

Construct a random matrix  $K$  of order  $3 \times 4$ , reverse the order of the rows of  $K$ , reverse the order of the columns of  $K$  and then perform both operations simultaneously. Find the matrix  $L$  of order  $4 \times 3$  whose columns are obtained by taking the elements of  $K$  sequentially by columns.

question1.2

## SOLUTION1.2

```
>> K = rand(3,4)
```

```
K =
```

```
0.5269    0.4160    0.7622    0.7361  
0.0920    0.7012    0.2625    0.3282  
0.6539    0.9103    0.0475    0.6326
```

```
>> K(3:-1:1,:)
```

```
ans =
```

```
0.6539    0.9103    0.0475    0.6326  
0.0920    0.7012    0.2625    0.3282  
0.5269    0.4160    0.7622    0.7361
```

## SOLUTION1.2

```
>> K(:,4:-1:1)
```

```
ans =
```

```
0.7361    0.7622    0.4160    0.5269  
0.3282    0.2625    0.7012    0.0920  
0.6326    0.0475    0.9103    0.6539
```

```
>> K(3:-1:1,4:-1:1)
```

```
ans =
```

```
0.6326    0.0475    0.9103    0.6539  
0.3282    0.2625    0.7012    0.0920  
0.7361    0.7622    0.4160    0.5269
```

## SOLUTION1.2

```
>> L = reshape(K,4,3)
```

```
L =
```

```
0.5269 0.7012 0.0475  
0.0920 0.9103 0.7361  
0.6539 0.7622 0.3282  
0.4160 0.2625 0.6326
```

# ARITHMETIC OPERATORS

Operator	Role played
+	<i>Sum of scalars, vectors, or matrices</i>
-	<i>Subtraction of scalars, vectors, or matrices</i>
*	<i>Product of scalars or arrays</i>
.*	<i>Product of scalars or vectors</i>
\	<i><math>A \setminus B = \text{inv}(A) * B</math>, where <math>A</math> and <math>B</math> are matrices</i>
.\	<i><math>A. \setminus B = [B(i,j) / A(i,j)]</math>, where <math>A</math> and <math>B</math> are vectors <math>[\text{dim}(A) = \text{dim}(B)]</math></i>
/	<i>Quotient, or <math>B/A = B * \text{inv}(A)</math>, where <math>A</math> and <math>B</math> are matrices</i>
./	<i><math>A / B = [A(i,j) / b(i,j)]</math>, where <math>A</math> and <math>B</math> are vectors <math>[\text{dim}(A) = \text{dim}(B)]</math></i>
^	<i>Power of a scalar or matrix (<math>M_p</math>)</i>
.^	<i>Power of vectors (<math>A.^B = [A(i,j)^{B(i,j)}]</math>, for vectors <math>A</math> and <math>B</math>)</i>

### TASK#1

- ▶ Generate 3 by 3 square matrix named "A" and "B" with random values of integers using "randi" function.
- ▶ Make all the arithmetic operations shown on the table
- ▶  $A*B = B*A$  or not ?
- ▶  $A.*B = A*B$  or not ? What is the different ?
- ▶ Determinant of A = ?
- ▶ Inverse of B = ? Which matrix is invertible ?

## PRIZE QUESTION ?

- ▶ Solve the equations shown below using MATLAB :

$$3x_1 + 2x_2 - x_3 = 10$$

$$-x_1 + 3x_2 + 2x_3 = 5$$

$$x_1 - x_2 - x_3 = -1$$

# SOLVING LINEAR EQUATIONS

We can use basic matrix operations to solve a linear systems in a few steps:

Example: A system of 3 linear equations with 3 unknowns ( $x_1, x_2, x_3$ ):

$$3x_1 + 2x_2 - x_3 = 10$$

$$-x_1 + 3x_2 + 2x_3 = 5$$

$$x_1 - x_2 - x_3 = -1$$

We can write these equation systems in  $Ax=b$  form.

$$A = \begin{bmatrix} 3 & 2 & 1 \\ -1 & 3 & 2 \\ 1 & -1 & -1 \end{bmatrix}$$

$$x = \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix}$$

$$b = \begin{bmatrix} 10 \\ 5 \\ -1 \end{bmatrix}$$



# SOLVING LINEAR EQUATIONS

As you remember from linear algebra courses, the solution of the system is:

$$Ax = b$$

$$A^{-1}Ax = A^{-1}b$$

$$x = A^{-1}b$$

```
>> A = [3 2 -1; -1 3 2; 1 -1 -1];
```

```
>> b = [10; 5; -1];
```

```
>> x = inv(A)*b
```

```
x =
```

```
-2.0000
```

```
5.0000
```

```
-6.0000
```

Create a system of 5 linear equations with 5 unknowns and solve the system using MATLAB.

homework2.1

# FIGURES

The objective of this exercise is to understand figure generation in MATLAB.

1. There are many useful figure properties in MATLAB. Common figure commands are; `plot`, `stem`, `bar` `plot3`, `bar3` `area`, `scatter`...

If you use the `plot` command, MATLAB will open new Figure window automatically. However it is absolutely recommended to run `figure`; command just before a plot command. Example:

```
x=0:0.1:50; % We generated the vector with 1x501 size
y=sin(x); % We created a sinus signal from the variable
figure; % A figure window opened
plot(y); % The graph of the y is plotted.
```

Plot command, draws the values of the vector against its size. If you use `plot(y)` MATLAB plots values of the vector `y` to the Y-axis and it automatically fills the X-axis with size of the `y`. Hence `plot(y)` equals to `plot(y,x)`

```
figure; % A new figure window opened
plot(x,y); % The graph of the y is plotted.
```

Remember that, the size of the `x` and `y` must be equal! Otherwise you will get error message.

# FIGURES

2. We can change the color, size, shape of the line with additional options. Example:

```
figure;  
plot(x,y,'LineStyle','--'); % Line style changed  
figure;  
plot(x,y,'Color','Red'); % Line color changed
```

We can combine options together:

```
figure;  
plot(x,y,'LineStyle','--','Color','Red');
```

The values on the figure are discrete but they look like continuous because MATLAB automatically interpolates between values. If you want to emphasize real values you can use markers.

```
figure;  
plot(x,y,'Marker','X');
```

# FIGURES

3. You can add a title to your figure with `title` command just after the `plot` command.

```
figure;  
plot(x,y);  
title('This is a figure.')
```

4. You can combine your plots into one figure with `subplot(m,n,p)` command. This command generates m-by-n sub windows. p value is the number of the graphic. Example:

```
figure;  
subplot(3,1,1);  
plot(x,y, 'Color', 'Red'); %First plot  
title('First figure')  
subplot(3,1,2);  
plot(x,y, 'LineStyle', '--'); %Second plot  
title('Second figure')  
subplot(3,1,3);  
plot(x,y, 'Marker', 'X'); %Third plot  
title('Third figure')
```

- I. Open the document of plot function. At the “Input Arguments” part, look the “LineStyle — Line style, marker symbol, and color” section.
- II. Generate three different plot with different Color, marker and Line style properties. Save them as PNG file for your report.
- III. Merge your plots into a sub plot with size of 2x2. Give a title to each plot. Save the figure

# homework2.2

- I. Generate a 1-by-n size vector with step size of 0.1.
- II. Determine the size randomly with `100+randi(50)` command. This command will generate an integer between 50 and 150.
- III. Generate a vector from `sin` function with the variable of the vector that you generated in step I
- IV. Plot the vector that you generated in step III with “magenta” color, “dotted line” and “cross marker”
- V. Plot the vector again in a new figure but only plot the values between 15 and 80

# homework2.3



# FIGURES

5. In MATLAB it is possible to plot multiple values on the same figure with `hold on` command. It is very useful if you want to compare two signals. Example:

```
x=0:0.1:50;  
y1=sin(x);  
y2=cos(x);  
figure;  
plot(x,y1,'Color','Black');  
hold on % Keep the same figure  
plot(x,y2,'Color','Red');
```



# FIGURES

Three dimensional figures are also supported by MATLAB

```
x=randi(20,1,50); % Generate 1x50 random vector maximum value of 20
y=randi(20,1,50); % Generate 1x50 random vector maximum value of 20
z=randi(20,1,50); % Generate 1x50 random vector maximum value of 20
figure;
plot3(x,y,z); %3D plot of x,y,z vectors
```

# POLYNOMIALS

$$p(x) = x^3 - 2x - 5$$

To enter this polynomial into MATLAB, use

```
>>p = [1 0 -2 -5];
```

The roots function calculates the roots of a polynomial:

```
>>r = roots(p)
```

```
r =
```

```
2.0946 + 0.0000i
```

```
-1.0473 + 1.1359i
```

```
-1.0473 - 1.1359i
```

By convention, MATLAB stores roots in column vectors. The function `poly` returns to the polynomial coefficients:

```
>> p2 = poly(r)
```

# POLYNOMIALS

## Convolution and Deconvolution

Polynomial multiplication and division correspond to the operations convolution and deconvolution. The functions `conv` and `deconv` implement these operations. Consider the polynomials below:

$$a(s) = s^2 + 2s + 3$$

$$b(s) = 4s^2 + 5s + 6$$

To compute their product,

```
>>a = [1 2 3];
```

```
>>b = [4 5 6];
```

```
>>c = conv(a,b)
```

```
c =
```

```
4 13 28 27 18
```

# POLYNOMIALS

Use deconvolution to divide back out of the product:

```
>>[q,r] = deconv(c,a)
```

```
q =
```

```
4 5 6
```

```
r =
```

```
0 0 0 0 0
```

# POLYNOMIALS

## Partial Fraction Expansion

`residue` function finds the partial fraction expansion of the ratio of two polynomials. This is particularly useful for applications that represent systems in transfer function form. For polynomials  $b$  and  $a$ ;

$$\frac{b(s)}{a(s)} = \frac{r_1}{s - p_1} + \frac{r_2}{s - p_2} + \dots + \frac{r_n}{s - p_n} + k_s$$

For example consider the transfer function  $b(s)/a(s)$ ;

$$b(s) = -4s + 8$$

$$a(s) = s^2 + 6s + 8$$

# POLYNOMIALS

```
b=[-4 8];  
a=[1 6 8];  
[r,p,k] = residue(b,a)  
r =
```

```
    -12
```

```
     8
```

```
p =
```

```
    -4
```

```
    -2
```

```
k =
```

```
    []
```

# POLYNOMIALS

Which means that;

$$\frac{b(s)}{a(s)} = \frac{-4s + 8}{s^2 + 6s + 8} = \frac{-12}{s - (-4)} + \frac{8}{s - (-2)} + 0$$

The reverse of the residue function is also available. Given three input arguments (r, p, and k), residue converts back to polynomial form:

```
>> [b2, a2] = residue(r, p, k)
```

```
b2 = -4 8
```

```
a2 = 1 6 8
```

Use MATLAB command to find the partial fraction of the following;

a.  $\frac{B(s)}{A(s)} = \frac{2s^3 + 5s^2 + 3s + 6}{s^3 + 6s^2 + 11s + 6}$

b.  $\frac{B(s)}{A(s)} = \frac{s^2 + 2s + 3}{(s+1)^3}$