)`

**See Also** MATLAB `ipermute` Calling Conventions

**Purpose**

Detect state

**C++ Prototype**

```

mwArray ischar(const mwArray &A);
mwArray isempty(const mwArray &A);
mwArray isequal(const mwArray &I1, const mwArray &I2,
                .
                .
                .
                const mwArray &I32=mwArray::DIN );
mwArray isfinite(const mwArray &A);
mwArray isieee();
mwArray isinf(const mwArray &A);
mwArray isletter(const mwArray &A);
mwArray islogical(const mwArray &A);
mwArray isnan(const mwArray &A);
mwArray isnumeric(const mwArray &A);
mwArray isprime(const mwArray &A);
mwArray isreal(const mwArray &A);
mwArray isspace(const mwArray &str);
mwArray isstudent();
mwArray isunix();
mwArray isvms();

```

**C++ Syntax**

```
#include "matlab.hpp"
```

```

mwArray str;           // String array(s)
mwArray A, B;         // Input argument(s)
mwArray k, TF;        // Return value

k = ischar(S);        k = isempty(A);
k = isequal(A, B, C, D); TF = isfinite(A);
k = isieee();        TF = isinf(A);
TF = isletter(str);  k = islogical(A);
TF = isnan(A);       k = isnumeric(A);
k = isreal(A);       TF = isprime(A);
TF = isspace(str);   k = isstudent();
k = isunix();        k = isvms();

```

# is\*

---

## MATLAB Syntax

k = ischar(S)

k = isempty(A)

k = isequal(A, B, ...)

k = isieee

TF = isfinite(A)

TF = isinf(A)

TF = isletter('str')

k = islogical(A)

k = isnumeric(A)

TF = isnan(A)

TF = isprime(A)

k = isreal(A)

TF = isspace('str')

k = isstudent

k = isunix

k = isvms

## See Also

MATLAB is\*

Calling Conventions

---

<b>Purpose</b>	Detect an object of a given class
<b>C++ Prototype</b>	<code>mwArray isa(const mwArray &amp;obj, const mwArray &amp;classname);</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray classname;           // String array(s) mwArray obj;                 // Input argument(s)  K = isa(obj, classname);</pre>
<b>MATLAB Syntax</b>	<code>K = isa(obj, 'class_name')</code>
<b>See Also</b>	MATLAB <code>isa</code> Calling Conventions

# iscomplex

---

**Purpose** Matrix complexity

**C++ Prototype** `mwArray iscomplex(const mwArray &m);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray m;           // Input argument(s)
mwArray R;           // Return value
```

```
R = iscomplex(m);
```

**MATLAB Syntax** `iscomplex(m)`

**See Also** MATLAB `iscomplex` Calling Conventions

---

<b>Purpose</b>	Detect members of a set
<b>C++ Prototype</b>	<pre>mwArray ismember(const mwArray &amp;a, const mwArray &amp;S); mwArray ismember(const mwArray &amp;A, const mwArray &amp;S,                  const mwArray &amp;flag);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray a, A, S;           // Input argument(s) mwArray k;                // Return value  k = ismember(a, S); k = ismember(A, S, "rows");</pre>
<b>MATLAB Syntax</b>	<pre>k = ismember(a, S) k = ismember(A, S, 'rows')</pre>
<b>See Also</b>	MATLAB <code>ismember</code> Calling Conventions

# isstr

---

**Purpose**

Detect strings

This MATLAB 4 function has been renamed `ischar` (`is*`) in MATLAB 5.

**See Also**

MATLAB `ischar`

Calling Conventions

---

<b>Purpose</b>	Imaginary unit
<b>C++ Prototype</b>	<code>mwArray j (void);</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray R;           // Return value  R = j ();</pre>
<b>MATLAB Syntax</b>	<code>j</code>
<b>See Also</b>	<code>MATLAB j</code> <code>Calling Conventions</code>

# kron

---

**Purpose** Kronecker tensor product

**C++ Prototype** `mwArray kron(const mwArray &X, const mwArray &Y);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray X, Y;           // Input argument(s)
mwArray K;              // Return value
```

```
K = kron(X, Y);
```

**MATLAB Syntax** `K = kron(X, Y)`

**See Also** MATLAB `kron`      [Calling Conventions](#)

---

<b>Purpose</b>	Least common multiple
<b>C++ Prototype</b>	<code>mwArray lcm(const mwArray &amp;A, const mwArray &amp;B);</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray A, B;           // Input argument(s) mwArray L;              // Return value  L = lcm(A, B);</pre>
<b>MATLAB Syntax</b>	<code>L = lcm(A, B)</code>
<b>See Also</b>	<code>MATLAB lcm</code> <code>Calling Conventions</code>

# legendre

---

**Purpose** Associated Legendre functions

**C++ Prototype** `mwArray legendre(const mwArray &n, const mwArray &X);`  
`mwArray legendre(const mwArray &n, const mwArray &X,`  
`const mwArray &sch);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray n, X;           // Input argument(s)
mwArray P, S;          // Return value
```

```
P = legendre(n, X);
S = legendre(n, X, "sch");
```

**MATLAB Syntax** `P = legendre(n, X)`  
`S = legendre(n, X, 'sch')`

**See Also** MATLAB `legendre` Calling Conventions

<b>Purpose</b>	Length of vector
<b>C++ Prototype</b>	<code>mwArray length(const mwArray &amp;X);</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray X;           // Input argument(s) mwArray n;          // Return value  n = length(X);</pre>
<b>MATLAB Syntax</b>	<code>n = length(X)</code>
<b>See Also</b>	<code>MATLAB length</code> <code>Calling Conventions</code>

# lin2mu

---

**Purpose**                Linear to mu-law conversion

**C++ Prototype**      `mwArray lin2mu(const mwArray &y);`

**C++ Syntax**            `#include "matlab.hpp"`

```
mwArray y;                                // Input argument (s)  
mwArray mu;                              // Return value
```

```
mu = lin2mu(y);
```

**MATLAB  
Syntax**                `mu = lin2mu(y)`

**See Also**              MATLAB `lin2mu`        Calling Conventions

<b>Purpose</b>	Generate linearly spaced vectors
<b>C++ Prototype</b>	<pre>mwArray linspace(const mwArray &amp;a, const mwArray &amp;b); mwArray linspace(const mwArray &amp;a, const mwArray &amp;b,                  const mwArray &amp;n);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray a, b, n;          // Input argument(s) mwArray y;               // Return value  y = linspace(a, b); y = linspace(a, b, n);</pre>
<b>MATLAB Syntax</b>	<pre>y = linspace(a, b) y = linspace(a, b, n)</pre>
<b>See Also</b>	MATLAB <code>linspace</code> Calling Conventions

# load

---

**Purpose** Load `mwArray` variables from disk. You can load up to 16 variables.

**C++ Prototype**

```
void load(const mwArray &file, const char* name1, mwArray *var1,
          const char* name2=NULL, mwArray *var2=NULL,
          const char* name3=NULL, mwArray *var3=NULL,
          .
          .
          .
          const char* name15=NULL, mwArray *var15=NULL,
          const char* name16=NULL, mwArray *var16=NULL );
```

**C++ Syntax**

```
#include "matlab.hpp"

mwArray file;
mwArray x, y, z          // Input argument(s)

load(file, "X", &x);
load(file, "X", &x, "Y", &y, "Z", &z);
.
.
.
```

**MATLAB Syntax**

```
load fname X
load fname X, Y, Z
load fname X, Y, Z, ...
```

**See Also** MATLAB `load` Calling Conventions

---

<b>Purpose</b>	Natural logarithm
<b>C++ Prototype</b>	<code>mwArray log(const mwArray &amp;X);</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray X;           // Input argument(s) mwArray Y;           // Return value  Y = log(X);</pre>
<b>MATLAB Syntax</b>	<code>Y = log(X)</code>
<b>See Also</b>	<code>MATLAB log</code> <code>Calling Conventions</code>

# log2

---

**Purpose** Base 2 logarithm and dissect floating-point numbers into exponent and mantissa

**C++ Prototype** `mwArray log2(const mwArray &X);`  
`mwArray log2(mwArray *E, const mwArray &X);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray X;           // Input argument(s)
mwArray E;           // Output argument(s)
mwArray Y, F;        // Return value

Y = log2(X);
F = log2(&E, X);
```

**MATLAB Syntax** `Y = log2(X)`  
`[F, E] = log2(X)`

**See Also** MATLAB `log2`      [Calling Conventions](#)

**Purpose** Common (base 10) logarithm

**C++ Prototype** `mwArray log10(const mwArray &X);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray X;           // Input argument(s)
mwArray Y;           // Return value
```

```
Y = log10(X);
```

**MATLAB Syntax** `Y = log10(X)`

**See Also** `MATLAB log10` [Calling Conventions](#)

# logical

---

**Purpose** Convert numeric values to logical

**C++ Prototype** `mwArray logical (const mwArray &A);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray A;           // Input argument(s)
mwArray K;           // Return value
```

```
K = logical (A);
```

**MATLAB Syntax** `K = logical (A)`

**See Also** [MATLAB logical](#) [Calling Conventions](#)

---

<b>Purpose</b>	Matrix logarithm
<b>C++ Prototype</b>	<pre>mwArray logm(const mwArray &amp;X); mwArray logm(mwArray *esterr, const mwArray &amp;X);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray X;                // Input argument(s) mwArray esterr;          // Output argument(s) mwArray Y;               // Return value  Y = logm(X); Y = logm(&amp;esterr, X);</pre>
<b>MATLAB Syntax</b>	<pre>Y = logm(X) [Y, esterr] = logm(X)</pre>
<b>See Also</b>	MATLAB <code>logm</code> Calling Conventions

# logspace

---

**Purpose** Generate logarithmically spaced vectors

**C++ Prototype** `mwArray logspace(const mwArray &a, const mwArray &b);`  
`mwArray logspace(const mwArray &a, const mwArray &b,`  
`const mwArray &n);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray a, b, n;           // Input argument(s)
mwArray y;                // Return value
```

```
y = logspace(a, b);
y = logspace(a, b, n);
y = logspace(a, pi());
```

**MATLAB Syntax**

```
y = logspace(a, b)
y = logspace(a, b, n)
y = logspace(a, pi)
```

**See Also** MATLAB `logspace` Calling Conventions

---

<b>Purpose</b>	Convert string to lower case
<b>C++ Prototype</b>	<code>mwArray lower(const mwArray &amp;str);</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray str;           // String array(s) mwArray t;             // Return value  t = lower(str);</pre>
<b>MATLAB Syntax</b>	<code>t = lower('str')</code>
<b>See Also</b>	MATLAB <code>lower</code> Calling Conventions

# lscov

---

**Purpose** Least squares solution in the presence of known covariance

**C++ Prototype** `mwArray lscov(const mwArray &A, const mwArray &b,  
const mwArray &V);`  
`mwArray lscov(mwArray *dx, const mwArray &A, const mwArray &b,  
const mwArray &V);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray A, b, V;           // Input argument(s)
mwArray dx;               // Output argument(s)
mwArray x;                // Return value

x = lscov(A, b, V);
x = lscov(&dx, A, b, V);
```

**MATLAB Syntax** `x = lscov(A, b, V)`  
`[x, dx] = lscov(A, b, V)`

**See Also** MATLAB `lscov` Calling Conventions

**Purpose** LU matrix factorization

**C++ Prototype** `mwArray lu(mwArray *U, const mwArray &X);`  
`mwArray lu(mwArray *U, mwArray *P, const mwArray &X);`  
`mwArray lu(const mwArray &X);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray X;           // Input argument(s)
mwArray U, P;       // Output argument(s)
mwArray L;          // Return value
```

```
L = lu(&U, X);
L = lu(&U, &P, X);
L = lu(X);
```

**MATLAB Syntax** `[L, U] = lu(X)`  
`[L, U, P] = lu(X)`  
`lu(X)`

**See Also** MATLAB `lu`      Calling Conventions

# magic

---

**Purpose** Magic square

**C++ Prototype** `mwArray magic(const mwArray &n);`  
`mwArray magic();`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray n;           // Input argument(s)
mwArray M;          // Return value
```

```
M = magic(n);
M = magic();
```

**MATLAB Syntax** `M = magic(n)`

**See Also** `MATLAB magic` [Calling Conventions](#)

---

<b>Purpose</b>	Convert a matrix into a string
<b>C++ Prototype</b>	<pre>mwArray mat2str(const mwArray &amp;A); mwArray mat2str(const mwArray &amp;A, const mwArray &amp;n);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray A, n;           // Input argument(s) mwArray str;           // Return value  str = mat2str(A); str = mat2str(A, n);</pre>
<b>MATLAB Syntax</b>	<pre>str = mat2str(A) str = mat2str(A, n)</pre>
<b>See Also</b>	MATLAB <code>mat2str</code> Calling Conventions

# max

---

**Purpose** Maximum elements of an array

**C++ Prototype**

```
mwArray max(const mwArray &A);  
mwArray max(const mwArray &A, const mwArray &B);  
mwArray max(const mwArray &A, const mwArray &B,  
            const mwArray &dim);  
mwArray max(mwArray *I, const mwArray &A);  
mwArray max(mwArray *I, const mwArray &A, const mwArray &B);  
mwArray max(mwArray *I, const mwArray &A, const mwArray &mtx,  
            const mwArray &dim);
```

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray A, B, dim;    // Input argument(s)  
mwArray I;           // Output argument(s)  
mwArray C;           // Return value
```

```
C = max(A);  
C = max(A, B);  
C = max(A, mwArray(), dim);  
C = max(&I, A);  
C = max(&I, A, mwArray(), dim);
```

**MATLAB Syntax**

```
C = max(A)  
C = max(A, B)  
C = max(A, [], dim)  
[C, I] = max(...)
```

**See Also** MATLAB `max`      Calling Conventions

---

<b>Purpose</b>	Average or mean value of arrays
<b>C++ Prototype</b>	<pre>mwArray mean(const mwArray &amp;A); mwArray mean(const mwArray &amp;A, const mwArray &amp;dim);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray A, dim;           // Input argument(s) mwArray M;               // Return value  M = mean(A); M = mean(A, dim);</pre>
<b>MATLAB Syntax</b>	<pre>M = mean(A) M = mean(A, dim)</pre>
<b>See Also</b>	MATLAB <a href="#">mean</a> <a href="#">Calling Conventions</a>

# median

---

**Purpose** Median value of arrays

**C++ Prototype** `mwArray median(const mwArray &A);`  
`mwArray median(const mwArray &A, const mwArray &dim);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray A, dim;           // Input argument(s)
mwArray M;                // Return value
```

```
M = median(A);
M = median(A, dim);
```

**MATLAB Syntax** `M = median(A)`  
`M = median(A, dim)`

**See Also** [MATLAB median](#) [Calling Conventions](#)

<b>Purpose</b>	Generate X and Y matrices for three-dimensional plots
<b>C++ Prototype</b>	<pre>mwArray meshgrid(mwArray *Y, const mwArray &amp;x, const mwArray &amp;y); mwArray meshgrid(mwArray *Y, const mwArray &amp;x); mwArray meshgrid(mwArray *Y, mwArray *Z, const mwArray &amp;x,                  const mwArray &amp;y, const mwArray &amp;z); mwArray meshgrid(const mwArray &amp;x);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray x, y, z;           // Input argument(s) mwArray Y, Z;             // Output argument(s) mwArray X;                // Return value  X = meshgrid(&amp;Y, x, y); X = meshgrid(&amp;Y, x); X = meshgrid(&amp;Y, &amp;Z, x, y, z); X = meshgrid(x);  [X, Y] = meshgrid(x, y) [X, Y] = meshgrid(x) [X, Y, Z] = meshgrid(x, y, z)</pre>
<b>MATLAB Syntax</b>	
<b>See Also</b>	MATLAB <code>meshgrid</code> Calling Conventions



<b>Purpose</b>	Minimum elements of an array
<b>C++ Prototype</b>	<pre> mwArray min(const mwArray &amp;A); mwArray min(const mwArray &amp;A, const mwArray &amp;B); mwArray min(const mwArray &amp;A, const mwArray &amp;B,             const mwArray &amp;dim); mwArray min(mwArray *I, const mwArray &amp;A); mwArray min(mwArray *I, const mwArray &amp;A, const mwArray &amp;B); mwArray min(mwArray *I, const mwArray &amp;A, const mwArray &amp;B,             const mwArray &amp;dim); </pre>
<b>C++ Syntax</b>	<pre> #include "matlab.hpp"  mwArray A, B, dim;           // Input argument(s) mwArray I;                   // Output argument(s) mwArray C;                   // Return value  C = min(A); C = min(A, B); C = min(A, mwArray(), dim); C = min(&amp;I, A); C = min(&amp;I, A, mwArray(), dim); </pre>
<b>MATLAB Syntax</b>	<pre> C = min(A) C = min(A, B) C = min(A, [], dim) [C, I] = min(... ) </pre>
<b>See Also</b>	MATLAB <code>min</code> Calling Conventions

# mod

---

**Purpose** Modulus (signed remainder after division)

**C++ Prototype** `mwArray mod(const mwArray &X, const mwArray &Y);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray X, Y;           // Input argument (s)
mwArray M;              // Return value
```

```
M = mod(X, Y);
```

**MATLAB  
Syntax** `M = mod(X, Y)`

**See Also** [MATLAB mod](#) [Calling Conventions](#)

---

<b>Purpose</b>	Mu-law to linear conversion
<b>C++ Prototype</b>	<code>mwArray mu2lin(const mwArray &amp;y);</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray mu;           // Input argument(s) mwArray y;           // Return value  y = mu2lin(mu);</pre>
<b>MATLAB Syntax</b>	<code>y = mu2lin(mu)</code>
<b>See Also</b>	MATLAB <code>mu2lin</code> Calling Conventions

# nan

---

**Purpose** Not-a-Number

**C++ Prototype** `mwArray nan();`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray R;           // Return value
```

```
R = nan();
```

**MATLAB  
Syntax** NaN

**See Also** MATLAB NaN      Calling Conventions

---

<b>Purpose</b>	Check number of input arguments
<b>C++ Prototype</b>	<code>mwArray nargchk(const mxArray &amp;low, const mxArray &amp;high, const mxArray &amp;number);</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray low, high, number; // Input argument(s) mwArray msg;               // Return value  msg = nargchk(low, high, number);</pre>
<b>MATLAB Syntax</b>	<code>msg = nargchk(<i>low</i>, <i>high</i>, number)</code>
<b>See Also</b>	MATLAB nargchk      Calling Conventions

# nchoosek

---

**Purpose** All combinations of the  $n$  elements in  $v$  taken  $k$  at a time

**C++ Prototype** `mwArray nchoosek(const mwArray &v, const mwArray &k);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray v, k;           // Input argument (s)
mwArray C;              // Return value
```

```
C = nchoosek(v, k);
```

**MATLAB Syntax** `C = nchoosek(v, k)`

**See Also** [MATLAB nchoosek](#) [Calling Conventions](#)

---

<b>Purpose</b>	Number of array dimensions
<b>C++ Prototype</b>	<code>mwArray ndims(const mwArray &amp;A);</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray A;           // Input argument(s) mwArray n;           // Return value  n = ndims(A);</pre>
<b>MATLAB Syntax</b>	<code>n = ndims(A)</code>
<b>Description</b>	This function always returns 2 for version 1.2 of the Math Library.
<b>See Also</b>	MATLAB <code>ndims</code> Calling Conventions

# nextpow2

---

**Purpose** Next power of two

**C++ Prototype** `mwArray nextpow2(const mwArray &A);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray A;           // Input argument(s)
```

```
mwArray p;          // Return value
```

```
p = nextpow2(A);
```

**MATLAB Syntax** `p = nextpow2(A)`

**See Also** MATLAB `nextpow2` Calling Conventions

<b>Purpose</b>	Nonnegative least squares
<b>C++ Prototype</b>	<pre> mwArray nnls(const mwArray &amp;A, const mwArray &amp;b); mwArray nnls(const mwArray &amp;A, const mwArray &amp;b,               const mwArray &amp;tol); mwArray nnls(mwArray *w, const mwArray &amp;A, const mwArray &amp;b); mwArray nnls(mwArray *w, const mwArray &amp;A, const mwArray &amp;b,               const mwArray &amp;tol); </pre>
<b>C++ Syntax</b>	<pre> #include "matlab.hpp"  mwArray A, b, tol;      // Input argument(s) mwArray w;              // Output argument(s) mwArray x;              // Return value  x = nnls(A, b); x = nnls(A, b, tol); x = nnls(&amp;w, A, b); x = nnls(&amp;w, A, b, tol); </pre>
<b>MATLAB Syntax</b>	<pre> x = nnls(A, b) x = nnls(A, b, tol) [x, w] = nnls(A, b) [x, w] = nnls(A, b, tol) </pre>
<b>See Also</b>	MATLAB <code>nnls</code> Calling Conventions

# norm

---

**Purpose**                Vector and matrix norms

**C++ Prototype**    `mwArray norm(const mwArray &A);`  
                      `mwArray norm(const mwArray &A, const mwArray &p);`

**C++ Syntax**        `#include "matlab.hpp"`

```
mwArray A, p;                // Input argument(s)
mwArray n;                  // Return value
```

```
n = norm(A);
n = norm(A, p);
```

**MATLAB Syntax**    `n = norm(A)`  
                      `n = norm(A, p)`

**See Also**            MATLAB `norm`            [Calling Conventions](#)

---

<b>Purpose</b>	2-norm estimate
<b>C++ Prototype</b>	<pre>mwArray normest(const mwArray &amp;S); mwArray normest(const mwArray &amp;S, const mwArray &amp;tol); mwArray normest(mwArray *count, const mwArray &amp;S); mwArray normest(mwArray *count, const mwArray &amp;S,                 const mwArray &amp;tol);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray S, tol;           // Input argument(s) mwArray count;           // Output argument(s) mwArray nrm;             // Return value  nrm = normest(S); nrm = normest(S, tol); nrm = normest(&amp;count, S); nrm = normest(&amp;count, S, tol);</pre>
<b>MATLAB Syntax</b>	<pre>nrm = normest(S) nrm = normest(S, tol) [nrm, count] = normest(...)</pre>
<b>See Also</b>	MATLAB <a href="#">normest</a> <a href="#">Calling Conventions</a>

# now

---

**Purpose** Current date and time

**C++ Prototype** `mwArray now();`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray t; // Return value
```

```
t = now();
```

**MATLAB  
Syntax** `t = now`

**See Also** [MATLAB now](#) [Calling Conventions](#)

---

<b>Purpose</b>	Null space of a matrix
<b>C++ Prototype</b>	<code>mwArray null(const mwArray &amp;A);</code> <code>mwArray null(const mwArray &amp;A, const mwArray &amp;basis);</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray A, basis;      // Input argument(s) mwArray B;             // Return value  B = null(A); B = null(A, "ortho"); B = null(A, "rational");</pre>
<b>MATLAB Syntax</b>	<code>B = null(A)</code>
<b>See Also</b>	MATLAB <code>null</code> Calling Conventions

# num2str

---

**Purpose**                    Number to string conversion

**C++ Prototype**        `mwArray num2str(const mwArray &A);`  
                          `mwArray num2str(const mwArray &A, const mwArray &precision);`

**C++ Syntax**            `#include "matlab.hpp"`

```
mwArray format;                    // String array(s)
mwArray A, precision;            // Input argument(s)
mwArray str;                      // Return value

str = num2str(A);
str = num2str(A, precision);
str = num2str(A, format);
```

**MATLAB Syntax**        `str = num2str(A)`  
                          `str = num2str(A, precision)`  
                          `str = num2str(A, format)`

**See Also**                MATLAB `num2str`        [Calling Conventions](#)

**Purpose** Solve differential equations

**C++ Prototype**

```
mwArray solver(mwArray *Y, const mwArray &F,  
               const mwArray &tspan,  
               const mwArray &y0);  
mwArray solver(mwArray *Y, const mwArray &F,  
               const mwArray &tspan,  
               const mwArray &y0,  
               const mwArray &options);  
mwArray solver(mwArray *Y, const mwArray &F,  
               const mwArray &tspan,  
               const mwArray &y0,  
               const mwArray &options,  
               const mwArray &p);  
mwArray solver(mwArray *Y,  
               mwArray *TE,  
               mwArray *YE,  
               mwArray *IE,  
               mwArray *O6,  
               const mwArray &F,  
               const mwArray &tspan,  
               const mwArray &y0,  
               const mwArray &options);  
mwArray solver(mwArray *Y,  
               mwArray *TE,  
               mwArray *YE,  
               mwArray *IE,  
               mwArray *O6,  
               const mwArray &F,  
               const mwArray &tspan,  
               const mwArray &y0,  
               const mwArray &options,  
               const mwArray &p);
```

# ode45, ode23, ode113, ode15s, ode23s

---

## C++ Syntax

```
#include "matlab.hpp"

mwArray F, model;           // String array(s)
mwArray tspan, y0;         // Input argument(s)
mwArray options, p1, p2;   // Input argument(s)
mwArray Y, TE, YE, IE, O6; // Output argument(s)
mwArray T;                 // Return value

T = solver(&Y, F, tspan, y0);
T = solver(&Y, F, tspan, y0, options);
T = solver(&Y, F, tspan, y0, options, p);

T = solver(&Y, &TE, &YE, &IE, &O6, F, tspan, y0, options);
T = solver(&Y, &TE, &YE, &IE, , &O6, F, tspan, y0, options, p);
```

## MATLAB Syntax

```
[T, Y] = solver('F', tspan, y0)
[T, Y] = solver('F', tspan, y0, options)
[T, Y] = solver('F', tspan, y0, options, p1, p2, ...)
[T, Y, TE, YE, IE] = solver('F', tspan, y0, options)
[T, X, Y] = solver('model', tspan, y0, options, ut, p1, p2, ...)
```

## See Also

MATLAB ode45, ode23, ode113, ode15s, ode23s    Calling Conventions

---

<b>Purpose</b>	Extract properties from options structure created with odeset
<b>C++ Prototype</b>	<pre>mwArray odeget(const mwArray &amp;options, const mwArray &amp;name); mwArray odeget(const mwArray &amp;options, const mwArray &amp;name,                const mwArray &amp;default);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray name;           // String array(s) mwArray options, default; // Input argument(s) mwArray o;             // Return value  o = odeget(options, name); o = odeget(options, name, default);</pre>
<b>MATLAB Syntax</b>	<pre>o = odeget(options, 'name') o = odeget(options, 'name', default)</pre>
<b>See Also</b>	MATLAB odeget      Calling Conventions

# odeset

---

**Purpose** Create or alter options structure for input to ODE solvers

**C++ Prototype**

```
mwArray odeset(const mwArray &arg1, const mwArray &arg2,  
               const mwArray &arg3=mwArray::DIN,  
               .  
               .  
               .  
               const mwArray &arg30=mwArray::DIN,  
               const mwArray &arg31=mwArray::DIN);
```

**C++ Syntax**

```
#include "matlab.hpp"  
  
mwArray name, value;           // Input argument(s)  
mwArray oldopts, newopts;     // Input argument(s)  
mwArray options;             // Return value  
  
options = odeset(name1, value1, name2, value2, ...);  
options = odeset(oldopts, name1, value1, ...);  
options = odeset(oldopts, newopts);  
odeset();
```

**MATLAB Syntax**

```
options = odeset('name1', value1, 'name2', value2, ...)  
options = odeset(oldopts, 'name1', value1, ...)  
options = odeset(oldopts, newopts)  
odeset
```

**See Also** MATLAB odeset      Calling Conventions

---

<b>Purpose</b>	Create an array of all ones
<b>C++ Prototype</b>	<pre>mwArray ones(const mwArray &amp;n); mwArray ones(const mwArray &amp;m, const mwArray &amp;n); mwArray ones();</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray m, n, A;           // Input argument(s) mwArray Y;                 // Return value  Y = ones(n); Y = ones(m, n); Y = ones(horzcat(m, n)); Y = ones(size(A)); Y = ones();</pre>
<b>MATLAB Syntax</b>	<pre>Y = ones(n) Y = ones(m, n) Y = ones([m n]) Y = ones(size(A))</pre>
<b>See Also</b>	MATLAB ones      Calling Conventions

# orth

---

**Purpose**                    Range space of a matrix

**C++ Prototype**        `mwArray orth(const mwArray &A);`

**C++ Syntax**            `#include "matlab.hpp"`

```
mwArray A;                    // Input argument(s)
mwArray B;                    // Return value
```

```
B = orth(A);
```

**MATLAB  
Syntax**                `B = orth(A)`

**See Also**                MATLAB `orth`                [Calling Conventions](#)

<b>Purpose</b>	Pascal matrix
<b>C++ Prototype</b>	<pre> mwArray pascal (const mwArray &amp;n); mwArray pascal (const mwArray &amp;n, const mwArray &amp;k); </pre>
<b>C++ Syntax</b>	<pre> #include "matlab.hpp"  mwArray n;           // Input argument(s) mwArray A;          // Return value  A = pascal (n); A = pascal (n, 1); A = pascal (n, 2); </pre>
<b>MATLAB Syntax</b>	<pre> A = pascal (n) A = pascal (n, 1) A = pascal (n, 2) </pre>
<b>See Also</b>	MATLAB pascal      Calling Conventions

# perms

---

**Purpose** All possible permutations

**C++ Prototype** `mwArray perms(const mwArray &v);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray v;           // Input argument(s)
mwArray P;          // Output argument(s)
```

```
P = perms(v);
```

**MATLAB Syntax** `P = perms(v)`

**See Also** MATLAB perms      Calling Conventions

---

<b>Purpose</b>	Rearrange the dimensions of a multidimensional array
<b>C++ Prototype</b>	<code>mwArray permute(const mwArray &amp;A, const mwArray &amp;order);</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray A, order;           // Input argument(s) mwArray B;                  // Return value  B = permute(A, order);</pre>
<b>MATLAB Syntax</b>	<code>B = permute(A, order)</code>
<b>See Also</b>	MATLAB permute      Calling Conventions

# pi

---

**Purpose** Ratio of a circle's circumference to its diameter,  $\pi$

**C++ Prototype** `mwArray pi ();`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray R; // Return value
```

```
R = pi ();
```

**MATLAB  
Syntax** `pi`

**See Also** [MATLAB pi](#) [Calling Conventions](#)

---

<b>Purpose</b>	Moore-Penrose pseudoinverse of a matrix
<b>C++ Prototype</b>	<pre>mwArray pinv(const mwArray &amp;A); mwArray pinv(const mwArray &amp;A, const mwArray &amp;tol);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray A, tol;           // Input argument(s) mwArray B;                // Return value  B = pinv(A); B = pinv(A, tol);</pre>
<b>MATLAB Syntax</b>	<pre>B = pinv(A) B = pinv(A, tol)</pre>
<b>See Also</b>	MATLAB <code>pinv</code> Calling Conventions

# planerot

---

**Purpose**                    Given's plane rotation

**C++ Prototype**        `mwArray planerot(mwArray *y, const mwArray &x);`  
                          `mwArray planerot(const mwArray &x);`

**C++ Syntax**            `#include "matlab.h"`

```
mwArray x;                                // Input argument(s)
mwArray y;                                // Output argument(s)
mwArray g;                                // Return value

g = ml fPlanerot (&y, x);
```

**MATLAB Syntax**        `[g, y] = planerot(x)`

**See Also**                MATLAB `planerot`    [Calling Conventions](#)

<b>Purpose</b>	Transform polar or cylindrical coordinates to Cartesian
<b>C++ Prototype</b>	<pre>mwArray pol2cart(mwArray *Y, const mwArray &amp;THETA,                  const mwArray &amp;RHO); mwArray pol2cart(mwArray *Y, mwArray *Z_out,                  const mwArray &amp;THETA, const mwArray &amp;RHO,                  const mwArray &amp;Z_in);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray THETA, RHO, Z_in; // Input argument(s) mwArray Y, Z_out;        // Output argument(s) mwArray X;               // Return value  X = pol2cart(&amp;Y, THETA, RHO); X = pol2cart(&amp;Y, &amp;Z_out, THETA, RHO, Z_in);</pre>
<b>MATLAB Syntax</b>	<pre>[X, Y] = pol2cart(THETA, RHO) [X, Y, Z] = pol2cart(THETA, RHO, Z)</pre>
<b>See Also</b>	MATLAB pol2cart    Calling Conventions

# poly

---

<b>Purpose</b>	Polynomial with specified roots
<b>C++ Prototype</b>	<code>mwArray poly(const mwArray &amp;A);</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray A, r;           // Input argument(s) mwArray p;             // Return value  p = poly(A); p = poly(r);</pre>
<b>MATLAB Syntax</b>	<pre>p = poly(A) p = poly(r)</pre>
<b>See Also</b>	MATLAB <code>poly</code> Calling Conventions

<b>Purpose</b>	Area of a polygon
<b>C++ Prototype</b>	<pre>mwArray polyarea(const mwArray &amp;X, const mwArray &amp;Y); mwArray polyarea(const mwArray &amp;X, const mwArray &amp;Y,                  const mwArray &amp;di m);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray X, Y, di m;           // Input argument(s) mwArray A;                   // Return value  A = polyarea(X, Y); A = polyarea(X, Y, di m);</pre>
<b>MATLAB Syntax</b>	<pre>A = polyarea(X, Y) A = polyarea(X, Y, di m)</pre>
<b>See Also</b>	MATLAB polyarea    Calling Conventions

# polyder

---

**Purpose** Polynomial derivative

**C++ Prototype** `mwArray polyder(const mwArray &p);`  
`mwArray polyder(const mwArray &a, const mwArray &b);`  
`mwArray polyder(mwArray *d, const mwArray &b, const mwArray &a);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray p, a, b;           // Input argument(s)
mwArray d;                 // Output argument(s)
mwArray k, q;              // Return value

k = polyder(p);
k = polyder(a, b);
q = polyder(&d, b, a);
```

**MATLAB Syntax** `k = polyder(p)`  
`k = polyder(a, b)`  
`[q, d] = polyder(b, a)`

**See Also** MATLAB `polyder` Calling Conventions

**Purpose** Polynomial eigenvalue problem

**C++ Prototype**

```
mwArray polyeig(mwArray *e, const mwArray &A0);
mwArray polyeig(mwArray *e, const mwArray &A,
                const mwArray &A1);
mwArray polyeig(mwArray *e, const mwArray &A0,
                const mwArray &A1, const mwArray &A2);
mwArray polyeig(mwArray *e, const mwArray &A0,
                const mwArray &A1, const mwArray &A2,
                const mwArray &A3);
mwArray polyeig(mwArray *e, const mwArray &A0,
                const mwArray &A1, const mwArray &A2,
                const mwArray &A3, const mwArray &A4);
mwArray polyeig(mwArray *e, const mwArray &A0,
                const mwArray &A1, const mwArray &A2,
                const mwArray &A3, const mwArray &A4,
                const mwArray &A5);
mwArray polyeig(mwArray *e, const mwArray &A0,
                const mwArray &A1, const mwArray &A2,
                const mwArray &A3, const mwArray &A4,
                const mwArray &A5, const mwArray &A6);
mwArray polyeig(mwArray *e, const mwArray &A0,
                const mwArray &A1, const mwArray &A2,
                const mwArray &A3, const mwArray &A4,
                const mwArray &A5, const mwArray &A6,
                const mwArray &A7);
mwArray polyeig(mwArray *e, const mwArray &A0,
                const mwArray &A1, const mwArray &A2,
                const mwArray &A3, const mwArray &A4,
                const mwArray &A5, const mwArray &A6,
                const mwArray &A7, const mwArray &A8);
```

```
mwArray polyeig(mwArray *e, const mwArray &A0,
               const mwArray &A1, const mwArray &A2,
               const mwArray &A3, const mwArray &A4,
               const mwArray &A5, const mwArray &A6,
               const mwArray &A7, const mwArray &A8,
               const mwArray &A9);
mwArray polyeig(mwArray *e, const mwArray &A0,
               const mwArray &A1, const mwArray &A2,
               const mwArray &A3, const mwArray &A4,
               const mwArray &A5, const mwArray &A6,
               const mwArray &A7, const mwArray &A8,
               const mwArray &A9, const mwArray &A10);
.
.
.
mwArray polyeig(mwArray *e, const mwArray &A0,
               const mwArray &A1, const mwArray &A2,
               const mwArray &A3, const mwArray &A4,
               const mwArray &A5, const mwArray &A6,
               const mwArray &A7, const mwArray &A8,
               const mwArray &A9, const mwArray &A10... &A20);
```

**C++ Syntax**

```

#include "matlab.hpp"

mwArray A0, A1, A2, ... A20; // Input argument(s)
mwArray e; // Output argument(s)
mwArray X; // Return value

X = polyeig(&e, A0);
X = polyeig(&e, A0, A1);
X = polyeig(&e, A0, A1, A2);
X = polyeig(&e, A0, A1, A2, A3);
X = polyeig(&e, A0, A1, A2, A3, A4);
X = polyeig(&e, A0, A1, A2, A3, A4, A5);
X = polyeig(&e, A0, A1, A2, A3, A4, A5, A6);
X = polyeig(&e, A0, A1, A2, A3, A4, A5, A6, A7);
X = polyeig(&e, A0, A1, A2, A3, A4, A5, A6, A7, A8);
X = polyeig(&e, A0, A1, A2, A3, A4, A5, A6, A7, A8, A9);
.
.
.
X = polyeig(&e, A0, A1, A2, A3, A4, A5, A6, A7, A8, A9, A10, ... A20);

```

**MATLAB  
Syntax**

```
[X, e] = polyeig(A0, A1, ... Ap)
```

**See Also**

MATLAB polyeig      Calling Conventions

# polyfit

---

**Purpose** Polynomial curve fitting

**C++ Prototype** `mwArray polyfit(const mwArray &x, const mwArray &y,  
const mwArray &n);`  
`mwArray polyfit(mwArray *s, const mwArray &x, const mwArray &y,  
const mwArray &n);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray x, y, n;           // Input argument(s)  
mwArray s;                // Output argument(s)  
mwArray p;                // Return value
```

```
p = polyfit(x, y, n);  
p = polyfit(&s, x, y, n);
```

**MATLAB  
Syntax** `p = polyfit(x, y, n)`  
`[p, s] = polyfit(x, y, n)`

**See Also** MATLAB `polyfit` Calling Conventions

**Purpose** Polynomial evaluation

**C++ Prototype**

```
mwArray polyval (const mwArray &p, const mwArray &x);  
mwArray polyval (const mwArray &p, const mwArray &x,  
                const mwArray &S);  
mwArray polyval (mwArray *del ta, const mwArray &p, const mwArray &x,  
                const mwArray &S);
```

**C++ Syntax** #include "matlab.hpp"

```
mwArray p, x, S;           // Input argument(s)  
mwArray del ta;           // Output argument(s)  
mwArray y;                 // Return value
```

```
y = polyval (p, x);  
y = polyval (p, x, S);  
y = polyval (&del ta, p, x, S);
```

**MATLAB Syntax**

```
y = polyval (p, x)  
[y, del ta] = polyval (p, x, S)
```

**See Also** MATLAB polyval      Calling Conventions

# polyvalm

---

**Purpose** Matrix polynomial evaluation

**C++ Prototype** `mwArray polyvalm(const mwArray &p, const mwArray &X);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray p, X;           // Input argument(s)
mwArray Y;              // Return value
```

```
Y = polyvalm(p, X);
```

**MATLAB Syntax** `Y = polyvalm(p, X)`

**See Also** MATLAB `polyvalm` [Calling Conventions](#)

---

<b>Purpose</b>	Base 2 power and scale floating-point numbers
<b>C++ Prototype</b>	<pre>mwArray pow2(const mwArray &amp;Y); mwArray pow2(const mwArray &amp;F, const mwArray &amp;E);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray Y, F, E;           // Input argument(s) mwArray X;                 // Return value  X = pow2(Y); X = pow2(F, E);</pre>
<b>MATLAB Syntax</b>	<pre>X = pow2(Y) X = pow2(F, E)</pre>
<b>See Also</b>	MATLAB pow2      Calling Conventions

# primes

---

**Purpose**               Generate list of prime numbers

**C++ Prototype**    `mwArray primes(const mwArray &n);`

**C++ Syntax**       `#include "matlab.hpp"`

`mwArray n;                        // Input argument(s)`

`mwArray p;                       // Return value`

`p = primes(n);`

**MATLAB  
Syntax**            `p = primes(n)`

**See Also**            MATLAB `primes`        Calling Conventions

---

<b>Purpose</b>	Product of array elements
<b>C++ Prototype</b>	<pre>mwArray prod(const mwArray &amp;A); mwArray prod(const mwArray &amp;A, const mwArray &amp;dim);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray A, dim;           // Input argument(s) mwArray B;                // Return value  B = prod(A); B = prod(A, dim);</pre>
<b>MATLAB Syntax</b>	<pre>B = prod(A) B = prod(A, dim)</pre>
<b>See Also</b>	MATLAB prod      Calling Conventions

# qr

---

**Purpose** Orthogonal-triangular decomposition

**C++ Prototype**

```
mwArray qr(mwArray *R, const mwArray &X);  
mwArray qr(mwArray *R, mwArray *E, const mwArray &X);  
mwArray qr(mwArray *R, const mwArray &X, const mwArray &Zero);  
mwArray qr(mwArray *R, mwArray *E, const mwArray &X,  
           const mwArray &Zero);  
mwArray qr(const mwArray &X);
```

**C++ Syntax** #include "matlab.hpp"

```
mwArray X;           // Input argument(s)  
mwArray R, E;       // Output argument(s)  
mwArray Q, A;       // Return value
```

```
Q = qr(&R, X);  
Q = qr(&R, &E, X);  
Q = qr(&R, X, 0);  
Q = qr(&R, &E, X, 0);  
A = qr(X);
```

**MATLAB Syntax**

```
[Q, R] = qr(X)  
[Q, R, E] = qr(X)  
[Q, R] = qr(X, 0)  
[Q, R, E] = qr(X, 0)  
A = qr(X)
```

**See Also** MATLAB qr      Calling Conventions

**Purpose** Delete column from QR factorization

**C++ Prototype** `mwArray qrdelete(mwArray *R_out, const mwArray &Q_in,  
const mwArray &R_in, const mwArray &j);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray Q_in, R_in, j;    // Input argument(s)  
mwArray R_out;          // Output argument(s)  
mwArray Q;              // Return value
```

```
Q = qrdelete(&R_out, Q_in, R_in, j);
```

**MATLAB Syntax** `[Q, R] = qrdelete(Q, R, j)`

**See Also** MATLAB `qrdelete` Calling Conventions



**Purpose** Numerical evaluation of integrals

**C++ Prototype**

```
mwArray quad_func(const mwArray &func, const mwArray &a,  
                  const mwArray &b);  
mwArray quad_func(const mwArray &func, const mwArray &a,  
                  const mwArray &b, const mwArray &tol);  
mwArray quad_func(const mwArray &func, const mwArray &a,  
                  const mwArray &b, const mwArray &tol,  
                  const mwArray &trace);  
mwArray quad_func(const mwArray &func, const mwArray &a,  
                  const mwArray &b, const mwArray &tol,  
                  const mwArray &trace, const mwArray &P1);  
  
mwArray quad8(const mwArray &func, const mwArray &a,  
              const mwArray &b);  
mwArray quad8(const mwArray &func, const mwArray &a,  
              const mwArray &b, const mwArray &tol);  
mwArray quad8(mwArray *count, const mwArray &func, const mwArray &a,  
              const mwArray &b);  
mwArray quad8(mwArray *count, const mwArray &func, const mwArray &a,  
              const mwArray &b, const mwArray &tol);  
mwArray quad8(mwArray *count, const mwArray &func, const mwArray &a,  
              const mwArray &b, const mwArray &tol,  
              const mwArray &trace, const mwArray &P1);
```

# quad\_func, quad8

---

## C++ Syntax

```
#include "matlab.hpp"

mwArray func;           // String array(s)
mwArray a, b, tol;     // Input argument(s)
mwArray trace, P1;    // Input argument(s)
mwArray count;        // Output argument(s)
mwArray q;            // Return value

q = quad_func(func, a, b);
q = quad_func(func, a, b, tol);
q = quad_func(func, a, b, tol, trace);
q = quad_func(func, a, b, tol, trace, P1);

q = quad8(func, a, b);
q = quad8(func, a, b, tol);
q = quad8(&count, func, a, b);
q = quad8(&count, func, a, b, tol);
q = quad8(&count, func, a, b, tol, trace, P1);
```

## MATLAB Syntax

```
q = quad('fun', a, b)
q = quad('fun', a, b, tol)
q = quad('fun', a, b, tol, trace)
q = quad('fun', a, b, tol, trace, P1, P2, ... )
q = quad8(...)
```

## See Also

MATLAB [quad](#), [quad8](#) [Calling Conventions](#)

**Purpose** QZ factorization for generalized eigenvalues

**C++ Prototype**

```

mwArray qz(mwArray *BB, mwArray *Q, mwArray *Z, mwArray *V,
           const mwArray &A, const mwArray &B);
mwArray qz(mwArray *BB, const mwArray &Q, const mwArray &B);
mwArray qz(mwArray *BB, mwArray *Q, mwArray *Z, const mwArray &A,
           const mwArray &B);

```

**C++ Syntax** #include "matlab.hpp"

```

mwArray A, B;           // Input argument(s)
mwArray BB, Q, Z, V;   // Output argument(s)
mwArray AA;            // Return value

```

```

AA = qz(&BB, &Q, &Z, &V, A, B);
AA = qz(&BB, &Q, B);
AA = qz(&BB, &Q, &Z, A, B);

```

**MATLAB Syntax** [AA, BB, Q, Z, V] = qz(A, B)

**See Also** MATLAB qz      Calling Conventions

# ramp

---

**Purpose** Generate a vector of elements

**C++ Prototype** `mwArray ramp(mwArray start, mwArray end);`  
`mwArray ramp(mwArray start, mwArray step, mwArray end);`

**Arguments**

`start`  
Initial value

`step`  
Increment value

`end`  
Final value

**Description** `ramp(start, end)` generates a vector of  $(end - start) + 1$  elements. The elements in the vector are `start`, `start+1`, `start+2`, ..., `start+n`, `end`. Each element in the vector is one greater than the preceding element. Iteration stops when the `start+n` is larger than `end`, yet the last value in the vector is always `end`. This can decrease the distance between the last two elements to less than 1.

`ramp(start, step, end)` generates a vector of  $((end - start)/step) + 1$  elements. The elements in the vector are `start`, `start+step`, `start+(2*step)`, `start+(3*step)`, ..., `start+(n*step)`, `end`. Iteration stops when the `start+(n*step)` is larger than `end`, yet the last value in the vector is always `end`. This can decrease the distance between the last two elements to less than `step`. Specifying a negative step generates a decreasing sequence. Specifying a sequence that will not terminate raises an exception.

**Example** `B = ramp(1, 2, 10);`

**Purpose** Uniformly distributed random numbers and arrays

**C++ Prototype** The function `rand()` has been renamed to `rand_func()` in order to support a version of the function that takes no arguments. A MATLAB C Math Library version of `rand()` with no arguments would conflict with the C runtime library version. If you call `rand()` with no arguments, the C runtime version of `rand()` will be executed and give you unexpected results.

Versions of `rand()` that take one and two arguments, however, are included for notational convenience. The compiler always generates calls to `rand_func()`.

`rand_func()` is required because a

```
mwArray rand_func(const mwArray &n);
mwArray rand_func(const mwArray &m, const mwArray &n);
mwArray rand_func();
```

```
mwArray rand(const mwArray &n);
mwArray rand(const mwArray &m, const mwArray &n);
```

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray state;           // String array(s)
mwArray m, n, p, A;     // Input argument(s)
mwArray Y, s;           // Return value
```

```
Y = rand(n);
Y = rand(m, n);
Y = rand(horzcat(m, n));
Y = rand(size(A));
Y = rand_func();
s = rand("state");
s = rand("state", state);
```

# rand, rand\_func

---

## **MATLAB**

### **Syntax**

```
Y = rand(n)
Y = rand(m, n)
Y = rand([m n])
Y = rand(size(A))
rand
s = rand('state')
```

### **See Also**

MATLAB rand

Calling Conventions

---

<b>Purpose</b>	Normally distributed random numbers and arrays
<b>C++ Prototype</b>	<pre>mwArray randn(const mwArray &amp;n); mwArray randn(const mwArray &amp;m, const mwArray &amp;n); mwArray randn();</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray state;           // String array(s) mwArray m, n, p, A;     // Input argument(s) mwArray Y;              // Return value  Y = randn(n); Y = randn(m, n); Y = randn(); Y = randn(horzcat(m, n)); Y = randn(size(A)); Y = randn("state", state);</pre>
<b>MATLAB Syntax</b>	<pre>Y = randn(n) Y = randn(m, n) randn</pre>
<b>See Also</b>	MATLAB <a href="#">randn</a> <a href="#">Calling Conventions</a>

# rank

---

**Purpose** Rank of a matrix

**C++ Prototype** `mwArray rank(const mwArray &A);`  
`mwArray rank(const mwArray &A, const mwArray &tol);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray A, tol;           // Input argument(s)
mwArray k;                // Return value
```

```
k = rank(A);
k = rank(A, tol);
```

**MATLAB Syntax** `k = rank(A)`  
`k = rank(A, tol)`

**See Also** MATLAB rank      Calling Conventions

<b>Purpose</b>	Rational fraction approximation
<b>C++ Prototype</b>	<pre> mwArray rat(mwArray *D, const mwArray &amp;X); mwArray rat(mwArray *D, const mwArray &amp;X, const mwArray &amp;tol); mwArray rat(const mwArray &amp;X); mwArray rat(const mwArray &amp;X, const mwArray &amp;tol); mwArray rats(const mwArray &amp;X, const mwArray &amp;stln); mwArray rats(const mwArray &amp;X); </pre>
<b>C++ Syntax</b>	<pre> #include "matlab.hpp"  mwArray X, tol, stln;    // Input argument(s) mwArray D;              // Output argument(s) mwArray N, S;          // Return value  N = rat(&amp;D, X); N = rat(&amp;D, X, tol); N = rat(X); N = rat(X, tol);  S = rats(X, stln); S = rats(X);  [N, D] = rat(X) [N, D] = rat(X, tol) rat(...) S = rats(X, stln) S = rats(X) </pre>
<b>MATLAB Syntax</b>	<pre> [N, D] = rat(X) [N, D] = rat(X, tol) rat(...) S = rats(X, stln) S = rats(X) </pre>
<b>See Also</b>	MATLAB rat, rats    Calling Conventions

# rcond

---

**Purpose** Matrix reciprocal condition number estimate

**C++ Prototype** `mwArray rcond(const mwArray &A);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray A;           // Input argument(s)
mwArray c;           // Return value
```

```
c = rcond(A);
```

**MATLAB  
Syntax** `c = rcond(A)`

**See Also** MATLAB `rcond`      [Calling Conventions](#)

---

<b>Purpose</b>	Real part of complex number
<b>C++ Prototype</b>	<code>mwArray real (const mwArray &amp;Z);</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray Z;           // Input argument(s) mwArray X;           // Return value  X = real (Z);</pre>
<b>MATLAB Syntax</b>	<code>X = real (Z)</code>
<b>See Also</b>	MATLAB <code>real</code> Calling Conventions

# realmax

---

**Purpose** Largest positive floating-point number

**C++ Prototype** `mwArray realmax();`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray n; // Return value
```

```
n = realmax();
```

**MATLAB Syntax** `n = realmax`

**See Also** [MATLAB realmax](#) [Calling Conventions](#)

---

<b>Purpose</b>	Smallest positive floating-point number
<b>C++ Prototype</b>	<code>mwArray realmin();</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray n;           // Return value  n = realmin();</pre>
<b>MATLAB Syntax</b>	<code>n = realmin</code>
<b>See Also</b>	MATLAB <code>realmin</code> Calling Conventions

# rectint

---

**Purpose**                 Rectangle intersection area

**C++ Prototype**        `mwArray rectint(const mwArray &a, const mwArray &b);`

**C++ Syntax**           `#include "matlab.hpp"`

```
mwArray a, b;                         // Input argument(s)
mwArray R;                            // Return value
```

```
R = rectint(a, b);
```

**MATLAB Syntax**        `rectint(a, b)`

**See Also**             MATLAB `rectint`     Calling Conventions

---

<b>Purpose</b>	Remainder after division
<b>C++ Prototype</b>	<code>mwArray rem(const mwArray &amp;X, const mwArray &amp;Y);</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray X, Y;           // Input argument(s) mwArray R;              // Return value  R = rem(X, Y);</pre>
<b>MATLAB Syntax</b>	<code>R = rem(X, Y)</code>
<b>See Also</b>	MATLAB <code>rem</code> Calling Conventions

# repmat

---

**Purpose** Replicate and tile an array

**C++ Prototype** `mwArray repmat(const mwArray &A, const mwArray &m,  
const mwArray &n);`  
`mwArray repmat(const mwArray &A, const mwArray &dims);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray A, m, n;           // Input argument(s)
mwArray B;                 // Return value
```

```
B = repmat(A, m, n);
B = repmat(A, horzcat(m, n));
```

**MATLAB Syntax** `B = repmat(A, m, n)`  
`B = repmat(A, [m n])`

**See Also** MATLAB repmat      Calling Conventions

<b>Purpose</b>	Reshape array
<b>C++ Prototype</b>	<pre> mwArray reshape(const mwArray &amp;A, const mwArray &amp;m,                 const mwArray &amp;n); mwArray reshape(const mwArray &amp;A, const mwArray &amp;si z); </pre>
<b>C++ Syntax</b>	<pre> #include "matlab.hpp"  mwArray A, m, si z, n; // Input argument(s) mwArray B;           // Return value  B = reshape(A, m, n); B = reshape(A, si z);  </pre>
<b>MATLAB Syntax</b>	<pre> B = reshape(A, m, n) B = reshape(A, si z) </pre>
<b>See Also</b>	MATLAB reshape      Calling Conventions

# resi2

---

**Purpose** Residue of a repeated pole

**C++ Prototype**

```
mwArray resi2(const mwArray &u, const mwArray &v,  
              const mwArray &pole, const mwArray &n,  
              const mwArray &k);  
mwArray resi2(const mwArray &u, const mwArray &v,  
              const mwArray &pole, const mwArray &n);  
mwArray resi2(const mwArray &u, const mwArray &v,  
              const mwArray &pole);
```

**C++ Syntax** #include "matlab.hpp"

```
mwArray u, v, pole, n, k; // Input argument(s)  
mwArray R; // Return value
```

```
R = resi2(u, v, pole, n, k);  
R = resi2(u, v, pole, n);  
R = resi2(u, v, pole);
```

**MATLAB Syntax** resi2(u, v, pole, n, k)

**See Also** MATLAB resi2 Calling Conventions

---

<b>Purpose</b>	Convert between partial fraction expansion and polynomial coefficients
<b>C++ Prototype</b>	<pre>mwArray residue(mwArray *p, mwArray *k, const mwArray &amp;b,                 const mwArray &amp;a); mwArray residue(mwArray *a, const mwArray &amp;r, const mwArray &amp;p,                 const mwArray &amp;k); mwArray residue(const mwArray &amp;b, const mwArray &amp;a); mwArray residue(const mwArray &amp;r, const mwArray &amp;p,                 const mwArray &amp;k);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray r, p, k, b, a;  r = residue(&amp;p, &amp;k, b, a); b = residue(&amp;a, r, p, k); r = residue(b, a); b = residue(r, p, k);</pre>
<b>MATLAB Syntax</b>	<pre>[r, p, k] = residue(b, a) [b, a] = residue(r, p, k)</pre>
<b>See Also</b>	MATLAB residue      Calling Conventions

# roots

---

**Purpose** Polynomial roots

**C++ Prototype** `mwArray roots(const mwArray &c);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray c;           // Input argument(s)
mwArray r;           // Return value
```

```
r = roots(c);
```

**MATLAB Syntax** `r = roots(c)`

**See Also** MATLAB roots      Calling Conventions

**Purpose** Classic symmetric eigenvalue test matrix (Rosser)

**C++ Prototype** `mwArray rosser();`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray c;           // Input argument(s)
mwArray A;          // Return value

A = rosser();
```

**MATLAB Syntax** `[A, B, C, ...] = gallery('tmsfun', P1, P2, ...)`  
`gallery(3)` a badly conditioned 3-by-3 matrix  
`gallery(5)` an interesting eigenvalue problem

**Description** `A = rosser();` returns the Rosser matrix. This matrix was a challenge for many matrix eigenvalue algorithms. But the Francis QR algorithm, as perfected by Wilkinson and implemented in EISPACK and MATLAB, has no trouble with it. The matrix is 8-by-8 with integer elements. It has:

- A double eigenvalue
- Three nearly equal eigenvalues
- Dominant eigenvalues of opposite sign
- A zero eigenvalue
- A small, nonzero eigenvalue

**See Also** MATLAB `gallery` Calling Conventions

# rot90

---

**Purpose** Rotate matrix 90 degrees

**C++ Prototype** `mwArray rot90(const mwArray &A);`  
`mwArray rot90(const mwArray &A, const mwArray &k);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray A, k;           // Input argument(s)
mwArray B;              // Return value
```

```
B = rot90(A);
B = rot90(A, k);
```

**MATLAB Syntax** `B = rot90(A)`  
`B = rot90(A, k)`

**See Also** MATLAB `rot90`      [Calling Conventions](#)

---

<b>Purpose</b>	Round to nearest integer
<b>C++ Prototype</b>	<code>mwArray round(const mwArray &amp;X);</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray X;           // Input argument(s) mwArray Y;           // Return value  Y = round(X);</pre>
<b>MATLAB Syntax</b>	<code>Y = round(X)</code>
<b>See Also</b>	MATLAB <code>round</code> Calling Conventions

# rref

---

**Purpose** Reduced row echelon form

**C++ Prototype** `mwArray rref(const mwArray &A);`  
`mwArray rref(mwArray *j b, const mwArray &A);`  
`mwArray rref(mwArray *j b, const mwArray &A, const mwArray &tol);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray A, tol;           // Input argument(s)
mwArray j b;              // Output argument(s)
mwArray R;                // Return value

R = rref(A);
R = rref(&j b, A);
R = rref(&j b, A, tol);
```

**MATLAB Syntax** `R = rref(A)`  
`[R, j b] = rref(A)`  
`[R, j b] = rref(A, tol)`

**See Also** MATLAB `rref`      Calling Conventions

---

<b>Purpose</b>	Convert real Schur form to complex Schur form
<b>C++ Prototype</b>	<pre>mwArray rsf2csf(mwArray *T_out, const mwArray &amp;U_in,                 const mwArray &amp;T_in);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray U_in, T_in;    // Input argument(s) mwArray T_out;        // Output argument(s) mwArray U_out;        // Return value  U_out = rsf2csf(&amp;T_out, U_in, T_in);</pre>
<b>MATLAB Syntax</b>	<pre>[U, T] = rsf2csf(U, T)</pre>
<b>See Also</b>	MATLAB <a href="#">rsf2csf</a> <a href="#">Calling Conventions</a>

## save

---

**Purpose** Save `mwArray` variables to disk. You can save up to 16 variables.

**C++ Prototype**

```
void save(const mwArray &file,
         const char* name1, const mwArray &var1,
         const char* name2=NULL, const mwArray &var2=mwArray::DIN,
         const char* name3=NULL, const mwArray &var3=mwArray::DIN,
         .
         .
         .
         const char* name15=NULL, const mwArray &var15=mwArray::DIN,
         const char* name16=NULL, const mwArray &var16=mwArray::DIN
        );

void save( const mwArray &file, const char* mode,
         const char* name1, const mwArray &var1,
         const char* name2=NULL, const mwArray &var2=mwArray::DIN,
         const char* name3=NULL, const mwArray &var3=mwArray::DIN,
         .
         .
         .
         const char* name15=NULL, const mwArray &var15=mwArray::DIN,
         const char* name16=NULL, const mwArray &var16=mwArray::DIN
        );
```

**C++ Syntax**

```
#include "matlab.hpp"

mwArray file;
mwArray x, y, z;

save(file, "X", x);
save(file, "w", "X", x);           // overwrites data
save(file, "X", x, "Y", y, "Z", z);
save(file, "u", "X", x, "Y", y, "Z", z); // appends data
.
.
.
```

**MATLAB  
Syntax**

`save fname X`  
`save fname X, Y, Z`

**See Also**

MATLAB [save](#)      [Calling Conventions](#)

# schur

---

**Purpose** Schur decomposition

**C++ Prototype** `mwArray schur(mwArray *T, const mwArray &A);`  
`mwArray schur(const mwArray &A);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray A;           // Input argument(s)
mwArray T;           // Output argument and Return value
mwArray U;           // Return value
```

```
U = schur(&T, A);
T = schur(A);
```

**MATLAB Syntax** `[U, T] = schur(A)`  
`T = schur(A)`

**See Also** MATLAB `schur`      [Calling Conventions](#)

---

<b>Purpose</b>	Secant and hyperbolic secant
<b>C++ Prototype</b>	<pre>mwArray sec(const mwArray &amp;X); mwArray sech(const mwArray &amp;X);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray X;           // Input argument(s) mwArray Y;           // Return value  Y = sec(X); Y = sech(X);</pre>
<b>MATLAB Syntax</b>	<pre>Y = sec(X) Y = sech(X)</pre>
<b>See Also</b>	MATLAB sec, sech    Calling Conventions

# setdiff

---

**Purpose** Return the set difference of two vectors

**C++ Prototype**

```
mwArray setdiff(const mwArray &a, const mwArray &b);  
mwArray setdiff(const mwArray &A, const mwArray &B,  
                const mwArray &flag);  
mwArray setdiff(mwArray *i, const mwArray &a, const mwArray &b);  
mwArray setdiff(mwArray *i, const mwArray &A, const mwArray &B,  
                const mwArray &flag);
```

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray a, b, A, B;           // Input argument(s)  
mwArray i;                   // Output argument(s)  
mwArray c;                   // Return value
```

```
c = setdiff(a, b);  
c = setdiff(A, B, "rows");  
c = setdiff(&i, a, b);  
c = setdiff(&i, A, B, "rows");
```

**MATLAB Syntax**

```
c = setdiff(a, b)  
c = setdiff(A, B, 'rows')  
[c, i] = setdiff(...)
```

**See Also** MATLAB `setdiff` Calling Conventions

- Purpose**            Set string flag  
                      This MATLAB 4 function has been renamed `char_func` in MATLAB 5.
- See Also**            MATLAB `char`            Calling Conventions

# setxor

---

**Purpose** Set exclusive-or of two vectors

**C++ Prototype**

```
mwArray setxor(const mwArray &a, const mwArray &b);  
mwArray setxor(const mwArray &A, const mwArray &B,  
               const mwArray &flag);  
mwArray setxor(mwArray *ia, mwArray *ib, const mwArray &a,  
               const mwArray &b);  
mwArray setxor(mwArray *ia, mwArray *ib, const mwArray &A,  
               const mwArray &B, const mwArray &flag);
```

**C++ Syntax** #include "matlab.hpp"

```
mwArray a, b, A, B;           // Input argument(s)  
mwArray ia, ib;              // Output argument(s)  
mwArray c;                   // Return value
```

```
c = setxor(a, b);  
c = setxor(A, B, "rows");  
c = setxor(&ia, &ib, a, b);  
c = setxor(&ia, &ib, A, B, "rows");
```

**MATLAB Syntax**

```
c = setxor(a, b)  
c = setxor(A, B, 'rows')  
[c, ia, ib] = setxor(...)
```

**See Also** MATLAB [setxor](#)      [Calling Conventions](#)

<b>Purpose</b>	Shift dimensions
<b>C++ Prototype</b>	<pre>mwArray shiftdim(const mwArray &amp;X); mwArray shiftdim(mwArray *nshifts, const mwArray &amp;X);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray X;                // Input argument(s) mwArray nshifts;          // Output argument(s) mwArray B;                // Return value  B = shiftdim(X); B = shiftdim(&amp;nshifts, X);</pre>
<b>MATLAB Syntax</b>	<pre>B = shiftdim(X, n) [B, nshifts] = shiftdim(X)</pre>
<b>See Also</b>	MATLAB <code>shiftdim</code> <a href="#">Calling Conventions</a>

# sign

---

**Purpose**                    Signum function

**C++ Prototype**        `mwArray sign(const mwArray &X);`

**C++ Syntax**            `#include "matlab.hpp"`

```
mwArray X;                    // Input argument(s)
mwArray Y;                    // Return value
```

```
Y = sign(X);
```

**MATLAB  
Syntax**                `Y = sign(X)`

**See Also**              MATLAB `sign`            Calling Conventions

---

<b>Purpose</b>	Sine and hyperbolic sine
<b>C++ Prototype</b>	<pre>mwArray sin(const mwArray &amp;X); mwArray sinh(const mwArray &amp;X);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray X;           // Input argument(s) mwArray Y;           // Return value  Y = sin(X); Y = sinh(X);</pre>
<b>MATLAB Syntax</b>	<pre>Y = sin(X) Y = sinh(X)</pre>
<b>See Also</b>	MATLAB <code>sin</code> , <code>sinh</code> Calling Conventions

# size

---

**Purpose**                    Array dimensions

**C++ Prototype**        `mwArray size(const mwArray &X);`  
`mwArray size(mwArray *n, const mwArray &X);`  
`mwArray size(const mwArray &X, const mwArray &dim);`  
`int size(int *j, const mwArray &X);`

**C++ Syntax**            `#include "matlab.hpp"`

```
int i;                    // Return value
int j;                    // Output argument(s)
mwArray X, dim;            // Input argument(s)
mwArray n;                // Output argument(s)
mwArray d, m;             // Return value

d = size(X);
m = size(&n, X);
m = size(X, dim);
i = size(&j, X);            // An efficient version of size(X, dim);
```

**MATLAB Syntax**        `d = size(X)`  
`[m, n] = size(X)`  
`m = size(X, dim)`

**See Also**                MATLAB `size`                Calling Conventions

---

<b>Purpose</b>	Sort elements in ascending order
<b>C++ Prototype</b>	<pre>mwArray sort(const mwArray &amp;A); mwArray sort(mwArray *INDEX, const mwArray &amp;A); mwArray sort(const mwArray &amp;A, const mwArray &amp;dim); mwArray sort(mwArray *INDEX, const mwArray &amp;A, const mwArray &amp;dim);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray A, dim;           // Input argument(s) mwArray INDEX;           // Output argument(s) mwArray B;                // Return value  B = sort(A); B = sort(&amp;INDEX, A); B = sort(A, dim); B = sort(&amp;INDEX, A, dim);</pre>
<b>MATLAB Syntax</b>	<pre>B = sort(A) [B, INDEX] = sort(A) B = sort(A, dim)</pre>
<b>See Also</b>	MATLAB sort      Calling Conventions

# sortrows

---

**Purpose** Sort rows in ascending order

**C++ Prototype** `mwArray sortrows(const mwArray &A);`  
`mwArray sortrows(const mwArray &A, const mwArray &column);`  
`mwArray sortrows(mwArray *index, const mwArray &A);`  
`mwArray sortrows(mwArray *index, const mwArray &A,`  
`const mwArray &column);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray A, column;           // Input argument(s)
mwArray index;               // Output argument(s)
mwArray B;                   // Return value
```

```
B = sortrows(A);
B = sortrows(A, column);
B = sortrows(&index, A);
B = sortrows(&index, A, column);
```

**MATLAB Syntax** `B = sortrows(A)`  
`B = sortrows(A, column)`  
`[B, index] = sortrows(A)`

**See Also** MATLAB `sortrows` Calling Conventions

---

<b>Purpose</b>	Transform spherical coordinates to Cartesian
<b>C++ Prototype</b>	<pre>mwArray sph2cart(mwArray *y, mwArray *z, const mwArray &amp;THETA,                  const mwArray &amp;PHI, const mwArray &amp;R);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray THETA, PHI, R; // Input argument(s) mwArray y, z;         // Output argument(s) mwArray x;            // Return value  x = sph2cart(&amp;y, &amp;z, THETA, PHI, R);</pre>
<b>MATLAB Syntax</b>	<pre>[x, y, z] = sph2cart(THETA, PHI, R)</pre>
<b>See Also</b>	MATLAB sph2cart    Calling Conventions

# spline

---

**Purpose** Cubic spline interpolation

**C++ Prototype** `mwArray spline(const mwArray &x, const mwArray &y,  
const mwArray &xi);`  
`mwArray spline(const mwArray &x, const mwArray &y);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray x, y, xi;           // Input argument(s)
mwArray yi, pp;            // Return value
```

```
yi = spline(x, y, xi);
pp = spline(x, y);
```

**MATLAB  
Syntax** `yi = spline(x, y, xi)`  
`pp = spline(x, y)`

**See Also** MATLAB `spline`      [Calling Conventions](#)

**Purpose** Write formatted data to a string

**C++ Prototype**

```

mwArray sprintf( const mwArray &R1 );

mwArray sprintf( const mwArray &format,
                 const mwArray &A1=mwArray::DIN,
                 const mwArray &A2=mwArray::DIN,
                 const mwArray &A3=mwArray::DIN,
                 .
                 .
                 .
                 const mwArray &A31=mwArray::DIN );

```

**C++ Syntax**

```

#include "matlab.hpp"

mwArray format;           // String array(s)
mwArray A1, A2;          // Input argument(s)
mwArray count;           // Return value

count = sprintf(format);

count = sprintf(format, A1);
count = sprintf(format, A1, A2);
.
.
.

```

**MATLAB Syntax**

```

s = sprintf(format, A, ...)

```

**See Also** MATLAB sprintf      Calling Conventions

# sqrt

---

**Purpose** Square root

**C++ Prototype** `mwArray sqrt(const mwArray &A);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray A;           // Input argument(s)
mwArray B;           // Return value
```

```
B = sqrt(A);
```

**MATLAB Syntax** `B = sqrt(A)`

**See Also** [MATLAB sqrt](#)      [Calling Conventions](#)

---

<b>Purpose</b>	Matrix square root
<b>C++ Prototype</b>	<pre>mwArray sqrtm(const mwArray &amp;X); mwArray sqrtm(mwArray *esterr, const mwArray &amp;X);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray X;           // Input argument(s) mwArray esterr;     // Output argument(s) mwArray Y;          // Return value  Y = sqrtm(X); Y = sqrtm(&amp;esterr, X);</pre>
<b>MATLAB Syntax</b>	<pre>Y = sqrtm(X) [Y, esterr] = sqrtm(X)</pre>
<b>See Also</b>	MATLAB <a href="#">sqrtm</a> <a href="#">Calling Conventions</a>

# sscanf

---

**Purpose** Read string under format control

**C++ Prototype**

```
mwArray sscanf(const mwArray &s, const mwArray &format);  
mwArray sscanf(const mwArray &s, const mwArray &format,  
               const mwArray &size);  
mwArray sscanf(mwArray *count, mwArray *errmsg, mwArray *nextindex,  
               const mwArray &s, const mwArray &format,  
               const mwArray &size);
```

**C++ Syntax** #include "matlab.hpp"

```
mwArray s, format;           // String array(s)  
mwArray size;               // Input argument(s)  
mwArray count, errmsg, nextindex; // Output argument(s)  
mwArray A;                  // Return value
```

```
A = sscanf(s, format);  
A = sscanf(s, format, size);  
A = sscanf(&count, &errmsg, &nextindex, s, format, size);
```

**MATLAB Syntax**

```
A = sscanf(s, format)  
A = sscanf(s, format, size)  
[A, count, errmsg, nextindex] = sscanf(...)
```

**See Also** MATLAB sscanf      Calling Conventions

---

<b>Purpose</b>	Standard deviation
<b>C++ Prototype</b>	<pre>mwArray std(const mwArray &amp;X); mwArray std(const mwArray &amp;X, const mwArray &amp;flag); mwArray std(const mwArray &amp;X, const mwArray &amp;flag,              const mwArray &amp;dim);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray X, flag, dim; // Input argument(s) mwArray s;           // Return value  s = std(X); s = std(X, flag); s = std(X, flag, dim);</pre>
<b>MATLAB Syntax</b>	<pre>s = std(X) s = std(X, flag) s = std(X, flag, dim)</pre>
<b>See Also</b>	MATLAB std      Calling Conventions

# str2mat

---

**Purpose** Form blank padded character matrix from strings.

**C++ Prototype**

```
mwArray str2mat(const mwArray &I1,
                const mwArray &I2=mwArray::DIN,
                const mwArray &I3=mwArray::DIN,
                .
                .
                .
                const mwArray &I31=mwArray::DIN,
                const mwArray &I32=mwArray::DIN );
```

**C++ Syntax**

```
#include "matlab.hpp"

mwArray s1, s2, s3;    // Input argument(s)
mwArray R;            // Return value

R = str2mat(s1);
R = str2mat(s1, s2);
R = str2mat(s1, s2, s3);
.
.
.
```

**tMATLAB Syntax**

```
t = str2mat(s1, s2, s3, ...)
```

**See Also** MATLAB `str2mat` Calling Conventions

---

<b>Purpose</b>	String to number conversion
<b>C++ Prototype</b>	<code>mwArray str2num(const mwArray &amp;str);</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray str;           // String array(s) mwArray x;             // Return value  x = str2num(str);</pre>
<b>MATLAB Syntax</b>	<code>x = str2num('str')</code>
<b>See Also</b>	MATLAB <code>str2num</code> Calling Conventions

# strcat

---

**Purpose** String concatenation

**C++ Prototype** `mwArray strcat(const mwArray &I1,  
const mwArray &I2=mwArray::DIN,  
const mwArray &I3=mwArray::DIN,  
. . .  
const mwArray &I31=mwArray::DIN,  
const mwArray &I32=mwArray::DIN );`

**C++ Syntax** `#include "matlab.hpp"  
  
mwArray s1, s2, s3; // Input argument(s)  
mwArray t; // Return value  
  
t = strcat(s1, s2);  
t = strcat(s1, s2, s3);  
. . .`

**tMATLAB Syntax** `t = strcat(s1, s2, s3, ...)`

**See Also** MATLAB `strcat` Calling Conventions

---

<b>Purpose</b>	Compare strings
<b>C++ Prototype</b>	<code>mwArray strcmp(const mwArray &amp;str1, const mwArray &amp;str2);</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray str1, str2;    // String array(s) mwArray S, T;         // Input argument(s) mwArray k, TF;        // Return value  k = strcmp(str1, str2); TF = strcmp(S, T);</pre>
<b>MATLAB Syntax</b>	<pre>k = strcmp('str1', 'str2') TF = strcmp(S, T)</pre>
<b>See Also</b>	MATLAB strcmp      Calling Conventions

# strjust

---

**Purpose** Justify a character array

**C++ Prototype** `mwArray strjust(const mwArray &S);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray S;           // Input argument (s)
mwArray R;           // Return value
```

```
R = strjust(S);
```

**MATLAB  
Syntax** `strjust(S)`

**See Also** [MATLAB strjust](#) [Calling Conventions](#)

---

<b>Purpose</b>	Compare the first n characters of two strings
<b>C++ Prototype</b>	<pre>mwArray strncmp(const mwArray &amp;str1, const mwArray &amp;str2,                 const mwArray &amp;n);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray str1, str2;           // String array(s) mwArray S, T, n;             // Input argument(s) mwArray k, TF;               // Return value  k = strncmp(str1, str2, n); TF = strncmp(S, T, n);</pre>
<b>MATLAB Syntax</b>	<pre>k = strncmp('str1', 'str2', n) TF = strncmp(S, T, n)</pre>
<b>See Also</b>	MATLAB <a href="#">strncmp</a> <a href="#">Calling Conventions</a>

# strrep

---

**Purpose** String search and replace

**C++ Prototype** `mwArray strrep(const mwArray &str1, const mwArray &str2,  
const mwArray &str3);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray str1, str2, str3; // String array(s)
mwArray str;             // Return value
```

```
str = strrep(str1, str2, str3);
```

**MATLAB Syntax** `str = strrep(str1, str2, str3)`

**See Also** MATLAB `strrep` Calling Conventions

<b>Purpose</b>	First token in string
<b>C++ Prototype</b>	<pre>mwArray strtok(const mwArray &amp;str, const mwArray &amp;delimiter); mwArray strtok(const mwArray &amp;str); mwArray strtok(mwArray *rem, const mwArray &amp;str); mwArray strtok(mwArray *rem, const mwArray &amp;str,                const mwArray &amp;delimiter);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray str;           // String array mwArray delimiter;    // Input argument(s) mwArray rem;          // Output argument(s) mwArray token;        // Return value  token = strtok(str, delimiter); token = strtok(str); token = strtok(&amp;rem, str); token = strtok(&amp;rem, str, delimiter);  token = strtok('str', delimiter) token = strtok('str') [token, rem] = strtok(...)</pre>
<b>MATLAB Syntax</b>	
<b>See Also</b>	MATLAB strtok      Calling Conventions

# strvcat

---

**Purpose** Vertical concatenation of strings

**C++ Prototype** `mwArray strvcat(const mwArray &I1,  
const mwArray &I2=mwArray::DIN,  
const mwArray &I3=mwArray::DIN,  
. . .  
const mwArray &I31=mwArray::DIN,  
const mwArray &I32=mwArray::DIN );`

**C++ Syntax** `#include "matlab.hpp"  
  
mwArray t1, t2, t3; // Input argument(s)  
mwArray S; // Return value  
  
S = strvcat(t1, t2);  
S = strvcat(t1, t2, t3);  
. . .`

**MATLAB Syntax** `S = strvcat(t1, t2, t3, ...)`

**See Also** MATLAB `strvcat` Calling Conventions

**Purpose**                    Angle between two subspaces

**C++ Prototype**        `mwArray subspace(const mwArray &A, const mwArray &B);`

**C++ Syntax**            `#include "matlab.hpp"`

```
mwArray A, B;                    // Input argument(s)
mwArray theta;                  // Return value
```

```
theta = subspace(A, B);
```

**MATLAB Syntax**        `theta = subspace(A, B)`

**See Also**                MATLAB [subspace](#)    [Calling Conventions](#)

# sum

---

**Purpose** Sum of array elements

**C++ Prototype** `mwArray sum(const mwArray &A);`  
`mwArray sum(const mwArray &A, const mwArray &dim);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray A, dim;           // Input argument(s)
mwArray B;                // Return value
```

```
B = sum(A);
B = sum(A, dim);
```

**MATLAB Syntax** `B = sum(A)`  
`B = sum(A, dim)`

**See Also** [MATLAB sum](#) [Calling Conventions](#)

**Purpose** Singular value decomposition

**C++ Prototype** `mwArray svd(const mwArray &X);`  
`mwArray svd(mwArray *S, mwArray *V, const mwArray &X);`  
`mwArray svd(mwArray *S, mwArray *V, const mwArray &X,`  
`const mwArray &Zero);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray X;           // Input argument(s)
mwArray S, V;       // Output argument(s)
mwArray s, U;       // Return value
```

```
s = svd(X);
U = svd(&S, &V, X);
U = svd(&S, &V, X, 0);
```

**MATLAB Syntax** `s = svd(X)`  
`[U, S, V] = svd(X)`  
`[U, S, V] = svd(X, 0)`

**See Also** MATLAB `svd`      Calling Conventions

# tan, tanh

---

**Purpose** Tangent and hyperbolic tangent

**C++ Prototype** `mwArray tan(const mwArray &X);`  
`mwArray tanh(const mwArray &X);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray X;           // Input argument(s)
mwArray Y;           // Return value
```

```
Y = tan(X);
Y = tanh(X);
```

**MATLAB Syntax** `Y = tan(X)`  
`Y = tanh(X)`

**See Also** MATLAB `tan`, `tanh` Calling Conventions

---

<b>Purpose</b>	Stopwatch timer
<b>C++ Prototype</b>	<pre>mwArray tic(); mwArray toc();</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray t;           // Return value  tic();     <i>any statements</i> toc(); t = toc();</pre>
<b>MATLAB Syntax</b>	<pre>tic     <i>any statements</i> toc t = toc</pre>
<b>See Also</b>	MATLAB tic, toc      Calling Conventions

# tobool

---

**Purpose** Convert an array to a Boolean value by reducing the rank of the array to a scalar

**C++ Prototype** `bool tobool(const mxArray &t);`

**C++ Syntax**

```
#include "matlab.hpp"

if (tobool(A != 0))
{
    // test succeeded, do something
}
```

**See Also** [Calling Conventions](#)

---

<b>Purpose</b>	Toeplitz matrix
<b>C++ Prototype</b>	<pre>mwArray toeplitz(const mwArray &amp;c, const mwArray &amp;r); mwArray toeplitz(const mwArray &amp;r);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray c, r;           // Input argument(s) mwArray T;             // Return value  T = toeplitz(c, r); T = toeplitz(r);</pre>
<b>MATLAB Syntax</b>	<pre>T = toeplitz(c, r) T = toeplitz(r)</pre>
<b>See Also</b>	MATLAB <code>toeplitz</code> Calling Conventions

# trace

---

**Purpose** Sum of diagonal elements

**C++ Prototype** `mwArray trace(const mwArray &A);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray A;           // Input argument(s)  
mwArray b;          // Return value
```

```
b = trace(A);
```

**MATLAB  
Syntax** `b = trace(A)`

**See Also** MATLAB [trace](#)      [Calling Conventions](#)

---

<b>Purpose</b>	Trapezoidal numerical integration
<b>C++ Prototype</b>	<pre>mwArray trapz(const mwArray &amp;Y); mwArray trapz(const mwArray &amp;X, const mwArray &amp;Y); mwArray trapz(const mwArray &amp;X, const mwArray &amp;Y,               const mwArray &amp;dim);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray X, Y, dim;           // Input argument(s) mwArray Z;                   // Return value  Z = trapz(Y); Z = trapz(X, Y); Z = trapz(X, Y, dim);</pre>
<b>MATLAB Syntax</b>	<pre>Z = trapz(Y) Z = trapz(X, Y) Z = trapz(..., dim)</pre>
<b>See Also</b>	MATLAB trapz      Calling Conventions

# tril

---

**Purpose** Lower triangular part of a matrix

**C++ Prototype** `mwArray tril(const mwArray &X);`  
`mwArray tril(const mwArray &X, const mwArray &k);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray X, k;           // Input argument(s)
mwArray L;             // Return value
```

```
L = tril(X);
L = tril(X, k);
```

**MATLAB Syntax** `L = tril(X)`  
`L = tril(X, k)`

**See Also** [MATLAB tril](#) [Calling Conventions](#)

---

<b>Purpose</b>	Upper triangular part of a matrix
<b>C++ Prototype</b>	<pre>mwArray triu(const mwArray &amp;X); mwArray triu(const mwArray &amp;X, const mwArray &amp;k);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray X, k;           // Input argument(s) mwArray U;             // Return value  U = triu(X); U = triu(X, k);</pre>
<b>MATLAB Syntax</b>	<pre>U = triu(X) U = triu(X, k)</pre>
<b>See Also</b>	MATLAB <a href="#">triu</a> <a href="#">Calling Conventions</a>

# union\_func

---

**Purpose** Set union of two vectors

**C++ Prototype**

```
mwArray union_func(const mwArray &a, const mwArray &b);  
mwArray union_func(mwArray &A, const mwArray &B,  
                  const mwArray &flag);  
mwArray union_func(mwArray *ia, mwArray *ib, const mwArray &a,  
                  const mwArray &b);  
mwArray union_func(mwArray *ia, mwArray *ib, const mwArray &A,  
                  const mwArray &B, const mwArray &flag);
```

**C++ Syntax**

```
#include "matlab.hpp"  
  
mwArray a, b, A, B;           // Input argument(s)  
mwArray ia, ib;              // Output argument(s)  
mwArray c;                   // Return value  
  
c = union_func(a, b);  
c = union_func(A, B, "rows");  
c = union_func(&ia, &ib, a, b);  
c = union_func(&ia, &ib, A, B, "rows");
```

**MATLAB Syntax**

```
c = union(a, b)  
c = union(A, B, 'rows')  
[c, ia, ib] = union(...)
```

**See Also** MATLAB `union` Calling Conventions

<b>Purpose</b>	Unique elements of a vector
<b>C++ Prototype</b>	<pre> mwArray unique(const mwArray &amp;a); mwArray unique(const mwArray &amp;A, const mwArray &amp;flag); mwArray unique(mwArray *index, const mwArray &amp;a); mwArray unique(mwArray *index, const mwArray &amp;A,                const mwArray &amp;flag); mwArray unique(mwArray *index, mwArray *j, const mwArray &amp;a); mwArray unique(mwArray *index, mwArray *j, const mwArray &amp;A,                const mwArray &amp;flag); </pre>
<b>C++ Syntax</b>	<pre> #include "matlab.hpp"  mwArray a, A;           // Input argument(s) mwArray index, j;      // Output argument(s) mwArray b;             // Return value  b = unique(a); b = unique(A, "rows"); b = unique(&amp;index, a); b = unique(&amp;index, A, "rows"); b = unique(&amp;index, &amp;j, a); b = unique(&amp;index, &amp;j, A, "rows"); </pre>
<b>MATLAB Syntax</b>	<pre> b = unique(a) b = unique(A, 'rows') [b, index] = unique(...) [b, index, j] = unique(...) </pre>

# unwrap

---

**Purpose** Correct phase angles

**C++ Prototype** `mwArray unwrap(const mwArray &P);`  
`mwArray unwrap(const mwArray &P, const mwArray &tol);`  
`mwArray unwrap(const mwArray &P, const mwArray &tol,`  
`const mwArray &dim);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray P, tol, dim;           // Input argument(s)
mwArray Q;                     // Return value
```

```
Q = unwrap(P);
Q = unwrap(P, tol);
Q = unwrap(P, mwArray(), dim);
Q = unwrap(P, tol, dim);
```

**MATLAB Syntax** `Q = unwrap(P)`  
`Q = unwrap(P, tol)`  
`Q = unwrap(P, [], dim)`  
`Q = unwrap(P, tol, dim)`

**See Also** MATLAB `unwrap`      Calling Conventions

---

<b>Purpose</b>	Convert string to upper case
<b>C++ Prototype</b>	<code>mwArray upper(const mwArray &amp;str);</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray str;           // String array(s) mwArray t;             // Return value  t = upper(str);</pre>
<b>MATLAB Syntax</b>	<code>t = upper('str')</code>
<b>See Also</b>	MATLAB upper      Calling Conventions

# vander

---

**Purpose** Test matrix (Vandermonde matrix)

**C++ Prototype** `mwArray vander(const mwArray &c);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray c; // Input argument (s)
```

```
mwArray A; // Return value
```

```
A = vander(c);
```

**MATLAB Syntax** `[A, B, C, ...] = gallery('t $mfun$ ', P1, P2, ...)`

```
gallery(3) a badly conditioned 3-by-3 matrix
```

```
gallery(5) an interesting eigenvalue problem
```

**Description** `A = vander(c);` returns the Vandermonde matrix whose second to last column is `c`. In MATLAB, the  $j$ th column of a Vandermonde matrix is given by  $A(:, j) = C^{(n-j)}$ .

**See Also** MATLAB `gallery` Calling Conventions

<b>Purpose</b>	Vertical concatenation
<b>C++ Prototype</b>	<pre>mwArray vertcat(const mwArray &amp;I1,                  const mwArray &amp;I2=mwArray::DIN,                  const mwArray &amp;I3=mwArray::DIN,                  .                  .                  .                  const mwArray &amp;I31=mwArray::DIN,                  const mwArray &amp;I32=mwArray::DIN );</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray A, B, C;           // Input argument(s) mwArray R;                 // Return value  R = vertcat(A); R = vertcat(A, B); R = vertcat(A, B, C); . . .</pre>
<b>MATLAB Syntax</b>	<pre>[A; B; C. . . ] vertcat(A, B, C. . . )</pre>
<b>See Also</b>	MATLAB vertcat      Calling Conventions

# warning

---

**Purpose** Display warning message

**C++ Prototype** `mwArray warning(const mwArray &message);`  
`mwArray warning(mwArray *f, const mwArray &message);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray &f;           // Output argument(s)
mwArray s;           // Return value
```

```
s = warning("message");
s = warning("on");
s = warning("off");
s = warning("backtrace");
s = warning("debug");
s = warning("once");
s = warning("always");
s = warning(&f);
```

**MATLAB Syntax**

```
warning('message')
warning on
warning off
warning backtrace
warning debug
warning once
warning always
[s, f] = warning
```

**See Also** MATLAB `warning` Calling Conventions

<b>Purpose</b>	Day of the week
<b>C++ Prototype</b>	<pre>mwArray weekday(mwArray *S, const mwArray &amp;D); mwArray weekday(const mwArray &amp;D);</pre>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray D;           // Input argument(s) mwArray S;           // Output argument(s) mwArray N;           // Return value  N = weekday(&amp;S, D); N = weekday(D);</pre>
<b>MATLAB Syntax</b>	<code>[N, S] = weekday(D)</code>
<b>See Also</b>	MATLAB <code>weekday</code> Calling Conventions

# wilkinson

---

**Purpose** Wilkinson's eigenvalue test matrix

**C++ Prototype** `mwArray wilkinson(const mwArray &n);`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray n;           // Input argument(s)  
mwArray W;          // Return value
```

```
W = wilkinson(n);
```

**MATLAB Syntax** `W = wilkinson(n)`

**See Also** `MATLAB wilkinson` [Calling Conventions](#)

---

<b>Purpose</b>	Exclusive or
<b>C++ Prototype</b>	<code>mwArray xor(const mwArray &amp;A, const mwArray &amp;B);</code>
<b>C++ Syntax</b>	<pre>#include "matlab.hpp"  mwArray A, B;           // Input argument(s) mwArray C;              // Return value  C = xor(A, B);</pre>
<b>MATLAB Syntax</b>	<code>C = xor(A, B)</code>
<b>See Also</b>	MATLAB <code>xor</code> Calling Conventions

# zeros

---

**Purpose** Create an array of all zeros

**C++ Prototype** `mwArray zeros(const mwArray &n);`  
`mwArray zeros(const mwArray &m, const mwArray &n);`  
`mwArray zeros();`

**C++ Syntax** `#include "matlab.hpp"`

```
mwArray m, n, A;           // Input argument(s)
mwArray B;                 // Return value
```

```
B = zeros(n);
B = zeros(m, n);
B = zeros(horzcat(m, n));
B = zeros(size(A));
B = zeros();
```

**MATLAB Syntax**

```
B = zeros(n)
B = zeros(m, n)
B = zeros([m n])
B = zeros(size(A))
```

**See Also** MATLAB zeros      Calling Conventions

<b>Purpose</b>	Display the given exception
<b>C++ Prototype</b>	<code>void mwDisplayException(const mwException &amp;ex);</code>
<b>Arguments</b>	<code>ex</code> Exception
<b>Description</b>	<code>mwDisplayException()</code> sends an exception to the output function set by the most recent call to <code>mwSetExceptionHandler()</code> . If <code>mwSetExceptionHandler()</code> has never been called, <code>mwDisplayException()</code> uses the default error message handling function or the output function specified by a call to <code>mwSetErrorMessageHandler()</code> .
<b>Example</b>	<pre>// try-block try {     eig(A); } // catch-block catch(mwException &amp;ex) {     mwDisplayException(ex); }</pre>
<b>See Also</b>	<code>mwGetErrorMessageHandler</code> , <code>mwGetExceptionHandler</code> , <code>mwSetErrorMessageHandler</code> , <code>mwSetExceptionHandler</code>

# mwGetErrorMsgHandler

---

**Purpose** Return a pointer to the current error handler

**C++ Prototype** `mwErrorFunc mwGetErrorMsgHandler(void);`

**Description** `mwGetErrorMsgHandler` returns a pointer to the function specified in the most recent call to `mwSetErrorMsgHandler()` or to the default error handler, if you haven't specified an error handler. The definition of `mwErrorFunc`:

```
typedef void (*mwErrorFunc)(const char *, mwBool);
```

**See Also** `mwDisplayException`, `mwGetExceptionMsgHandler`, `mwSetErrorMsgHandler`, `mwSetExceptionMsgHandler`

**Purpose** Return a pointer to the current exception message handler

**C++ Prototype** `mxExceptionMsgFunc mwGetExceptionMsgHandler(void);`

**Description** `mwGetExceptionMsgHandler` returns a pointer to the function specified in the most recent call to `mwSetExceptionMsgHandler()` or to the default exception message handler, if you haven't specified an exception message handler.

**See Also** `mwDisplayException`, `mwGetErrorMsgHandler`, `mwSetErrorMsgHandler`, `mwSetExceptionMsgHandler`

# mwGetPrintHandler

---

**Purpose** Return a pointer to current print handler

**C++ Prototype** `mwOutputFunc mxGetPrintHandler(void);`

**Description** `mwGetPrintHandler` returns a pointer to the function specified in the most recent call to `mwSetPrintHandler()` or to the default print handler, if you haven't specified a print handler.

**See Also** `mwSetPrintHandler`

<b>Purpose</b>	Register an error handling routine with the MATLAB C++ Math Library
<b>C++ Prototype</b>	<pre>void mwSetErrorMsgHandler(mwErrorFunc f);</pre>
<b>Arguments</b>	<p><code>mwErrorFunc f</code> A pointer to an error handling routine that takes a <code>char *</code> and an <code>mwBool</code> as its arguments and returns <code>void</code>.</p> <pre>typedef void (*mwErrorFunc)(const char *, mwBool);</pre>
<b>Description</b>	<p>If you want to separate error messages from “ordinary” output, call the function <code>mwSetErrorMsgHandler()</code> to replace the default handler. <code>mwSetErrorMsgHandler</code> sets the error handling routine. The error handler is responsible for handling all error message output.</p>
<b>See Also</b>	<code>mwDisplayException</code> , <code>mwGetErrorMsgHandler</code> , <code>mwGetExceptionHandler</code> , <code>mwSetExceptionHandler</code>

# mwSetExceptionHandler

---

**Purpose** Set an alternate exception handling function

**C++ Prototype** `void mwSetExceptionHandler(mwExceptionHandler f);`

**Arguments** `mwExceptionHandler f`  
Pointer to an exception handling function that takes an `mwException` as an argument and returns `void`.

```
typedef void (*mwExceptionHandler)(const mwException &);
```

**Description** The default exception handling function simply prints the exception using the error handling routine. If this behavior is inappropriate for your application, the `mwSetExceptionHandler` function allows you to set an alternate exception handling function.

**See Also** `mwDisplayException`, `mwGetErrorMessageHandler`, `mwGetExceptionHandler`, `mwSetErrorMessageHandler`

<b>Purpose</b>	Set memory management functions for MATLAB C++ Math Library
<b>C++ Prototype</b>	<pre>void mwSetLibraryAllocFcns(     mwMemCallFunc callProc,     mwMemFreeFunc freeProc,     mwMemReallocFunc reallocProc,     mwMemAllocFunc mallocProc,     mwMemCompactFunc=0);</pre>
<b>Arguments</b>	<p><b>callProc</b> A pointer to a function that allocates memory. <code>mwMemCallFunc</code> is defined as: <pre>typedef void (*mwMemCallFunc)(size_t, size_t);</pre></p> <p><b>freeProc</b> A pointer to a function that frees memory. <code>mwMemFreeFunc</code> is defined as: <pre>typedef void (*mwMemFreeFunc)(void *);</pre></p> <p><b>reallocProc</b> A pointer to a function that reallocates memory. <code>mwMemReallocFunc</code> is defined as: <pre>typedef void (*mwMemReallocFunc)(void *, size_t);</pre></p> <p><b>mallocProc</b> A pointer to a function that allocates memory. <code>mwMemAllocFunc</code> is defined as: <pre>typedef void (*mwMemAllocFunc)(size_t);</pre></p> <p><b>compactProc</b> Not currently used.</p>
<b>Description</b>	<p>Sets the MATLAB C++ Math Library's memory management functions. Gives you complete control over memory management.</p> <p>To set up your own memory management routines, you need to write four routines: two memory allocation routines, one memory reallocation routine, and one deallocation routine. You then call <code>mwSetLibraryAllocFcns()</code> to register those routines with the library.</p> <p>You cannot omit any of the four routines. However, the last argument to <code>mwSetLibraryAllocFcns()</code>, <code>mwMemCompactFunc</code>, is not currently used and is</p>

## mwSetLibraryAllocFcns

---

therefore initialized to zero. When you call `mwSetLibraryAllocFcns()`, you do not need to specify a value for it.

<b>Purpose</b>	Set the current print handling routine
<b>C++ Prototype</b>	<code>void mwSetPrintHandler(mwOutputFunc f);</code>
<b>Arguments</b>	<p><code>f</code> Pointer to a function that takes a <code>char *</code> argument and returns <code>void</code>. The function displays the character string. <code>mwOutputFunc</code> is defined as:</p> <pre>typedef void (*mwOutputFunc)(const char *);</pre>
<b>Description</b>	<code>mwSetPrintHandler</code> sets the print handling routine. The print handler is responsible for handling all "normal" (nonerror) output. You must call <code>mwSetPrintHandler()</code> before calling other library routines. Otherwise the library uses the default print handler to display messages.
<b>See Also</b>	<code>mwGetPrintHandler</code>

## mwSetPrintHandler

---

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