

## Matlab commands for the virtual fields method training session

### Create a (2 by 2) matrix A:

A(1,1)=1;

A(1,2)=2;

A(2,1)=3;

A(2,2)=4;

will give you:  $A = \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix}$

### Sum of the terms of matrix A:

sum(A)

will produce the following line vector (4,6)

sum(sum(A)) will produce 10 (sum of all terms).

If the matrix contains NaNs:

sum(A(find(~isnan(A))))

will provide the sum of the non NaN values.

### Average of the terms of matrix A:

mean(A)

will produce the following line vector (2,3)

mean(mean(A)) will produce 2.5.

If the matrix contains NaNs:

mean(A(find(~isnan(A))))

will provide the average of the non NaN values.

### Inverse and determinant of matrix A:

inv(A)

det(A)

### Creation of a matrix of coordinates:

Let x vary between  $x_1$  and  $x_2$  with a pitch of  $p_x$  and y between  $y_1$  and  $y_2$  with a pitch of  $p_y$

The first step is two create two vectors of the coordinates of the centres of the elements:

$X = x_1 + p_x/2 : p_x : x_2 - p_x/2$

$Y = y_1 + p_y/2 : p_y : y_2 - p_y/2$

Then, a matrix of coordinates is obtained using:

$[X, Y] = \text{meshgrid}(X, Y)$

### Matrix manipulation

B = flipud(A) returns A with rows flipped in the up-down direction, that is, about a horizontal axis

B = fliplr(A) returns A with columns flipped in the left-right direction, that is, about a vertical axis.

### Multiply matrices element by element:

A.\*A. will give you:

will give you:  $A = \begin{bmatrix} 1 & 4 \\ 9 & 16 \end{bmatrix}$

### **Miscellaneous**

$[m,n] = \text{size}(X)$  gives the size of the array