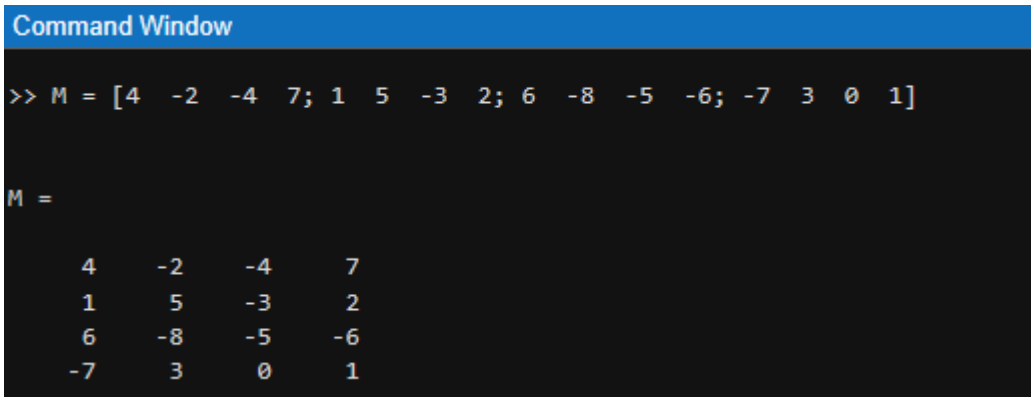
Matrix Elements and Matrix Operations using MATLAB

Objective:

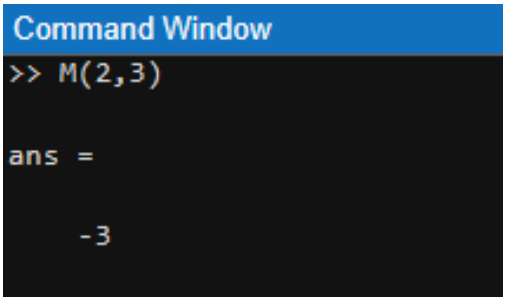
To provide hands-on practice in MATLAB, covering matrix creation and matrix operations.

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

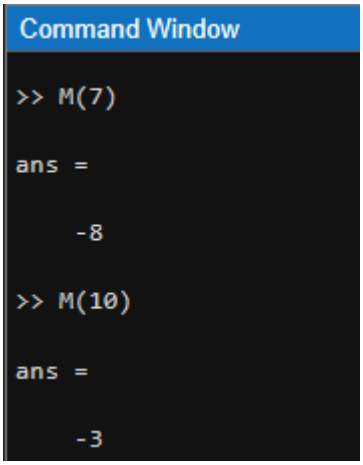
M = [4 -2 -4 7, 1 5 -3 2, 6 -8 -5 -6, -7 3 0 1]



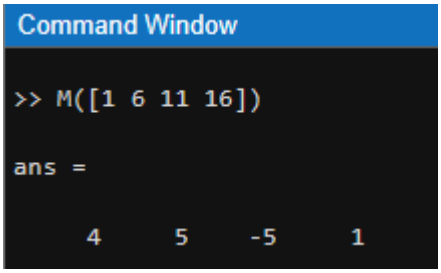
2. Access the following elements of matrix M. M(3,1) and M(2,3)



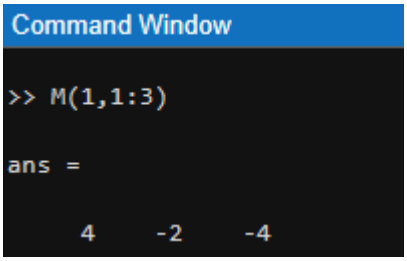
3. Access the following elements of matrix M using a single number. (-8, -3)



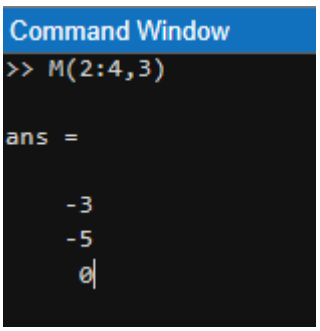
4. Using the single indexing extract, the elements belong to these indexes.
   (1 6 11 16)



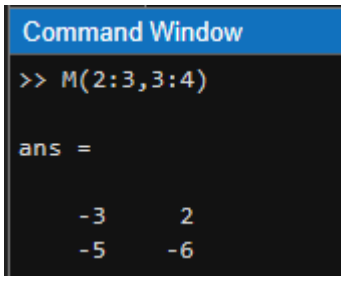
5. Lists all values in row 1 which are between columns 1 and 3 inclusive.



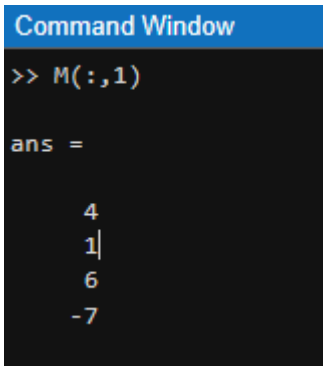
6. Lists all the values in column 3 which are between rows 2 to 4 inclusive.



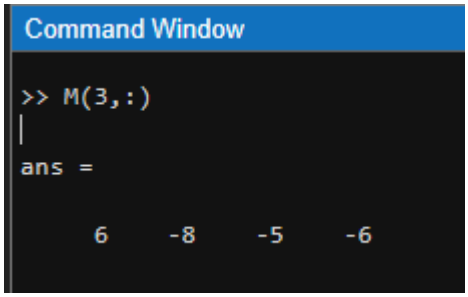
7. Lists the 2 by 2 block of values which lie between rows 2 to 3 and columns 3 to 4.



8. Access the entire first column in matrix M



9. Access the entire third row in matrix M.

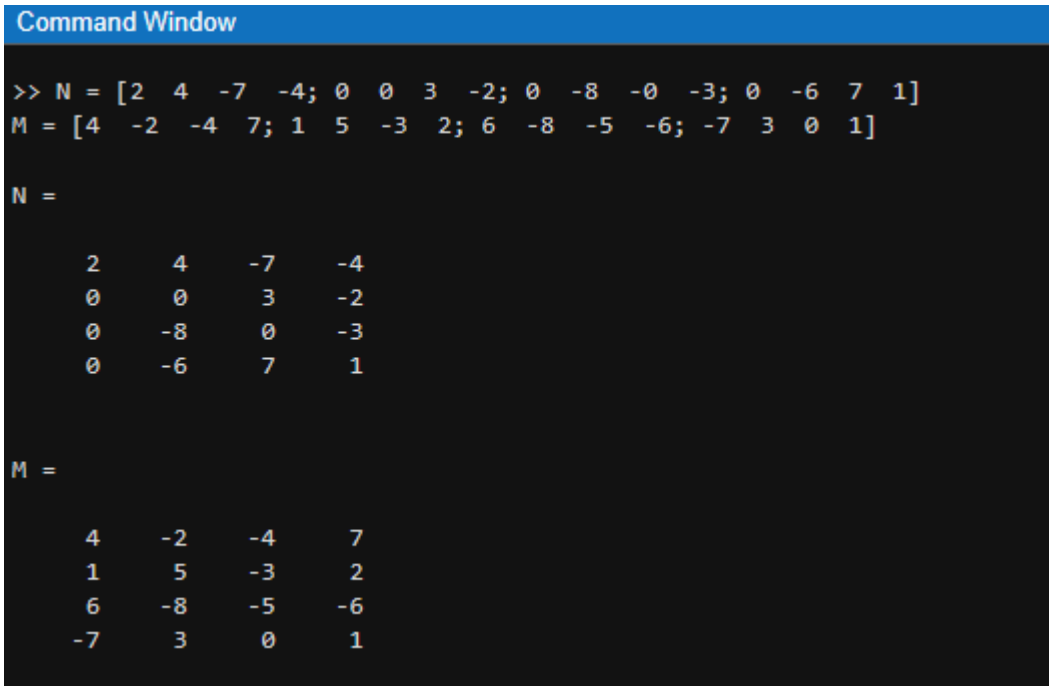


Matrix Operations

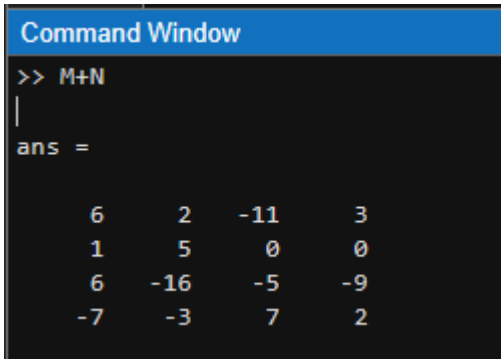
1. Create the following matrix N (4X4).

N = [2 4 -7 -4, 0 0 3 -2, 0 -8 -0 -3, 0 -6 7 1]

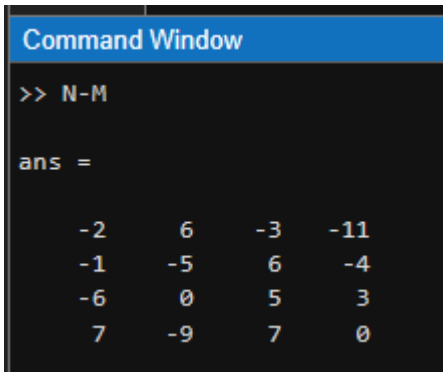
M = [4 -2 -4 7, 1 5 -3 2, 6 -8 -5 -6, -7 3 0 1]



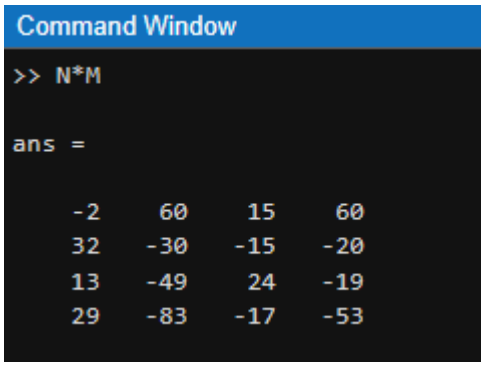
2. Add the matrices N and M.



3. Subtract the matrix M from matrix N.

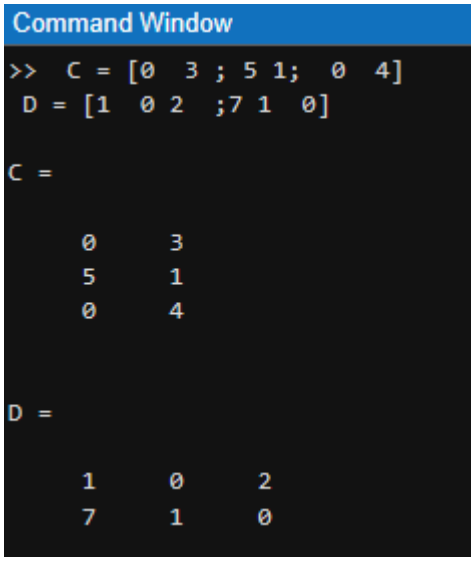


4. Multiply both matrices N and M.



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

C = [0 3 , 5 1, 0 4] and 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
```

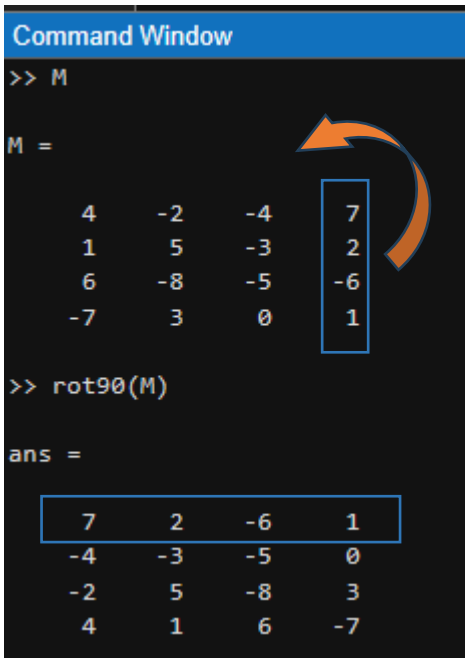
13. Find $(MN)^T$

```
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
```

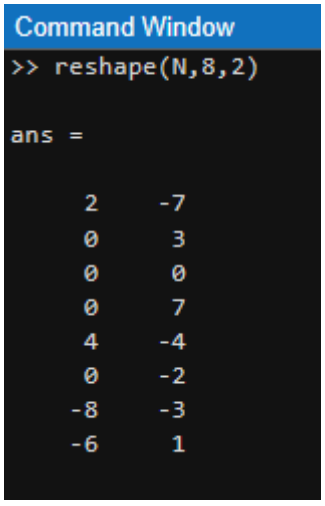
14. Return M with the order of element fliplr flip left to right along the first dimension.

```
Command Window
>> fliplr(M)

ans =

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

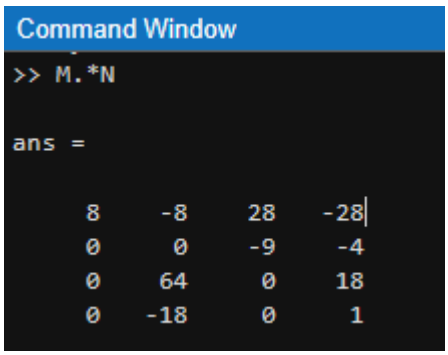
15. Rotate matrix M in 90 degrees.



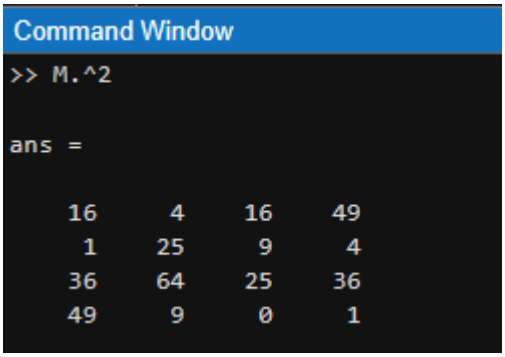
16. Reshape the matrix N in to (8 x 2)



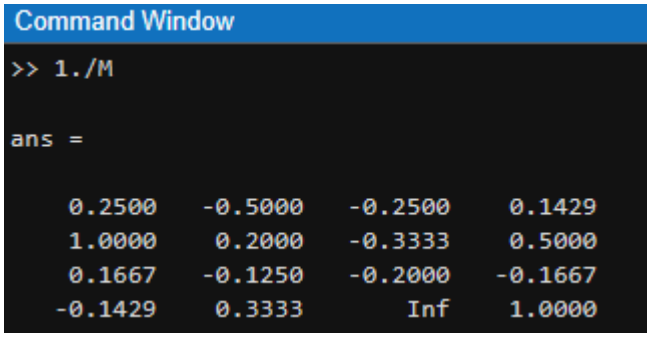
17. Produce the matrix whose elements are the products of the corresponding elements of M and N.



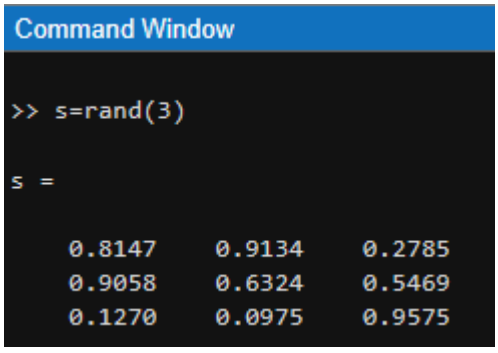
18. Produces a matrix each element of which is a square of the corresponding elements of M.

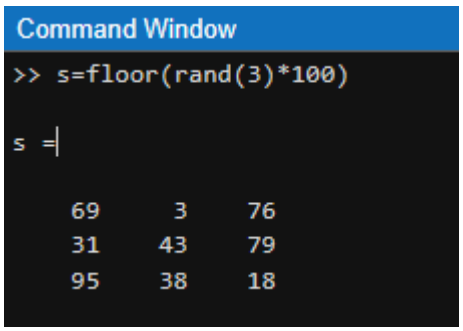


19. Produce a matrix of reciprocals by writing 1./M

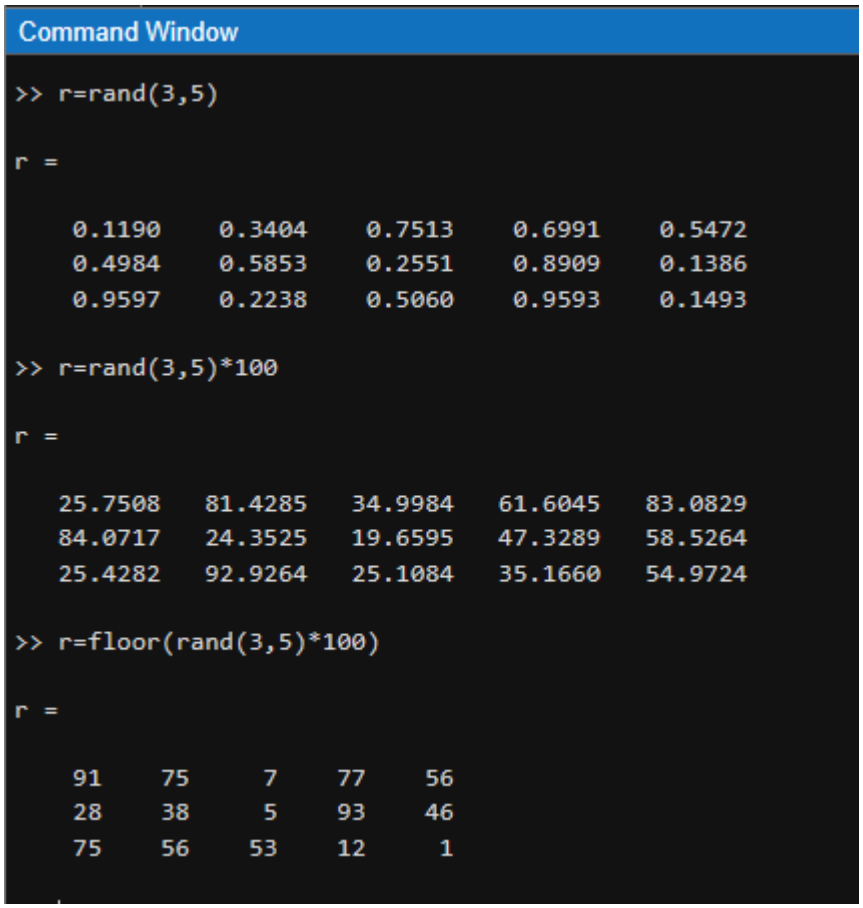


20. Construct random integer matrices by multiplying the results of **rand** by 3. Then use the floor function to take the integer part of the result.





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.



Exercise 03 (For You do your own)

1. Create the matrix X = [5 0 4 , 0 1 0, 1 2 9]
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 = [1 0 9 2, 3 0 12 4, -5 7 -7 6]
7. Reshape the matrix (2 * 6) and (4 * 3)