

# Computing for Math and Stats

## Lecture 3

# Vectors

- Vectors and matrices is what Matlab is designed to handle
- Vectors can be 2-D, 3-D but also higher dimensionality
- Mathematicians, scientists and engineers often use high dimensionality vectors/matrices, sometimes with infinite number of dimensions
- Matlab can only represent finite dimensionality vectors/matrices explicitly

# Vectors

- The elements of the vector can be given in square brackets (commas optional)
  - `Vec1 = [1, 2, 3, 4, 15]`
- The first element can be accessed as
  - `Vec1(1)`
- Or
  - `Indx=1;`
  - `Vec1(Indx)`

# Row Vector vs Column Vector

- The above was a row vector
- We can define column vectors as well
  - Usually when it is not stated explicitly in a modern textbook it is a column vector (at least in engineering)
- Here is one:
  - $\text{Vec2} = [1; 2; 3; 4; 15]$

# Vectors

- Very often we need to create a simple vector to test some code.
- To create a vector with 2, 3, 4, 5 (brackets optional)
  - `Vec3 = [2:5]`
  - `Vec3 = linspace(2,5,4)`
  - `Vec3 = [2:1:5]`
- The colon means ..
  - `Vec3(2:3)`
- Notice the vector access is round (not square) brackets

# Matrices

- Similar deal
  - `Mat1 = [1, 2, 3; 4, 5, 6; 7, 8, 9]`
  - `Mat2 = [1:3;4:6;7:9]`
  - `Mat4 = zeros(3,3)`
  - `Mat5 = eye(3)`
- We also have the transpose operator
  - `Mat1'`

# Creating Symmetric Matrices

- A symmetric matrix is identical to its transpose
- To make a symmetric matrix out of a non symmetric one we add to it its transpose
- $A+A'$  is symmetric
- $(A+A')/2$  is the symmetric part of  $A$
- $A*A'$  is symmetric too.
  - This is used in least squares calculations
- See `checksymmetric.m` script.
  - Also `checkcom.m`

# Creating a Skew Symmetric

- A skew symmetric matrix is the opposite of its transpose (their sum is the zero matrix)
- We create one by subtracting from it its transpose
- $A - A'$  is skew symmetric
- $(A - A')/2$  is the skew symmetric part of a matrix
  - Every matrix is the sum of its symmetric and skew symmetric parts.

# Checking for Equality

- We often need to check if two numbers/vectors/matrices are equal
- The standard method is to subtract the two quantities and see if the result is zero.
- Question: how do you check two 1000x1000 matrices for equality?
- Answer: you do not! Use the norm function.