

**Experiment no:** 02

**Experiment name:** Observation of Matrix operations in MATLAB

**Objective:** To perform matrix additions, subtractions and multiplications in MATLAB

**Software Requirement:** MATLAB 2014

### **Theory:**

#### **Matrices**

The MATLAB environment uses the term matrix to indicate a variable containing real or complex numbers arranged in a two-dimensional grid. An array is, more generally, a vector, matrix, or higher dimensional grid of numbers. All arrays in MATLAB are rectangular, in the sense that the component vectors along any dimension are all the same length.

#### **Adding and Subtracting Matrices**

Addition and subtraction of matrices is defined just as it is for arrays, element by element. Adding A to B, and then subtracting A from the result recovers B:

```
A = pascal(3);
```

```
B = magic(3);
```

```
X = A + B
```

```
X =
```

```
    9     2     7
```

```
    4     7    10
```

```
    5    12     8
```

```
Y = X - A
```

```
Y =
```

```
    8     1     6
```

```
    3     5     7
```

```
    4     9     2
```

#### **Vector Products and Transpose**

A row vector and a column vector of the same length can be multiplied in either order. The result is either a scalar, the inner product, or a matrix, the outer product :

```
u = [3; 1; 4];
```

$$v = [2 \ 0 \ -1];$$

$$x = v * u$$

$$x =$$

$$2$$

$$X = u * v$$

$$X =$$

$$6 \quad 0 \quad -3$$

$$2 \quad 0 \quad -1$$

$$8 \quad 0 \quad -4$$

Transposition turns a row vector into a column vector:

$$x = v'$$

$$x =$$

$$2$$

$$0$$

$$-1$$

If  $x$  and  $y$  are both real column vectors, the product  $x * y$  is not defined, but the two products

$$x' * y$$

and

$$y' * x$$

are the same scalar. This quantity is used so frequently, it has three different names: inner product, scalar product, or dot product.

## **Multiplying Matrices**

Multiplication of matrices is defined in a way that reflects composition of the underlying linear transformations and allows compact representation of systems of simultaneous linear equations. The matrix product  $C = AB$  is defined when the column dimension of  $A$  is equal to the row dimension of  $B$ , or when one of them is a scalar.

MATLAB uses a single asterisk to denote matrix multiplication. The next two examples illustrate the fact that matrix multiplication is not commutative;  $AB$  is usually not equal to  $BA$ :

$$X = A * B$$

$$X =$$

$$\begin{bmatrix} 15 & 15 & 15 \\ 26 & 38 & 26 \\ 41 & 70 & 39 \end{bmatrix}$$

$$Y = B * A$$

$$Y =$$

$$\begin{bmatrix} 15 & 28 & 47 \\ 15 & 34 & 60 \\ 15 & 28 & 43 \end{bmatrix}$$

A matrix can be multiplied on the right by a column vector and on the left by a row vector:

$$u = [3; 1; 4];$$

$$x = A * u$$

x =

8

17

30

v = [2 0 -1];

y = v\*B

y =

12   -7   10

### **Identity Matrix**

Generally accepted mathematical notation uses the capital letter I to denote identity matrices, matrices of various sizes with ones on the main diagonal and zeros elsewhere. These matrices have the property that  $AI = A$  and  $IA = A$  whenever the dimensions are compatible. The original version of MATLAB could not use I for this purpose because it did not distinguish between uppercase and lowercase letters and i already served as a subscript and as the complex unit. So an English language pun was introduced. The function

eye(m,n)

returns an m-by-n rectangular identity matrix and eye(n) returns an n-by-n square identity matrix.

## Lab Tasks:

### 1. Execute addition and subtraction of matrices

```
Command Window
>> A = [1 2 3;4 5 6;7 8 9]

A =

     1     2     3
     4     5     6
     7     8     9

>> B = [5 2 8;7 5 2;9 6 3]

B =

     5     2     8
     7     5     2
     9     6     3

>> X = A + B

X =

     6     4    11
    11    10     8
    16    14    12

>> Y = A - B

Y =

    -4     0    -5
    -3     0     4
    -2     2     6

>> ...
```

### 2. Execute multiplication of matrices

```
Command Window
>> A = [1 2 3;4 5 6;7 8 9];
>> B = [2 5 8;3 6 9;7 5 3];
>> multi = A * B;
>> multi = A * B

multi =

    29    32    35
    65    80    95
   101   128   155

>>
```

### 3. Find out INVERSE MATRIX of Your Input A Matrix.

```
Command Window
>> A = [2 4 5; 1 2 3; 4 5 9]

A =

     2     4     5
     1     2     3
     4     5     9

>> invs = inv(A)

invs =

     1.0000    -3.6667     0.6667
     1.0000    -0.6667    -0.3333
    -1.0000     2.0000         0

>> |
```

#### Discussion:

In this lab, we focused on matrix implementation and key operations—addition, subtraction, multiplication, and inversion. The hands-on exercises, executed error-free, demonstrated proficiency in utilizing MATLAB for efficient matrix manipulations. This foundational understanding lays the groundwork for applying matrices in various mathematical and engineering applications.