



# Linear Algebra Library Junior C++

## Algoritmos y Estructuras de Datos

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- Difficulty to represent and perform operations between mathematical objects, such as vectors and matrices.

LA.jpeg



Implementation of a basic linear algebra library with classes **Cvector** and **Cmatrix**

1. "push", "insert", "erase", "clear"
2. +, -, \* and /
3. ==, !=, >=, <=, <, >.
4. Dot product, cross product
5. norm, normalization
6. angle and projections.
7. Gram-Schmidt
8. Transpose and Inverse.
9. LUP and QR decompositions
10. Determinant and Eigen values.



## 1. a) Dot Product

1a.png



## 1. b) Dot Product

1b.png



## 2. a) Cross Product

2a.png



## 2. b) Cross Product

2b.png



## 3. a) Norm

3a.png





## 3. b) Norm

3b.png



## 4 a) Normalization

4a.png



## 4. b) Normalization

4b.png



5 a) Angle

5a.png



## 5. b) Angle

5b.png



## 6. a) Projection

6a.png



## 6. b) Projection

6b.png



## 7. Gram Schmidt

GS.png





## 1) Transpose

1).png



M1.png

## Some Basic Matrices

- ▶ 2) Lower Triangular
- ▶ 3) Upper Triangular



## Easy Matrices

- ▶ 4) Identity  $10 \times 10$
- ▶ 5) Null  $4 \times 5$
- ▶ 6) 1s Matrix  $5 \times 4$
- ▶ 7) Random Matrix



M1.png

## Modifiers

- Swaps



## 10) Determinant

10).png



+

+.png



- .png



## Exponents

$\wedge$ .png





## Matrix-Vector Multiplication

\*1.png



## Vector-Matrix Multiplication

\*2.png



## Matrix-Matrix Multiplication

\*3.png



## Exponentiation

\*4.png



## 12) Inverse

12) .png



## 13) QR Decomposition

QR.png



## 14) LU Decomposition

LU.png



## 15) Eigen Values





- ▶ Templates
- ▶ Data Conversion
- ▶ Computational Complexity
- ▶ Objects Structure



# What is next?



- ▶ Generalization for non-square matrixes
- ▶ Easy Vector and Matrix Constructors
- ▶ Reduce Computational Complexity