

Matrix Introduction A matrix 'A' of size  $m \times n$  is a rectangular table (array) of numbers  $m_{ij}$ ,  $i = 1, 2, \dots, m$  and  $j = 1, 2, \dots, n$ , arranged in  $m$  rows and  $n$  columns.

### Order of Matrix

$$A = \begin{bmatrix} 5 & 8 & 7 & 2 & 5 \\ 9 & 2 & 3 & 1 & 0 \\ 7 & 2 & 0 & -6 & 4 \\ 4 & -7 & 9 & 5 & 3 \end{bmatrix}$$

↑            ↑            ↑            ↑            ↑

5 columns

$\left. \begin{array}{l} \leftarrow \\ \leftarrow \\ \leftarrow \\ \leftarrow \end{array} \right\} 4 \text{ rows}$

$\boxed{A_{4 \times 5}}$

### Terminology

- It can be represented as  $A = [a_{ij}]_{m \times n}$ , or more simply  $A = (a_{ij})$
- The element  $a_{ij}$  at the intersection of row  $i$  and column  $j$  is called the  $(i, j)$ th element (or entry) of  $A$
- If the number of rows <sup>or</sup> columns is 1 we sometimes refer to the matrix as a vector

## Applications

A digital image is basically a matrix to begin with: the rows and columns of the matrix correspond to rows and columns of pixels, and the numerical entries correspond to the pixels' color values.

Decoding digital video requires matrix multiplication.

MIT researchers were able to build one of the first chips to implement the new high-efficiency video coding standard for ultrahigh-definition TVs, in part because of patterns they discerned in the matrices.

A digital audio signal is basically a sequence of numbers, representing the variation over time of the air pressure of an acoustic audio signal.

Many techniques for filtering or compressing digital audio signals, such as the Fourier transform, rely on matrix multiplication.