Chapter 9

FURTHER READING

Matrix theory has many applications to science, mathematics, economics and engineering. Some of these applications can be found in the books [2, 3, 4, 5, 11, 13, 16, 20, 26, 28].

For the numerical side of matrix theory, [6] is recommended. Its bibliography is also useful as a source of further references.

For applications to:

1. Graph theory, see [7, 13];
2. Coding theory, see [8, 15];
3. Game theory, see [13];
4. Statistics, see [9];
5. Economics, see [10];
6. Biological systems, see [12];
7. Markov non–negative matrices, see [11, 13, 14, 17];
8. The general equation of the second degree in three variables, see [18];
9. Affine and projective geometry, see [19, 21, 22];
10. Computer graphics, see [23, 24].

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