## **LINEAR ALGEBRA**

# Assignment

[Due Date: **04 September 2023** Midnight]

Implement a **C++ class** named **Matrix** to represent a matrix. The file **matrix.h** shall contain the implementation. Following implementation should be attempted.

## **Private members**

**nb\_row** and **nb\_col** store the number of rows and the number of columns of the matrix.

mat\_data is a std::vector<double>, it stores the matrix data, the ij values.

#### **Constructors**

The class has 5 constructors. A constructor to generate random matrices (uniformly or normaly), a constructor to load data from a CSV file and create a matrix, a constructor to create a matrix using an initializer list or a vector of vectors.

# **Overloaded operators**

Multiplication \*, \*=

Addition +, +=

Subtraction -, -=

Division \

Equal ==

Difference !=

## **Member functions**

**column** and **row** to get a column or a row of a matrix.

**sub\_matrix** returns a submatrix of a matrix.

**shape** print the dimension of a matrix.

**reshape** reshape (change the number of rows and columns) of a matrix.

add\_row and add\_column add a new column or a new row to a matrix.

**remove\_column** delete a column of a matrix. **reorder\_column** sort a matrix column, or flat matrix.

sort\_matrix sort a matrix by column, using indexes

**T()** and **transpose** (a friend function): return the transpose of the matrix.

Id create a unitary matrix.

sum returns the sum a flattened matrix.

avg compute the average of a flattened matrix.

**head** print first row of matrix

print formatted print of a matrix, a value, a string.

to\_csv save a matrix in a csv file.

## **Non Member Functions**

diag\_matrix returns a diagonal matrix.
is\_triangular Check if a matrix is triangular
LU decomposition of a matrix using the basic LU algorithm
QR\_factorization Matrix factorization using QR-factorization
eigen\_decomposition eigen decomposition of a matrix using the basic QR algorithm
SVD Compute the singular value decomposition of a matrix using the QR algorithm