

# Matrix Elements and Matrix Operations using MATLAB

## Objective:

To provide hands-on practice in MATLAB, covering matrix creation and matrix operations.

1. Create the following matrix M (4 X 4).

$$M = [4 \ -2 \ -4 \ 7; 1 \ 5 \ -3 \ 2; 6 \ -8 \ -5 \ -6; -7 \ 3 \ 0 \ 1]$$

```
Command Window
>> M = [4 -2 -4 7; 1 5 -3 2; 6 -8 -5 -6; -7 3 0 1]

M =

     4     -2     -4      7
     1      5     -3      2
     6     -8     -5     -6
    -7      3      0      1
```

2. Access the following elements of matrix M. M(3,1) and M(2,3)

```
Command Window
>> M(3,1)
>>

ans =

     6
```

```
Command Window
>> M(2,3)

ans =

    -3
```

3. Access the following elements of matrix M using a single number. (-8, -3)

```
Command Window
>> M(7)

ans =

    -8

>> M(10)

ans =

    -3
```

4. Using the single indexing extract, the elements belong to these indexes.  
(1 6 11 16)

```
Command Window
>> M([1 6 11 16])
ans =
    4    5   -5    1
```

5. Lists all values in row 1 which are between columns 1 and 3 inclusive.

```
Command Window
>> M(1,1:3)
ans =
    4   -2   -4
```

6. Lists all the values in column 3 which are between rows 2 to 4 inclusive.

```
Command Window
>> M(2:4,3)
ans =
   -3
   -5
    0
```

7. Lists the 2 by 2 block of values which lie between rows 2 to 3 and columns 3 to 4.

```
Command Window
>> M(2:3,3:4)
ans =
   -3    2
   -5   -6
```

8. Access the entire first column in matrix M

```
Command Window
>> M(:,1)
ans =
    4
    1
    6
   -7
```

9. Access the entire third row in matrix M.

```
Command Window
>> M(3,:)
|
ans =
    6    -8    -5    -6
```

## Matrix Operations

1. Create the following matrix N (4X4).

$$N = [2 \ 4 \ -7 \ -4; 0 \ 0 \ 3 \ -2; 0 \ -8 \ 0 \ -3; 0 \ -6 \ 7 \ 1]$$

$$M = [4 \ -2 \ -4 \ 7; 1 \ 5 \ -3 \ 2; 6 \ -8 \ -5 \ -6; -7 \ 3 \ 0 \ 1]$$

```
Command Window
>> N = [2  4  -7  -4; 0  0  3  -2; 0  -8  0  -3; 0  -6  7  1]
M = [4  -2  -4  7; 1  5  -3  2; 6  -8  -5  -6; -7  3  0  1]

N =
    2     4    -7    -4
     0     0     3    -2
     0    -8     0    -3
     0    -6     7     1

M =
     4    -2    -4     7
     1     5    -3     2
     6    -8    -5    -6
    -7     3     0     1
```

2. Add the matrices N and M.

```
Command Window
>> M+N
|
ans =
     6     2   -11     3
     1     5     0     0
     6   -16    -5    -9
    -7    -3     7     2
```

3. Subtract the matrix M from matrix N.

```
Command Window
>> N-M

ans =

    -2     6    -3   -11
    -1    -5     6    -4
    -6     0     5     3
     7    -9     7     0
```

4. Multiply both matrices N and M.

```
Command Window
>> N*M

ans =

    -2    60    15    60
    32   -30   -15   -20
    13   -49    24   -19
    29   -83   -17   -53
```

5. Create following matrix C (3X2) and matrix D (2X3).

$C = \begin{bmatrix} 0 & 3 \\ 5 & 1 \\ 0 & 4 \end{bmatrix}$  and  $D = \begin{bmatrix} 1 & 0 & 2 \\ 7 & 1 & 0 \end{bmatrix}$

```
Command Window
>> C = [0 3 ; 5 1; 0 4]
D = [1 0 2 ; 7 1 0]

C =

     0     3
     5     1
     0     4

D =

     1     0     2
     7     1     0
```

6. Find the answers for  $C * D$  and  $D * C$ .

```
Command Window
>> C*D

ans =

    21     3     0
    12     1    10
    28     4     0
```

```
Command Window
>> D*C

ans =

     0    11
     5    22
```

7. Find  $N^2$

```
Command Window
>> N^2

ans =

     4    88   -30     1
     0   -12   -14   -11
     0    18   -45    13
     0   -62   -11    -8
```

8. Find  $3N - 2M$

```
Command Window
>> 3*N-2*M

ans =

    -2    16   -13   -26
    -2   -10    15   -10
   -12    -8    10     3
    14   -24    21     1
```

9. Find  $(N^2 - M^2)$

```
Command Window
>> N^2-M^2

ans =

    63    53   -40   -54
    23   -65   -10  -48
   -28    48   -70   -37
    32   -94   -30    34
```

10. Find the inverse matrices of M and D.

```
Command Window
>> inv(M)

ans =

    -0.0125    0.0552   -0.0231   -0.1619
    -0.0651    0.1456   -0.0352   -0.0466
    -0.0406   -0.1060   -0.1039   -0.1274
     0.1082   -0.0505   -0.0562    0.0064
```

```
Command Window
>> inv(D)
Error using inv
Matrix must be square.
```

11. Find  $N^T$  and  $C^T$

You can use both ways

```
Command Window
>> N'

ans =

     2     0     0     0
     4     0    -8    -6
    -7     3     0     7
    -4    -2    -3     1

>> transpose(M)

ans =

     4     1     6    -7
    -2     5    -8     3
    -4    -3    -5     0
     7     2    -6     1
```

12. Return M with the order of element flipped upside down along the first dimension.

```
Command Window

>> flipud(M)

ans =

    -7     3     0     1
     6    -8    -5    -6
     1     5    -3     2
     4    -2    -4     7
```

13. Find  $(MN)^T$

```
Command Window

>> (M*N)

ans =

     8     6    15     7
     2    16    22    -3
    12   100  -108     1
   -14   -34    65    23

>> (M*N)'
```

```
ans =

     8     2    12   -14
     6    16   100  -34
    15    22  -108    65
     7    -3     1    23
```

14. Return M with the order of element fliplr flip left to right along the first dimension.

```
Command Window

>> fliplr(M)

ans =

     7    -4    -2     4
     2    -3     5     1
    -6    -5    -8     6
     1     0     3    -7
```

15. Rotate matrix M in 90 degrees.

```
Command Window
>> M

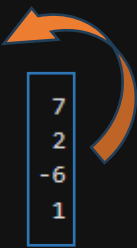
M =

     4     -2     -4     7
     1      5     -3     2
     6     -8     -5    -6
    -7      3      0     1

>> rot90(M)

ans =

     7      2     -6      1
    -4     -3     -5      0
    -2      5     -8      3
     4      1      6     -7
```



16. Reshape the matrix N in to (8 x 2)

```
Command Window
>> reshape(N,8,2)

ans =

     2     -7
     0      3
     0      0
     0      7
     4     -4
     0     -2
    -8     -3
    -6      1
```

17. Produce the matrix whose elements are the products of the corresponding elements of M and N.

```
Command Window
>> M.*N

ans =

     8     -8     28    -28
     0      0     -9     -4
     0     64      0     18
     0    -18      0      1
```



18. Produces a matrix each element of which is a square of the corresponding elements of M.

```
Command Window
>> M.^2

ans =

    16     4    16    49
     1    25     9     4
    36    64    25    36
    49     9     0     1
```

19. Produce a matrix of reciprocals by writing 1./M

```
Command Window
>> 1./M

ans =

    0.2500   -0.5000   -0.2500    0.1429
    1.0000    0.2000   -0.3333    0.5000
    0.1667   -0.1250   -0.2000   -0.1667
   -0.1429    0.3333         Inf    1.0000
```

20. Construct random integer matrices by multiplying the results of **rand** by 3. Then use the floor function to take the integer part of the result.

```
Command Window
>> s=rand(3)

s =

    0.8147    0.9134    0.2785
    0.9058    0.6324    0.5469
    0.1270    0.0975    0.9575
```

```
Command Window
>> s=floor(rand(3)*100)

s =

    69     3    76
    31    43    79
    95    38    18
```

21. Construct random integer matrices by multiplying the results of **randn** by 3 and 5. Then use the floor function to take the integer part of the result.

```
Command Window

>> r=rand(3,5)

r =

    0.1190    0.3404    0.7513    0.6991    0.5472
    0.4984    0.5853    0.2551    0.8909    0.1386
    0.9597    0.2238    0.5060    0.9593    0.1493

>> r=rand(3,5)*100

r =

    25.7508    81.4285    34.9984    61.6045    83.0829
    84.0717    24.3525    19.6595    47.3289    58.5264
    25.4282    92.9264    25.1084    35.1660    54.9724

>> r=floor(rand(3,5)*100)

r =

    91    75     7    77    56
    28    38     5    93    46
    75    56    53    12     1
```

### Exercise 03 (For You do your own)

1. Create the matrix  $X = \begin{bmatrix} 5 & 0 & 4 & 0 & 1 & 0 & 1 & 2 & 9 \end{bmatrix}$
2. Find the inverse of  $X$ .
3. Find the transpose of  $X$ .
4. Use the command `flipud` and `fliplr`.
5. Rotate matrix  $X$  in 90 degrees.
6. Create the matrix  $P = \begin{bmatrix} 1 & 0 & 9 & 2 & 3 & 0 & 12 & 4 & -5 & 7 & -7 & 6 \end{bmatrix}$
7. Reshape the matrix  $(2 * 6)$  and  $(4 * 3)$