```
disp('AI In Speech Processing')
disp('Name: J Viswaksena')
Name: J Viswaksena
disp('RollNo: AM.EN.U4AIE21035')
RollNo: AM.EN.U4AIE21035
C = [-1, 0, 0; 1,1,0; 1,-1,0; 0,0,2];
fprintf('Method-1')
С
C2 = [-1, 0, 0]
       1, 1, 0
       1, -1, 0
       0, 0, 2];
fprintf('Method-2')
C2
B = [3,5,6];
S = [7, 8, B];
F = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10];
F
F = 1 \times 10
       2 3 4 5 6 7 8 9 10
  1
F = [1, 2, 3, 4, 5, ...]
6, 7, 8, 9, 10];
F
F = 1 \times 10
        2
            3 4 5 6 7 8 9 10
   1
fprintf('Method-3')
Method-3
S
S = 1 \times 5
   7 8 3 5 6
fprintf('Matrix manipulations')
```

Matrix manipulations

```
S(2) = 2 % (change value of 2nd index)
S = 1 \times 5
        2 3 5 6
   7
S(3:4) = [6,3] % (change range of values)
S = 1 \times 5
        2 6 3
S(6) = 9 %(add an element at end)
s = 1 \times 6
   7
        2 6 3
S(9) = 13 % (add a 9th element; Since index 7 and 8 don%t exist, they
automatically get initialized to 0).
S = 1 \times 9
        2 6 3 6 9 0 0 13
   7
I = [1, 2, 4];
S(I) = 42 %=> Change 1st, 2nd and 4th element to 42 ie: changing an
arbitrary subset of a matrix.
S = 1 \times 9
           6 42 6 9 0 0
        42
                                          13
   42
S(I+1) = 45 \% =  change 2nd, 3rd and 5th elements to 45
S = 1 \times 9
            45 42 45 9 0 0 13
   42
        45
% Creating empty matrices
A = [];
B = 4:-1:5;
% Displaying the empty matrices
disp('Empty Matrix A:');
Empty Matrix A:
Α
A =
   []
disp('Empty Matrix B:');
Empty Matrix B:
В
```

1x0 empty double row vector

```
A = [1, 2, 3; 4, 5, 6; 7, 8, 9];
% Transpose of the matrix
A_transpose = A';
% Displaying the transpose
disp('Transpose of Matrix A:');
```

Transpose of Matrix A:

```
disp(A_transpose);
```

1 4 7 2 5 8 3 6 9

```
A = [1, 2; 3, 4];
% Calculate the inverse
A_inv = inv(A);
% Display the inverse
disp('Inverse of Matrix A:');
```

Inverse of Matrix A:

```
disp(A_inv);
```

-2.0000 1.0000 1.5000 -0.5000

```
A = [1, 2; 3, 4];
B = [2, 0; 1, 3];

% Dot product
C = A .* B;

% Display the result
disp('Dot Product:');
```

Dot Product:

```
disp(C);
```

```
20312
```

```
A = [1, 2; 3, 4];
B = [2, 3; 4, 5];
% Addition of matrices
C = A + B;
% Display the result
disp('Addition of Matrices A and B:');
```

Addition of Matrices A and B:

```
disp(C);
```

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```
% Subtraction of matrices
C = A - B;
% Display the result
disp('Subtraction of Matrices A and B:');
```

Subtraction of Matrices A and B:

```
disp(C);
```

 $\begin{array}{rrr}
 -1 & -1 \\
 -1 & -1
 \end{array}$

```
% Multiplication of matrices
C = A * B;
% Display the result
disp('Multiplication of Matrices A and B:');
```

Multiplication of Matrices A and B:

```
disp(C);
```

10 13 22 29

```
% Division of matrix by scalar
C = A / B;
% Display the result
disp('Division of Matrix:');
```

Division of Matrix:

```
1.5000
           -0.5000
   0.5000
          0.5000
% Exponentiation of matrix
B = A ^ 2;
% Display the result
disp('Exponentiation of Matrix A to the Power of 2:');
Exponentiation of Matrix A to the Power of 2:
disp(B);
    7
        10
   15
        22
A = [1, 2; 3, 4];
B = [2, 0; 1, 3];
% Matrix multiplication
C = A * B;
% Display the result
disp('Matrix Multiplication:');
Matrix Multiplication:
disp(C);
    4
         6
   10
        12
scalar = 2;
matrix = [1, 2; 3, 4];
% Scalar multiplication using array operation
result_array = scalar * matrix;
% Scalar multiplication using matrix operation
result_matrix = scalar .* matrix;
% Display results
disp('Result using Array Operation:');
Result using Array Operation:
disp(result_array);
    2
         4
    6
         8
```

disp(C);

```
disp('Result using Matrix Operation:');
Result using Matrix Operation:
disp(result_matrix);
    2
         4
    6
         8
A = [2, 4; 6, 8];
% Element-wise division
B = A . / 2;
% Element-wise exponentiation
C = A .^2
% Display the results
disp('Element-wise Division (A ./ 2):');
Element-wise Division (A ./ 2):
disp(B);
    1
         2
    3
         4
disp('Element-wise Exponentiation (A .^ 2):');
Element-wise Exponentiation (A .^ 2):
disp(C);
    4
        16
   36
        64
disp('Matrix of Zeros')
zeros (6) %: 6 by 6 matrix of zeros
ans = 6 \times 6
    0
        0 0
                   0
                         0
                              0
             0
    0
        0
                   0
                         0
                              0
             0
    0
        0
                   0
                         0
                              0
    0
         0
              0
                   0
                         0
                              0
    0
         0
              0
                   0
                         0
                              0
      0
    0
             0
                   0
                         0
                              0
zeros (3,2) %: 3 by 2 matrix of zeros
ans = 3x2
    0
         0
    0
         0
    0
         0
```

```
1
        1
             1
                            1
                  1
                       1
   1
        1
             1
                  1
                       1
                            1
    1
        1
             1
                  1
                       1
                            1
    1
        1
             1
                  1
                       1
                            1
    1
        1
            1
                  1
                       1
                            1
ones (3,2) %: 3 by 2 matrix of ones
ans = 3x2
   1
        1
   1
        1
    1
disp('Identity matrix')
Identity matrix
        %produces a 6x6 identity matrix
eye(6)
ans = 6 \times 6
               0
       0 0
                       0
   1
                            0
    0
       1 0
                 0
                      0
                            0
    0
       0
            1
                 0
                       0
                            0
    0
       0 0
                 1
                      0
    0
       0
            0
                  0
                      1
                            0
    0
        0
             0
                            1
eye(3,2) %produces a 3x2 identity matrix
ans = 3 \times 2
        0
   1
    0
        1
    0
        0
disp('Diagonal matrix:')
Diagonal matrix:
C = [1, 2, 3; 4,5,6; 7,8,9]
C = 3 \times 3
        2
            3
   1
    4
        5
             6
        8 9
    7
diag (C) %gives ans= [1,5,9]
ans = 3x1
```

disp('Matrix of Ones:')

ones (6) %: 6 by 6 matrix of ones

Matrix of Ones:

 $ans = 6 \times 6$

```
1
5
9
```

```
disp('Other diagonal elements')
```

Other diagonal elements

```
diag (C,1) %gives ans=[2,6]
```

```
ans = 2 \times 1
2
6
```

```
disp('Diagonal matrices can also be created if an input vector (one row
vector is provided)')
```

Diagonal matrices can also be created if an input vector (one row vector is provided)

```
V = [1, 3, 4, 5]
```

```
V = 1 \times 4

1 3 4 5
```

```
diag(V,0) %: Creates a 4 x 4 matrix with diagonal elements as 1, 3, 4, 5
```

```
ans = 4x4

1 0 0 0

0 3 0 0

0 0 4 0

0 0 0 5
```

```
disp('Compute the square root of a scalar and a vector')
```

Compute the square root of a scalar and a vector

```
x_scalar = 4;
x_vector = [9, 16, 25];
sqrt_scalar = sqrt(x_scalar);
sqrt_vector = sqrt(x_vector);
disp('Square root of scalar:');
```

Square root of scalar:

```
disp(sqrt_scalar);
```

2

```
disp('Square root of vector:');
```

Square root of vector:

```
disp(sqrt_vector);
```

```
3 4 5
```

```
x_{matrix} = [1, 2, 3; 4, 5, 6];
[s_rows, s_cols] = size(x_matrix);
size(x_matrix)
ans = 1 \times 2
    2
         3
disp('Number of rows:');
Number of rows:
disp(s_rows);
    2
disp('Number of columns:');
Number of columns:
disp(s_cols);
    3
disp('Compute the absolute value of a scalar and a vector')
Compute the absolute value of a scalar and a vector
x_scalar = -5;
x_{vector} = [-2, 0, 4];
abs_scalar = abs(x_scalar);
abs_vector = abs(x_vector);
disp('Absolute value of scalar:');
Absolute value of scalar:
disp(abs_scalar);
disp('Absolute value of vector:');
Absolute value of vector:
disp(abs_vector);
    2
        0
               4
disp('Compute the exponential of a scalar and a vector')
Compute the exponential of a scalar and a vector
x scalar = 2;
```

```
x_{vector} = [1, 2, 3];
exp_scalar = exp(x_scalar);
exp vector = exp(x vector);
disp('Exponential of scalar:');
Exponential of scalar:
disp(exp_scalar);
   7.3891
disp('Exponential of vector:');
Exponential of vector:
disp(exp_vector);
   2.7183
            7.3891
                    20.0855
disp('Compute the natural logarithm of a scalar and a vector')
Compute the natural logarithm of a scalar and a vector
x_scalar = 10;
x_{\text{vector}} = [1, \exp(1), \exp(2)];
log_scalar = log(x_scalar);
log_vector = log(x_vector);
disp('Natural logarithm of scalar:');
Natural logarithm of scalar:
disp(log_scalar);
   2.3026
disp('Natural logarithm of vector:');
Natural logarithm of vector:
disp(log_vector);
         1
               2
disp('Compute the base-10 logarithm of a scalar and a vector')
Compute the base-10 logarithm of a scalar and a vector
x_scalar = 100;
x_{vector} = [10, 100, 1000];
log10_scalar = log10(x_scalar);
log10_vector = log10(x_vector);
disp('Base-10 logarithm of scalar:');
```

Base-10 logarithm of scalar:

```
disp(log10_scalar);
disp('Base-10 logarithm of vector:');
Base-10 logarithm of vector:
disp(log10_vector);
         2
disp('Compute sine, cosine, and tangent of an angle in radians')
Compute sine, cosine, and tangent of an angle in radians
angle_radians = pi/6; % 30 degrees in radians
sin_value = sin(angle_radians);
cos_value = cos(angle_radians);
tan_value = tan(angle_radians);
disp('Sine of the angle:');
Sine of the angle:
disp(sin_value);
   0.5000
disp('Cosine of the angle:');
Cosine of the angle:
disp(cos_value);
   0.8660
disp('Tangent of the angle:');
Tangent of the angle:
disp(tan_value);
   0.5774
disp('Compute the maximum and minimum values of a vector')
Compute the maximum and minimum values of a vector
x_{vector} = [5, -3, 10, 2];
max_value = max(x_vector);
min_value = min(x_vector);
```

Maximum value:

disp('Maximum value:');

```
disp(max_value);
   10
disp('Minimum value:');
Minimum value:
disp(min_value);
   -3
disp('Compute element-wise maximum and minimum between two vectors')
Compute element-wise maximum and minimum between two vectors
x_{vector} = [1, 5, 3];
y_{vector} = [3, 2, 4];
max_result = max(x_vector, y_vector);
min_result = min(x_vector, y_vector);
disp('Element-wise maximum:');
Element-wise maximum:
disp(max_result);
    3
      5
disp('Element-wise minimum:');
Element-wise minimum:
disp(min_result);
         2
    1
               3
disp('Compute the sum of elements in a vector')
Compute the sum of elements in a vector
x \ vector = [1, 2, 3, 4, 5];
sum_result = sum(x_vector);
disp('Sum of elements:');
Sum of elements:
disp(sum_result);
   15
disp('Compute the complex conjugate of a complex vector')
```

Compute the complex conjugate of a complex vector

```
x_complex_vector = [2+3i, 4+5i, 7+6i];
conj_result = conj(x_complex_vector);
disp('Complex conjugate:');
```

Complex conjugate:

```
disp(conj_result);
```

```
2.0000 - 3.0000i 4.0000 - 5.0000i 7.0000 - 6.0000i
```

```
disp('Generate random matrices')
```

Generate random matrices

```
rand_matrix_1 = rand(3); % 3x3 matrix
rand_matrix_2 = rand(2, 4); % 2x4 matrix
disp('Random matrix 1:');
```

Random matrix 1:

```
disp(rand_matrix_1);
```

```
0.7094 0.6797 0.1190
0.7547 0.6551 0.4984
0.2760 0.1626 0.9597
```

```
disp('Random matrix 2:');
```

Random matrix 2:

```
disp(rand_matrix_2);
```

```
0.3404 0.2238 0.2551 0.6991
0.5853 0.7513 0.5060 0.8909
```