

INTRODUCTION TO MATLAB

Vectors and matrices

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01 Review of previous session

- Concatenating vectors
- Defining matrices
- Transpose of matrices
- Matrix indexing
- Wildcard :
- Operations between scalars, vectors and matrices

02 Exercises with matrices

Create the following matrices using one line of code:

1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20		
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

0	1	1	1	1	10
2	1	1	1	1	9
4	1	1	1	1	8
6	1	1	1	1	7
8	1	1	1	1	6
10	1	1	1	1	5
12	1	1	1	1	4
14	1	1	1	1	3
16	1	1	1	1	2
18	1	1	1	1	1
20	1	1	1	1	0

0	2	4	6	8	10
0	1	1	1	1	10
2	1	1	1	1	9
4	1	1	1	1	8
6	1	1	1	1	7
8	1	1	1	1	6
10	1	1	1	1	5
12	1	1	1	1	4
14	1	1	1	1	3
16	1	1	1	1	2
18	1	1	1	1	1
20	1	1	1	1	0
20	16	12	8	4	0

02 Matrix multiplication

For two matrices $A_{n \times m}$ and $B_{m \times l}$,

Then $C = A * B$ is of size $n \times l$

The number of columns of A must be the same as the number of rows in B.

For example:

$$A = \mathbf{ones(3,4)} = \begin{pmatrix} 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 \end{pmatrix}, B = \mathbf{zeros(4,2)} = \begin{pmatrix} 0 & 0 \\ 0 & 0 \\ 0 & 0 \\ 0 & 0 \end{pmatrix}$$

$$A * B = \begin{pmatrix} 0 & 0 \\ 0 & 0 \\ 0 & 0 \end{pmatrix}$$

size(A) = 3 × 4, **size(B)** = 4 × 2, **size(A*B)** = 3 × 2

Try the command: **size(ones(3,4)*zeros(4,2))**

02 Exersamples

- Define the matrix $\text{MatA} = \begin{pmatrix} 1 & 2 & \dots & 10 \\ 10 & 20 & \dots & 100 \\ 100 & 200 & \dots & 1000 \end{pmatrix}$
- Create the matrix $\text{MatI} = \text{eye}(4)$
- Create a matrix MatB with columns of MatA such that you can do $\text{MatB} * \text{MatI}$
- Add rows to MatA so that you can multiply $\text{MatI} * \text{MatA}$. The new rows must follow the pattern in MatA
- Create the vector VecA with the second row of MatA . Then delete the values 20 and 90 from it by assigning them to the empty vector “[]”.
- Delete the extra rows created in MatA by assigning an empty vector “[]” to these rows.
- Select the appropriate operations that are possible: $A \square A' \square \text{eye}(3) =$

03 Operations

Matrix times matrix:

$$A = \begin{pmatrix} a & b \\ c & d \end{pmatrix} \quad B = \begin{pmatrix} w & x \\ y & z \end{pmatrix}$$

$$A .* B = \begin{pmatrix} aw & bx \\ cy & dz \end{pmatrix} \neq A * B$$

$$A ./ B = \begin{pmatrix} a/w & b/x \\ c/y & d/z \end{pmatrix} \neq A / B$$

$$A .\pm B = A \pm B = \begin{pmatrix} a \pm w & b \pm x \\ c \pm y & d \pm z \end{pmatrix}$$

$$A .^2 = \begin{pmatrix} a^2 & b^2 \\ c^2 & d^2 \end{pmatrix} \neq A ^2$$

Note: the sizes of the two matrices in elementwise operations must be exactly the same.

03 Exceptions

- `2+ones(2,3)`
- `2*ones(2,3)`
- `2./ones(2,3)`
- `2.^ones(2,3)`

03 Exercises

- Compute $S(N) = \sum_{n=1}^N \frac{1}{n} = 1 + \frac{1}{2} + \frac{1}{3} + \dots + \frac{1}{N}$, for $N = 100$
- Compute $G(N) = \sum_{n=1}^N x^n = x + x^2 + x^3 + \dots + x^N$, $x = 0.5$, for $N = 100$