

Part A Simulation and Statistical programming HT15

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Lecture 12: reference slides for matrices in R

R commands for matrices and vectors

Here are some slides of R commands for matrices and vectors.
Please refer back to them in the practical as needed.

Vectors and Matrices in R

Matrices can be constructed using the functions `matrix()`, `cbind()` or `rbind()`.

```
matrix(data, nrow, ncol)
# data is a vector of nrow*ncol values
```

```
cbind(d1, d2, ..., dm)
# d1, ..., dm are vectors (columns)
```

```
rbind(r1, r2, ..., rn)
# r1, ..., rn are vectors (rows)
```

Accessing elements

If X is a matrix we can access the element in the i th row and j th column using $X[i,j]$

We can access the i th row using $X[i,]$, and the j th column using $X[:,j]$.

These commands result in an answer that is a vector with no dimension information kept. If we want to maintain the result as a row or column vector we use the option `drop = FALSE` i.e. $X[i, ,drop = FALSE]$ and $X[:,j,drop = FALSE]$

If we want to find which elements satisfy a certain property we can use the `which()` command.

```
which(X >= 0, arr.ind = TRUE)
```

Matrix properties

There are a few useful functions that return basic properties of matrices

<code>dim()</code>	returns the number of rows and columns
<code>det()</code>	returns the determinant of a square matrix
<code>diag()</code>	returns the diagonal entries of a matrix OR turns a vectors into a diagonal matrix. <code>sum(diag())</code> can be used to calculate the trace.
<code>t()</code>	returns the transpose of a matrix
<code>upper.tri()</code>	returns a matrix of logical elements with TRUE for the upper triangular elements.
<code>lower.tri()</code>	returns a matrix of logical elements with TRUE for the lower triangular elements.
<code>eigen()</code>	Computes eigenvalues and eigenvectors of real or complex matrices.

Matrix arithmetic

<code>X + Y</code>	element-wise addition (matrices must conform)
<code>X + 2</code>	addition of 2 to each element of X
<code>X * Y</code>	element-wise multiplication (matrices must conform)
<code>X * 2</code>	multiplication of each element of X by 2
<code>X %*% Y</code>	matrix multiplication (matrices must conform)
<code>crossprod(Y, X)</code>	calculates $Y^T X$ efficiently
<code>crossprod(Y)</code>	calculates $Y^T Y$
<code>solve(X)</code>	returns the inverse of a square matrix.
<code>solve(X, b)</code>	Solves a system of linear equations $X\theta = b$
<code>backsolve(A, b)</code>	Solves a system of linear equations $A\theta = b$ where the coefficient matrix A is upper or lower triangular.