

**Graphics 2**  
**Matrix and vector operations**  
**Non-assessed exercise**

This exercise is to develop practical skills in matrix and vector operations (see handout *Mathematical Tools for Computer Graphics*).

The solutions will be available on 17th January at:  
<http://www.cs.bham.ac.uk/~exc/Teaching/Graphics/>

**Matrix operations**

Let:

$$A = \begin{bmatrix} 3 & 2 \\ 4 & 1 \end{bmatrix} \quad B = \begin{bmatrix} 0 & -2 \\ 4 & 5 \end{bmatrix} \quad C = \begin{bmatrix} 4 & 1 & 0 \\ 1 & 3 & 2 \\ 0 & 2 & 5 \end{bmatrix} \quad D = \begin{bmatrix} 2 \\ 1 \\ 4 \end{bmatrix} \quad E = \begin{bmatrix} 9 & 0 & 5 \end{bmatrix}$$

Calculate the following expressions or give reasons why they are undefined:

- |             |             |
|-------------|-------------|
| 1. $A + B$  | 8. $B * A$  |
| 2. $B + A$  | 9. $A * D$  |
| 3. $C + D$  | 10. $C * D$ |
| 4. $C + E$  | 11. $D * C$ |
| 5. $3E$     | 12. $E * C$ |
| 6. $2A + B$ | 13. $D * E$ |
| 7. $A * B$  | 14. $E * D$ |

**Vector operations**

Let:

$$\vec{a} = \begin{bmatrix} 1 & 1 & 0 \end{bmatrix} \quad \vec{b} = \begin{bmatrix} -1 & 2 & 0 \end{bmatrix} \quad \vec{c} = \begin{bmatrix} 2 & 3 & 1 \end{bmatrix} \quad \vec{d} = \begin{bmatrix} 5 & -7 & 2 \end{bmatrix} \quad \vec{e} = \begin{bmatrix} 7 & -7 & 1 \end{bmatrix}$$

Calculate the following expressions:

- |                             |   |
|-----------------------------|---|
| 15. $3 \cdot \vec{a}$       | 21. $\vec{c} \cdot \vec{d}$                           |
| 16. $-2 \cdot \vec{c}$      | 22. $\vec{a} \times \vec{b}$                          |
| 17. $\vec{a} + \vec{b}$     | 23. $\vec{b} \times \vec{a}$                          |
| 18. $\vec{c} - \vec{d}$     | 24. $\vec{a} \times \vec{c} + \vec{c} \times \vec{a}$ |
| 19. $\vec{a} \cdot \vec{b}$ | 25. $\vec{a} \times \vec{e}$                          |
| 20. $\vec{b} \cdot \vec{a}$ |   |