

matOps

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Chapter 1

Class Index

1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Matrix	A simple linear algebra library for matrix operations	3
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Chapter 2

File Index

2.1 File List

Here is a list of all files with brief descriptions:

src/ matOps.hpp	18
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Chapter 3

Class Documentation

3.1 Matrix Class Reference

A simple linear algebra library for matrix operations.

```
#include <matOps.hpp>
```

Public Member Functions

- `std::pair< size_t, size_t > shape () const`
Returns the dimensions of the matrix.
- `Matrix (const std::vector< std::vector< double >> &container)`
Constructs a [Matrix](#) from a given 2D vector container.
- `Matrix (size_t rows, size_t cols, double initialValue)`
Constructs a [Matrix](#) with specified dimensions and an initial value.
- `Matrix operator+ (const Matrix &other) const`
Adds two matrices element-wise.
- `Matrix operator+ (double scalar) const`
Adds a scalar value to each element of the matrix. ($MATRIX + K$)
- `Matrix operator- (const Matrix &other) const`
Subtracts one matrix from another element-wise.
- `Matrix operator- (double scalar) const`
Subtracts a scalar from each element of the matrix. ($MATRIX - K$)
- `bool operator== (const Matrix &other) const`
Compares two matrices for equality.
- `Matrix operator* (const Matrix &other) const`
Multiplies two matrices.
- `Matrix operator* (double scalar) const`
*Multiplies each element of the matrix by a scalar. ($MATRIX * K$)*
- `Matrix operator/ (double scalar) const`
Divides each element of the matrix by a scalar.
- `double & operator\(\) (size_t row, size_t col)`
Accesses an element of the matrix at a specified row and column.
- `Matrix transpose () const`
Transposes the matrix.

- `double determinant () const`
Computes the determinant of the matrix.
- `Matrix inverse () const`
Computes the inverse of the matrix.
- `Matrix insertRow (std::vector< double > row, size_t idx) const`
Inserts a new row into the matrix.
- `Matrix insertRow (double rowVal, size_t idx) const`
Inserts a new row filled with a constant value into the matrix.
- `Matrix insertCol (std::vector< double > col, size_t idx) const`
Inserts a new column into the matrix.
- `Matrix insertCol (double colVal, size_t idx) const`
Inserts a new column filled with a constant value into the matrix.
- `Matrix hStack (const Matrix &other) const`
Horizontally concatenates two matrices.
- `Matrix vStack (const Matrix &other) const`
Vertically concatenates two matrices.
- `Matrix extractMatrix (std::pair< size_t, size_t > rowSlice, std::pair< size_t, size_t > colSlice) const`
Extracts a submatrix from the current Matrix.

Friends

- `Matrix operator+ (double scalar, const Matrix &other)`
Adds a scalar to each element of a matrix. ($K + MATRIX$)
- `Matrix operator- (double scalar, const Matrix &other)`
Subtracts each element of the matrix from a scalar. ($K - MATRIX$)
- `Matrix operator* (double scalar, const Matrix &other)`
*Multiplies a scalar by a matrix. ($K * MATRIX$)*
- `std::ostream & operator<< (std::ostream &os, const Matrix &m)`
Outputs the matrix to an output stream.

3.1.1 Detailed Description

A simple linear algebra library for matrix operations.

This class provides basic matrix operations such as addition, subtraction, multiplication, transposition, determinant calculation, inversion, and row/column insertion.

Example Usage:

```
Matrix A({{1, 2}, {3, 4}});
Matrix B({{5, 6}, {7, 8}});
Matrix C = A + B; // Matrix addition
Matrix D = A * B; // Matrix multiplication
double detA = A.determinant(); // Determinant calculation
```

3.1.2 Constructor & Destructor Documentation

3.1.2.1 Matrix() [1/2]

```
Matrix::Matrix (
    const std::vector< std::vector< double >> & container ) [inline]
```

Constructs a `Matrix` from a given 2D vector container.

Parameters

<i>container</i>	A 2D vector of doubles representing the matrix.
------------------	---

Exceptions

<i>std::invalid_argument</i>	if the container is empty or row sizes are inconsistent.
------------------------------	--

Note

The shape is determined by the size of the container.

3.1.2.2 Matrix() [2/2]

```
Matrix::Matrix (
    size_t rows,
    size_t cols,
    double initialValue ) [inline]
```

Constructs a [Matrix](#) with specified dimensions and an initial value.

Parameters

<i>rows</i>	Number of rows.
<i>cols</i>	Number of columns.
<i>initialValue</i>	The value to initialize each element.

Exceptions

<i>std::invalid_argument</i>	if rows or cols are 0.
------------------------------	------------------------

Note

The shape is (rows x cols).

3.1.3 Member Function Documentation

3.1.3.1 determinant()

```
double Matrix::determinant ( ) const [inline]
```

Computes the determinant of the matrix.

Returns

The determinant as a double.

Exceptions

<code>std::invalid_argument</code>	if the matrix is not square.
------------------------------------	------------------------------

Note

The shape of the matrix remains unchanged.

3.1.3.2 extractMatrix()

```
Matrix Matrix::extractMatrix (
    std::pair< size_t, size_t > rowSlice,
    std::pair< size_t, size_t > colSlice ) const [inline]
```

Extracts a submatrix from the current [Matrix](#).

Given a pair of row indices and a pair of column indices, this function creates and returns a new [Matrix](#) containing the submatrix defined by the specified ranges. Both row and column ranges are inclusive, meaning that the elements at both the start and end indices are included in the result.

Parameters

<i>rowSlice</i>	A <code>std::pair<size_t, size_t></code> representing the start and end row indices (inclusive).
<i>colSlice</i>	A <code>std::pair<size_t, size_t></code> representing the start and end column indices (inclusive).

Returns

A new [Matrix](#) object containing the extracted submatrix.

Exceptions

<code>std::out_of_range</code>	If any indices are out of bounds or if the slice ranges are invalid.
--------------------------------	--

Note

Indices are zero-based (i.e., valid indices range from 0 to `size() - 1`).

3.1.3.3 hStack()

```
Matrix Matrix::hStack (
    const Matrix & other ) const [inline]
```

Horizontally concatenates two matrices.

This function creates and returns a new [Matrix](#) by appending the columns of the given matrix to the right of the calling matrix. Both matrices must have the same number of rows.

Parameters

<i>other</i>	The Matrix whose columns will be appended to the calling matrix.
--------------	--

Returns

A new [Matrix](#) representing the horizontal concatenation of the two matrices.

Exceptions

<i>std::invalid_argument</i>	if the two matrices do not have the same number of rows.
------------------------------	--

Note

This implementation reserves the necessary capacity before inserting to minimize reallocations.

3.1.3.4 insertCol() [1/2]

```
Matrix Matrix::insertCol (  
    double colVal,  
    size_t idx ) const [inline]
```

Inserts a new column filled with a constant value into the matrix.

Parameters

<i>colVal</i>	The constant value to fill the new column.
<i>idx</i>	The index at which to insert the column.

Returns

A new [Matrix](#) with the column inserted.

Exceptions

<i>std::invalid_argument</i>	if idx is out of range.
------------------------------	-------------------------

3.1.3.5 insertCol() [2/2]

```
Matrix Matrix::insertCol (  
    std::vector< double > col,  
    size_t idx ) const [inline]
```

Inserts a new column into the matrix.

Parameters

<i>col</i>	A vector representing the new column.
<i>idx</i>	The index at which to insert the column.

Returns

A new [Matrix](#) with the column inserted.

Exceptions

<i>std::invalid_argument</i>	if the column size is inconsistent or if <i>idx</i> is out of range.
------------------------------	--

3.1.3.6 insertRow() [1/2]

```
Matrix Matrix::insertRow (  
    double rowVal,  
    size_t idx ) const [inline]
```

Inserts a new row filled with a constant value into the matrix.

Parameters

<i>rowVal</i>	The constant value to fill the new row.
<i>idx</i>	The index at which to insert the row.

Returns

A new [Matrix](#) with the row inserted.

Exceptions

<i>std::invalid_argument</i>	if <i>idx</i> is out of range.
------------------------------	--------------------------------

3.1.3.7 insertRow() [2/2]

```
Matrix Matrix::insertRow (  
    std::vector< double > row,  
    size_t idx ) const [inline]
```

Inserts a new row into the matrix.

Parameters

<i>row</i>	A vector representing the new row.
<i>idx</i>	The index at which to insert the row.

Returns

A new [Matrix](#) with the row inserted.

Exceptions

<i>std::invalid_argument</i>	if the row size is inconsistent or if idx is out of range.
------------------------------	--

3.1.3.8 inverse()

```
Matrix Matrix::inverse ( ) const [inline]
```

Computes the inverse of the matrix.

Returns

A new [Matrix](#) representing the inverse.

Exceptions

<i>std::runtime_error</i>	if the matrix is singular (non-invertible).
---------------------------	---

Note

The shape remains unchanged.

3.1.3.9 operator()()

```
double& Matrix::operator() (
    size_t row,
    size_t col ) [inline]
```

Accesses an element of the matrix at a specified row and column.

Parameters

<i>row</i>	The row index.
<i>col</i>	The column index.

Returns

Reference to the value at the specified position. (modifiable)

Exceptions

<code>std::out_of_range</code>	if the indices are out of bounds.
--------------------------------	-----------------------------------

3.1.3.10 operator*() [1/2]

```
Matrix Matrix::operator* (
    const Matrix & other ) const [inline]
```

Multiplies two matrices.

Parameters

<i>other</i>	The Matrix to multiply with.
--------------	--

Returns

A new [Matrix](#) resulting from matrix multiplication.

Exceptions

<code>std::invalid_argument</code>	if the number of columns of the first matrix does not match the number of rows of the second.
------------------------------------	---

Note

The shape of the result is (nrows of first, ncols of second).

3.1.3.11 operator*() [2/2]

```
Matrix Matrix::operator* (
    double scalar ) const [inline]
```

Multiplies each element of the matrix by a scalar. (MATRIX * K)

Parameters

<i>scalar</i>	The scalar value.
---------------	-------------------

Returns

A new [Matrix](#) with each element multiplied by the scalar.

Note

The shape remains unchanged.

3.1.3.12 operator+() [1/2]

```
Matrix Matrix::operator+ (
    const Matrix & other ) const [inline]
```

Adds two matrices element-wise.

Parameters

<i>other</i>	The Matrix to add.
--------------	------------------------------------

Returns

A new [Matrix](#) representing the element-wise sum.

Exceptions

<code>std::invalid_argument</code>	if the dimensions of the two matrices do not match.
------------------------------------	---

Note

The shape remains unchanged.

3.1.3.13 operator+() [2/2]

```
Matrix Matrix::operator+ (
    double scalar ) const [inline]
```

Adds a scalar value to each element of the matrix. (MATRIX + K)

Parameters

<i>scalar</i>	A double value to add.
---------------	------------------------

Returns

A new [Matrix](#) with the scalar added to each element.

Note

The shape remains unchanged.

3.1.3.14 operator-() [1/2]

```
Matrix Matrix::operator- (  
    const Matrix & other ) const [inline]
```

Subtracts one matrix from another element-wise.

Parameters

<i>other</i>	The Matrix to subtract.
--------------	---

Returns

A new [Matrix](#) representing the element-wise difference.

Exceptions

<code>std::invalid_argument</code>	if the dimensions of the two matrices do not match.
------------------------------------	---

Note

The shape remains unchanged.

3.1.3.15 operator-() [2/2]

```
Matrix Matrix::operator- (  
    double scalar ) const [inline]
```

Subtracts a scalar from each element of the matrix. (MATRIX - K)

Parameters

<i>scalar</i>	The scalar value to subtract.
---------------	-------------------------------

Returns

A new [Matrix](#) with each element reduced by the scalar.

Note

The shape remains unchanged.

3.1.3.16 operator/()

```
Matrix Matrix::operator/ (  
    double scalar ) const [inline]
```

Divides each element of the matrix by a scalar.

Parameters

<i>scalar</i>	The scalar value.
---------------	-------------------

Returns

A new [Matrix](#) with each element divided by the scalar.

Exceptions

<code><i>std::runtime_error</i></code>	if scalar is zero.
--	--------------------

Note

The shape remains unchanged.

3.1.3.17 operator==()

```
bool Matrix::operator== (  
    const Matrix & other ) const [inline]
```

Compares two matrices for equality.

Parameters

<i>other</i>	The Matrix to compare with.
--------------	---

Returns

True if the matrices are equal (within a tolerance), false otherwise.

3.1.3.18 shape()

```
std::pair<size_t, size_t> Matrix::shape ( ) const [inline]
```

Returns the dimensions of the matrix.

Returns

A std::pair where first is the number of rows and second is the number of columns.

3.1.3.19 transpose()

```
Matrix Matrix::transpose ( ) const [inline]
```

Transposes the matrix.

Returns

A new matrix of dim (mxn) for a calling matrix of dim (nxm) Example:

```
Matrix A({{1, 2}, {3, 4}});
A = A.transpose();
// A becomes:
// [
//   [1, 3],
//   [2, 4]
// ]
```

3.1.3.20 vStack()

```
Matrix Matrix::vStack (
    const Matrix & other ) const [inline]
```

Vertically concatenates two matrices.

This function creates and returns a new [Matrix](#) by appending the rows of the given matrix below the rows of the calling matrix. Both matrices must have the same number of columns.

Parameters

<i>other</i>	The Matrix whose rows will be appended to the calling matrix.
--------------	---

Returns

A new [Matrix](#) representing the vertical concatenation of the two matrices.

Exceptions

<code>std::invalid_argument</code>	if the two matrices do not have the same number of columns.
------------------------------------	---

Note

The function appends each row of the second matrix to the container of the first, and updates the total row count accordingly.

3.1.4 Friends And Related Function Documentation

3.1.4.1 `operator*`

```
Matrix operator* (
    double scalar,
    const Matrix & other ) [friend]
```

Multiplies a scalar by a matrix. ($K * \text{MATRIX}$)

Parameters

<i>scalar</i>	The scalar value.
<i>other</i>	The Matrix to multiply.

Returns

A new [Matrix](#) with each element multiplied by the scalar.

Note

The shape remains unchanged.

3.1.4.2 `operator+`

```
Matrix operator+ (
    double scalar,
    const Matrix & other ) [friend]
```

Adds a scalar to each element of a matrix. ($K + \text{MATRIX}$)

Parameters

<i>scalar</i>	The scalar value.
<i>other</i>	The Matrix to add the scalar to.

Returns

A new [Matrix](#) with the result.

Note

The shape remains unchanged.

3.1.4.3 operator-

```
Matrix operator- (
    double scalar,
    const Matrix & other ) [friend]
```

Subtracts each element of the matrix from a scalar. (K - MATRIX)

Parameters

<i>scalar</i>	The scalar value.
<i>other</i>	The Matrix whose elements are subtracted from the scalar.

Returns

A new [Matrix](#) with the result.

Note

The shape remains unchanged.

3.1.4.4 operator<<

```
std::ostream& operator<< (
    std::ostream & os,
    const Matrix & m ) [friend]
```

Outputs the matrix to an output stream.

Parameters

<i>os</i>	The output stream.
<i>m</i>	The Matrix to output.

Returns

A reference to the output stream.

The documentation for this class was generated from the following file:

- [src/matOps.hpp](#)

Chapter 4

File Documentation

4.1 src/matOps.hpp File Reference

```
#include <iostream>
```

```
#include <vector>
```

Include dependency graph for matOps.hpp: