

ENME 303 LAB

Week 5: Vectors & Matrices II

Nameless Lab



Week 6: Matrices II

- I. Defining Matrices
- II. Matrix Addition
- III. Scalar Multiplication
- IV. Matrix Multiplication
- V. The Identity Matrix
- VI. Number of Solution
- VII.Inverse and Pseudoinverse

I. Defining Matrices

Referencing (aka indexing) elements in Matrix.

```
%To reference elements in i rows and j columns of matrix use: A(i,j) A = [1 \ 2 \ 3; \ 4 \ 5 \ 6]; A(2,3)
```

6

I. Defining Matrices

Referencing all elements in j column of Matrix.

```
%To reference all elements in j
columns of matrix use: A(:,j)
A = [1 \ 2 \ 3; \ 4 \ 5 \ 6];
col3 = A(:,3)
col3 =
```

Referencing all elements in i rows of Matrix.

```
%To reference all elements in i rows of matrix use: A(i,:)

A = [1 2 3; 4 5 6];

row2 = A(2,:)

row2 = 4 5 6
```

I. Defining Matrices

Creating a smaller matrix from a larger one using referencing

```
Abig=[1:6;7:12;14:19]
%Create a new matrix taking all elements from 2nd to 3rd column
Asmall=Abig(:,2:3)
```

```
Abig = Asmall =

1 2 3 4 5 6 2 3
7 8 9 10 11 12 8 9
14 15 16 17 18 19 15 16
```

II. Matrix Addition & Subtraction

Two built-in ways to do <u>Matlab addition</u>:

$$C = A + B$$

 $C = plus(A, B)$

Where C in the added matrix, and A and B are matrices that are the same size

Two built-in ways to do <u>Matlab subtraction</u>:

$$C = A - B$$

 $C = minus(A, B)$

Where C in the subtracted matrix, and A and B are matrices that are the same size

WUMBC

II. Matrix Addition & Subtraction

```
%% Matrix Addition and Subtraction
% Matrices must have the same dimensions to add or subtract
A= [1 2 3 4; 5 6 7 8; 9 10 11 12; 13 14 15 16]
B = ones(4)
C \text{ add}=A+B
                C_add =
                            C_sub =
C sub=A-B
                  2 3 4 5
                  10 11 12 13 8 9 10
                     15 16 17 12 13 14 15
```

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III. Scalar Multiplication

```
%% Scalar Multiplication: Multiplying a scalar value by a
Matrix
                                         A =
                                            6 8 10 12
A = [6:2:12;14:2:20;22:2:28]
                                           14 16 18 20
                                           22 24 26 28
A 1 = 2 * A
A 2= pi*A
A_{1} =
                        A_{2} =
  12 16 20 24
                         18.8496 25.1327 31.4159 37.6991
  28
     32 36 40
                          43.9823 50.2655 56.5487 62.8319
                          69.1150 75.3982 81.6814 87.9646
     48
        52 56
  44
```

IV. Matrix Multiplication

The rules of Matrix Multiplication:

$$\begin{bmatrix} 3 & 5 \\ 1 & 7 \end{bmatrix} \times \begin{bmatrix} 1 & 2 \\ 2 & 9 \end{bmatrix} = \begin{bmatrix} 3(1) + 5(2) & 3(2) + 5(9) \\ 1(1) + 7(2) & 1(2) + 7(9) \end{bmatrix} = \begin{bmatrix} 13 & 51 \\ 15 & 65 \end{bmatrix}$$

$$\begin{bmatrix} A & B \\ 2 \times 2 & 2 \times 2 \end{bmatrix}$$

Two matrices, A and B, can be multiplied if and only if the **number of columns in** A is equal to the **number of rows in B**.

IV. Matrix Multiplication

```
A = [3 \ 5; \ 1 \ 7];
B=[1 2; 2 9];
                                       AB =
%Matrix multiplication
                                         13 51
                                         15 65
AB = A*B
%Matrix element wise multiplication. multiplies element by
element rather than follow typical matrix mult.
                                       AB_{-} =
AB = A.*B
                                         3 10
```

2 63

V. Identity Matrix

In Matlab we can create the identity matrix using the following built-in:

Identity matrix
$$I = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

 $I = \underline{eye(n)}$ or $\underline{eye(n,m)}$

Where it returns an n-by-n or n-by-m identity matrix with ones on the main diagonal and zeros elsewhere.

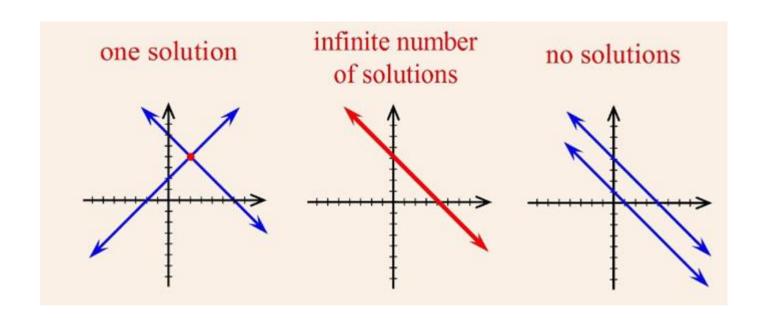
V. Identity Matrix

```
%% Identity Matrix
I = eye(5)
15 = eye(5) * 5
 1=
                              15 =
                                0 0 5 0 0
                                0 0 0 5 0
```



VI.Number of Solutions

The easiest method to find the solution and its type is using the **rref** function.



VII. Inverse & Pseudoinverse

• inv() is used to find the inverse of a square matrix whose inverse exists

```
A = [2 \ 3; \ 2 \ 4]
B = [5; \ 6]
x = inv(A) x B
```

 pinv() is used to find the inverse of any matrix whose inverse may not exist (similar to A\b)

```
A = [9 5 24; 7 8 31; 9 4 21];
B = [3; 8 ;4];
x = pinv(A)x B
```



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