

## LESSON 2: Array and Matrix

Here is the standard latex syntax for an array:

```
\begin{array}[pos]{preamble} row-list \end{array}
```

The optional arguments [pos] can be **c**, **t**, **b** and it is almost never used. The {preamble} determines whether columns are *centered*, *c*, *left-justified*, *l* or *right-justified*, *r*.

In order to put some kind of border around an array you must use the `\left` and `\right` commands.

$$A = \begin{bmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ a_{31} & a_{32} & a_{33} \end{bmatrix}$$

Many types of borders are available:

$$A = \begin{pmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{pmatrix}, \quad f(x) = \begin{cases} -1, & x < 0 \\ 1, & x \geq 0 \end{cases}$$

Personally I prefer to use the AMSMATH package and the matrix command:

1. `\begin{matrix} row-list \end{matrix}`:  $\begin{matrix} 1 & 2 \\ 3 & 4 \end{matrix}$
2. `\begin{bmatrix} row-list \end{bmatrix}`:  $\begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix}$
3. `\begin{pmatrix} row-list \end{pmatrix}`:  $\begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix}$
4. `\begin{vmatrix} row-list \end{vmatrix}`:  $\begin{vmatrix} 1 & 2 \\ 3 & 4 \end{vmatrix}$
5. `\begin{Vmatrix} row-list \end{Vmatrix}`:  $\begin{Vmatrix} 1 & 2 \\ 3 & 4 \end{Vmatrix}$

Note that any mathematical expressions can be the entries

$$\begin{bmatrix} \int_0^1 e^x \cos(x) dx & (x^2 + 1) & \cdots & \frac{d}{dx} \sin^2(x) \\ a_1^2 & \sqrt[4]{x^2 + 2} & \cdots & 1 \\ \vdots & \ddots & \ddots & 0 \\ 1 & 2 & \cdots & 4 \end{bmatrix}$$

**PROBLEM:** Write a correct L<sup>A</sup>T<sub>E</sub>X syntax to build a Vandermode matrix with a square brackets for borders and with first row  $1, 1, 1, \dots, 1$ , second row  $x_1, x_2, x_3, \dots, x_n$  and third row  $x_1^2, x_2^2, x_3^2, \dots, x_n^2$ , a row with vertical and diagonal dots and finally a fourth row with  $x_1^{n-1}, x_2^{n-1}, x_3^{n-1}, \dots, x_n^{n-1}$ .