# Linear Algebra with MATLAB

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MATLAB makes it easy to perform computations with vectors and matrices. In this document, we introduce basic MATLAB commands for linear algebra and illustrate them with some examples.

### 1 Vectors

We can create a row vector.

>> v = [3 5 2] v = 3 5 2

A column vector is created in a similar way except that semicolons are used to separate the entries.

```
>> u = [2; 4; 1]
u =
2
4
1
```

We can perform basic arithmetic of vectors. Note that ending a line with a semicolon suppresses printing of the output.

We can compute the norm and dot product of vectors, and we can compute the cross product of two vectors in  $\mathbb{R}^3$ .

```
>> norm(a)
ans = 3.7417
>> dot(a,b)
ans = 22
```

>> cross(a,b) ans = 1 -2 1

**Example 1.** Find the angle  $0^{\circ} \le \theta \le 180^{\circ}$  between the vectors  $\mathbf{u} = \begin{bmatrix} 3, & 2, & -1 \end{bmatrix}$  and  $\mathbf{v} = \begin{bmatrix} 1, & -1, & 4 \end{bmatrix}$ . Solution: We use the formula

$$\theta = \arccos\left(\frac{\mathbf{u} \cdot \mathbf{v}}{\|\mathbf{u}\| \|\mathbf{v}\|}\right).$$

The MATLAB command **acos** returns an angle in radians and the command **acosd** returns an angle in degrees.

>> u = [3 2 -1]; >> v = [1 -1 4]; >> theta = acosd( dot(u,v) / (norm(u)\*norm(v)) ) theta = 100.89

The answer is  $\theta = 100.89^{\circ}$ .

Example 2. Find a vector perpendicular to the plane passing through the three points

$$A = (0, 1, 2), \quad B = (2, 3, 1), \text{ and } C = (4, 5, 2).$$

Solution: Such a vector is  $\mathbf{n} = \overrightarrow{AB} \times \overrightarrow{AC}$ .

**Example 3.** Find the projection of  $\mathbf{v} = \begin{bmatrix} 1, & 2, & 3 \end{bmatrix}$  onto  $\mathbf{u} = \begin{bmatrix} 2, & 3, & 1 \end{bmatrix}$ . Solution: The projection is obtained by using

$$\operatorname{proj}_{\mathbf{u}}(\mathbf{v}) = \left(\frac{\mathbf{u} \cdot \mathbf{v}}{\mathbf{u} \cdot \mathbf{u}}\right) \mathbf{u}.$$

>> proj = (dot(u,v)/dot(u,u))\*u proj = 11/7 33/14 11/14

# 2 Matrices

We can create a matrix by using semicolons to separate the rows.

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

We can determine the size of a matrix.

>> size(A) ans = 3 2

We can find the transpose of a matrix.

>> A' ans = 1 3 5 2 4 6

We can perform basic arithmetic of matrices.

```
>> A = [1 2; 3 4];
>> B = [2 1; 5 3];
>> 5*A+2*B
ans =
       9 12
      25 26
>> A*B
ans =
     12
         7
     26 15
>> A^3
ans =
           54
      37
      81 118
```

We can compute the determinant and find the inverse of a square matrix.

>> A = [1 2 -1; 2 2 4; 1 3 -3];

We can obtain the reduced row echelon form of a matrix.

We can create an  $n \times n$  identity matrix with the command eye(n).

```
>> I = eye(3)
I =
1 0 0
0 1 0
0 0 1
```

The command diag can be used to quickly create a diagonal matrix.

```
>> D = diag([4 2 7])
D =
4 0 0
0 2 0
0 0 7
```

An  $m \times n$  zero matrix can be created with the command zeros(m,n).

```
>> zeros(2,3)
ans =
0 0 0
0 0 0
```

We can get the "ij" entry of a matrix A by using the command A(i,j).

We can extract the  $n^{\text{th}}$  row of A with A(n,:) and the  $m^{\text{th}}$  column of A with A(:,m).

**Example 4.** Find the solution of the following linear system.

$$\begin{cases} x + y + z = 2 \\ -x + z = 1 \\ 2x + 3y + 5z = 9 \end{cases}$$

Solution: First, we define the augmented matrix of the system.

```
>> A = [1 1 1 2; -1 0 1 1; 2 3 5 9]
A =
1 1 1 2
-1 0 1 1
2 3 5 9
```

Next, we find the reduced row echelon form of the augmented matrix.

```
>> rref(A)
ans =
1 0 0 1
0 1 0 -1
0 0 1 2
```

We see that the solution of the system is x = 1, y = -1, and z = 2.

**Example 5.** Find the vector obtained if we rotate around the origin the vector  $\mathbf{u} = \begin{bmatrix} 2 \\ 3 \end{bmatrix}$  by an angle of  $\pi/3$  counterclockwise.

Solution: The matrix corresponding to a counterclockwise rotation of angle  $\theta$  around the origin is given by

$$R(\theta) = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix}$$

 $\mathbf{v} = R(\pi/3)\mathbf{u}.$ 

The vector obtained after rotation is

Example 6. Find the least squares solution of the following linear system.

$$\begin{cases} 3x + y = 4\\ x + y = 1\\ x + 2y = 3 \end{cases}$$

Solution: For a linear system in matrix form  $A\mathbf{x} = \mathbf{b}$  (where A has linearly independent columns), the least squares solution is given by

$$\overline{\mathbf{x}} = (A^T A)^{-1} A^T \mathbf{b}.$$

MATLAB offers the shortcut A b to obtain the least squares solution of a system  $A \mathbf{x} = \mathbf{b}$ .

The least squares solution of the system is x = 1,  $y = 5/6 \approx 0.83333$ .

## 3 Eigenvalues and Eigenvectors

We can find the eigenvalues of a square matrix A with the command eig(A).

The characteristic polynomial of matrix A is obtained with the command poly(A).

>> poly(A) ans = 1 -4 -1 4

The characteristic polynomial is then

$$\lambda^3 - 4\lambda^2 - \lambda + 4 = 0.$$

Although it is better to use the built-in command eig, an alternative method to find the eigenvalues of A is by finding the roots of the characteristic polynomial.

In order to obtain the eigenvectors of A, we need to set two variables equal to eig(A).

>> [P, D] = eig(A) P = 0.70711 0.40825 0.57735 2.0777e-16 -0.8165 0.57735 -0.70711 0.40825 0.57735 D = -1 0 0 0 1 0 0 0 4

The eigenvalues are on the diagonal of D and the corresponding eigenvectors are the columns of P. Note that MATLAB always returns the eigenvectors as unit vectors. For our example, the eigenvalues and eigenvectors of A are the following.

$$\lambda_{1} = -1, \quad \mathbf{v}_{1} = \frac{1}{\sqrt{2}} \begin{bmatrix} 1\\0\\-1 \end{bmatrix} \approx \begin{bmatrix} 0.70711\\0\\-0.70711 \end{bmatrix}$$
$$\lambda_{2} = 1, \quad \mathbf{v}_{2} = \frac{1}{\sqrt{6}} \begin{bmatrix} 1\\-2\\1 \end{bmatrix} \approx \begin{bmatrix} 0.40825\\-0.8165\\0.40825 \end{bmatrix}$$
$$\lambda_{3} = 4, \quad \mathbf{v}_{3} = \frac{1}{\sqrt{3}} \begin{bmatrix} 1\\1\\1 \end{bmatrix} \approx \begin{bmatrix} 0.57735\\0.57735\\0.57735 \end{bmatrix}$$

We can verify that

$$A = PDP^{-1}.$$

>> P\*D\*inv(P) ans = 1 1 2 1 2 1 2 1 1

## 4 Complex Numbers

Complex numbers can be entered in MATLAB as follows.

>> z = 3 + 4i z = 3 + 4i

We can find the real and imaginary part of a complex number.

>> real(z)
ans = 3
>> imag(z)
ans = 4

We can find the polar form of a complex number z with  $r \ge 0$  and  $-\pi < \theta \le \pi$ .

 $z = r(\cos\theta + i\sin\theta) = re^{i\theta}$ 

>> z = 3 + 4i; >> r = abs(z) r = 5 >> theta = arg(z) theta = 0.92730 >> r\*exp(i\*theta) ans = 3 + 4i

We can perform basic arithmetic of complex numbers.

>> z1 = 2 + 5i; >> z2 = 3 - 2i; >> z1+z2 ans = 5 + 3i >> z1\*z2 ans = 16 + 11i >> z1/z2 ans = -0.30769 + 1.46154i >> format rat

>> z1/z2 ans = -4/13 + 19/13i

We can use MATLAB to find numerical roots (real or complex) of any polynomial. For example, let's find the roots of

$$x^3 - 10x^2 + 41x - 50 = 0.$$

The roots are

4 + 3i, 4 - 3i, and 2.

As we'll see in the following example, MATLAB can find complex eigenvalues and eigenvectors of a square matrix.

Example 7. Find the eigenvalues and eigenvectors of the matrix

$$A = \begin{bmatrix} 1 & 2 & -2 \\ 2 & 5 & -2 \\ 4 & 12 & -5 \end{bmatrix}.$$

Solution: Let's first enter the matrix.

>> A = [1 2 -2; 2 5 -2; 4 12 -5] A = 1 2 -2 2 5 -2 4 12 -5

We can first find the eigenvalues.

>> eig(A) ans = 1 + 2i 1 - 2i -1 + 0i

Let's now find the eigenvectors.

We see that the eigenvalues and corresponding eigenvectors are

$$\lambda_{1} = 1 + 2i, \quad \mathbf{v}_{1} = \frac{1}{\sqrt{6}} \begin{bmatrix} i\\1\\2 \end{bmatrix} \approx \begin{bmatrix} 0.40825i\\0.40825\\0.81650 \end{bmatrix}$$
$$\lambda_{2} = 1 - 2i, \quad \mathbf{v}_{2} = \frac{1}{\sqrt{6}} \begin{bmatrix} -i\\1\\2 \end{bmatrix} \approx \begin{bmatrix} -0.40825i\\0.40825\\0.81650 \end{bmatrix}$$
$$\lambda_{3} = -1, \quad \mathbf{v}_{3} = \frac{1}{\sqrt{2}} \begin{bmatrix} 1\\0\\1 \end{bmatrix} \approx \begin{bmatrix} 0.70711\\0\\0.70711 \end{bmatrix}$$

Example 8. Find the three cube roots of -27.

Solution: We have to find the roots of

$$x^3 + 27 = 0.$$

This is equivalent to

$$x^3 + 0x^2 + 0x + 27 = 0.$$

The three roots are

$$-3, \quad \frac{3}{2} + \frac{3\sqrt{3}}{2}i \approx 1.5000 + 2.5981i, \quad \text{and} \quad \frac{3}{2} - \frac{3\sqrt{3}}{2}i \approx 1.5000 - 2.5981i.$$

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