

# CGN 2420

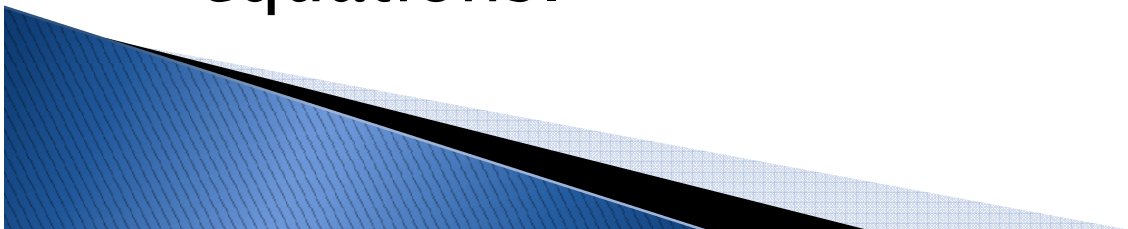
## Working with Matrices in Mathcad

Instructor: Professor Cora Martinez, PhD  
Department of Civil and Environmental Engineering  
Florida International University



# Objectives

- ▶ Know several ways to create a matrix and fill it with values.
- ▶ Be able to perform basic matrix operations using Mathcad.
- ▶ Be aware of Mathcad's built-in functions to manipulate matrices.
- ▶ Use linear algebra to solve systems of equations.

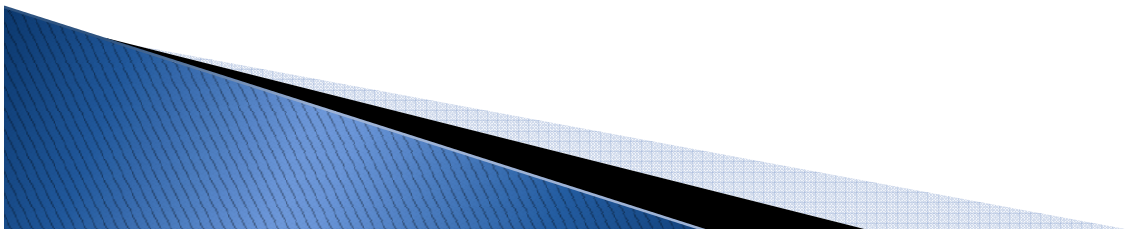


# Matrix

A matrix is a collection of numbers, called elements, that are related in some way.

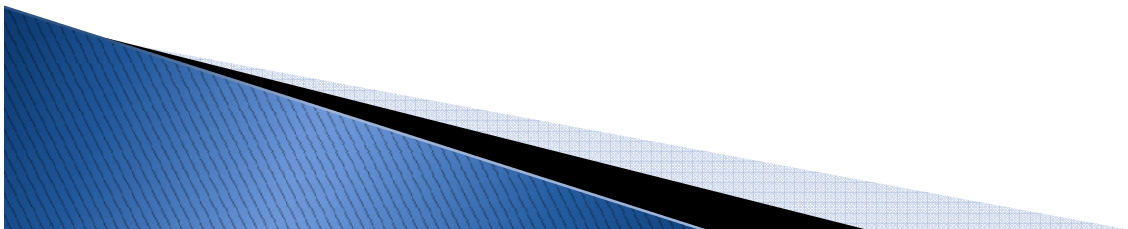
Definitions used in Mathcad's help files:

- Array argument (A): either a matrix or a vector.
- Matrix argument (M): an array with two or more rows or columns.
- Vector argument (v): an array containing a single row or column.



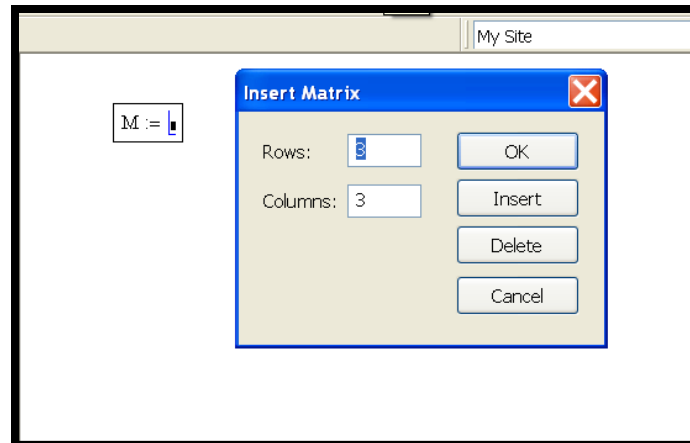
# Defining a Matrix

- ▶ There are several ways to initialize a matrix in Mathcad:
  - Type in the values from the keyboard.
  - Read the values from a file.
  - Use an input table to fill the matrix.
  - Compute the values by using a function or a range variable.
  - Copy and paste values from another Windows program.



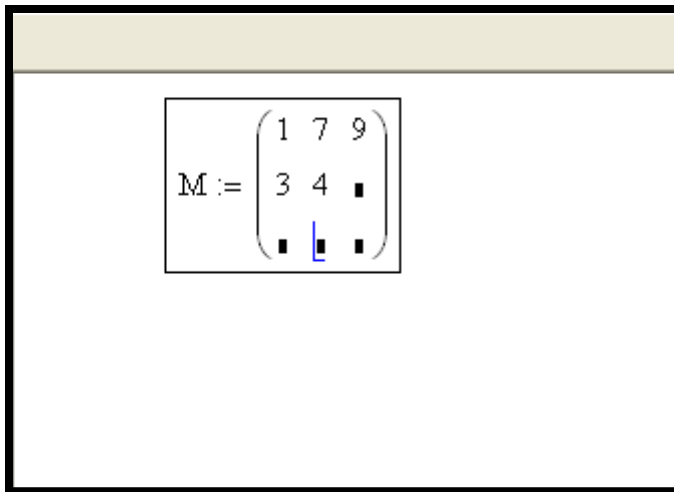
# Defining a Matrix

- ▶ Step 1: Create the empty arrange
  - Begin by choosing a variable name and using the assignment operator ( $:=$ ).
  - Then open the Insert Matrix Dialog.
  - Tell Mathcad how many rows and columns the matrix should contain.



# Defining a Matrix

- ▶ Step 2: Fill the placeholders to assign a value to each matrix element.

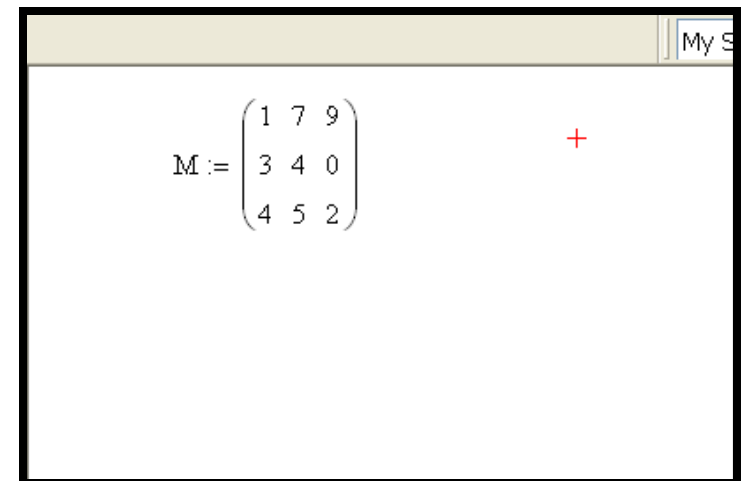


A window with a light beige header bar. Inside, a matrix  $M$  is defined as:

$$M := \begin{pmatrix} 1 & 7 & 9 \\ 3 & 4 & \blacksquare \\ \blacksquare & \blacksquare & \blacksquare \end{pmatrix}$$

The placeholders are represented by small black squares. A blue cursor is positioned over the bottom-middle placeholder.





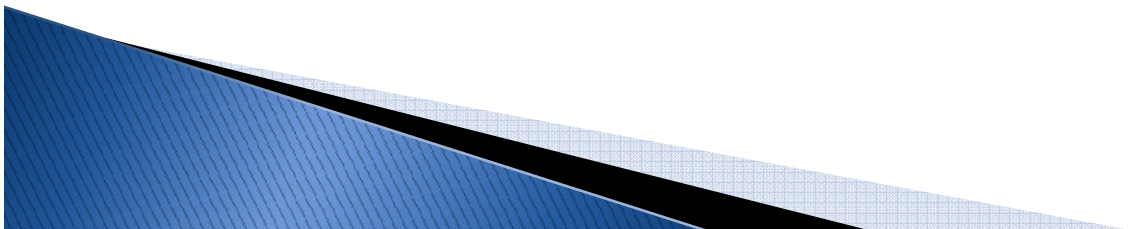
A window with a light beige header bar. Inside, the matrix  $M$  is defined with values filled in:

$$M := \begin{pmatrix} 1 & 7 & 9 \\ 3 & 4 & 0 \\ 4 & 5 & 2 \end{pmatrix}$$

A red plus sign is visible to the right of the matrix. The window title bar on the right shows "My S".

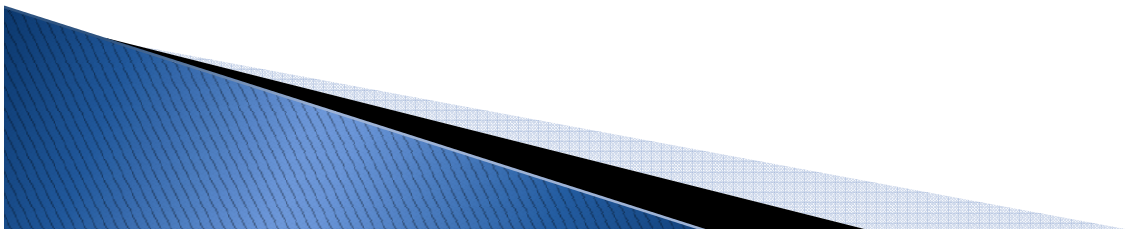
# Modifying Matrices

- ▶ Use the Insert Matrix Dialog to insert a row and/or a column into an existing array.
- ▶ Use the Insert Matrix Dialog to delete a row and/or a column of an existing array
- ▶ To join two arrays together side to side, use the `augment()` function.




# Modifying Matrices (Cont)

- ▶ To put one array on top of the another use the `stack()` function.
- ▶ Portions of an array can be selected by:
  - *Column operator*, `< >` to grab a single column from an array.
  - *Submatrix() function*, to grab a part of an array.





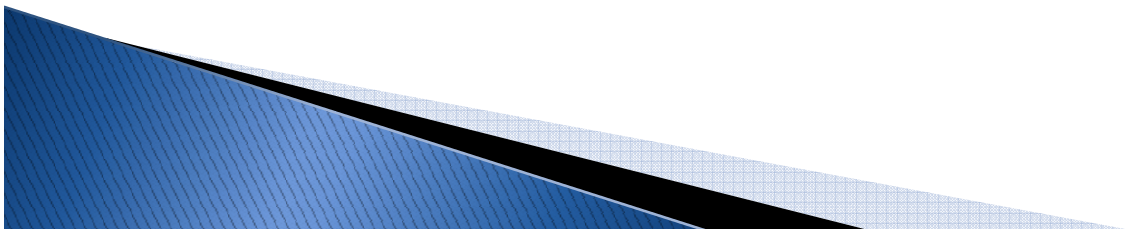
# Copying and Pasting Values from an Spreadsheet

- ▶ Define an array in Mathcad.
  - ▶ In the spreadsheet, select and copy the values.
  - ▶ In Mathcad, click the placeholder on the right side of the assignment operator in the new matrix definition.
  - ▶ Paste the values by using the menu options Edit/Paste, or keyboard shortcut [Ctrl+V].
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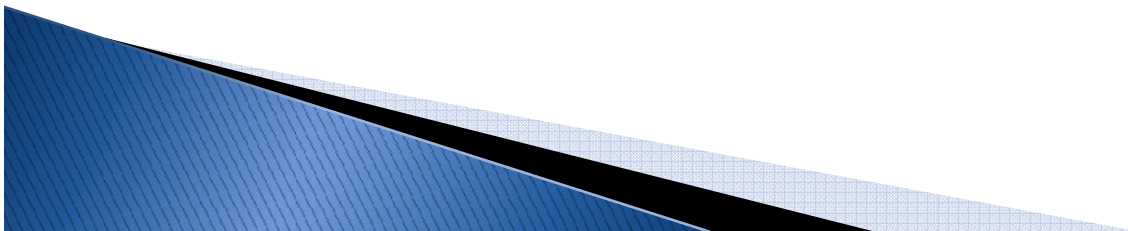
# Reading Data from Text Files

Data can be read directly into an array definition by using the `READPRN()` function.

- ▶ The `READPRN(path)` function takes the path name of the file.
- ▶ The text file can be tab-delimited or comma-delimited.



# Matrix Properties



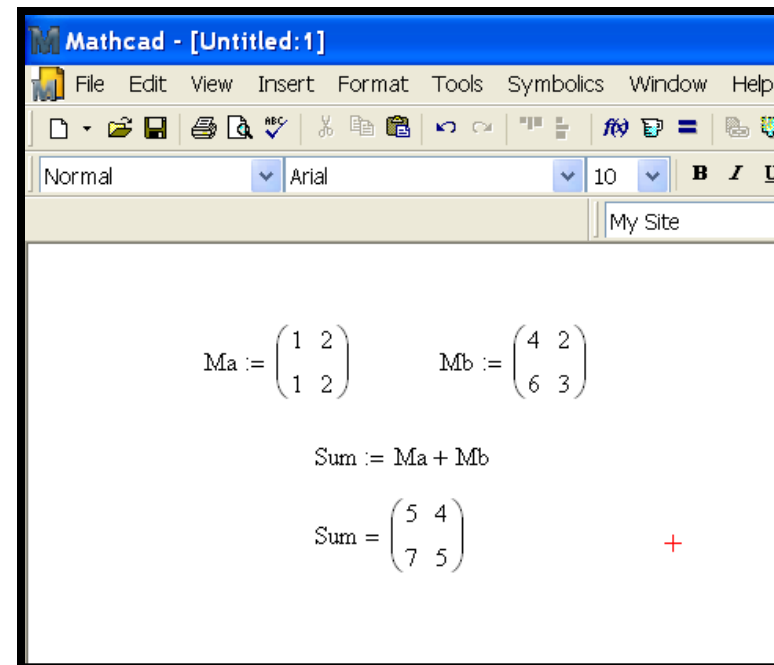
# Matrix Addition or Subtration

- ▶ Requirement:

The arrays to be added must be the same size.

- ▶ Procedure:

Each element of the first array is added (or subtracted from) the same element of the second array.



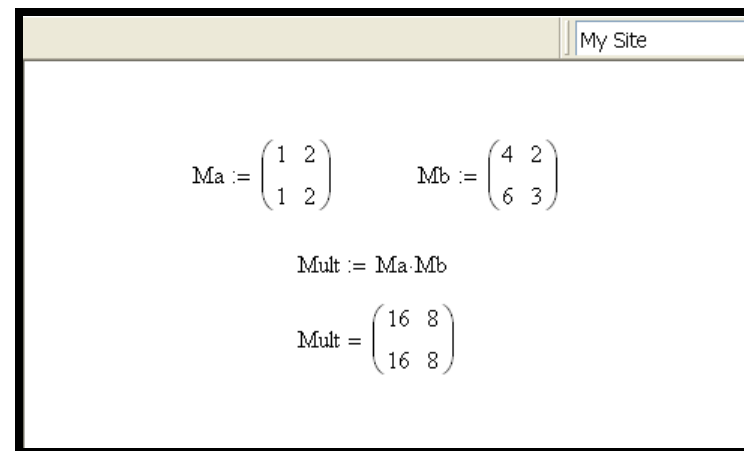
# Matrix Multiplication

- ▶ **Requirement:**

The inside dimensions of the arrays to be multiplied must be equal.

- ▶ **Procedure:**

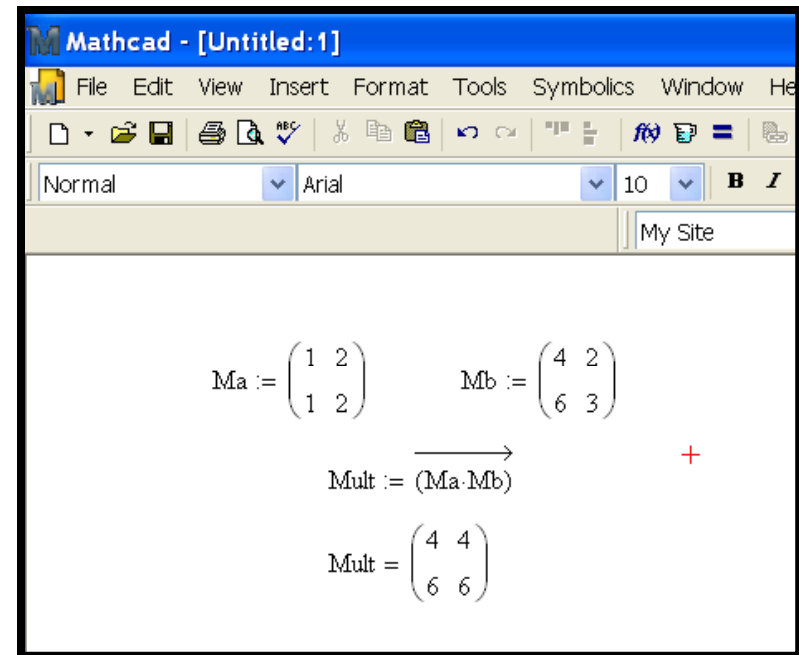
Working across the columns of the first array and down the rows of the second array, add the product of each pair of elements.



```
Ma :=  $\begin{pmatrix} 1 & 2 \\ 1 & 2 \end{pmatrix}$       Mb :=  $\begin{pmatrix} 4 & 2 \\ 6 & 3 \end{pmatrix}$   
  
Mult := Ma.Mb  
  
Mult =  $\begin{pmatrix} 16 & 8 \\ 16 & 8 \end{pmatrix}$ 
```

# Element-by-Element Multiplication

- ▶ **Requirement:**  
The arrays must be the same size.
- ▶ **Procedure:**  
Multiply each individual element of the first matrix by the corresponding element of the second matrix.



The screenshot shows the Mathcad interface with the following content:

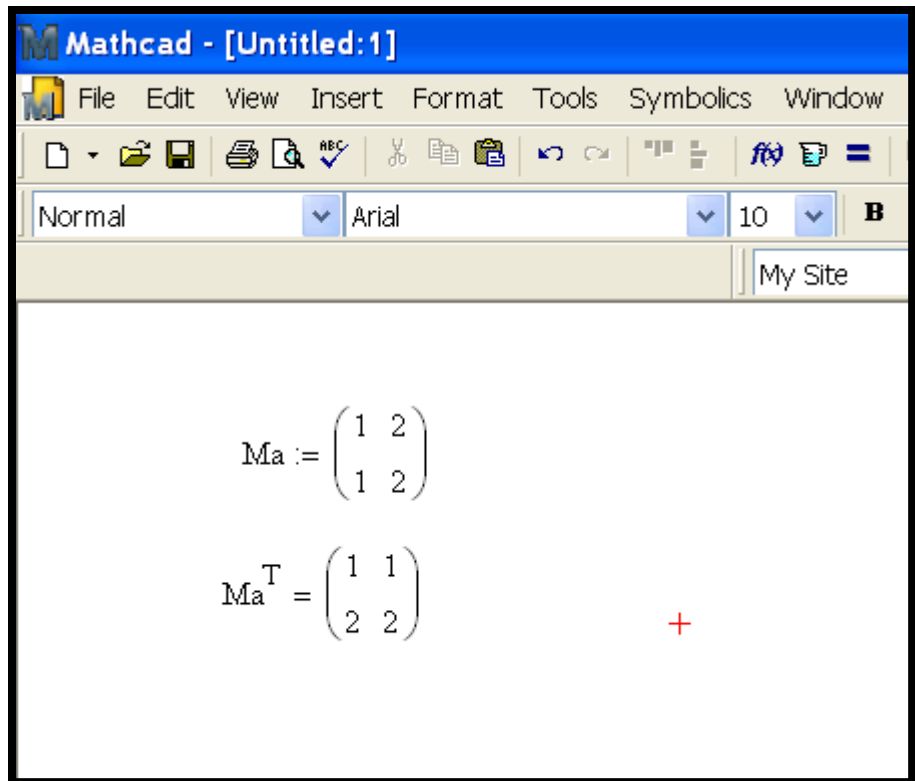
$$Ma := \begin{pmatrix} 1 & 2 \\ 1 & 2 \end{pmatrix} \quad Mb := \begin{pmatrix} 4 & 2 \\ 6 & 3 \end{pmatrix}$$
$$Mult := \overrightarrow{(Ma \cdot Mb)} \quad +$$
$$Mult = \begin{pmatrix} 4 & 4 \\ 6 & 6 \end{pmatrix}$$

# Transposing a Matrix

- ▶ Requirement:  
Any array can be transposed.

- ▶ Procedure:  
Interchange row and column element.

The transpose operator is available on the matrix tool bar or [Ctrl+1].



The screenshot shows the Mathcad interface with a menu bar (File, Edit, View, Insert, Format, Tools, Symbolics, Window) and a toolbar. The main workspace contains the following mathematical expressions:

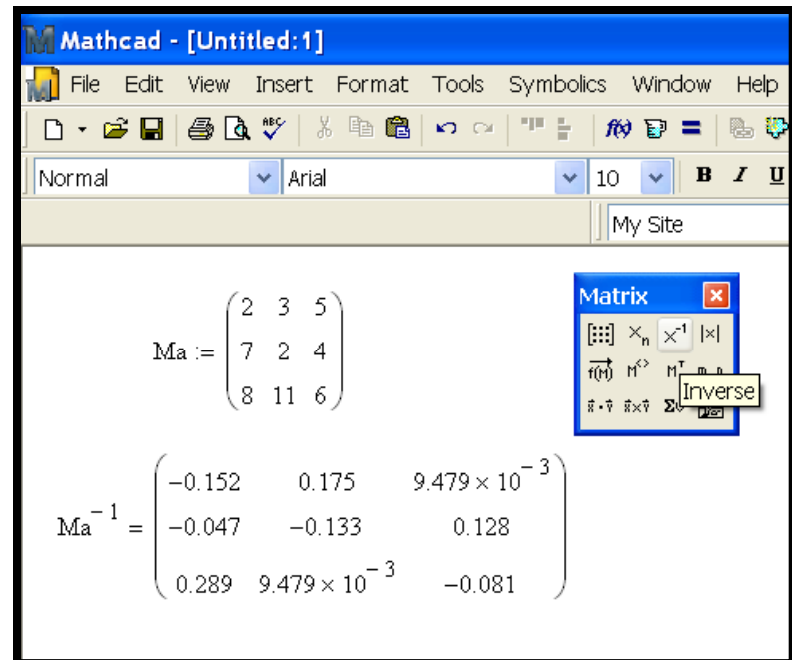
$$Ma := \begin{pmatrix} 1 & 2 \\ 1 & 2 \end{pmatrix}$$
$$Ma^T = \begin{pmatrix} 1 & 1 \\ 2 & 2 \end{pmatrix} \quad +$$

# Inverting a Matrix

- ▶ Requirement:  
Only square and non-singular ( $\text{Det} \neq 0$ ) matrices can be inverted.

- ▶ Procedure:  
Quite involved!  
See textbook pg. 118

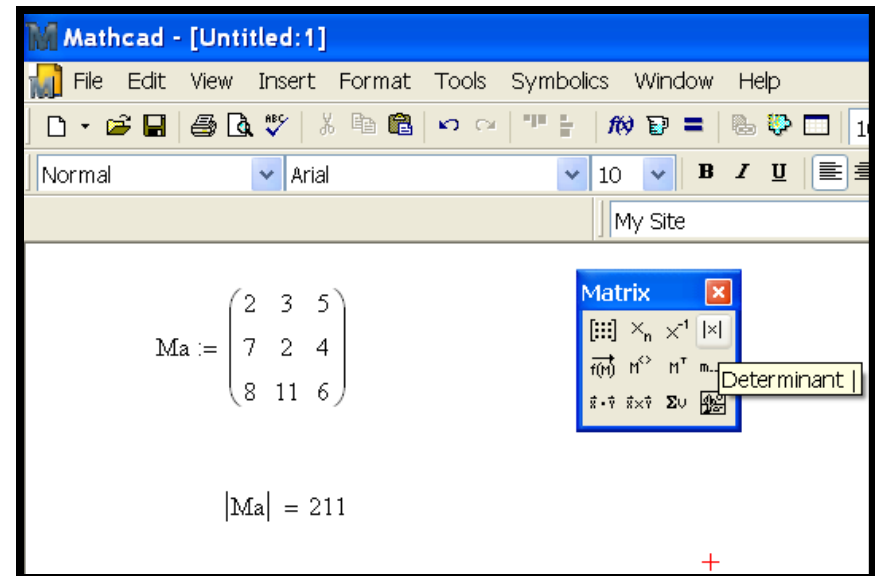
The inverse operator is available on the matrix tool bar.





# Determinant of a Matrix

- ▶ **Requirement:**  
Matrix must be square.
- ▶ **Procedure:**  
The determinant operator is available on the matrix tool bar.



# Solving Systems of Linear Algebraic Equations (LAE)

- ▶ Requirements:

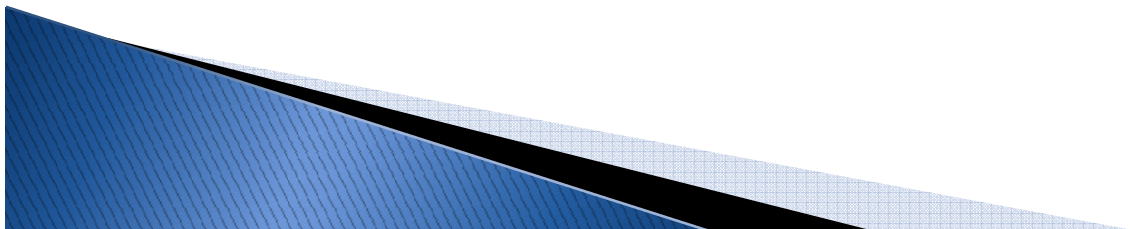
A non homogeneous system of linear equations has a unique solution if the determinant of the system's matrix is nonzero (i.e., the matrix is nonsingular).

$$8x_1 + 4x_2 - 3x_3 = 14$$

$$6x_1 + 2x_2 - 4x_3 = -4$$

$$4x_1 - 3x_2 + 6x_3 = 32$$

$$C.X = b$$



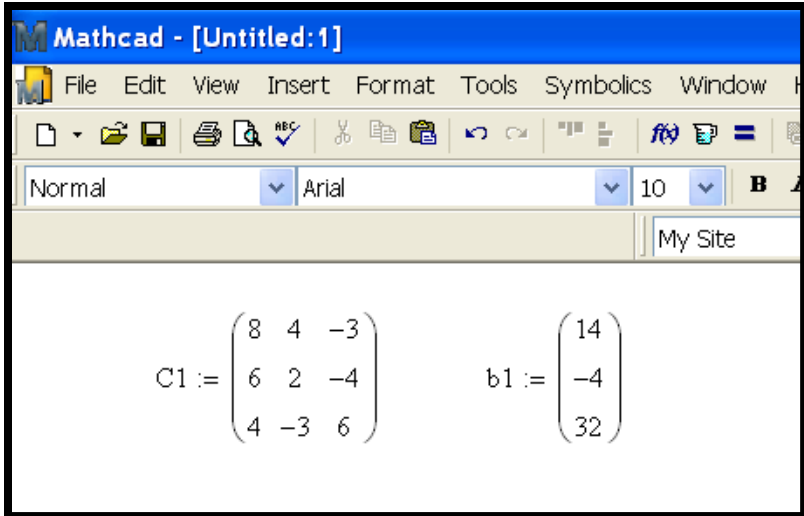
# Steps to Solve LAE

- ▶ **Step 1:**  
Write the set of equations in proper matrix form.

$$8x_1 + 4x_2 - 3x_3 = 14$$

$$6x_1 + 2x_2 - 4x_3 = -4$$

$$4x_1 - 3x_2 + 6x_3 = 32$$



The screenshot shows the Mathcad interface with the following content:

Mathcad - [Untitled:1]

File Edit View Insert Format Tools Symbolics Window

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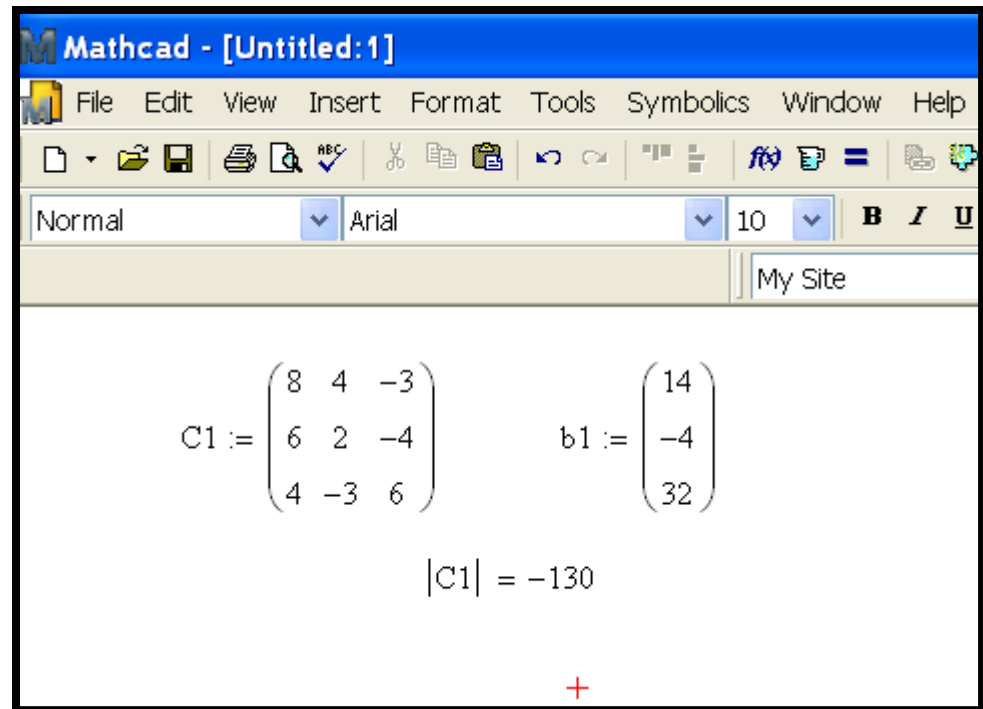
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$$C1 := \begin{pmatrix} 8 & 4 & -3 \\ 6 & 2 & -4 \\ 4 & -3 & 6 \end{pmatrix} \quad b1 := \begin{pmatrix} 14 \\ -4 \\ 32 \end{pmatrix}$$

# Steps to Solve LAE

- ▶ Step 2:  
Calculate the determinant of the coefficient to see if a solution exists.

If the determinant of the coefficient matrix is zero, there is no solution to the set of equations.



The screenshot shows the Mathcad interface with the following content:

$$C1 := \begin{pmatrix} 8 & 4 & -3 \\ 6 & 2 & -4 \\ 4 & -3 & 6 \end{pmatrix} \quad b1 := \begin{pmatrix} 14 \\ -4 \\ 32 \end{pmatrix}$$
$$|C1| = -130$$

A red plus sign is visible at the bottom right of the Mathcad window.

# Steps to Solve LAE

- ▶ **Step 3:**  
Determine the element values of the unknown vector by inverting the coefficient matrix and multiplying the result with the right-hand-side vector as:

$$x := C^{-1} * r$$

Mathcad - [Untitled:1]

File Edit View Insert Format Tools Symbolics Window Help

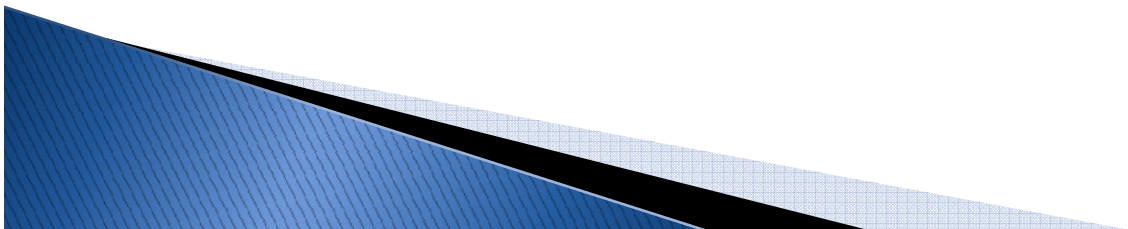
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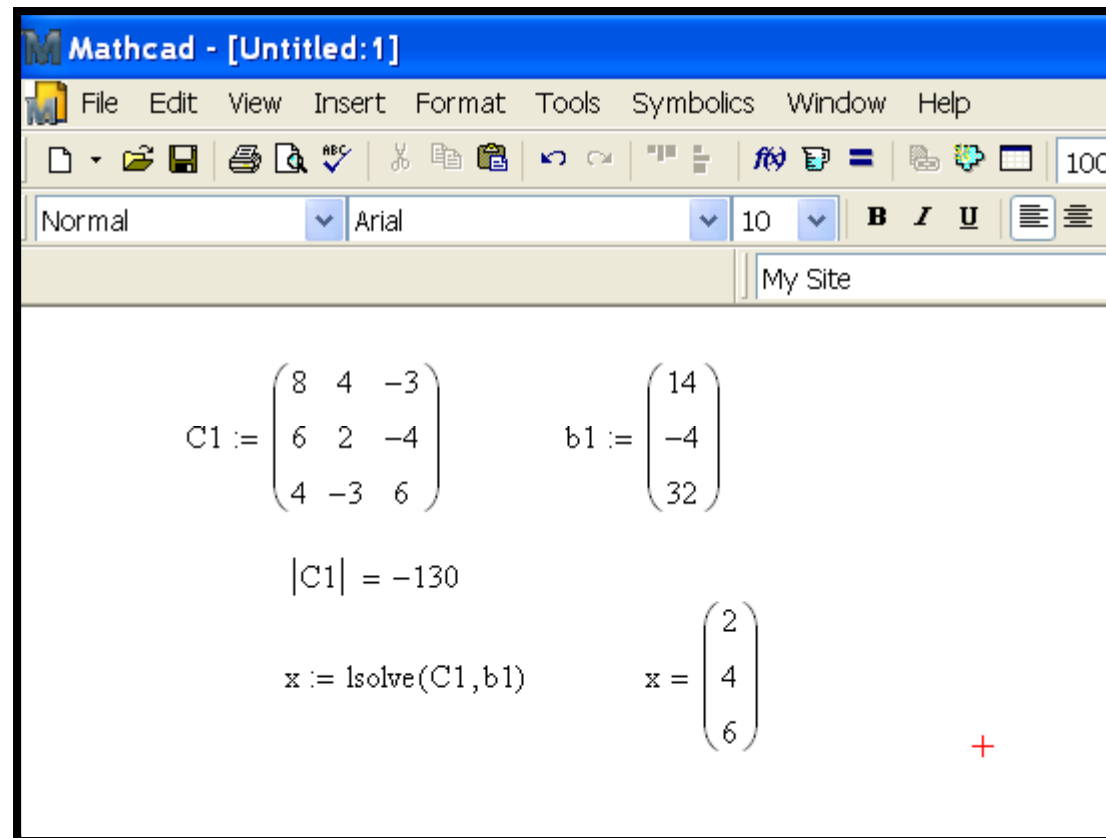
$$C1 := \begin{pmatrix} 8 & 4 & -3 \\ 6 & 2 & -4 \\ 4 & -3 & 6 \end{pmatrix} \quad b1 := \begin{pmatrix} 14 \\ -4 \\ 32 \end{pmatrix}$$
$$|C1| = -130$$
$$x := C1^{-1} * b1$$
$$x = \begin{pmatrix} 2 \\ 4 \\ 6 \end{pmatrix}$$

# Using `Isolve()` to solve LAEs

- ▶ Other option to calculate LAE in Mathcad is using the function “`Isolve()`”
- ▶ “`Isolve()`” receives the coefficient matrix and right-hand-side vector as argument, and returns the solution vector,  $x$ .



# Using Isolve() to solve LAEs



The screenshot shows the Mathcad interface with the following content:

Mathcad - [Untitled: 1]

File Edit View Insert Format Tools Symbolics Window Help

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$$C1 := \begin{pmatrix} 8 & 4 & -3 \\ 6 & 2 & -4 \\ 4 & -3 & 6 \end{pmatrix} \quad b1 := \begin{pmatrix} 14 \\ -4 \\ 32 \end{pmatrix}$$
$$|C1| = -130$$
$$x := \text{Isolve}(C1, b1) \quad x = \begin{pmatrix} 2 \\ 4 \\ 6 \end{pmatrix}$$

A red plus sign is visible at the bottom right of the Mathcad window.

# Other Array Functions

max (A) ... Maximum value in an array

min (A) ... Minimum value in an array

cols (A) ... number of columns in array A

rows (A) ... number of rows in array A

last (V) ... returns the index number of last element in vector V.

sort (V) ... arranges elements of the vector in ascending order.

reverse (v) ...reverses the order of elements in a vector.

csort (A,n) ... sort array A so elements in column n are in ascending order.

rsort (A,n) ... sort array A so elements in row n are in ascending order.

ORIGIN:=1 must be used to initialize arrays index in 1.

