
```

B = eye(4);
R1 = [2,0,0,0;0,1,0,0;0,0,1,0;0,0,0,1];
R2 = [1,0,0,0;0,1,0,0;0,0,1/2,0;0,0,0,1];
%R3 = [1,0,1/4,0;0,1,0,0;0,0,1,0;0,0,0,1];
R4 = [0,0,0,1;0,1,0,0;0,0,1,0;1,0,0,0];
L1 = [1,0,1,0;0,1,0,0;0,0,1,0;0,0,0,1];
L2 = [1,-1,0,0;0,1,0,0;0,-1,1,0;0,-1,0,1];
R5 = [1,0,0,0;0,1,0,0;0,0,1,1;0,0,0,0];
R6 = [0,0,0;1,0,0;0,1,0;0,0,1];
A = L2*L1;
C = R1*R2*R4*R5*R6;
Resultant_mat_11a = L2*L1*B*R1*R2*R4*R5*R6
Resultant_mat_11b = A*B*C

```

Resultant_mat_11a =

-1.0000	0.5000	0.5000
1.0000	0	0
-1.0000	0.5000	0.5000
-1.0000	0	0

Resultant_mat_11b =

-1.0000	0.5000	0.5000
1.0000	0	0
-1.0000	0.5000	0.5000
-1.0000	0	0

Published with MATLAB® R2022b