Matrix manipulation in Matlab and Mathematica

Symbol definitions:

i, j, k, l, m, n: integers.

A: $n \times m$ matrix. (e.g. Matlab: A = [1, 2, 3; 4, 5, 6], Mathematica: $A = \{\{1, 2, 3\}, \{4, 5, 6\}\}$)

b: $n \times 1$ matrix (column vector). (e.g. Matlab: b = [1, -2, 3], Mathematica: $b = \{1, -2, 3\}$)

r: $1 \times n$ matrix (row vector). (e.g. Matlab: r = [1, 2, -3], Mathematica: $r = \{1, 2, -3\}$ (Mathematica automatically treat it as column or row vector, the one which is sensible))

ids: vector contains indexs. (e.g. Matlab: ids = [3, 1, 2], Mathematica: $ids = \{3, 1, 2\}$)

bools: boolean vector. (e.g. Matlab: bools = [false, true, true], Mathematica: $bools = \{False, True, True\}$) Matlab use Column-major order. Mathematica use Row-major order.

MATLAB	MATHEMATICA
A(i, j)	A[[i, j]]
A(end-i+1, k)	A[[-i, k]]
A(i:j, k)	A[[i;;j, k]]
A(i:1:j, k)	A[[i;;j;;l, k]]
b(1:i)	b[[;;i]]
b(end-i+1:end)	b[[-i;;]]
A(:, k)	A[[;;, k]]
A(j, :)	A[[j]]
A(id, k)	A[[id, k]]
A(i)	??
A(:)	Flatten[Transpose[A]]

MATLAB	Матнематіса
b(bools)	Pick[b, bools]
find(b==1)	Position[b, 1]
b>0	#>0&/@b, Map[#>0&, b]
A>0	Map[#>0&, A, {2}]
1*(b>0)	1-UnitStep[-b]
b(b==1)	Select[b, #==1&]
r(b>0)	Pick[r, #>0&/@b]
fliplr(r)	Reverse[r]
Α.,	Transpose[A]
permute(arr, ids)	Transpose[arr, ids]
sin(A)	Sin[A]

Table 1: Elementary operations

Note: In Mathematica, Indexing operation can be performed by Part[]. e.g. A[[i, j]] == Part[A, i, j], special case is b[[i;;j;;1]] == Take[b, {i,j,1}]. ";;" is called Span.

Matlab	(index)	i	end-i+1	i:j	i:di:j	1:j	end-j+1:end	:	ids	bools
Mathematica(Part[])	[[index]]	i	-i	i;;j	i;;j;;di	;;j	-j;;	;;	ids	??
Mathematica(function)		{i}	{-i}	{i,j}	{i,j,di}	j	-j	All	??	??
Python (numpy.array)	[index]	i-1	-i	i-1:j	i-1:j:di	:j	-j:	:	ids	bools

Table 2: Summary: Indexing of vector (Indexing of one dimension of an array)

Matlab	MATHEMATICA	
1:n	Range[n]	
m:k:n	Range[m, n, k]	
zeros(m,n)	ConstantArray[0, {m,n}]	
ones(m,n)	ConstantArray[1, {m,n}]	
eye(n)	<pre>IdentityMatrix[n]</pre>	
rand(m,n)	RandomReal[1, {m,n}]	
f(1:n)	Table[f[i], {i,n}]	
A(:)	Flatten[Transpose[A]]	
reshape(v, d1, d2)	Partition[v, {d1,d2}]	

Matlab	Матнематіса
[v, x]	Append[v, x]
[x, v]	Prepend[v, x]
[v1, v2]	Join[v1, v2]
[v(1:k-1), x, v(k:end)]	<pre>Insert[v, x, k]</pre>
v(1:k) = []	Drop[v, k]
v(j:k) = []	Drop[v, {j, k}]
['abc','def']	''abc''<>''def''

Table 3: Constructing/destructing a matrix

Note: strictly speaking, reshape(v,d1,d2) correspond to Transpose[Partition[v, {d1,d2}]].

MATLAB	Матнематіса
A+B	A+B
A*B	A.B
A.*B	A*B
A^n	MatrixPower[A,n]
A.^n	A^n
Α,	ConjugateTranspose[A]
Α.,	Transpose[A]
conj(A)	Conjugate[A]
b*r	KroneckerProduct[b,r]
r*b	r.b, b.r
diag(A)	Diagonal[A]
diag(b)	DiagonalMatrix[b]

MATLAB	MATHEMATICA
tr(A)	Tr(A)
det(A)	Det[A]
A \ b	LinearSolve[A,b]
??	LinearSolve[A]
inv(A)	Inverse(A)
eig(A)	Eigenvalues[A]
[vecs,vals]=eig(A)	{vals,vecs}=Eigensystem[A]
svd(A)	SingularValueList[A]
[s,v,d]=svd(A)	{s,v,d}=SingularValueDecomposition[A]
null(A)	NullSpace[A]

Table 4: Common algebra operations

Matlab	Матнематіса
tic; toc;	AbsoluteTiming[]

MATLAB	Матнематіса
arrayfun	Thread

Table 5: Other useful functions

1 Common Operation Examples

Save matrix A to plain text file "abc.txt", with full precision, in tab-delimited format

```
save('abc.txt', 'A', '-ascii', '-double'. '-tabs');
Mathematica
Export["abc.txt", A, "Table"];
Note: you may use "<>" to concatenate path, e.g.
```

Load matrix A from plain text file "abc.txt"

NotebookDirectory[] <> "abc.txt"

```
Matlab
```

Matlab

```
A=load('abc.txt');
    Mathematica
A=Import["abc.txt", "Table"];
```

Generate a meshgrided table

Matlab

Get high precision numbers

```
Double to high precision number
```

```
In[1]:= SetPrecision[1.0/3, 40]
Out[1]= 0.33333333333333333333348296162562473909929395
    Exact number to high precision number
In[1]:= SetPrecision[1/3, 40] == N[1/3, 40]
Out[1]= True
```

Number in specified base (16), with precision (20)

```
In[1]:= 16^^FF.F'20
```

In[2]:= 16^^F.FF'20*^1

Out[2] = 255.937500000000000000000

2 Ref

http://reference.wolfram.com/language/guide/ListManipulation.html Input Syntax http://reference.wolfram.com/language/tutorial/InputSyntax.html

Find this documentation in https://github.com/bewantbe/software-tips-for-numerical