

# Chapter Three

## Processes on Matrices

### 3.1 One dimensional matrices

Any set of numbers in horizontal appearance (row) or vertical appearance (column) is a one dimensional matrix or (array). Each element in the array has a value and a position (index or argument):

```
x = [ 4 , 5 , 0 , 12 , -7 , 145 , 52.66 , 10 ] ↵  
x =  
    4  5  0  12  -7  145  52.66  10
```

If we want to recall any element, its position must be identified:

```
y = x ( 1 ) ↵          y = x ( 5 ) ↵          y = x ( end ) ↵  
y =                    y =                    y =  
    4                    -7                    10
```

The vertical display can be either obtained using semicolon ( ; ) or single quote ( ' ):

```
x = [ 4 ; 3 ; 0 ; 12 ; -7 ] ↵          x = [ 4 , 3 , 0 , 12 , -7 ] ' ↵  
x =                                    x =  
    4                                    4  
    3                                    3  
    0                                    0  
   12                                    12  
   -7                                    -7
```

The command ( length ) can be used to recall the number of elements:

```
x = [ 1  3  -3  7  4 ];  
z = length ( x ) ↵  
z =  
    5
```

### 3.2 Two dimensional matrices

In two dimensional matrices the numbers are displayed in the form of rows and columns. The semicolon is used to define a new row:

```
x = [ 2, 5, 7; 1, 1, 1; 0, 0, 0 ] ↵      x = [ 2 5 7; 1 1 1; 0 0 0 ] ↵
x =                                     x =
    2  5  7                             2  5  7
    1  1  1                             1  1  1
    0  0  0                             0  0  0
```

To recall an element in a two dimensional matrix the row and column numbers must be identified with a comma between them:

```
y = x ( 2 , 3 ) ↵      y = x ( 1 , 3 ) ↵      y = x ( end , end ) ↵
y =                    y =                    y =
    1                    7                    0
```

The command ( size ) can be used to recall the number of rows and columns:

```
x = [ 1:4; 2, 2, 2, 2; 5, 8, -9, 6 ];      x = [ 1:4; 2, 2, 2, 2; 5, 8, -9, 6 ];
y = size ( x ) ↵                          [ a , b ] = size ( x ) ↵
y =                                         a =          b =
    3  4                                     3          4
```

### 3.3 Manipulating matrices using colon operator

The colon operator ( : ) can be used to manipulate one and two dimensional matrices:

#### **a) One dimensional matrices**

```
x = [ 1, 5, 8, -3, 4, 9, 2, 6 ];      x = [ 1, 5, 8, -3, 4, 9, 2, 6 ];
y = x ( 3 : 6 ) ↵                      y = x ( 5 : end ) ↵
y =                                     y =
    8 -3  4  9                           4  9  2  6
```

#### **b) Two dimensional matrices**

```
x = [ 1:4; 5, 3, 2, 6; 1, 1, 1, 1 ] ↵
x =                                     y = x ( 1 , : ) ↵      y = x ( : , 4 ) ↵
    1  2  3  4                             y =
    5  3  2  6                             1  2  3  4
    1  1  1  1                             4
                                           6
                                           1
```

```
y = x(1:2, 2:3) ↵
```

```
y =
```

```
2 3
```

```
3 2
```

```
y = x(2:end, 3:end) ↵
```

```
y =
```

```
2 6
```

```
1 1
```

**Note:** the single quote ( ' ) can be used to transpose the two dimensional matrix, that is; the rows becomes columns and columns become rows:

```
x = [1 2 3; 4 5 6] ↵
```

```
x =
```

```
1 2 3
```

```
4 5 6
```

```
y = x' ↵
```

```
y =
```

```
1 4
```

```
2 5
```

```
3 6
```

**Note:** the commands ( flipud ) and ( fliplr ) can be used to mirror the two dimensional matrix around horizontal and vertical axes respectively:

```
x = [1 2 3; 4 5 6; 7 8 9] ↵
```

```
x =
```

```
1 2 3
```

```
4 5 6
```

```
7 8 9
```

```
y = flipud(x) ↵
```

```
y =
```

```
7 8 9
```

```
4 5 6
```

```
1 2 3
```

```
z = fliplr(x) ↵
```

```
z =
```

```
3 2 1
```

```
6 5 4
```

```
9 8 7
```

**Note:** the commands ( ones ) and ( zeros ) can be used to generate matrices of ones and zeros:

```
x = ones(2) ↵
```

```
x =
```

```
1 1
```

```
1 1
```

```
x = ones(1, 3) ↵
```

```
x =
```

```
1 1 1
```

```
x = zeros(2) ↵
```

```
x =
```

```
0 0
```

```
0 0
```

```
x = zeros(3, 2) ↵
```

```
x =
```

```
0 0
```

```
0 0
```

```
0 0
```

## Chapter Four

### Mathematical Operations

#### 4.1 Priority of mathematical operations

Matlab performs mathematical operations in the following order

- a) Any operation between parentheses.
- b) Raising to a power (exponent).
- c) Multiplication or division whichever is first from left to right.
- d) Addition or subtraction whichever is first from left to right.

**Note:** the number of parentheses must always be even because they must be used as pairs.

**Ex.** Write Matlab code to evaluate the following equation for any valued of x:

$$y = \frac{x^2 - 1}{x^2 + 1} + \frac{x^3 - x + 2}{\sqrt{x^2 - 1}} - x^2 + x + 1$$

**Sol:**

```
clear , clc
x = input( ' Enter the value of x = ' );
A = ( x ^ 2 - 1 ) / ( x ^ 2 + 1 );
B = ( x ^ 3 - x + 2 ) / sqrt( x ^ 2 - 1 );
C = - x ^ 2 + x + 1 ;
y = A + B + C ;
fprintf( ' \t %6.3f \n ' , [ x , y ] )
```

**Run:**

Enter the value of x = 2

2.000

4.219