

Linear algebra

Scalars, vectors and 2nd-order tensors are the most essential mathematical objects in Anakin. The class `tensor` allows creating them.

Start by importing the Anakin framework into Matlab. Be sure to include Anakin's base directory before you run this line:

```
import anakin.*
```

Object creation

The default tensor is the null scalar:

```
v = tensor % default call
```

```
v =  
Scalar with value:  
    0
```

Scalars are created by passing the value to the constructor:

```
E = tensor(25) % example of scalar
```

```
E =  
Scalar with value:  
    25
```

Vectors can be created by passing their canonical components. Regardless of the shape of the input, the object stores the components in column form:

```
a = tensor([4;5;6]) % as a column vector
```

```
a =  
Vector with canonical components:  
    4  
    5  
    6
```

```
b = tensor([7,8,9]) % as a row vector
```

```
b =  
Vector with canonical components:  
    7  
    8
```

Similarly, one can create 2nd order tensors by giving their canonical component matrix:

```
T = tensor([1,2,3;4,5,6;;7,8,9])
```

```
T =
Second-order tensor with canonical components:
    1    2    3
    4    5    6
    7    8    9
```

Tensors and vectors can be given in another basis. Internally, the object stores only its components in the canonical basis:

```
B1 = basis([1;0;0],[0;cos(pi/6);sin(pi/6)],[0;-sin(pi/6);cos(pi/6)]);
a = tensor([0;1;0],B1)
```

```
a =
Vector with canonical components:
    0
 0.8660
 0.5000
```

```
T = tensor([1,2,3;4,5,6;;7,8,9],B1)
```

```
T =
Second-order tensor with canonical components:
 1.0000  0.2321  3.5981
-0.0359 -0.0622  0.7679
 8.0622  2.7679 14.0622
```

For convenience, any object of tensor, point, frame class (or subclasses) can be passed as input to the tensor constructor. The result is converted to class tensor:

```
A = point; % a point object
a = tensor(A); % the position of the point, converted to vector
```

Basic functionality

To obtain the components of an existing object in a given basis, use the components method:

```
a.components % returns an array with the components of a in the canonical vector basis
```

```
ans = 3x1
    0
    0
    0
```

```
a.components(B1) % returns an array with the components of a in B1
```

```
ans = 3×1
    0
    0
    0
```

```
T.components(B1) % returns an array with the components of T in B1
```

```
ans = 3×3
    1.0000    6.9641    4.0622
    0.2321    2.3660    1.4378
    3.5981   12.5622    6.3660
```

Single components can be extracted directly with method x. A basis can also be indicated as above:

```
a.x(1) % x component of a in the canonical vector basis
```

```
ans = 0
```

```
a.x(2,B1) % y component of a in B1
```

```
ans = 0
```

Vectors can be added, compared for equality, dotted, crossed, etc, and there are other useful methods that can be used:

```
a = tensor([1;2;0])
```

```
a =
Vector with canonical components:
    1
    2
    0
```

```
b = tensor([2;2;0])
```

```
b =
Vector with canonical components:
    2
    2
    0
```

```
c = a + b % sum vector
```

```
c =
Vector with canonical components:
    3
    4
    0
```

```
2*a % two times a
```

```
ans =  
Vector with canonical components:  
 2  
 4  
 0
```

```
d = a - b % difference vector
```

```
d =  
Vector with canonical components:  
-1  
 0  
 0
```

```
dot(a,b) % dot product
```

```
ans =  
Scalar with value:  
 6
```

```
e = cross(a,b) % cross product vector
```

```
e =  
Vector with canonical components:  
 0  
 0  
-2
```

```
T = product(a,b) % tensor product of two vectors
```

```
T =  
Second-order tensor with canonical components:  
 2    2    0  
 4    4    0  
 0    0    0
```

```
a == b % compare two tensors
```

```
ans = logical  
 0
```

```
a ~= b
```

```
ans = logical  
 1
```

```
norm(a) % norm of a tensor (also accessible as magnitude(a))
```

```
ans =
```

```
Scalar with value:  
2.2361
```

```
u = unit(a) % returns a unitary tensor in the same direction as a
```

```
u =  
Vector with canonical components:  
0.4472  
0.8944  
0
```

```
isunitary(a) % returns true if the vector is unitary (this is false)
```

```
ans = logical  
0
```

```
isperpendicular(a,b) % returns true if the two vectors are perpendicular (this is false)
```

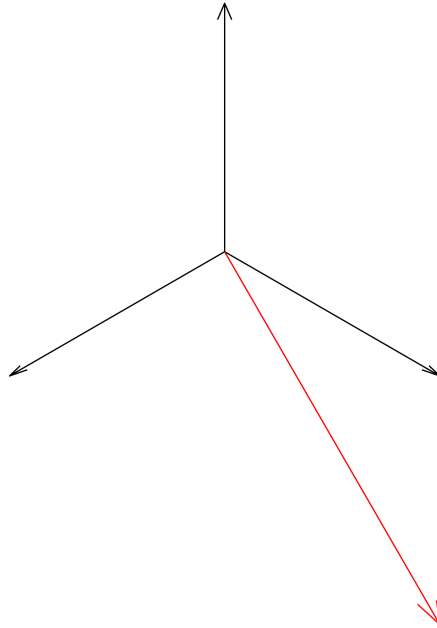
```
ans = logical  
0
```

```
isparallel(a,2*a) % returns true if the two vectors are parallel (this is true)
```

```
ans = logical  
1
```

Finally, a numeric vector can be plotted using plot:

```
ax = axes('DataAspectRatio',[1,1,1]);  
ax.XAxis.Visible = 'off';  
ax.YAxis.Visible = 'off';  
ax.ZAxis.Visible = 'off';  
view([1,1,1]);  
  
basis().plot; % plot the basis for reference  
  
a = tensor([1;2;0]);  
a.plot('color','r'); % pass quiver3 plotting arguments to change color, style, etc.
```



Symbolic objects

Objects with symbolic components have additional functionality (running this requires the Symbolic Math Toolbox installed):

```
syms t theta(t) phi(t); % declare symbolic variables
assume([in(t, 'real'), in(theta(t), 'real'), in(phi(t), 'real')]);

a = tensor([cos(theta), sin(theta), 0]) % a rotating vector
```

```
a =
Vector with canonical components:
cos(theta(t))
sin(theta(t))
0
```

One may compute the time derivative of a symbolic object with respect to a chosen basis or reference frame with method `dt`. The result is an object of the same type. If no basis/reference frame is provided, the canonical one is assumed:

```
a.dt % time derivative of a in the canonical reference frame
```

```
ans =
Vector with canonical components:
```

```

-sin(theta(t))*diff(theta(t), t)
cos(theta(t))*diff(theta(t), t)
0

```

```

O = point([0,0,0]);
B1 = basis([1;0;0],[0;cos(phi);sin(phi)],[0;-sin(phi);cos(phi)]);
S1 = frame(O,B1);

```

```

a.dt(S1) % time derivative of a in S1

```

```

ans =
Vector with canonical components:
-sin(theta(t))*diff(theta(t), t)
cos(theta(t))*diff(theta(t), t)
-sin(theta(t))*diff(phi(t), t)

```

To particularize a symbolic object at particular values of its parameters, one may use `subs`, by specifying them in a list:

```

a.subs({theta,t},{pi/6,0}) % replace theta with pi/6, and t with 0

```

```

ans =
Vector with canonical components:
0.8660
0.5000
0

```