

OK, how do we calculate the inverse for **A** (2x2) matrix

Well, **A** = $\begin{bmatrix} a & b \\ c & d \end{bmatrix}$

the inverse is

[Swap a&d and negative b&c in **A**]

$$\mathbf{A}^{-1} = \frac{1}{(a*d - b*c)} * \begin{bmatrix} d & -b \\ -c & a \end{bmatrix}$$

determinant of **A**

In matlab `Inv(A)`

$$x + 3y = 5$$

$$4x + 5y = 6$$

**Solve the equations by
using matrix**

$$A = \begin{bmatrix} 1 & 3 \\ 4 & 5 \end{bmatrix}$$

$$v = \begin{bmatrix} x \\ y \end{bmatrix} \text{ output}$$

$$B = \begin{bmatrix} 5 \\ 6 \end{bmatrix}$$

$$A * v = B \quad \rightarrow \quad v = A^{-1} * B$$

If you know that matrix A
=matrix B then find x,y,z

$$A = \begin{bmatrix} 1 & 2 & x+y+z \\ 5 & x & 8 \\ 9 & 6 & 0 \end{bmatrix}$$

$$B = \begin{bmatrix} 1 & 2 & 3 \\ 5 & 7 & 8 \\ x+y & 6 & 0 \end{bmatrix}$$

$$X+2y+z=-4$$

$$2x-y+z=3$$

$$3x+y-z=2$$

Use matrices $A * X = B$ to Prove

$$z=-1$$

$$y=-2$$

$$X=1$$

Control flow - if

Sometimes you want to execute a block of code only if a certain condition is met.

The *if* statement has the general form:

```
if condition  
    statements  
end
```

```
if age < 20  
    do something  
end
```

Control flow - if

```
if age < 20  
    disp('You are younger than 20 years')  
end
```

In an if-statement the condition is a Boolean expression. A Boolean can only take one of two values, *true* or *false*.

If the condition is evaluated to *true* the statements inside the if-statement are executed.

The if-statement is ended by the keyword *end*.

Control flow – Relational operators

There are six relational operators and they all return true or false.

- $A < B$ (A less than B)
- $A > B$ (A greater than B)
- $A \leq B$ (A less than or equal to B)
- $A \geq B$ (A equal to or greater than B)
- $A == B$ (A equal to B)
- $A \neq B$ (A not equal to B)

Control flow – if, else

Often you want to do one thing if a condition is true and a different thing if it is false. For this we have the optional *else*-clause of the if statement

```
x = -0.5;
```

```
if x < 0
```

```
    x = x*x - 1    %This is executed if x is a negative number
```

```
else
```

```
    x = x*x        %This will be executed if x is zero or greater
```

```
end
```

else is a reserved keyword.

Control flow – if, elseif

Then we have the cases when we have more than two options to consider. For this we have the *elseif* keyword.

`x = -0.5;`

`if x < 0`

`x = x^2 * -1 %Executed if x is a negative number`

`elseif x == 0`

`x = inf %Executed if x is zero, inf is a constant.`

`else`

`x = x^2 %Executed if x is a positive number`

`end`

H.w

$A(i, j)$

Matrix 3x3

	Column 1	Column 2	Column 3
Row 1	1	2	3
Row 2	4	5	6
Row 3	7	8	9

What is the conditions to (note **use if--- end** condition)

Display the lower numbers of Diagonal

Display the odd numbers of matrix

Display the even numbers of matrix