

## J() — Matrix of constants

Syntax	Description	Remarks and examples	Conformability
Diagnostics	Also see		

## Syntax

*transmorphic matrix*  $J(\text{real scalar } r, \text{ real scalar } c, \text{ scalar } val)$

*transmorphic matrix*  $J(\text{real scalar } r, \text{ real scalar } c, \text{ matrix } mat)$

## Description

$J(r, c, val)$  returns an  $r \times c$  matrix with each element equal to  $val$ .

$J(r, c, mat)$  returns an  $(r * \text{rows}(mat)) \times (c * \text{cols}(mat))$  matrix with elements equal to  $mat$ .

The first,  $J(r, c, val)$ , is how  $J()$  is commonly used. The first is nothing more than a special case of the second,  $J(r, c, mat)$ , when  $mat$  is  $1 \times 1$ .

## Remarks and examples

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Remarks are presented under the following headings:

*First syntax:  $J(r, c, val)$ ,  $val$  a scalar*

*Second syntax:  $J(r, c, mat)$ ,  $mat$  a matrix*

### First syntax: $J(r, c, val)$ , $val$ a scalar

$J(r, c, val)$  creates matrices of constants. For example,  $J(2, 3, 0)$  creates

	1	2	3
1	0	0	0
2	0	0	0

$J()$  must be typed in uppercase.

$J()$  can create any type of matrix:

Function	Returns
$J(2, 3, 4)$	$2 \times 3$ real matrix, each element = 4
$J(2, 3, 4+5i)$	$2 \times 3$ complex matrix, each element = $4 + 5i$
$J(2, 3, "hi")$	$2 \times 3$ string matrix, each element = "hi"
$J(2, 3, \&x)$	$2 \times 3$ pointer matrix, each element = address of $x$

Also, `J()` can create void matrices:

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<code>J(0, 0, .)</code>	<code>0 × 0 real</code>
<code>J(0, 1, .)</code>	<code>0 × 1 real</code>
<code>J(1, 0, .)</code>	<code>1 × 0 real</code>
<code>J(0, 0, 1i)</code>	<code>0 × 0 complex</code>
<code>J(0, 1, 1i)</code>	<code>0 × 1 complex</code>
<code>J(1, 0, 1i)</code>	<code>1 × 0 complex</code>
<code>J(0, 0, "")</code>	<code>0 × 0 string</code>
<code>J(0, 1, "")</code>	<code>0 × 1 string</code>
<code>J(1, 0, "")</code>	<code>1 × 0 string</code>
<code>J(0, 0, NULL)</code>	<code>0 × 0 pointer</code>
<code>J(0, 1, NULL)</code>	<code>0 × 1 pointer</code>
<code>J(1, 0, NULL)</code>	<code>1 × 0 pointer</code>

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When `J(r, c, val)` is used to create a void matrix, the particular value of the third argument does not matter. Its element type, however, determines the type of matrix produced. Thus, `J(0, 0, .)`, `J(0, 0, 1)`, and `J(0, 0, 1/3)` all create the same result: a  $0 \times 0$  real matrix. Similarly, `J(0, 0, "")`, `J(0, 0, "name")`, and `J(0, 0, "?")` all create the same result: a  $0 \times 0$  string matrix. See [\[M-2\] void](#) to learn how void matrices are used.

### Second syntax: `J(r, c, mat)`, `mat` a matrix

`J(r, c, mat)` is a generalization of `J(r, c, val)`. When the third argument is a matrix, that matrix is replicated in the result. For instance, if `X` is `(1,2\3,4)`, then `J(2, 3, X)` creates

	1	2	3	4	5	6
1	1	2	1	2	1	2
2	3	4	3	4	3	4
3	1	2	1	2	1	2
4	3	4	3	4	3	4

`J(r, c, val)` is a special case of `J(r, c, mat)`; it just happens that `mat` is  $1 \times 1$ .

The matrix created has `r*rows(mat)` rows and `c*cols(mat)` columns.

Note that `J(r, c, mat)` creates a void matrix if any of `r`, `c`, `rows(mat)`, or `cols(mat)` are zero.

## Conformability

J(*r*, *c*, *val*):

<i>r</i> :	$1 \times 1$
<i>c</i> :	$1 \times 1$
<i>val</i> :	$1 \times 1$
<i>result</i> :	$r \times c$

J(*r*, *c*, *mat*):

<i>r</i> :	$1 \times 1$
<i>c</i> :	$1 \times 1$
<i>mat</i> :	$m \times n$
<i>result</i> :	$r*m \times c*n$

## Diagnostics

J(*r*, *c*, *val*) and J(*r*, *c*, *mat*) abort with error if  $r < 0$  or  $c < 0$ , or if  $r \geq .$  or  $c \geq ..$  Arguments *r* and *c* are interpreted as `trunc(r)` and `trunc(c)`.

## Also see

[M-5] [missingof\(\)](#) — Appropriate missing value

[M-4] [standard](#) — Functions to create standard matrices