Thanks once again for the suggestion. I guess the following thing should work.

Trapezoidal rule can be written as

0.5*[(x2-x1)f(x1) + (x3-x1)*f(x2) + (x4-x2)*f(x3) +...].

Here f(x)=knownfunction*unknownfunction.

The above expression is a ## multiplication of two vectors hence is respresentable as a expression you mentioned in your message (i.e knownVector = knownMatrix ## unknownVector) -GlanPlon