Scilab Textbook Companion for Discrete Mathematics by S. Lipschutz, M. Lipson And V. H. Patil¹

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Book Description

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Scilab numbering policy used in this document and the relation to the above book.

Exa Example (Solved example)

Eqn Equation (Particular equation of the above book)

AP Appendix to Example(Scilab Code that is an Appednix to a particular Example of the above book)

For example, Exa 3.51 means solved example 3.51 of this book. Sec 2.3 means a scilab code whose theory is explained in Section 2.3 of the book.

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Chapter 1

Set Theory

Scilab code Exa 1.8 inclusion exclusion principle

```
1 disp ('To find: number of mathematics students taking
      atleast one of the languages French (F), German (G)
     and Russian (R)')
2 F=65; //number of students studying French
3 G=45; // number of students studying German
4 R=42; //number of students studying Russian
5 \text{ FandG=20};
             //number of students studying French and
     German
6 FandR=25;
              //number of students studying French and
     Russian
  GandR=15;
               //number of students studying German and
      Russian
  FandGandR=8; //number of students studying French,
     German and Russian
    //By inclusion - exclusion principle
    ForGorR=F+G+R-FandG-FandR-GandR+FandGandR;
11 disp(ForGorR, 'the number of students studying
      atleast one of the languages: ')
```

Scilab code Exa 1.9 Inclusion exclusion principle

```
1 disp('In a college, 120 mathematics students can opt
     for either French (F), German (G) or Russian (R)')
2 n=120; //total number of students
3 F=65; //number of students studying French
4 G=45; //number of students studying German
5 R=42; //number of students studying Russian
             //number of students studying French and
6 FandG=20:
     German
              //number of students studying French and
7 FandR=25;
     Russian
  GandR=15;
              //number of students studying German and
     Russian
9 FandGandR=8; //number of students studying French,
     German and Russian
10 disp('using inclusion-exclusion principle:')
11 ForGorR=F+G+R-FandG-FandR-GandR+FandGandR;
12 disp (ForGorR, 'number of students studying French or
     German or Russian')
13 FGnR=FandG-FandGandR;
14 disp(FGnR, 'number of students studying French and
     German but not Russian')
15 FRnG=FandR-FandGandR;
16 disp(FRnG, 'number of students studying French and
     Russian but not German')
17 GRnF=GandR-FandGandR;
18 disp (GRnF, 'number of students studying German and
     Russian but not French')
19 OF=F-FGnR-FandGandR-FRnG;
20 disp(OF, 'number of students studying
                                          Only French')
21 OG=G-FGnR-FandGandR-GRnF;
22 disp(OG, 'number of students studying
                                          Only German')
23 OR=R-FRnG-FandGandR-GRnF;
24 disp(OR, 'number of students studying
                                         Only Russian')
25 k=n-ForGorR;
26 disp(k, 'number of students not studying any of the
     languages')
```

Scilab code Exa 1.13 Power sets

```
1 x=10; //number of members of set X
2 P=2^x //number of members of the power set of X
3 q=P-1; //x itself is not the proper subset. Hence it isn't counted
4 disp(q, 'number of members of powerset P which are proper subsets of x are:')
```

Scilab code Exa 1.14 Power sets

```
1 A=[1,2,3,4,5]; //eatables for salad preparation 1=
     onion,2=tomato,3=carrot,4=cabbage,5=cucumber
2 p=length(A); //total number of eatables available
3 n=2^p-1; //no salad can be made without atleast one
     of the eatables.Hence null set isn't counted
4 disp(n,'number of different salads that can be
     prepared using the given eatables')
```

Scilab code Exa 1.18 Mathematical induction

```
1 U1=1; //given
2 U2=5; //given
3 P=[];
4 for i=1:2
5 P(i)=3^i-2^i;
6 disp(P(i))
7 end
8 disp('P(1)=U(1) and P(2)=U(2)');
```

 $disp('hence Un=3^n-2^n for all n belonging to N');$

Chapter 3

Functions and Algorithms

Scilab code Exa 3.8 Recursively defined functions

```
1 function[k]=fact(a)
2 k = -1;
3 \text{ if} (a<0|a>200)
4 disp("Invalid");
5 break;
6 else
7 if(a==1|a==0)
8 k=1;
9 else
10 k=a*fact(a-1);
11 end
12 end
13 endfunction
14 \ a=4;
15 p=fact(a);
16 disp(p,'the value of 4! is')
```

Scilab code Exa 3.9 Cardinality

```
1 x = 1;
2 y = 2;
3 z=3;
4 A = [x, y, z];
5 disp('cardinality of set A is:')
6 length(A)
7 B = [1,3,5,7,9]
8 disp('cardinality of set B is:')
9 length(B)
10
11 // 3.9  (b)
12 disp('the set E has the following elements)
13 E=[2,4,6 \% inf] //set E is the set of all positive
      even numbers and N is the set of all natural
      numbers
14~\mathrm{disp}\,( 'function f:N to E is defined.So,E has the same
       cardinality as N')
15 disp('set E is countably infinite:')
16 for x=2:2:%inf
17 y = 2 * x;
18 disp(y)
19 end
```

Scilab code Exa 3.10 Polynomial evaluation

```
1  x = poly(0, 'x');
2  p = 2*x^3-7*x^2+4*x-15;
3  disp(p,'the polynomial is')
4  k=horner(p,5);
5  disp(k,'value of the polynomial at x=5 is')
```

Scilab code Exa 3.11 Greatest Common Divisor

```
1  V=int32([258,60]);
2  thegcd=gcd(V);
3  disp(thegcd, 'the gcd of the two numbers 258 and 60 is ')
```

Chapter 5

Vectors and Matrices

Scilab code Exa 5.2 Vector operations

```
1  u=[2,3,-4];
2  v=[1,-5,8];
3  u+v
4  5*u
5  -v
6  2*u-3*v
7  u.*v;
8  k=sum(u.*v);
9  disp(k,'dot product of the two vectors')
10  l=norm(u);
11  disp(l,'norm or length of the vector u')
```

Scilab code Exa 5.3 Column vectors

```
1 u=[5,3,-4]'
2 v=[3,-1,-2]'
3 2*u-3*v
4 k=sum(u.*v);
```

```
5 disp(k,'The dot product of the two vectors u and v
    is:')
6 l=norm(u);
7 disp(1,'The length or norm of the vector u is:')
```

Scilab code Exa 5.5 Matrix addition and Scalar multiplication

```
1  A=[1,-2,3;0,4,5];
2  B=[4,6,8;1,-3,-7];
3  k=A+B;
4  disp(k,'The addition of the two matrices A and B is:
    ')
5  m=3*A;
6  disp(m,'The multiplication of a vector with a scalar is:')
7  p=2*A-3*B
```

Scilab code Exa 5.6 Matrix multiplication

```
1 a=[7,-4,5];
2 b=[3,2,-1]';
3 k=a*b;
4 disp(k,'product of a and b is;')
5 p=[6,-1,8,3];
6 q=[4,-9,-2,5]';
7 l=p*q;
8 disp(l,'product of p and q is:')
```

Scilab code Exa 5.7 Matrix multiplication

```
1  A=[1 3;2 -1];
2  B=[2 0 -4;5 -2 6];
3  A*B
4  A=[1 2;3 4];
5  B=[5 6;0 -2];
6  A*B
7  B*A
8  disp('matrix mulitplication is not commutative since AB may not be equal to BA')
```

Scilab code Exa 5.8 Algebra of square matrices

```
1 A=[1 2;3 -4];
2 A2=A*A //multiplying A by itself
3 A3=A2*A
4 f=2*A2-3*A+5;
5 disp(f,'for the function f(x)=2x^2-3x+5,f(A) is:')
6 g=A2+3*A-10;
7 disp(g,'for the function g(x)=x^2+3x-10,g(A) is')
```

Scilab code Exa 5.9 Invertible matrices

```
1 A=[1 0 2;2 -1 3;4 1 8];
2 B=[-11 2 2;-4 0 1;6 -1 -1];
3 A*B
4 disp('since A*B is identity matrix, A and B are invertible and inverse of each other')
```

Scilab code Exa 5.10 Determinants

```
1 A=[5 4;2 3];
2 det(A);
3 disp(det(A),'determinant of A')
4 B=[2 1;-4 6];
5 det(B);
6 disp(det(B),'determinant of B')
7 C=[2 1 3;4 6 -1;5 1 0]
8 disp(det(C),'determinant of C')
```

Scilab code Exa 5.13 Matrix solution of a system of linear equations

Scilab code Exa 5.14 Inverse of a square matrix

```
1 A=[1 0 2;2 -1 3;4 1 8];
2 P=rref([A,eye(3,3)]);
3 disp(P,'canonical form of matrix A:')
4 disp('left side of the matrix P is the identity matrix so the right side is the inverse of A')
5 inverseA=P(:,4:6)
```

Chapter 6

Counting

Scilab code Exa 6.1 Sum rule principle

```
//number of male professors teaching
     calculus
           //number of female professors teaching
     calculus
3 T=M+F;
4 disp(T, 'number of ways a student can choose a
     calculus professor')
                 //event of choosing a prime number
6 E = [2,3,5,7];
     less than 10
                  //event of choosing an even number
7 F = [2,4,6,8];
     less than 10
8 G=intersect(E,F); //event of getting an even and
     prime number
9 H=length(E)+length(F)-length(G);
10 disp(H, 'event of getting an even or a prime number')
11
12 E=[11,13,17,19]; //event of choosing a prime number
     between 10 and 20
13 F=[12,14,16,18]; //event of choosing an even number
      between 10 and 20
```

```
14 G=union(E,F);  //event of choosing a number which
     is prime or even
15 k=length(G);
16 disp(k, 'number of ways of choosing a number which is
     prime or even')
```

Scilab code Exa 6.2 Product rule principle

```
1 disp('a license plate contains two letters followed
     by three digits where first digit can not be zero
2 n=26; //number of english letters
3 n*n; //number of ways of choosing two letters in
     the license plate
4 p=10; //number of digits (0-9)
5 (p-1)*p*p; //number of ways to select the three
      digits with the first digit not being zero
6 \text{ k=n*n*(p-1)*p*p};
7 disp(k, 'total number of license plates that can be
     printed')
9 disp('a president ,a secretary and a treasurer has
     to be elected in an orga-nisation of 26 members.
     No person is elected to more than one postion')
10 t=26; //total number of members in the organisation
11 j=t*(t-1)*(t-2);
12 disp(j, 'number of ways to elect the three officers (
     president , secretary , treasurer ')
```

Scilab code Exa 6.3 Factorial notation

```
1 disp('To find: factorial of a 6')
2 facto2=2*1;
```

```
3 facto3=3*facto2
4 facto4=3*facto3
5 facto4=4*facto3
6 facto5=5*facto4
7 facto6=6*facto5
8
9 k=8*7*factorial(6)/factorial(6);
10 disp(k,'value of 8!/6! is:')
11 j=12*11*10*factorial(9)/factorial(9);
12 disp(j,'value of 12!/9! is:')
```

Scilab code Exa 6.4 Binomial coefficients

```
1 function [k]=func1(n,r) //calculating binomial
     coefficient
2 k=factorial(n)/(factorial(r)*factorial(n-r));
3 endfunction
4 func1(8,2)
5 func1(9,4)
6 func1(12,5)
7 func1(10,3)
8 func1(13,1)
9
10 p = factorial(10)/(factorial(10-7)*factorial(7));
     //calculating 10C7
11 q= factorial(10)/(factorial(10-3)*factorial(3)) //
     calculating 10C3
12 disp(p,'value of 10C7 is')
13 //10-7=3 so 10C7 can also be computed as 10C3
14 //both p and q have same values but second method
     saves time and space
```

Scilab code Exa 6.5 Permutations

```
disp('finding the number of three-letter words using
      only the given six letters(A,B,C,D,E,F) without
    repetition')

n=6; //total number of letters

l=n; //number of ways in which first letter of the
      word can be chosen

l=n-1; //number of ways in which second letter of
      the word can be chosen

l=n-2; //number of ways in which third letter can
      be chosen

k=11*12*13;

disp(k, 'number of three-letter words possible')
```

Scilab code Exa 6.6 Permutations with repetitions

```
1 function [k]= funct1(n,p,q)
2 k= factorial(n)/(factorial(p)*factorial(q));
3 endfunction
4 k=funct1(7,3,2) //in "BENZENE" three letters are
      alike(the three Es) and two are alike (the two Ns)
5 disp(k, 'The number of seven-letter words that can be formed using letters of the word BENZENE')
6 
7 disp('a set of 4 indistinguishable red coloured flags, 3 indistinguishable white flags and a blue flag is given')
8 j=funct1(8,4,3);
9 disp(j, 'number of different signals ,each consisting of eight flags')
```

Scilab code Exa 6.7 Combinations

Scilab code Exa 6.8 Combinations

```
1 function [k]= myfunc(n,r)
2 k=factorial(n)/(factorial(n-r)*factorial(r));
3 endfunction
4 k=myfunc(8,3);
5 disp(k,'the number of committees of three that can be formed out of eight people')
6
7 cows=myfunc(6,3) //number of ways that a farmer can choose 3 cows out of 6 cows
8 pigs=myfunc(5,2) //number of ways that a farmer can choose 2 pigs out of 5 pigs
9 hens=myfunc(8,4) //number of ways that a farmer can choose 4 hens out of 8 hens
10 p=cows*pigs*hens;
11 disp(p,'total number of ways that a farmer can choose all these animals')
```

Scilab code Exa 6.9 Combinations with repetitions

Scilab code Exa 6.14 Ordered partitions

Scilab code Exa 6.15 Unordered partitions

```
1 p=12; //total number of students
2 t=3; //number of teams or partition
3 disp('each partition of the students can be arranged in 3! ways as an ordered partition')
4 r=factorial(12)/(factorial(4)*factorial(4)*factorial(4)) //number of ordered partitions
```

```
5 m=r/factorial(t); //number of unordered partitions
```

6 disp(m, 'number of ways that 12 students can be partitioned into three teams so that each team consists of 4 students')

Scilab code Exa 6.16 Inclusion exclusion principle revisited

```
1 U=1000; //number of elements in the set of positive
      integers not exceeding 1000
2 A = U/3;
           //number of elements in the subset of
     integers divisible by 3
3 B=U/5;
           //number of elements in the subset of
     integers divisible by 5
4 \text{ C=U/7};
          //number of elements in the subset of
     integers divisible by 7
  AandB=floor(U/(3*5))
                         //number of elements in the
     subset containing numbers divisible by both 3 and
      5
6 AandC=floor(U/(3*7)) //number of elements in the
     subset containing numbers divisible by both 3 and
  BandC=floor(U/(5*7)) //number of elements in the
     subset containing numbers divisible by both 5 and
  AandBandC=floor(U/(3*5*7)) //number of elements in
     the subset containing numbers divisible by 3,5
     and 7
9 s=U-(A+B+C)+(AandB+AandC+BandC)-(AandBandC); // By
     inclusion - exclusion principle
10 S=round(s);
11 disp(S, 'The number of integers in the set U, which
     are not divisible by 3,5 and 7 is')
```

Chapter 7

Probability Theory

Scilab code Exa 7.1 Sample space and events

```
1 S=[1,2,3,4,5,6];
                          //sample space for the
     rolling of a die
2 A = [2, 4, 6];
                          //event that an even number
     occurs
                        //event that an odd number
3 B=[1,3,5];
     occurs
4 C=[2,3,5];
                        //event that a prime number
     occurs
5 disp(union(A,C), 'sample space for the event that an
     even or a prime number occurs')
6 disp(intersect(B,C), 'sample space for the event that
      an odd prime number occurs')
7 disp(setdiff(S,C), 'sample space for the event that a
      prime number does not occur')
                                        //It is the
     complement of the set C.
8 intersect(A,B) //It is a null set or null vector
      since there can't occur an even and an odd
     number simultaneously
9
                    //"head" face of a coin
10 H = 0;
                   //" tail" face of a coin
11 T=1;
```

```
12 S=["000","001","010","011","100","101","110","111"]
         //sample space for the toss of a coin three
     times
13 A=["000","001","100"]; //event that two more or
      more heads appear consecutively
14 B=["000","111"];
                              //event that all tosses
     are the same
15 disp(intersect(A,B), 'sample space for the event in
     which only heads appear')
16
17 disp('Experiment: tossing a coin until a head appears
      and then counting the number of times the coin
     is tossed')
18 S=[1,2,3,4,5,\%inf]
                            //The sample space has
      infinite elements in it
19 disp("Since every positive integer is an element of
     S, the sample space is infinite")
```

Scilab code Exa 7.2 Finite probability spaces

```
1 disp('Experiment: three coins are tossed and the
     number of heads are observed')
                 //the sample space for the experiment
2 S = [0, 1, 2, 3];
      where 0 implies no heads, 1 implies only one head
      out of the three coins and so on
3 disp("the probability space is as follows")
4 PO=1/8; //probability of getting no head on any of
     the coins i.e TTT
5 P1=3/8; //probability of getting only one head on
     any of the coins, out of the three coins i.e HTT,
    THT, TTH
6 P2=3/8; //probability of getting two heads, out of
     the three coins i.e THH, HTH, HHT
7 P3=1/8;
           //probability of getting all the three
     heads i.e HHH
```

Scilab code Exa 7.3 Equiprobable spaces

```
1 disp("Experiment: a card is selected from a deck of
      52 cards ")
2 disp("A is the event of the selected card being a
     spade ")
3 disp("B is the event of the selected card being a
      face card ")
4 t=52 ;
               //the total number of cards
5 s=13;
              //number of spades
6 \text{ PA= s/t};
7 disp(PA, 'probability of selecting a spade')
            //number of face cards(jack, queen, king)
8 f = 12;
9 PB=f/t;
10 disp(PB, 'probability of selecting a face card')
            //number of spade face cards
11 sf = 3;
12 Psf=sf/t;
13 disp(Psf," probability of selecting a spade face card
       is:")
```

Scilab code Exa 7.4 Addition principle

```
1 disp("Experiment: selection of a student out of 100
      students ")
2 M = 30;
          //no of students taking mathematics
          //no of students taking chemistry
3 C=20;
4 T=100; //total no. of students
5 PM = M/T //probability of the selected student
     taking mathematics
6 \text{ PC} = \text{C/T}
            //probability of the selected student
      taking chemistry
  MnC=10; //no of students taking mathematics and
     chemistry
8 \text{ PMnC} = \text{MnC/T}
                  //probability of the selected student
      taking mathematics and chemistry both
9 PMorC = PM+PC-PMnC;
10 disp(PMorC, 'probability of the selected student
      taking mathematics or chemistry')
```

Scilab code Exa 7.5 Conditional probability

```
1
2
3
  //EXAMPLE 7.5 (a)
4
5
    disp(" Experiment: A die is tossed and the outcomes
6
        are observed");
7
8
9
    disp("To find: probability (PM) of an event that
      one of the dice is 2 if the sum is 6");
10
11
12 E = ["(1,5)","(2,4)","(3,3)","(4,2)","(5,1)"]
     event that the sum of the two numbers on the two
     dice is 6
```

```
13
14
15 A = ["(2,1)","(2,2)","(2,3)","(2,4)","(2,5)","(2,6)","
      (1,2)", "(3,2)", "(4,2)", "(5,2)", "(6,2)"] //event
      that 2 appears on atleast one die
16
17
18 B= intersect(A,E) //possible combination of
      numbers on two die such that their sum is 6 and 2
       appears atleast on one die
19
20
21 PM=2/5 //since E has 5 elements and B has 2
      elements
22
23
24
25
26
27 //EXAMPLE 7.5(b)
28
29 disp("A couple has two children");
30
31
32 b=1; //boy child
33
34 \text{ g=2};
        //girl child
35
36 S=[11,12,21,22]; //sample space where 11 implies
       both children being boys, 12 implies first child
      being a boy and the second child being a girl
                                  and so on
37
38 disp("To find: probability(PM) that both children
      are boys ");
39
40
41
```

```
42 / 7.5 (b) . i
43
44 L=S(:,1:3)
                   //reduced sample space if it is known
       that one of the children is a boy
45
46
   PM=1/length(L)
47
48
49
50 //7.5(b). ii
51
                  //reduced sample space if it is known
52 R=S(:,1:2)
      that the older child is a boy
53
54
55 PM=1/length(R)
```

Scilab code Exa 7.6 Multiplication theorem for conditional probability

```
1 disp("A bag contains 12 items of which four are
     defective. Three items are drawn at random, one
     after the other");
2 s=12;
          //total itmes in the bag
3 d=4; //defective items in the bag
4 Pf = (s-d)/s; //probability that the first item
     drawn is non defective
5 Pe=Pf*[(s-d-1)/(s-1)]*[(s-d-2)/(s-2)];
6 disp(Pe, 'probability that all three items are non
     defective')
7 // after the first item is chosen, the second item is
     to be chosen from 1 less than the original number
      of items in the box and similarly the number of
     non defective items gets decreased by 1. Similarly
      , for the third draw of item from the box
```

Scilab code Exa 7.7 Independent events

```
1 H = 1;
          //heads of a coin
2 T=2;
         //tails of the coin
3 S=[111,112,121,122,211,212,221,222] //sample space
      for the toss of a coin three times. 111 implies
     heads all three times, 112 implies heads on first
     two tosses and tails on the third toss
4 A=[111,112,121,122]; //event that first toss is
     heads
  B=[111,112,211,212]; //event that second toss is
     heads
6 \quad C = [112, 211];
                         //event that exactly two heads
      appear in a row
7 PA=length(A)/length(S);
8 disp(PA, 'probability of A is')
9 PB=length(B)/length(S);
10 disp(PB, 'probability of B is')
11 PC=length(C)/length(S);
12 disp(PC, 'probability of C is')
13 AnB=intersect(A,B)
14 AnC=intersect(A,C)
15 BnC=intersect(B,C)
16 PAnB= length(AnB)/length(S);
17 disp(PAnB, 'probability of the event AnB')
18 PAnC= length(AnC)/length(S);
19 disp(PAnC, 'probability of the event AnC')
20 PBnC= length(BnC)/length(S);
21 disp(PBnC, 'probability of the event BnC')
22 \quad if((PA*PB) == PAnB),
    disp("A and B are independent")
23
24 else
25
    disp("A and B are dependent")
26 \text{ end}
```

```
27 if((PA*PC)==PAnC),
28   disp("A and C are independent")
29 else
30   disp("A and C are dependent")
31 end
32 if((PB*PC)==PBnC),
33   disp("B and C are independent")
34 else
35   disp("B and C are dependent")
36 end
```

Scilab code Exa 7.8 Independent events

```
disp("Experiment: A and B both shoot at a target")
PA=1/4; //given probability of A hitting the target
PB=2/5; //given probability of B hitting the target
disp("A and B are independent events so PA*PB will
be equal to probability of the event of A and B
both hitting the target i.e PAnB")
PAnB=PA*PB;
PAorB=PA+PB-PAnB;
disp(PAorB, 'probability of atleast one of them
hitting the target')
```

Scilab code Exa 7.9 Independent repeated trials

```
disp("Experiment: Three horses race together twice")
Ph1=1/2; //probability of first horse winning the
    race
Ph2=1/3; //probability of second horse winning the
    race
Ph3=1/6; //probability of third horse winning the
    race
```

- 5 S=[11,12,13,21,22,23,31,32,33] //sample space where 11 implies first horse winning the first and second race both,12 implies first horse winning the first race and second horse winning the second race and so on
- 6 P11=Ph1*Ph1 //probability of first horse winning both races
- 7 P12=Ph1*Ph2 //probability of first horse winning the first race and second horse winning the second race
- 8 P13=Ph1*Ph3 //probability of first horse winning the first race and third horse winning the second race
- 9 P21=Ph2*Ph1 // probability of second horse winning the first race and first horse winning the second race
- 10 P22=Ph2*Ph2 //probability of second horse winning both the races
- 11 P23=Ph2*Ph3 //probability of second horse winning the first race and third horse winning the second race
- 12 P31=Ph3*Ph1 //probability of third horse winning the first race and first horse winning the second race
- 13 P32=Ph3*Ph2 //probability of third horse winning the first race and second horse winning the second race
- 14 P33=Ph3*Ph3 //probability of third horse winning both the races
- 15 disp(P31, 'probability of third horse winning the first race and first horse winning the second race is')

Scilab code Exa 7.10 Repeated trials with two outcomes

```
//number of times a fair coin is tossed and
      getting a heads is a success
2 p=1/2; //probability of getting a heads
3 q=1/2; //probability of not getting a heads
4 P2=(factorial(6)/(factorial(6-2)*factorial(2)))*p^2*
5 disp(P2, 'probability of getting exactly two heads (i
      k=2)
7 P4=(factorial(6)/(factorial(6-4)*factorial(4)))*p^4*
     q^(6-4); //probabilty of getting four heads
8 P5=(factorial(6)/(factorial(6-5)*factorial(5)))*p^5*
     q^(6-5); //probabilty of getting five heads
9 P6=(factorial(6)/(factorial(6-6)*factorial(6)))*p^6*
     q^(6-6); //probabilty of getting five heads
10 \text{ PA} = P4 + P5 + P6 ;
11 disp(PA, 'probability of getting atleast four heads(i
      k=4,5 \text{ or } 6)')
12
13 Pn=q^6
                  //probability of getting no heads
14 Pm = 1 - Pn;
15 disp(Pm, 'probability of getting one or more heads')
```

Scilab code Exa 7.12 Random variables

```
disp("A box contains 12 items of which three are
          defective")
disp("A sample of three items is selected from the
          box")
s=factorial(12)/(factorial(12-3)*factorial(3));
disp(s, 'number of elements in the sample space where
          samples are of size 3')
//X denotes the number of defective items in the
          sample
sample
s=[0,1,2,3]; //range space of the random variable X
```

Scilab code Exa 7.13 Probability distribution of a random variable

```
1 r=[1,2,3,4,5,6,5,4,3,2,1];
2 //number of outcomes whose sum is
      2,3,4,5,6,7,8,9,10,11,12 respectively such that
      there is only 1 outcome i.e (1,1) whose sum is 2,
     two outcomes (1,2) and (2,1) whose sum is 3 and
     so on
                                //total number of
3 t = 36;
      elements in the sample space of the experiment of
       tossing a pair of dice
4 for i=1:11;
5 p=r(i)/t;
6 \text{ disp(p)}
7 end
8 0.0277778
                          //probability of getting a sum
       of 2
                           //probability of getting a
  0.0555556
     sum of 3
10 0.0833333
                          //probability of getting a sum
       of 4
11 0.1111111
                         //probability of getting a sum
      of 5
12 0.1388889
                         //probability of getting a sum
      of 6
13 0.1666667
                        //probability of getting a sum
      of 7
                         //probability of getting a sum
14 0.1388889
      of 8
15 0.1111111
                         //probability of getting a sum
      of 9
16 0.0833333
                         //probability of getting a sum
      of 10
                        //probability of getting a sum
17 0.0555556
```

```
of 11
18 0.0277778
                       //probability of getting a sum
     of 12
19 x = [2,3,4,5,6,7,8,9,10,11,12];
                                      //range space of
     random variable X which assigns to each point in
     sample space the sum of the numbers
20 D=[ 2,3,4,5,6,7,8,9,10,11,12;
                                  0.0277778, 0.0555556
      , 0.0833333, 0.11111111, 0.1388889 ,0.1666667,
     0.1388889 ,0.11111111, 0.0833333, 0.0555556,
     0.0277778];
21 disp(D, 'distribution table of X where first row
     gives the range space and second row gives the
     respective probabilities is as follows')
```

Scilab code Exa 7.14 Probability distribution of a random variable

```
1 disp("a box contains 12 items of which three are
     defective")
2 disp("A sample of three items is selected from the
     box")
3 r=factorial(9)/(factorial(9-3)*factorial(3))
     number of samples of size 3 with no defective
     items
4 t = 220;
    number of different samples of size 3 i.e the
     number of elements in the sample space
5 \text{ PO=r/t}
     probability of getting no defective item
6 r1=3*(factorial(9)/(factorial(9-2)*factorial(2)))
           //number of samples of size 3 getting 1
     defective item
7 P1=r1/t
     //probability of getting 1 defective item
8 r2=9*(factorial(3)/(factorial(3-2)*factorial(2)))
```

```
//number of samples of size 3 getting 2
      defective item
9 P2=r2/t
                                                          //
      probability of getting 2 defective item
10 \text{ r3}=1:
                                 //number of samples of
      size 3 getting 3 defective item
                                //probability of getting 3
11 P3=r3/t
       defective item
12 x = [0, 1, 2, 3];
13 p=[P0, P1, P2, P3];
14 D = [0, 1, 2, 3; P0, P1, P2, P3];
15 disp(D, 'distribution table for random variable X the
       upper row being values of X')
```

Scilab code Exa 7.15 Expectation of a random variable

```
disp("A fair coin is tossed six times");
x = [0,1,2,3,4,5,6]; //number of heads which can occur

p = [1/64,6/64,15/64,20/64,15/64,6/64,1/64]; // probability of occurring of heads where 1/64 is probability for occurrence of a single head,6/64 that of occurrence of two heads and so on.

r = 0;
for i = 1:7;
r = r + (x(i)*p(i));
end
disp("X is a random variable which gives possible number of defective items in a sample of size 3");
//Box contains 12 items of which three are defective x = [0,1,2,3]; //possible number of defective items
```

```
in a smaple of size 3
13 p = [84/220, 108/220, 27/220, 1/220]; //probability of
      occurrence of each number in x respectively where
      84/220 is the probability for getting no
      defective item, 108/220 is that of getting 1
      defective item and so on.
14
    r=0;
15 for i=1:4;
16 r = r + (x(i)*p(i));
17 \text{ end}
18 disp(r, 'expected number of defective items in a
     sample of size 3 are')
19
               //probability of winning the race by
20 Ph1=1/2;
      first horse
  Ph2=1/3;
               //probability of winning the race by
      second horse
  Ph3 = 1/6;
               //probability of winning the race by
      third horse
23 /X is the payoff function for the winning horse
              //X pays $2 as first horse wins the rac
24 X1 = 2;
              //X pays $6 as second horse wins the race
25 \quad X2 = 6;
26 X3 = 9;
             //X pays $9 as third horse wins the race
27 E=X1*Ph1+X2*Ph2+X3*Ph3;
28 disp(E, 'expected pay off for the race is')
```

Scilab code Exa 7.16 Variance and standard deviation of a random variable

```
//mean of distribution of random
variable X

x=[0,1,2,3,4,5,6]; //values of X in the
distribution as x where it is the number of times
heads occurs when a coin is tossed six times

p=[1/64,6/64,15/64,20/64,15/64,6/64,1/64]; //
```

```
probabilities of occurrence of each value of X (x
     ) in the distribution such that 1/64 gives the
      probability of occurrence of no heads at all, 6/64
       gives that of occurrence of heads for only one
     time and so on
4 k=0;
5 for i=1:7;
6 k=k+((x(i)-u)^2)*p(i);
8 disp(k, 'Variance of X is')
9 s=sqrt(k);
10 disp(s, 'Standard deviation of X is')
11
12 u=0.75; //mean
13 x=[0,1,2,3]; //values of random variable X as x in
     the probability distribution of X
14 p=[84/220,108/220,27/220,1/220]; //probability of
     values in x which appear in distribution table of
15 g=0;
16 for i=1:4;
17 g=g+((x(i))^2)*p(i);
18 \text{ end}
19 h=g-(u*u);
20 disp(h, 'variance of X is')
21 sd=sqrt(h);
22 disp(sd, 'Standard deviation for X')
```

Scilab code Exa 7.17 Binomial diatribution

```
1 p=1/5; //probability of the man hitting a target
2 q=1-1/5; //probability of the man not hitting the
        target
3 n=100; //number of times the man fires
4 e=n*p;
```

Scilab code Exa 7.18 Chebyshev inequality

```
1 u = 75;
            //mean of a random variable X
            //standard deviation of X
2 n=5;
               // for k=2
3 k=2;
4 \quad 11=u-k*n
5 12=u+k*n
6 P1=1-(1/k)^2
7 disp("thus the probability that a value of X lies
      between 65 and 85 is atleast 0.75 according to
      Chebyshev inequality")
                      // for k=3
8 k=3;
9 11=u-k*n
10 \ 12 = u + k * n
11 P2=1-(1/k)^2
12 disp("thus the probability that a value of X lies
      between 60 and 90 is atleast 0.8888889 according
     to Chebyshev Inequality")
```

Scilab code Exa 7.19 Sample mean and Law of large numbers

```
disp(" a die is tossed 5 times with the following
    outcomes")

x1=3;
x2=4;
x3=6;
x4=1;
x5=4;
xmean=(x1+x2+x3+x4+x5)/5 //mean of the outcomes
disp('for a fair die the mean is 3.5.So law of large
    numbers tells us that as number of outcomes
increase for this experiment, there is a greater
    likelihood that themean will get closer to 3.5')
```

Graph Theory

Scilab code Exa 8.1 Paths and connectivity

```
1 // refer to page 8.6
2 disp('given a graph with 6 nodes viz. node1, node2
    .... node6')
1 0 0 0 0;0 0 1 0 0 0];
4 disp(A, 'The adjacency matrix for A is')
5 disp('sequence A is a path from node4 to node6; but
    it is not a trail since the edge from nodel to
    node2 is used twice')
1 0 0 0 0;0 1 0 0 0 0];
7 disp(B, 'The adjacency matrix for B is')
8 disp('sequence B is not a path since there is no
    edge from node2 to node6 is used twice')
1 1 0 0 1;0 0 0 0 1 0];
10 disp(C, 'The adjacency matrix for C is')
11 disp('sequence C is a trail since is no edge is used
    twice')
0 1 0 0 0;0 0 1 0 0 0];
```

```
13 disp(D, 'The adjacency matrix for D is')
14 disp('sequence D is a simple path from node4 to node6')
```

Scilab code Exa 8.2 Minimum spanning tree

```
1 disp('to find: minimal spanning tree')
2 disp('the adjacency matrix for the weighted graph(
       nodeA, nodeB...nodeF) of 6 nodes is: ')
3 \quad K = [0 \quad 0 \quad 7 \quad 0 \quad 4 \quad 7; 0 \quad 0 \quad 8 \quad 3 \quad 7 \quad 5; 7 \quad 8 \quad 0 \quad 0 \quad 6 \quad 0; 0 \quad 3 \quad 0 \quad 0 \quad 4; 4
        7 6 0 0 0;7 5 0 4 0 0]
4 disp('edges of the graph')
5 \text{ AC} = 7;
6 \quad AE=4;
7 \text{ AF} = 7;
8 BC=8;
9 \text{ BD} = 3;
10 BE=7;
11 BF=5;
12 CE=6;
13 DF = 4;
14 M=[AC, AE, AF, BC, BD, BE, BF, CE, DF]; //set of all edges
15 V=int32(M);
16 L=gsort(V) //edges sorted in decreasing order of
       their weights
17 disp ('deleting edges without disconnecting the graph
        until 5 edges remain')
18 N = [BE, CE, AE, DF, BD];
                             //edges in minimum spanning
       tree
19 Sum = sum(N);
20 disp(Sum, 'weight of the minimal spanning tree is')
21
22
23 disp ('another method of finding a minimal spanning
       tree is : ')
```

Directed graphs

Scilab code Exa 9.6 Adjacency matrix

```
1 A=[0 0 0 1;1 0 1 1;1 0 0 1;1 0 1 0];
2 disp(A, 'adjacency matrix of graph G is')
3 A2=A^2
4 A3=A^3
5 disp('the number of ones in A is equal to the number of edges in the graph i.e 8')
```

Scilab code Exa 9.8 Path matrix

```
1 A=[0 0 0 1;1 0 1 1;1 0 0 1;1 0 1 0];
2 disp(A, 'adjacency matrix of graph G is')
3 A4=A^4;
4 A3=A^3;
5 A2=A^2;
6 B4=A+A2+A3+A4;
7 B4=[4 11 7 7 0 0 0 0 0 3 7 4 4 4 11 7 7];
8 for i=1:16
9 if(B4(i)~=0) then
```

Properties of the integers

Scilab code Exa 11.2 Division algorithm

```
disp('Division Algorithm')
a=4461; //dividend
b=16; //divisor

r=modulo(a,b) //remainder
k=fix(a/b) //quotient
j=b*k+r //dividend=divisor*quotient+remainder

a=-262; //dividend
b=3; //divisor
k=fix(a/b) //remainder
r=modulo(a,b) //quotient
j=b*k+r //dividend=divisor*quotient+remainder
disp('a and j have equal values.Hence division algorithm is proved')
```

Scilab code Exa 11.4 Primes

```
1 disp('Divisibility and Primes')
```

```
2 x=50;
3 disp('prime numbers less than 50 are')
4 y=primes(x)
5
6 disp('the prime factorisation of 21,24 and 1729
    respectively are:')
7 k=factor(21)
8 l=factor(24)
9 n=factor(1729)
```

Scilab code Exa 11.5 Greatest Common Divisor

```
1 disp('the GCD of the following numbers is:')
2 V=int32([12,18]);
3 [thegcd]=gcd(V)
4 V=int32([12,-18]);
5 [thegcd]=gcd(V)
6 V=int32([12,-16]);
7 [thegcd]=gcd(V)
8 V=int32([29,15]);
9 [thegcd]=gcd(V)
10 V=int32([14,49]);
11 [thegcd]=gcd(V)
```

Scilab code Exa 11.6 Euclidean algorithm

```
1 disp('Euclidean Algorithm')
2 a=[540,168,36,24];
3 b=[168,36,24,12];
4 for i=1:4
5 V=int32([a(i),b(i)]);
6 thegcd=[];
7 thegcd(i)=gcd(V);
```

```
8 disp(thegcd(i))
9 end
10
11 function [] = myf(dividend, divisor)
12 quotient=floor(dividend/divisor);
13 rem=modulo(dividend, divisor);
14 k=quotient*divisor+rem;
15 disp(k)
16 \text{ if (rem~=0) then}
         myf(divisor,rem)
17
18 end
19 endfunction
20
21 myf(540,168)
22
23 disp('for the equation 540*x+168*y=12, we are given')
24 a = 540;
25 b=168;
26 c = 24;
27 d=36;
28 d=a-3*b;
                 //\mathrm{Eqn} (1)
                   //Eqn (2)
29 c=b-4*d;
                 //Eqn (3)
30 \text{ k=d-1*c};
                   //\mathrm{Eqn} (4)
31 5*d-1*b;
32 k=d-b+4*d;
                    //substituting value of c in Eqn (3)
      from Eqn (2)
33 r=5*a-16*b;
34 if (r==k) then
        disp('x=5 \text{ and } y=16');
36 end
```

Scilab code Exa 11.9 Fundamental theorem of Arithmetic

```
1 a=2<sup>4</sup>*3<sup>3</sup>*7*11*13
2 b=2<sup>3</sup>*3<sup>2</sup>*5<sup>2</sup>*11*17
```

Scilab code Exa 11.12 Congruence relation

```
1 x=poly(0, 'x');
2 g=3*x^2-7*x+5
3 m=horner(g,2) //value of polynomial at 2
4 n=horner(g,8) //value of polynomial at 8
5 j=m-n
6 disp(n, "for n = ")
7 if(modulo(j,6)==0) then
8 mprintf('%i is congruent to %i(mod 6)',m,n)
9 end
```

Scilab code Exa 11.19 Linear congruence equation

```
14
    disp('k is the unique solution of the equation ')
15
16 \quad \text{for } i=0 : m1
17 x = i;
18 p=f(x);
19 if(modulo(p,m1) == 0)
20 k = x
21 break;
22 \text{ end}
23 end
24
25 \text{ s1=k};
26 \text{ s2=k+m1};
27 	 s3=k+(m1*2);
28 	 s4=k+(m1*3);
29 disp('solutions of the original equation at d=4')
30 disp(s1)
31 disp(s2)
32 disp(s3)
33 disp(s4)
```

Algebraic Systems

Scilab code Exa 12.4 Properties of operations

```
1 a = (8-4)-3
2 b=8-(4-3)
3 disp('since a and b are not equal so subtraction is
     non-commutative on Z(set of integers)')
4
5 a = [1 2; 3 4]
6 b = [5 6; 0 -2]
7 g = a * b
8 k = b*a
9 disp('since g and k are not equal matrix
      multiplication is non-commutative')
10
11 h=(2^2)^3
12 \quad j=2^{(2^3)}
13 disp('since h and j are not equal so exponential
      operation is non associative on the set of
      positive integers N')
```

Scilab code Exa 12.17 Roots of polynomial

```
1 t=poly(0,'t');
2 f=t^3+t^2-8*t+4
3 g=factors(f)
4 disp(r=roots(f),'roots of f(t) are as follows:')
5
6 t=poly(0,'t');
7 h=t^4-2*t^3+11*t-10
8 disp(r=roots(h),'the real roots of h(t) are 1 and -2
')
```

Scilab code Exa 12.18 Roots of polynomial

```
1 t=poly(0,'t');
2 f=t^4-3*t^3+6*t^2+25*t-39
3 g=factors(f)
4 disp(r=roots(f),'roots of f(t) are as follows:')
```

Boolean Algebra

Scilab code Exa 15.1 Basic definitions in boolean algebra

```
1 //0 denotes False and 1 denotes true
2 b = [0,1];
3 //binary operation + on the set of bits
4 for i=1:2
5 \text{ for } j=1:2
6 k = b(i) & b(j);
7 disp(k)
8 end
9 end
10 //binary operation * on the set of bits
11 for i=1:2
12 for j=1:2
13 k = b(i) | b(j);
14 disp(k)
15 end
16 \text{ end}
17 //unary operation ' on the set of bits
18 k=~b
19 clear;
20 D=[1,2,5,7,10,14,35,70];
21 a=35;
```

```
22 b=70;

23 V=int32([a,b]);

24 thelcm=lcm(V) //a+b=lcm(a,b)

25 V=int32([a,b])

26 thegcd=gcd(V) //a*b=gcd(a,b)

27 abar=70/a //a'=70/a
```

Scilab code Exa 15.2 Boolean algebra as lattices

```
1 D=[1,2,5,7,10,14,35,70];
2 a = 2;    //a and b belong to D
3 b = 14;
4 V=int32([a,b]);
5 thelcm=lcm(V)
6 V=int32([a,b]);
7 thegcd=gcd(V)
8 abar=70/a
9 bbar=70/b
10 j=[abar,b];
11 h=[a,bbar];
12 V=int32([j])
13 lcm1=lcm(V)
14 K=int32([h])
15 lcm2=lcm(K)
```

Recurrence relations

Scilab code Exa 16.14 Linear homogenous recurrence relations with constant coefficients

```
1 a=[];
2 a(1)=1; //initial condition
3 a(2)=2; //initial condition
    disp('for recurrence relation a(n)=5*a(n-1)-4*a(n-1)
       -2)+n^2') //this is a second order recurrence
       relation with constant coefficients. It is non
       homogenous because of the n^2
5 \text{ for } n=3:4
6 a(n)=5*a(n-1)-4*a(n-2)+n^2;
7 mprintf('Value of a(%i) is: \%i \setminus n', n, a(n))
8 end
9
10 a=[];
11 a(1)=1; //initial condition
12 a(2)=2; //initial condition
13 disp('for recurrence relation a(n)=2*a(n-1)*a(n-2)+n
      ^2') //this recurrence relation is not linear
14 for n=3:4
15 a(n)=2*a(n-1)*a(n-2)+n^2;
16 mprintf('Value of a(\%i) is: \%i \setminus n',n,a(n))
```

```
17 end
18
19 a=[];
20 a(1)=1; //initial condition
21 a(2)=2; //initial condition
22 disp('for recurrence relation a(n)=n*a(n-1)+3*a(n-2)
           //this is a homogenous linear second order
      recurrence relation without constant coefficients
       because the coefficient of a[n-1] is n, not a
      constant
23 \text{ for } n=3:4
24 \quad a(n)=n*a(n-1)+3*a(n-2);
25 mprintf('Value of a(\%i) is: \%i \setminus n',n,a(n))
26 \, \text{end}
27
28
29 a=[];
30 a(1)=1;
                //initial condition
31 a(2)=2; //initial condition
32 a(3)=1; //initial condition
33 disp('for recurrence relation a(n)=2*a(n-1)+5*a(n-2)
      -6*a(n-3)') //this is a homogenous linear third
      order recurrence relation with constant
      coefficients. Thus we need three, not two, initial
      conditions to yield a unique solution of the
      recurrence relation
34 \text{ for } n=4:6
35 a(n) = 2*a(n-1) + 5*a(n-2) - 6*a(n-3);
36 mprintf('Value of a(\%i) is: \%i \setminus n',n,a(n))
37 end
```

Scilab code Exa 16.15 Solving linear homogenous recurrence relations with constant coefficients

1 disp('recurrence relation of Fibonacci numbers f[n]=

```
f[n-1]+f[n-2]')
2 x = poly(0, 'x');
3 g=x^2-x-1;
4 disp(g, 'characterstic equation of the recurrence
      relation is: ')
5 j=[];
6 j=roots(g);
7 disp(j, 'roots of the characteristic equation j1, j2')
8 disp('for general equation fn=Ar^n+Br^n, values of
      Aand B respectively are calculated as: ')
9 disp('initial condition at n=0 and n=1 respectively
      are: ')
10 f1=1;
11 f2=1;
12 //putting the values of f1 and f2 we get the
      equations to solve
13 D = [1.6180340 -0.618034; (1.6180340)^2 (-0.618034)]
      ^2];
14 \text{ K} = [1 \ 1]';
15 c = [];
16 c=D\setminus K;
17 A = c(1)
18 B=c(2)
19
20 disp('thus the solution is f[n]
      =0.4472136*((1.618034)^n-(-0.4472136)^n)]')
```

Scilab code Exa 16.16 Solving linear homogenous recurrence relations with constant coefficients

```
disp('The recurrence relation t[n]=3t[n-1]+4t[n-2]')
x=poly(0, 'x');
g=x^2-3*x-4;
disp(g, 'characterstic polynomial equation for the above recurrence relation')
```

```
5 j = [];
6 j=roots(g);
7 disp(j, 'roots of the characterstic equation j1, j2')
8 disp('general solution t[n]=c1*(-1)^n+c2*4^n)')
9 disp('initial condition at n=0 and n=1 respectively
      are: ')
10 \text{ t0=0};
11 t1=5;
12 //putting the values of t0 and t1 we get the
      equations to solve
13 D = [1 \ 1; -1 \ 4]
14 K=[0 5],
15 c = [];
16 c=D\setminus K;
17 c1 = c(1)
18 c2=c(2)
19 disp('thus the solution is t\{n\}=4^n-(-1)^n')
```

Scilab code Exa 16.17 Solving linear homogenous recurrence relations with constant coefficients

```
disp('The recurrence relation t[n]=4(t[n-1]-t[n-2])'
    )

x=poly(0, 'x');

disp(g=x^2-4*x+4, 'characterstic polynomial equation for the above recurrence relation')

j=[];

j=roots(g);

disp(j, 'roots of the characterstic equation j1, j2')

disp('the general solution is t[n]=n*2^n)

disp('initial condition at n=0 and n=1 respectively are:')

t0=1;

t1=1;

// putting the values of t0 and t1 we get the
```

```
equations to solve

12 D=[1 0;2 2]

13 K=[1 1]'

14 c=linsolve(D,K)

15 D=[1 0;2 2]

16 K=[1 1]'

17 c=[];

18 c=D\K;

19 c1=c(1)

20 c2=c(2)

21 disp('thus the solution is t{n}=2*n-n*2^(n-1)')
```

Scilab code Exa 16.18 Solving linear homogenous recurrence relations with constant coefficients

```
1 disp('The recurrence relation a[n]=2*a[n-1]-3a[n-2]'
2 x = poly(0, 'x');
3 disp(g=x^2-2*x-3), 'characteristic polynomial equation
      for the above recurrence relation')
4 j=[];
5 j=roots(g);
6 disp(j, 'roots of the characteristic equation j1, j2')
7 disp('the general solution is a[n]=c1*3^n+c2*(-1)^n'
8 disp('initial condition at n=0 and n=1 respectively
      are: ')
9 //putting the values of t0 and t1 we get the
      equations to solve
10 a0=1;
11 a1=2;
12 D = [1 1; 3 -1]
13 K = [1 \ 2],
14 c = [];
15 c=D\setminus K;
```

```
16 c1=c(1)  
17 c2=c(2)  
18 disp('thus the solution is a[n]=0.75*(3^n)+0.25*(1^n))')
```

Scilab code Exa 16.19 Solving general homogenous linear recurrence relations

```
1 disp('The recurrence relation a[n]=11*a[n-1]-39*a[n]
      -2] + 45 * a [n-3],
2 x = poly(0, 'x');
3 disp(g=x^3-11*x^2+39*x-45, 'characterstic polynomial
      equation for the above recurrence relation')
4 j=[];
5 j=roots(g);
6 disp(j, 'roots of the characterstic equation j1, j2')
7 disp('hence the general solution is: a[n]=c1*(3^n)+c2
      *n*(3^n)+c3*(5^n)')
8 disp('initial condition at n=0 and n=1 respectively
      are: ')
9 //putting the values of t0 and t1 we get the
      equations to solve
10 \text{ a0=5};
11 a1=11;
12 \ a2=25;
13 D=[1 \ 0 \ 1;3 \ 3 \ 5;9 \ 18 \ 25];
14 K = [5 11 25]
15 c = [];
16 c=D\setminus K;
17 c1=c(1)
18 c2=c(2)
19 c3=c(3)
20 disp('thus the solution is a[n]=(4-2*n)*(3^n)+5^n')
```