

## EE257/GP 258 Extra Handout Eigen

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If you want to use C++ for lab2, you might use a library called Eigen for this homework.

### Basic Eigen - installing

Download eigen: [http://eigen.tuxfamily.org/index.php?title=Main\\_Page](http://eigen.tuxfamily.org/index.php?title=Main_Page)

```
tar xvfj eigen-eigen-5097c01bcdc4.tar.bz2
cd eigen-eigen-5097c01bcdc4
mkdir build_dir
cd build_dir
cmake -DCMAKE_INSTALL_PREFIX=/path/to/install .. (Please change the red part to any
directory that you want to install Eigen)
make install
```

Note, if cmake is not installed on your system, you can get binary versions of cmake at

<http://www.cmake.org/cmake/resources/software.html>

### Compile C++ code that uses Eigen

```
g++ -I/path/to/eigen/dir/include/eigen3 filename.cpp
```

(Please change the red part to any directory that you installed Eigen)

### Example - Solving a system and using vectors/matrices

```
#include <Eigen/LU>
#include <Eigen/Dense>
#include <iostream>
using namespace Eigen;

int main()
{
    MatrixXd A = MatrixXd::Random(4,4);
    VectorXd b = VectorXd::Random(4);
    VectorXd x;
    x = A.lu().solve(b);
}
```

```
std::cout << "A=" << A << std::endl << std::endl;
std::cout << "x=" << x << std::endl << std::endl;
std::cout << "b=" << b << std::endl << std::endl;

}
```

### Example - Inverse

```
#include <Eigen/LU>
#include <Eigen/Dense>
#include <iostream>
using namespace Eigen;

int main()
{
    MatrixXd A = MatrixXd::Random(4,4);
    MatrixXd Ainv;
    Ainv = A.lu().inverse();

    std::cout << "A=" << A << std::endl << std::endl;
    std::cout << "Ainv=" << Ainv << std::endl << std::endl;

}
```

### More examples

Please check the documentation at

[http://eigen.tuxfamily.org/index.php?title=Main\\_Page](http://eigen.tuxfamily.org/index.php?title=Main_Page)