Scratch

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intercept=c(8.8927, 8.9001, 8.821, 8.9570, 8.8362, 8.9580,8.9402 )  
  
perc=function(a, b){  
 out=(a-b)/a  
 return(out)  
}  
  
perc.vec=function(vec){  
 l=length(vec)  
 m=matrix(NA, nrow = l, ncol = l)  
 for(i in 1:l){  
 for(j in 1:l)  
 {  
 m[i,j]=perc(vec[i], vec[j])  
 }  
 }  
 return(m)  
}  
  
inter=perc.vec(intercept)  
inter=as.matrix(round(inter, 4))  
inter

## [,1] [,2] [,3] [,4] [,5] [,6] [,7]  
## [1,] 0.0000 -0.0008 0.0081 -0.0072 0.0064 -0.0073 -0.0053  
## [2,] 0.0008 0.0000 0.0089 -0.0064 0.0072 -0.0065 -0.0045  
## [3,] -0.0081 -0.0090 0.0000 -0.0154 -0.0017 -0.0155 -0.0135  
## [4,] 0.0072 0.0064 0.0152 0.0000 0.0135 -0.0001 0.0019  
## [5,] -0.0064 -0.0072 0.0017 -0.0137 0.0000 -0.0138 -0.0118  
## [6,] 0.0073 0.0065 0.0153 0.0001 0.0136 0.0000 0.0020  
## [7,] 0.0053 0.0045 0.0133 -0.0019 0.0116 -0.0020 0.0000