



PolSARpro Pocket Calculator

PolSARpro Calculator v1.0

3x3 Coherency Matrix Select Operator

Op #1 (Op#1) Operator (Op#2) Op #2

Operand #1

Input File

Input File Data Format Init Row End Row Init Col End Col

Input Matrix Directory

Input Matrix Data Format Init Row End Row Init Col End Col

Input Value Type

☐ Complex Value ☐ Float Value ☐ Integer Value +j

N x N Matrix

☐ Complex ☐ Float ☐ Hermitian ☐ Special Unitary

m11	+j	m12	+j	m13	+j	m14	+j
m21	+j	m22	+j	m23	+j	m24	+j
m31	+j	m32	+j	m33	+j	m34	+j
m41	+j	m42	+j	m43	+j	m44	+j

Output Value +j

Operator : File

<input type="radio"/> (file) + value	<input type="radio"/> (file) - value	<input type="radio"/> (file) * value	<input type="radio"/> (file) / value
<input type="radio"/> (file) + (file)	<input type="radio"/> (file) - (file)	<input type="radio"/> (file) * (file)	<input type="radio"/> (file) / (file)
<input type="radio"/> .real (.)	<input type="radio"/> .imag (.)	<input type="radio"/> .arg (.)	<input type="radio"/> .abs (.)
<input type="radio"/> .cos (.)	<input type="radio"/> .sin (.)	<input type="radio"/> .tan (.)	<input type="radio"/> .conj (.)
<input type="radio"/> .acos (.)	<input type="radio"/> .asin (.)	<input type="radio"/> .atan (.)	<input type="radio"/> .filter { ?x? }
<input type="radio"/> .sqrt (.)	<input type="radio"/> .(.)^2	<input type="radio"/> .(.)^3	<input type="radio"/> .(.)^(?)
<input type="radio"/> .log (1..1)	<input type="radio"/> .ln (1..1)	<input type="radio"/> .10^(.)	<input type="radio"/> .exp (.)
<input type="radio"/> .10log (1..1)	<input type="radio"/> .20log (1..1)	<input type="radio"/> .(.) < (?)	<input type="radio"/> .(.) > (?)

Operator : Sinclair Matrix : S2

<input type="radio"/> [S] + value	<input type="radio"/> [S] - value	<input type="radio"/> [S] * value	<input type="radio"/> [S] / value
<input type="radio"/> [S] + (file)	<input type="radio"/> [S] - (file)	<input type="radio"/> [S] * (file)	<input type="radio"/> [S] / (file)
<input type="radio"/> [S] + [S']	<input type="radio"/> [S] + [mat]	<input type="radio"/> [S] * [S']	<input type="radio"/> [S] * [mat]
<input type="radio"/> [S] * [S']	<input type="radio"/> [U] * [S] * [U]	<input type="radio"/> .det [S]	<input type="radio"/> .inv [S]
<input type="radio"/> .conj [S]	<input type="radio"/> .tr [S]	<input type="radio"/> .eig1 [S]	<input type="radio"/> .eig2 [S]
<input type="radio"/> .eig1 [G]	<input type="radio"/> .eig2 [G]		

Operator : Hermitian Matrix : C2, C3, C4, T2, T3, T4

<input type="radio"/> [M] + value	<input type="radio"/> [M] - value	<input type="radio"/> [M] * value	<input type="radio"/> [M] / value
<input type="radio"/> [M] + (file)	<input type="radio"/> [M] - (file)	<input type="radio"/> [M] * (file)	<input type="radio"/> [M] / (file)
<input type="radio"/> [M] + [M']	<input type="radio"/> [M] + [mat]	<input type="radio"/> .inv [M]	<input type="radio"/> [U] * [M] * inv [U]
<input type="radio"/> .conj [M]	<input type="radio"/> .tr [M]	<input type="radio"/> .det [M]	<input type="radio"/> tr (inv [mat] * [M])
<input type="radio"/> .eig1 [M]	<input type="radio"/> .eig2 [M]	<input type="radio"/> .eig3 [M]	<input type="radio"/> .eig4 [M]

Operator : Complex / Hermitian / Float / Special Unitary NxN Matrix

<input type="radio"/> [mat] + value	<input type="radio"/> [mat] - value	<input type="radio"/> [mat] * value	<input type="radio"/> [mat] / value
<input type="radio"/> [mat] + [mat']	<input type="radio"/> [mat] - [mat']	<input type="radio"/> [mat] * [mat']	<input type="radio"/> [mat] / [mat']
<input type="radio"/> .det [mat]	<input type="radio"/> .tr [mat]	<input type="radio"/> .conj [mat]	<input type="radio"/> .inv [mat]
<input type="radio"/> .eig1 [mat]	<input type="radio"/> .eig2 [mat]	<input type="radio"/> .eig3 [mat]	<input type="radio"/> .eig4 [mat]

Description: