ICP2021 Assessed Lab 1 report

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Question 1.

```
A = ones(4);
B = ones(4);
C = A * B
D = A \cdot B \% \cdot * is Hadamard product. element wise multiplication of A and B
C =
      4
              4
                     4
                             4
      4
              4
                     4
                             4
      4
              4
                     4
                             4
              4
                             4
D =
      1
             1
                     1
                             1
      1
              1
                     1
                             1
      1
              1
                     1
                             1
                             1
      1
              1
                     1
```

Question 2.

Question 3.

```
E = reshape((200:-2:102), 10, 5)
E =
   200
         180
                160
                      140
                             120
   198
         178
                158
                      138
                             118
   196
         176
                156
                      136
                             116
   194
         174
                154
                      134
                             114
   192
         172
                152
                      132
                             112
   190
         170
                150
                      130
                             110
   188
         168
               148
                      128
                             108
   186
         166
                146
                      126
                             106
   184
         164
                144
                      124
                             104
   182
         162
                142
                      122
                             102
```

Question 4.

```
F = [1.0000; 0.8889; 0.7778; 0.6667; 0.5556; 0.4444; 0.3333; 0.2222; 0.1111; 0];
G = repmat(F, 1, 3)
G =
    1.0000
               1.0000
                          1.0000
    0.8889
               0.8889
                          0.8889
    0.7778
               0.7778
                          0.7778
    0.6667
               0.6667
                          0.6667
               0.5556
    0.5556
                          0.5556
    0.4444
               0.4444
                          0.4444
    0.3333
               0.3333
                          0.3333
    0.2222
               0.2222
                          0.2222
    0.1111
               0.1111
                          0.1111
                               0
         0
                    0
```

Question 5.

```
a = flipud(eye(4)); % flipud() - flips matrix vertically
b = eye(4)*2;
c = flipud(eye(4)*3);
d = ones(4,12) * 8 ;
e = eye(4);
f = flipud(eye(4)*2);
g = eye(4)*3;
new matrix = [a b c; d; e f g]
new matrix =
      0
             0
                    0
                           1
                                  2
                                          0
                                                 0
                                                        0
                                                               0
                                                                       0
                                                                              0
                                                                                     3
      0
             0
                    1
                           0
                                  0
                                          2
                                                 0
                                                        0
                                                               0
                                                                       0
                                                                              3
                                                                                     0
      0
             1
                    0
                           0
                                  0
                                          0
                                                 2
                                                        0
                                                               0
                                                                       3
                                                                              0
                                                                                     0
      1
             0
                    0
                           0
                                  0
                                          0
                                                 0
                                                        2
                                                               3
                                                                       0
                                                                              0
                                                                                     0
      8
             8
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                                                 8
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                                                                                     8
                                                        2
      1
             0
                    0
                           0
                                  0
                                          0
                                                 0
                                                               3
                                                                       0
                                                                              0
                                                                                     0
                                                 2
      0
             1
                    0
                           0
                                  0
                                          0
                                                        0
                                                               0
                                                                       3
                                                                              0
                                                                                     0
      0
             0
                    1
                           0
                                  0
                                          2
                                                 0
                                                        0
                                                               0
                                                                       0
                                                                              3
                                                                                     0
                                  2
                                                 0
                                                               0
                                                                              0
      0
             0
                    0
                           1
                                          0
                                                        0
                                                                       0
                                                                                     3
```

flipud(a) - flips matrix a vertically

Question 6.

```
brick = ones(3,6);
half_brick = ones(3);
gap = zeros(3,1);
```

```
gap row = zeros(1,38);
```

r = [brick gap brick gap brick gap brick gap brick gap half_brick; gap_row;
 half_brick gap brick gap brick gap brick gap brick; gap_row;
 brick gap brick gap brick gap brick gap brick gap brick; gap_row;
 half_brick gap brick gap brick gap brick gap brick; gap_row;
 brick gap brick gap brick gap brick gap brick gap brick; gap_row;
 half_brick gap brick gap brick gap brick gap brick gap brick; gap_row;
 brick gap brick gap brick gap brick gap brick gap brick; gap_row;
 half_brick gap brick gap brick gap brick gap brick; gap_row;
 brick gap brick gap brick gap brick gap brick gap brick; gap_row;
 half_brick gap brick gap brick gap brick gap brick; gap_row;
 half_brick gap brick gap brick gap brick gap brick; gap_row;

imagesc(r)
colormap([0.7 0.7 0.7;0.5 0 0])
axis equal off

r =

Columns 1 through 16

0	1	1	1	1	1	1	0	1	1	1	1	1	1
	1	1 1	1	1	1	1	0	1	1	1	1	1	1
0	1 1	1 1	1	1	1	1	0	1	1	1	1	1	1
0	1 0	1 0	0	0	0	0	0	0	0	0	0	0	0
0	0 1	0 1	1	0	1	1	1	1	1	1	0	1	1
1	1 1	1 1	1	0	1	1	1	1	1	1	0	1	1
1	1	1											
1	1 1	1 1	1	0	1	1	1	1	1	1	0	1	1
0	0	0	0	0	0	0	0	0	0	0	0	0	0
	1	1	1	1	1	1	0	1	1	1	1	1	1
0	1 1	1 1	1	1	1	1	0	1	1	1	1	1	1
0	1 1	1 1	1	1	1	1	0	1	1	1	1	1	1
0	1 0	1 0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	1	0	1	1	1	1	1	1	0	1	1
1	1	1											
1	1 1	1 1	1	0	1	1	1	1	1	1	0	1	1
1	1 1	1 1	1	0	1	1	1	1	1	1	0	1	1
	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0 1	0 1	1	1	1	1	0	1	1	1	1	1	1
0	1 1	1 1	1	1	1	1	0	1	1	1	1	1	1
0	1 1	1 1	1	1	1	1	0	1	1	1	1	1	1
0	1	1											
0	0	0	0	0	0	0	0	0	0	0	0	0	0

1	1	1 1	1	0	1	1	1	1	1	1	0	1	1
1	1 1	1 1	1	0	1	1	1	1	1	1	0	1	1
1	1 1	1	1	0	1	1	1	1	1	1	0	1	1
	0 0	0	0	0	0	0	0	0	0	0	0	0	0
0	1	0	1	1	1	1	0	1	1	1	1	1	1
0	1 1	1 1	1	1	1	1	0	1	1	1	1	1	1
0	1	1	1	1	1	1	0	1	1	1	1	1	1
0	1 0	1 0	0	0	0	0	0	0	0	0	0	0	0
0	0 1	0 1	1	0	1	1	1	1	1	1	0	1	1
1	1 1	1 1	1	0	1	1	1	1	1	1	0	1	1
1	1 1	1 1	1	0	1	1	1	1	1	1	0	1	1
1	1 0	1 0	0	0	0	0	0	0	0	0	0	0	0
0	0 1	0 1	1	1	1	1	0	1	1	1	1	1	1
0	1 1	1 1	1	1	1	1	0	1	1	1	1	1	1
0	1 1	1 1	1	1	1	1	0	1	1	1	1	1	1
0	1 0	1 0	0	0	0	0	0	0	0	0	0	0	0
0	0 1	0 1	1	0	1	1	1	1	1	1	0	1	1
1	1 1	1 1	1	0	1	1	1	1	1	1	0	1	1
1	1 1	1 1	1	0	1	1	1	1	1	1	0	1	1
1	1	1	0	0	0	0	0	0	0	0	0	0	0
0	0	0	O	O	O	O	U	O	O	O	O	O	U
С	olumns	17 th	rough	32									
1	1	1	1	1	0	1	1	1	1	1	1	0	1
1	1 1	1	1	1	0	1	1	1	1	1	1	0	1
1	1	1	1	1	0	1	1	1	1	1	1	0	1
1	1 0	1 0	0	0	0	0	0	0	0	0	0	0	0
0	0 1	0	1	1	1	1	1	1	0	1	1	1	1
1	1 1	0	1	1	1	1	1	1	0	1	1	1	1
1	1 1	0	1	1	1	1	1	1	0	1	1	1	1
1	1 0	0	0	0	0	0	0	0	0	0	0	0	0
0	0 1	0 1	1	1	0	1	1	1	1	1	1	0	1
1	1	1											

	1	1	1	1	0	1	1	1	1	1	1	0	1
1	1	1	1	1	0	1	1	1	1	1	1	0	1
1	1	0	0	0	0	0	0	0	0	0	0	0	0
0	0 1	0	1	1	1	1	1	1	0	1	1	1	1
1	1 1	0	1	1	1	1	1	1	0	1	1	1	1
1	1 1	0	1	1	1	1	1	1	0	1	1	1	1
1	1 0	0	0	0	0	0	0	0	0	0	0	0	0
0	0 1	0 1	1	1	0	1	1	1	1	1	1	0	1
1	1 1	1 1	1	1	0	1	1	1	1	1	1	0	1
1	1 1	1 1	1	1	0	1	1	1	1	1	1	0	1
1	1 0	1 0	0	0	0	0	0	0	0	0	0	0	0
0	0 1	0	1	1	1	1	1	1	0	1	1	1	1
1	1 1	0 0	1	1	1	1	1	1	0	1	1	1	1
1	1 1	0	1	1	1	1	1	1	0	1	1	1	1
1	1 0	0 0	0	0	0	0	0	0	0	0	0	0	0
0	0 1	0 1	1	1	0	1	1	1	1	1	1	0	1
1	1 1	1 1	1	1	0	1	1	1	1	1	1	0	1
1	1 1	1 1	1	1	0	1	1	1	1	1	1	0	1
1	1	1	0	0	0	0	0	0	0	0	0	0	0
0	0 1	0	1	1	1	1	1	1	0	1	1	1	1
1	1 1	0	1	1	1	1	1	1	0	1	1	1	1
1	1 1	0	1	1	1	1	1	1	0	1	1	1	1
1	1	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0			0							0	
1	1 1	1 1	1	1		1	1	1	1	1	1		1
1	1	1	1	1	0	1	1	1	1	1	1	0	1
1	1	1	1	1	0	1	1	1	1	1	1	0	1
0	0	0	0	0	0	0	0	0	0	0	0	0	0
1	1	0	1	1	1	1	1	1	0	1	1	1	1
1	1 1	0	1	1	1	1	1	1	0	1	1	1	1
1	1 1	0	1	1	1	1	1	1	0	1	1	1	1

	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0											

Columns 33 through 38

1 1 1 0 1 1 0 1 1 0 1 1 0 1 1 0 1 1 0 1 1 0 1 1 0 1 1 0 1 0 1					1 1 1 0 1 1 1 0 1 1 1 0 1 1 1 0 1 1 1 0 1 1 1 0 1 1 1 0 1
1 0 1 1 1 0	1 0 1 1 1 0	0 0 0 1 1 1 0	1 0 1 1 1 0	1 0 1 1 1 0	1 0 1 1 1 0
1 0 1 1 1 0	1 0 1 1 1	0 0 0 1 1 1	1 0 1 1 1 0	1 0 1 1 1 0	1 0 1 1 1 0

