

## Matrices and Vectors

Matrices are 2-dimensional arrays:

```
egin{bmatrix} a & b & c \ d & e & f \ g & h & i \ j & k & l \end{bmatrix}
```

The above matrix has four rows and three columns, so it is a 4 x 3 matrix.

A vector is a matrix with one column and many rows:

```
\begin{bmatrix} w \\ x \\ y \\ z \end{bmatrix}
```

So vectors are a subset of matrices. The above vector is a 4 x 1 matrix.

## Notation and terms:

- ullet  $A_{ij}$  refers to the element in the ith row and jth column of matrix A.
- A vector with 'n' rows is referred to as an 'n'-dimensional vector.
- ullet  $v_i$  refers to the element in the ith row of the vector.
- In general, all our vectors and matrices will be 1-indexed. Note that for some programming languages, the arrays are 0-indexed.
- Matrices are usually denoted by uppercase names while vectors are lowercase.
- "Scalar" means that an object is a single value, not a vector or matrix.
- ullet R refers to the set of scalar real numbers.
- ullet  $\mathbb{R}^n$  refers to the set of n-dimensional vectors of real numbers.

Run the cell below to get familiar with the commands in Octave/Matlab. Feel free to create matrices and vectors and try out different things.

```
1 % The ; denotes we are going back to a new row.
2 A = [1, 2, 3; 4, 5, 6; 7, 8, 9; 10, 11, 12]
3
4 % Initialize a vector
5 v = [1;2;3]
6
7 % Get the dimension of the matrix A where m = rows and n = columns
8 [m,n] = size(A)
```

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