a. Macierz jednostkowa 3x3

b. Macierz 3x2

In[*]:= (Ma2 = {{
$$a_{1,1}$$
, $a_{1,2}$ }, { $a_{2,1}$, $a_{2,2}$ }, { $a_{3,1}$, $a_{3,2}$ }) // MatrixForm Out[*]//MatrixForm=
$$\begin{pmatrix} a_{1,1} & a_{1,2} \\ a_{2,1} & a_{2,2} \\ a_{3,1} & a_{3,2} \end{pmatrix}$$

c. Macierz 2x4 zawierająca pierwiastki z kolejnych liczb naturalnych

d. Macierz górnotrójkatna 3x3

$$In[*]:= (Ma4 = \{\{a_{1,1}, a_{1,2}, a_{1,3}\}, \{\emptyset, a_{2,2}, a_{2,3}\}, \{\emptyset, \emptyset, a_{3,3}\}\}) // MatrixForm \\ Out[*]//MatrixForm = \begin{pmatrix} a_{1,1} & a_{1,2} & a_{1,3} \\ 0 & a_{2,2} & a_{2,3} \\ 0 & 0 & a_{3,3} \end{pmatrix}$$

```
In[*]:= Ma1 + Ma2; (* Nie można dodać *)
         Ma1 - Ma2; (* Nie można odjąć *)
         Ma1.Ma2 // MatrixForm
         Ma2.Ma1; (* Nie można pomnożyć *)
          ••• Thread: Objects of unequal length in \{1, 0, 0\} + \{a_{1,1}, a_{1,2}\} cannot be combined. 0
          ••• Thread: Objects of unequal length in \{0, 1, 0\} + \{a_{2,1}, a_{2,2}\} cannot be combined. 0
          ••• Thread: Objects of unequal length in {0, 0, 1} + {a<sub>3,1</sub>, a<sub>3,2</sub>} cannot be combined.
          ···· General: Further output of Thread::tdlen will be suppressed during this calculation. 🕡
          ••• Thread: Objects of unequal length in \{1, 0, 0\} + \{-a_{1,1}, -a_{1,2}\} cannot be combined. 0
          ••• Thread: Objects of unequal length in \{0, 1, 0\} + \{-a_{2,1}, -a_{2,2}\} cannot be combined. 0
          ••• Thread: Objects of unequal length in \{0, 0, 1\} + \{-a_{3,1}, -a_{3,2}\} cannot be combined. 0
          ··· General: Further output of Thread::tdlen will be suppressed during this calculation. 🕡
Out[]//MatrixForm=
            a_{1,1} a_{1,2}
            a_{2,1} a_{2,2}
            a_{3,1} a_{3,2}
          🚥 Dot: Tensors {{a<sub>1,1</sub>, a<sub>1,2</sub>}, {a<sub>2,1</sub>, a<sub>2,2</sub>}, {a<sub>3,1</sub>, a<sub>3,2</sub>}} and {{1, 0, 0}, {0, 1, 0}, {0, 0, 1}} have incompatible shapes. 🕡
 In[*]:= Ma1 + Ma3; (* Nie można dodać *)
         Ma1 - Ma3; (* Nie można odjąć *)
         Ma1.Ma3; (* Nie można pomnożyć *)
         Ma3.Ma1; (* Nie można pomnożyć *)
          ... Thread: Objects of unequal length in {{1, 0, 0}, {0, 1, 0}, {0, 0, 1}} + {{1, \sqrt{2}, \sqrt{3}, 2}, {\sqrt{5}, \sqrt{6}, \sqrt{7}, 2 \sqrt{2}} cannot be
          be combined. 0
          \bullet \bullet \bullet Dot: Tensors {{1, 0, 0}, {0, 1, 0}, {0, 0, 1}} and {{1, \sqrt{2}, \sqrt{3}, 2}, {\sqrt{5}, \sqrt{6}, \sqrt{7}, 2 \sqrt{2}} have incompatible shapes. \bullet \bullet
          ... Dot: Tensors {{1, √2, √3, 2}, {√5, √6, √7, 2√2}} and {{1, 0, 0}, {0, 1, 0}, {0, 0, 1}} have incompatible shapes. ①
```

In[@]:= Ma1 + Ma4 // MatrixForm

Ma1 - Ma4 // MatrixForm

Ma1.Ma4 // MatrixForm

Ma4.Ma1 // MatrixForm

Out[•]//MatrixForm=

$$\begin{pmatrix} 1 + a_{1,1} & a_{1,2} & a_{1,3} \\ 0 & 1 + a_{2,2} & a_{2,3} \\ 0 & 0 & 1 + a_{3,3} \end{pmatrix}$$

Out[]//MatrixForm=

$$\begin{pmatrix} \mathbf{1} - \mathbf{a_{1,1}} & -\mathbf{a_{1,2}} & -\mathbf{a_{1,3}} \\ \mathbf{0} & \mathbf{1} - \mathbf{a_{2,2}} & -\mathbf{a_{2,3}} \\ \mathbf{0} & \mathbf{0} & \mathbf{1} - \mathbf{a_{3,3}} \end{pmatrix}$$

Out[]//MatrixForm=

$$\begin{pmatrix} a_{1,1} & a_{1,2} & a_{1,3} \\ 0 & a_{2,2} & a_{2,3} \\ 0 & 0 & a_{3,3} \end{pmatrix}$$

Out[]//MatrixForm=

$$\begin{pmatrix} a_{1,1} & a_{1,2} & a_{1,3} \\ 0 & a_{2,2} & a_{2,3} \\ 0 & 0 & a_{3,3} \end{pmatrix}$$

In[@]:= Ma2 + Ma3; (* Nie można dodać *)

Ma2 - Ma3; (* Nie można odjąć *)

Ma2.Ma3 // MatrixForm

Ma3.Ma2; (* Nie można pomnożyć *)

- ... Thread: Objects of unequal length in $\{\{a_{1,1}, a_{1,2}\}, \{a_{2,1}, a_{2,2}\}, \{a_{3,1}, a_{3,2}\}\} + \{\{1, \sqrt{2}, \sqrt{3}, 2\}, \{\sqrt{5}, \sqrt{6}, \sqrt{7}, 2\sqrt{2}\}\}$ cannot be combined. 0
- cannot be combined.

Out[]//MatrixForm=

$$\begin{pmatrix} a_{1,1} + \sqrt{5} \ a_{1,2} & \sqrt{2} \ a_{1,1} + \sqrt{6} \ a_{1,2} & \sqrt{3} \ a_{1,1} + \sqrt{7} \ a_{1,2} & 2 \ a_{1,1} + 2 \ \sqrt{2} \ a_{1,2} \\ a_{2,1} + \sqrt{5} \ a_{2,2} & \sqrt{2} \ a_{2,1} + \sqrt{6} \ a_{2,2} & \sqrt{3} \ a_{2,1} + \sqrt{7} \ a_{2,2} & 2 \ a_{2,1} + 2 \ \sqrt{2} \ a_{2,2} \\ a_{3,1} + \sqrt{5} \ a_{3,2} & \sqrt{2} \ a_{3,1} + \sqrt{6} \ a_{3,2} & \sqrt{3} \ a_{3,1} + \sqrt{7} \ a_{3,2} & 2 \ a_{3,1} + 2 \ \sqrt{2} \ a_{3,2} \end{pmatrix}$$

```
In[@]:= Ma2 + Ma4; (* Nie można dodać *)
          Ma2 - Ma4; (* Nie można odjąć *)
          Ma2.Ma4; (* Nie można pomnożyć *)
          Ma4.Ma2 // MatrixForm
           \overline{} Thread: Objects of unequal length in \{a_{1,1}, a_{1,2}\} + \{a_{1,1}, a_{1,2}, a_{1,3}\} cannot be combined. \overline{}
           ••• Thread: Objects of unequal length in \{a_{2,1}, a_{2,2}\} + \{0, a_{2,2}, a_{2,3}\} cannot be combined. 0
           ••• Thread: Objects of unequal length in \{a_{3,1}, a_{3,2}\} + \{0, 0, a_{3,3}\} cannot be combined. 0
           ··· General: Further output of Thread::tdlen will be suppressed during this calculation. 🦸
          ••• Thread: Objects of unequal length in \{a_{1,1}, a_{1,2}\} + \{-a_{1,1}, -a_{1,2}, -a_{1,3}\} cannot be combined. \boxed{0}
           ••• Thread: Objects of unequal length in \{a_{2,1}, a_{2,2}\} + \{0, -a_{2,2}, -a_{2,3}\} cannot be combined. \vec{i}
           \cdots Thread: Objects of unequal length in {a¸,1, a¸,2} + {0, 0, -a¸,3} cannot be combined. 🕡
           ··· General: Further output of Thread::tdlen will be suppressed during this calculation. 🕡
           \cdots Dot: Tensors {{a<sub>1,1</sub>, a<sub>1,2</sub>}, {a<sub>2,1</sub>, a<sub>2,2</sub>}, {a<sub>3,1</sub>, a<sub>3,2</sub>}} and {{a<sub>1,1</sub>, a<sub>1,2</sub>, a<sub>1,3</sub>}, {0, a<sub>2,2</sub>, a<sub>2,3</sub>}, {0, 0, a<sub>3,3</sub>}} have incompatible shapes. 🕡
Out[•]//MatrixForm=
            In[*]:= Ma3 + Ma4; (* Nie można dodać *)
          Ma3 - Ma4; (* Nie można odjąć *)
          Ma3.Ma4; (* Nie można pomnożyć *)
          Ma4.Ma3; (* Nie można pomnożyć *)
          ••• Thread: Objects of unequal length in \{\{1, \sqrt{2}, \sqrt{3}, 2\}, \{\sqrt{5}, \sqrt{6}, \sqrt{7}, 2\sqrt{2}\}\} + \{\{a_{1,1}, a_{1,2}, a_{1,3}\}, \{0, a_{2,2}, a_{2,3}\}, \{0, 0, a_{3,3}\}\}
                 cannot be combined. 0
          ... Thread: Objects of unequal length in
                 \{\{1, \sqrt{2}, \sqrt{3}, 2\}, \{\sqrt{5}, \sqrt{6}, \sqrt{7}, 2\sqrt{2}\}\} + \{\{-a_{1,1}, -a_{1,2}, -a_{1,3}\}, \{0, -a_{2,2}, -a_{2,3}\}, \{0, 0, -a_{3,3}\}\} cannot be combined. 0
          ... Dot: Tensors {{1, √2, √3, 2}, {√5, √6, √7, 2√2}} and {{a<sub>1,1</sub>, a<sub>1,2</sub>, a<sub>1,3</sub>}, {0, a<sub>2,2</sub>, a<sub>2,3</sub>}, {0, 0, a<sub>3,3</sub>}} have incompatible
                 shapes.
          shapes. 0
```

```
In[@]:= Det[Ma1]
               Tr[Ma1]
               Inverse[Ma1] // MatrixForm
               Inverse[Ma2]; (* Macierz odwrotna nie istnieje *)
                 (Ma5 = Transpose[Ma2.Ma3]) // MatrixForm
Out[0]=
Out[0]=
                3
Out[•]//MatrixForm=
                   1 0 0
                   0 1 0
                ••• Inverse: Argument {{a<sub>1,1</sub>, a<sub>1,2</sub>}, {a<sub>2,1</sub>, a<sub>2,2</sub>}, {a<sub>3,1</sub>, a<sub>3,2</sub>}} at position 1 is not a non-empty square matrix. ①
Out[•]//MatrixForm=
                   Trivious algorithms a_{1,1} + \sqrt{5} \ a_{1,2} a_{2,1} + \sqrt{5} \ a_{2,2} a_{3,1} + \sqrt{5} \ a_{3,2} \sqrt{2} \ a_{1,1} + \sqrt{6} \ a_{1,2} \sqrt{2} \ a_{2,1} + \sqrt{6} \ a_{2,2} \sqrt{2} \ a_{3,1} + \sqrt{6} \ a_{3,2} \sqrt{3} \ a_{1,1} + \sqrt{7} \ a_{1,2} \sqrt{3} \ a_{2,1} + \sqrt{7} \ a_{2,2} \sqrt{3} \ a_{3,1} + \sqrt{7} \ a_{3,2} 2 \ a_{1,1} + 2 \ \sqrt{2} \ a_{1,2} 2 \ a_{2,1} + 2 \ \sqrt{2} \ a_{2,2} 2 \ a_{3,1} + 2 \ \sqrt{2} \ a_{3,2}
  In[•]:= Ma5[2, 3]
               Ma5∏3∏
               Ma5[All, 1] // MatrixForm
Out[@]=
               5\sqrt{2} + 6\sqrt{6}
Out[0]=
                \left\{\sqrt{3} + 2\sqrt{7}, 3\sqrt{3} + 4\sqrt{7}, 5\sqrt{3} + 6\sqrt{7}\right\}
Out[•]//MatrixForm=
                  \sqrt{2} + 2\sqrt{6}
\sqrt{3} + 2\sqrt{7}
2 + 4\sqrt{2}
```

```
In[0]:= Ma6 = Table[Ma1[4-j]] + Sqrt[j^2+1], {j, 3}];
           Ma6 = Append[Ma6, ConstantArray[0, 3]]; (* Dodanie wiersza zer *)
           Ma6 = Map[Append[#, 0] &, Ma6]; (* Dodanie kolumny zer *)
           Ma6 // MatrixForm
Out[•]//MatrixForm=
             \begin{array}{cccccc} \sqrt{2} & \sqrt{2} & 1 + \sqrt{2} & 0 \\ \sqrt{5} & 1 + \sqrt{5} & \sqrt{5} & 0 \\ 1 + \sqrt{10} & \sqrt{10} & \sqrt{10} & 0 \\ 0 & 0 & 0 & 0 \end{array}
```

Zadanie domowe

Macierz Ma7

```
In[*]:= w1 = Range[1, 5];
      W2 = 2^{Range[1,5]};
      w3 = Range[1, 9, 2]^2;
      w4 = Range[2, 10, 2]!;
      w5 = ConstantArray[0, 5];
       (Ma7 = \{w1, w2, w3, w4, w5\}) // MatrixForm
Out[]//MatrixForm=
        1 2 3
                   4
                            5
        2 4 8
                            32
        1 9 25 49
                            81
        2 24 720 40320 3628800
```

Trójkat Pascala

```
In[a]:= PascalTriangle[n_] := Table[Binomial[i, j], {i, 0, n-1}, {j, 0, i}]
       (* Test dla n=7 *)
      PascalTriangle[7] // MatrixForm
Out[]//MatrixForm=
                  1
                 {1, 1}
               {1, 2, 1}
              {1, 3, 3, 1}
             {1, 4, 6, 4, 1}
         {1, 5, 10, 10, 5, 1}
        {1, 6, 15, 20, 15, 6, 1}
```