ENSC 180 - Assignment 5

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1.
Script
A=input('Enter a 3x3 matrix\n');
[rows,cols]=size(A);
if rows~=3 || cols~=3
       error('The size of matrix is not 3x3');
a = -1:
b=A(1,1)+A(2,2)+A(3,3);
c=A(1,3)*A(3,1)+A(2,3)*A(3,2)+A(1,2)*A(2,1)-A(1,1)*A(3,3)-A(1,1)*A(2,2)-A(2,2)*A(3,3);
d=A(1,1)^*A(2,2)^*A(3,3)+A(1,2)^*A(2,3)^*A(3,1)+A(1,3)^*A(2,1)^*A(3,2)-A(1,3)^*A(2,2)^*A(3,1)-A(1,3)^*A(2,2)^*A(3,3)+A(1,2)^*A(2,3)^*A(3,3)+A(1,3)^*A(2,3)^*A(3,3)+A(3,3)^*A(3,3)+A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(3,3)^*A(
A(1,1)*A(2,3)*A(3,2)-A(1,2)*A(2,1)*A(3,3);
P=[a b c d];
eigVal=roots(P);
disp('eigenvalues'); disp(eigVal');
eigVec=zeros(3);
a=A(1,1);e=A(2,2);b=A(1,2);c=A(1,3);f=A(2,3);
for j=1:3
     l=eigVal(j);
     C=[a-l,b;b,e-l];
     B=[-c;-f];
     eigVec(:,j)=[C\B;1];
end
disp('eigenvectors'); disp(eigVec);
Output using A=[4 3 1;3 7 -1; 1 -1 9]
Enter a 3x3 matrix
[4 3 1;3 7 -1; 1 -1 9]
eigenvalues
       9.4399 8.6808 1.8793
eigenvectors
      -0.1311 1.1647 -4.3670
     -0.5710 1.4840 2.7537
       1.0000 1.0000 1.0000
%Comparing to the result of [V,D]=eig(A)
V =
      -0.8304 0.5455 -0.1131
       0.1902 0.4684 0.8628
```

```
D =
  1.8793 0
    0 8.6808
    0
         0 9.4399
%Eigenvalues obtained using built-in function eigenvalues are exactly the same.
%Eigenvectors are not normalized with eig(A), but they are the same if normalized.
2.
(a)
Script
                   ------
A=[4 3 1;3 7 -1;1 -1 9];
M=[1 0 0;0 2 0;0 0 3];
svms w2
determinant=det(A-w2*M);
coefficient=double(flipIr(coeffs(determinant)));
eigVal=sqrt(roots(coefficient));
eigVal=[eigVal;-(eigVal)]; %accounting the negative values
disp('eigenvalues'); disp(eigVal');
eigVec=zeros(3);
a=A(1,1);e=A(2,2);b=A(1,2);c=A(1,3);f=A(2,3);
for i=1:3 %use only the positive eigenvalues since +- makes no difference after getting squared
  w 2=eigVal(i)^2;
  C=[a-w_2,b;b,e-2*w_2];
  B=[-c;-f];
  eigVec(:,i)=[C\setminus B;1];
disp('eigenvectors'); disp(eigVec);
Output
eigenvalues
  2.4280 1.8099 1.1529 -2.4280 -1.8099 -1.1529
eigenvectors
 1.0000 1.0000 1.0000
(b)
Script
M=magic(6);
SumRows=sum(M,2)
SumCols=sum(M)
```

```
SumDiagonals=[trace(M),trace(flipIr(M))] %[M(1,1)toM(6,6) M(1,6)toM(6,1)]
Output
SumRows =
 111
 111
 111
 111
 111
 111
SumCols =
 111 111 111 111 111 111
SumDiagonal =
 111 111
%All the sums are equally 111
(c)
Script
A=magic(4);
B=[A \ 2^*A;A^2 \ A+2];
SumRows=sum(B,2)
SumCols=sum(B)
SumDiagonals=[trace(B),trace(flipIr(B))]
Output
SumRows =
     102
     102
     102
     102
    1198
    1198
    1198
    1198
SumCols =
    1190
             1190
                      1190
                                1190
                                         110
                                                  110
                                                           110
                                                                    110
```

SumDiagonals =

76 1224

%Each rows either adds up to 102 or 1198. Each Columns either adds up to 1190 or 110 Diagonal top right to bottom left adds up to 76 and top left to bottom right adds up to 1124

3. Script

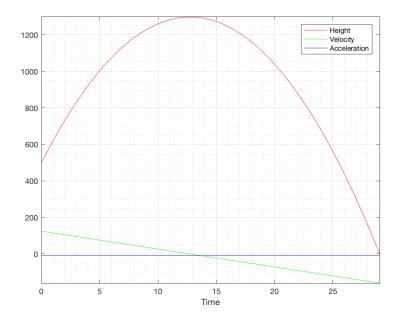
syms t positive %allow only positive numbers for time h=-4.9.*t.^2+125*t+500; v=-9.8*t+125; %1st derivative of h a=-9.8; %2nd derivative of h

land=double(solve(h,t)); %land: landing time fprintf('Landing time: %0.2fs\n',land);

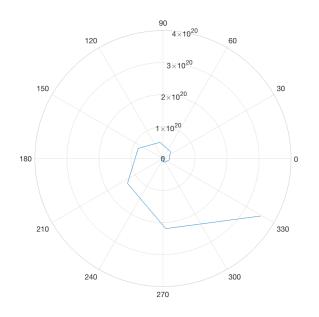
fplot(h,'r',[0,land])
hold on
fplot(v,'g',[0,land])
fplot(a,'b',[0,land])
hold off
legend('Height','Velocity','Acceleration')
xlabel('Time')
grid on
grid minor

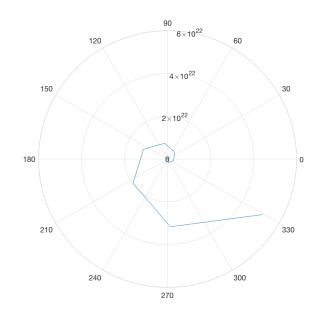
Output

Landing time: 29.03s

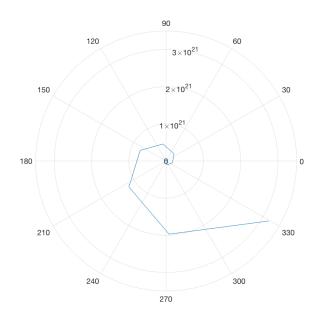


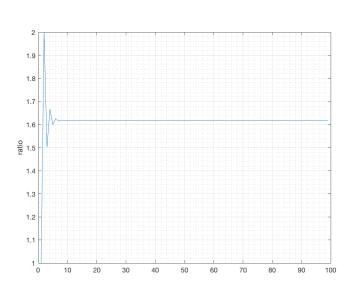
```
4.
Script
function fiboseq
%prompt
NUM1=input('enter the first number in the sequence\n');
NUM2=input('enter the second number in the sequence\n');
index=input('enter the total number of elements in the sequence\n');
if NUM2==0
  error('The second number cannot be 0');
elseif index<=3
  error('Please allow more than 3 numbers to be in the sequence');
end
f=zeros(1,index); %initialize sequence array
%assign the first two numbers
f(1)=NUM1:
f(2)=NUM2;
%calculate the sequence from the 3rd number
for i=3:index
  f(i)=f(i-1)+f(i-2);
end
x=1:index; %element number array
polarplot(x,f(x))
fprintf('Function paused\nPress any key to continue to ratios\n');
pause
g=zeros(1,index-1); %initialize ratio array
%calculate the ratio
for i=1:index-1
  g(i)=f(i+1)/f(i);
end
y=1:index-1; %element number array
plot(y,q)
grid on
grid minor
ylabel('ratio')
Output using [1 1 100], [0 234 100], [9 9 100]
Fourth graph shows the ratio of adjacent numbers
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[9 9 100]





Ratio

As the sequence grows, the ratio of adjacent numbers tends to reach about 1.618