

A Hilbert matrix is defined as:

$$a_{ij} = \frac{1}{i+j-1}$$

where $i = 1, 2, 3, \dots, m$
and $j = 1, 2, 3, \dots, n$

Example:

$$H_{2 \times 2} = \begin{pmatrix} 1 & \frac{1}{2} \\ \frac{1}{2} & \frac{1}{3} \end{pmatrix}$$

In this post I have written a code that generates Hilbert matrices using C language.

CODE:

```

/*****
****HILBERT MATRIX GENERATOR****
*****/
#include<stdio.h>
/*****
Function that generates a Hilbert matrix
Parameters:
no. of rows: m,
no. of coulms: n,
a matrix of size mxn that would store the Hilbert matrix
*****/
void Hilbert(int m, int n, double H[m][n]){
    int i,j;
    for(i=0;i<m;i++){
        for(j=0;j<n;j++){
            H[i][j]=(double)1.0/((i+1)+(j+1)-1.0);
        }
    }
}
/*****
Function that prints the elements of a matrix row-wise
Parameters: rows(m),columns(n),matrix[m][n]
*****/
void printMatrix(int m, int n, double matrix[m][n]){
    int i,j;
    for(i=0;i<m;i++){
        for(j=0;j<n;j++){
            printf("%lf\t",matrix[i][j]);
        }
        printf("\n");
    }
}
int main(){
    int m,n,i,j;
    printf("Enter the size of the Hilbert matrix you want to generate:\nNo. of rows
(m): ");
    scanf("%d",&m);
    printf("\nNo. of columns (n): ");
    scanf("%d",&n);
    double H[m][n];
    Hilbert(m,n,H);
    printf("\nThe reequired Hilbert matrix is:\n");
    printMatrix(m,n,H);
}

```

OUTPUT:

```

Enter the size of the Hilbert matrix you want to generate:
No. of rows (m): 3

No. of columns (n): 5

The reequired Hilbert matrix is:
1.000000    0.500000    0.333333    0.250000    0.200000
0.500000    0.333333    0.250000    0.200000    0.166667
0.333333    0.250000    0.200000    0.166667    0.142857

```

```

Enter the size of the Hilbert matrix you want to generate:
No. of rows (m): 5

No. of columns (n): 5

The reequired Hilbert matrix is:
1.000000    0.500000    0.333333    0.250000    0.200000
0.500000    0.333333    0.250000    0.200000    0.166667
0.333333    0.250000    0.200000    0.166667    0.142857
0.250000    0.200000    0.166667    0.142857    0.125000
0.200000    0.166667    0.142857    0.125000    0.111111

```

Android Apps:

I've also created a few Android apps that perform various matrix operations and can come in handy to those taking a course on Numerical Methods.

Download: <https://play.google.com/store/apps/details?id=com.bragitoff.numericalmethods>

Download: <https://play.google.com/store/apps/details?id=com.bragitoff.matrixcalculator>

References and resources:

https://en.wikipedia.org/wiki/Hilbert_matrix

<http://mathworld.wolfram.com/HilbertMatrix.html>

<http://reference.wolfram.com/language/ref/HilbertMatrix.html>



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I'm a physicist specializing in computational material science with a PhD in Physics from Friedrich-Schiller University Jena, Germany. I write efficient codes for simulating light-matter interactions at atomic scales. I like to develop Physics, DFT, and Machine Learning related apps and software from time to time. Can code in most of the popular languages. I like to share my knowledge in Physics and applications using this Blog and a YouTube channel.

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