

Courtesy of TheCoaler!

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| <code>A = [1 2; 3 4]</code> | Make a matrix! |
| <code>x = [1 2 3 4 5]</code> | Make a vector! |
| <code>zeros(m,n) / ones</code> | Make an m*n matrix of zeros or ones |
| <code>eye(n)</code> | Make an n*n identity matrix |
| <code>A(x,y)</code> | Obtain the matrix value at row x, column y |
| <code>length(x)</code> | Obtain the number of elements in a vector |
| <code>sum(x)</code> | Sum the elements within a vector |
| <code>prod(x)</code> | Multiply the elements within a vector |
| <code>size(A)</code> | Find the dimensions of a matrix |
| <code>x:y</code> | Generate a sequence from x to y (use numbers of course) |
| <code>x:y:z</code> | Generate a sequence starting at x, incrementing by y, and ending at z |
| <code>A(:,y)</code> | Obtain the y th column from a matrix |
| <code>A(x,:)</code> | Obtain the x th row from a matrix |
| <code>A(x:x1, y:y1)</code> | Obtain the matrix from row x to x1, and from column y to y1 Example to extract from row 1 to 2, and column 1 to 3: <code>D(1:2,1:3)</code> |
| <code>A+B</code> | Add matrices |
| <code>A*B</code> | Multiply matrices |
| <code>A^x</code> | Take the x th power of a matrix |
| <code>rref(A)</code> | Put a matrix in reduced row echelon form! |
| <code>trace(A)</code> | Take the trace of a matrix |
| <code>A.*B</code> | Take the COMPONENTWISE multiple of A*B (multiplies each component in A by its corresponding counterpart in B) |
| <code>A./B</code> | Take the COMPONENTWISE division of A/B |
| <code>A.^x</code> | Take the COMPONENTWISE x th power of a matrix |
| <code>[A,B]</code> | Concatenate (join) matrixes A and B, by adding B onto the end of A Example: <code>A = [1;2]</code> , <code>B = [3;4]</code> , <code>[A,B] = [1 3; 2 4]</code> |
| <code>inv(A)</code> | Take the inverse of a matrix |
| <code>A\b</code> | If you have a system of equations, $Ax = b$, you can solve the system by doing <code>A\b</code> |
| <code>tic;operation;toc</code> | Time how long a function took to run |
| <code>[A]'</code> | Take the transpose of a matrix |
| <code>x(x>y)</code> | Extract numbers from vector x that are larger than a given value y |
| <code>x(x>=y & x<=z)</code> | Extract numbers from vector x that are larger than a given value y and less than a given value z (inclusive) |
| <code>x(x>y x<z)</code> | Extract numbers from vector x that are larger than a given value y OR less than a given value z |
| <code>eig(A)</code> | Find the eigenVALUES of a matrix A |
| <code>[P,D] = eig(sym(A))</code> | Returns the P matrix (V in this case) and the diagonal matrix D corresponding to P (useful to find the eigenvectors?) |

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| <code>det(A)</code> | Find the determinant of a matrix A |
| <code>factor(polynomial)</code> | Factor a polynomial! |
| <code>x = sym('x')</code> | Create a symbolic variable x |
| <code>charpoly(A,x)</code> | Find the characteristic polynomial for A TRY THIS ONE OUT TO SEE HOW IT WORKS!!!! (x needs to be defined as a symbolic variable, A should be your matrix) |
| <code>A = magic(n)</code> | Generates a magic matrix of order n |
| <code>B = transpose(A)</code> | Makes matrix B that is the transpose of A |
| <code>B = repmat(A,b,c)</code> | Repeats some matrix A in a bxc grid pattern |
| <code>B = trilu/d(A)</code> | Returns the lower/upper triangular portion of A |
| <code>D = diag(<u>v</u>,<u>k</u>)</code> | places the elements of vector v on the kth diagonal. k=0 represents the main diagonal, k>0 is above the main diagonal, and k<0 is below the main diagonal. |
| <code>cofactorA = transpose(det(A)*inv(A))</code> | Finds cofactor matrix of A |