

## matrix multiplication

Handwritten calculation showing the multiplication of two 2x3 matrices A and B. Matrix A is  $\begin{pmatrix} 3 & -4 & 1 \\ 4 & 5 & -4 \end{pmatrix}$  and matrix B is  $\begin{pmatrix} -2 & 5 \\ 1 & -4 \\ 5 & 5 \end{pmatrix}$ . The dimensions are noted as  $A = 2 \times 3$  and  $B = 3 \times 2$ . The result is a 2x2 matrix calculated as follows:

$$A \times B = \begin{pmatrix} (3 \times -2) + (-4 \times 1) + (1 \times 5) & (3 \times 5) + (-4 \times -4) + (1 \times 5) \\ (4 \times -2) + (5 \times 1) + (-4 \times 5) & (4 \times 5) + (5 \times -4) + (-4 \times 5) \end{pmatrix}$$
$$= \begin{pmatrix} -5 & 36 \\ -23 & -20 \end{pmatrix}$$

## Cayley-Hamilton Theorem

```
>> A=randi([-5 5],4,4)

A =

     3     1     5     5
     4    -4     5     0
    -4    -2    -4     3
     5     1     5    -4

>> charpoly(A)

ans =

     1     9    -2  -107     4
```

Expressed in coefficients:  $X^4 + 9X^3 - 2X^2 - 107X + 4$

```
>> polyvalm([1 9 -2 -107],A)

ans =

    29   -54   225   205
   -1     2    -5    -5
  -24    44  -184  -168
     6   -12    50    46
```

## Markov Chain

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```
>> A=[0 1 0 0 0 1;0 0 0 0 1 0;1 1 0 1 1 0;0 0 0 1 0 0;0 0 0 1 0 0;1 0 1 0 1 0]
```

A =

0	1	0	0	0	1
0	0	0	0	1	0
1	1	0	1	1	0
0	0	0	1	0	0
0	0	0	1	0	0
1	0	1	0	1	0

b.)

```
>> D=diag([1/2 1 1/4 1 1 1/3])*A
```

D =

0	0.5000	0	0	0	0.5000
0	0	0	0	1.0000	0
0.2500	0.2500	0	0.2500	0.2500	0
0	0	0	1.0000	0	0
0	0	0	1.0000	0	0
0.3333	0	0.3333	0	0.3333	0

c.)

```
>> D
```

D =

0	0.5000	0	0	0	0.5000
0	0	0	0	1.0000	0
0.2500	0.2500	0	0.2500	0.2500	0
0	0	0	1.0000	0	0
0	0	0	1.0000	0	0
0.3333	0	0.3333	0	0.3333	0

```
>> T=D'
```

T =

0	0	0.2500	0	0	0.3333
0.5000	0	0.2500	0	0	0
0	0	0	0	0	0.3333
0	0	0.2500	1.0000	1.0000	0
0	1.0000	0.2500	0	0	0.3333
0.5000	0	0	0	0	0

d.)

```
>> T*[0;0;1;0;0;0]

ans =

    0.2500
    0.2500
         0
    0.2500
    0.2500
         0

>> T^10*[0;0;1;0;0;0]

ans =

    0.0002
    0.0003
    0.0001
    0.9984
    0.0008
    0.0002

>> T^100*[0;0;1;0;0;0]

ans =

    0.0000
    0.0000
    0.0000
    1.0000
    0.0000
    0.0000
```

e.)

```
>> T*[0;0;0;0;1;0]

ans =

         0
         0
         0
         1
         0
         0

>> T^10*[0;0;0;0;1;0]

ans =

         0
         0
         0
         1
         0
         0

>> T^100*[0;0;0;0;1;0]

ans =

         0
         0
         0
         1
         0
         0
```

The results differ in that when we start on page 5, the number then gets stuck on page 4 immediately and does not change after that. It is intuitive that we get stuck on page 4, because we look at the diagram there is nothing leaving that page 4. There are no values increasing or decreasing during this time in regards to other pages.

When we start on page 3, the values change when there are 10 clicks. At 10 clicks it becomes heavily weighted on page 4. Once we 100 clicks, the values become stuck on page 4 once again.

f.)

Based on the results, I would rank the pages in the following order:

4,5,2,1,6,3

4 is the most authoritative because once it gets to that page, the probability only increases

## Elementary Matrices

```
>> %E21(3/2)
>> E1=eye(3);E1(2,1)=3/2;
>> E1*A
```

ans =

2	0	-2
0	1	0
-4	8	-1

```
>> %E31(2)
>> E2=eye(3);E2(3,1)=2;
>> E2*E1*A
```

ans =

2	0	-2
0	1	0
0	8	-5

```
>> %E3(-1/5)
>> E4=diag([1 1 -1/5]);
>> E4*E3*E2*E1*A
```

ans =

2.0000	0	-2.0000
0	1.0000	0
0.0000	0	1.0000

```
>> %E1(1/2)
>> E6=diag([1/2 1 1])
```

E6 =

0.5000	0	0
0	1.0000	0
0	0	1.0000

```
>> E6*E5*E4*E3*E2*E1*A
```

ans =

1.0000	0	-0.0000
0	1.0000	0
0.0000	0	1.0000

```
>> E3=eye(3);E3(3,2)=-8;
```

```
>> %E23(-8)
```

```
>> E3=eye(3);E3(3,2)=-8;
```

```
>> E3*E2*E1*A
```

ans =

2	0	-2
0	1	0
0	-8	-5

```
>> %E13(2)
>> E5=eye(3);E5(1,3)=2;
>> E5*E4*E3*E2*E1*A
```

ans =

2.0000	0	-0.0000
0	1.0000	0
0.0000	0	1.0000