Töluleg Greining Verkefni 6

Bjarki Geir Benediktsson, Haukur Óskar Þorgeirsson, Matthías Páll Gissurarson Kennari: Máni Maríus Viðarsson

14. febrúar 2013

1 Dæmi 4.1.2

Til að leysa dæmið var eftirfarandi fall skrifað:

```
function lambda = veldaadferd(A,x,m)
    i = 0;
    x %Prentum ut x^(0), til ad sja rununa.

while i < m
    y = A*x;
    %Finnum inf-normid med minnsta indexid.
    x = y/y(find(abs(y)==norm(y,Inf),1))
    i = i+1;
end
%Viljum finna eigingildid lika, til thess er adferdin
lambda = y(find(abs(y)==norm(y,Inf),1));
end</pre>
```

Það var keyrt með eftirfarandi forriti:

```
1 A = [3 2 -2; -3 -1 3; 1 2 0];
2 x0 = [1;0;0];
3 veldaadferd(A,x0,5)
```

og þá fékkst:

```
1
         0
   x =
8
9
      1.0000000000000000
10
     -1.0000000000000000
11
      0.333333333333333
12
13
14
15 X =
16
     -0.3333333333333333
17
      1.0000000000000000
18
      1.0000000000000000
19
20
```

```
22 X =
23
     -0.3333333333333333
^{24}
      1.0000000000000000
      0.55555555555555
26
27
28
29
  x =
     -0.066666666666667
31
32
      1.0000000000000000
      1.0000000000000000
33
34
35
36 X =
37
     -0.090909090909091
38
      1.0000000000000000
39
40
      0.878787878787879
41
42
43 ans =
44
       2.2000000000000000
45
```

2 Dæmi 4.2.2

Til að leysa dæmið var eftirfarandi fall skrifað:

```
{\tt function} \ {\tt lambda} \ = \ {\tt andhverfveldaadferd} \, ({\tt A}, {\tt q}, {\tt x}, {\tt eps})
         [L,U] = lu(A-q \times eye(size(A)));
         y = U \setminus (L \setminus x);
         n = y (find(abs(y) == norm(y, Inf), 1));
4
         x = y/n
         lambda = 1/n + q
         while 1
               y = U \setminus (L \setminus x);
               n = y (find(abs(y) == norm(y, Inf), 1));
9
10
               %Finnum inf-normid med minnsta indexid.
              x = y/n
11
              oldlambda = lambda;
12
               lambda = 1/n + q
               if abs(lambda-oldlambda) < eps
14
15
                    break
                    end
16
17
         end
18 end
```

Það var keyrt með eftirfarandi forriti:

```
1 A = [1 -0.4 -0.4; -0.4 1 0.4; -0.6 0.4 1];
2 q = 0.7;
3 eps = 5*10^(-5);
4 x = [1;1;1];
5 andhverfveldaadferd(A,q,x,eps);
```

og þá fékkst:

```
1 X =
2
3 0.652173913043478
4 1.000000000000000
```

```
-0.304347826086956
5
s lambda =
9
10
    0.617391304347826
11
12
13 X =
14
15
    0.305605786618445
    1.0000000000000000
16
   -0.641952983725136
17
19
20 lambda =
21
22
    0.620976491862568
23
24
25 X =
26
27
    0.168185301881972
   1.0000000000000000
28
29
    -0.805501149621051
30
31
32 lambda =
33
    0.610525419398791
34
35
36
37 X =
38
   0.096604272112621
1.00000000000000000
39
40
   -0.888076876149124
41
42
43
44 lambda =
45
    0.606127540695302
46
47
48
49 X =
50
   0.057018443508657
51
   1.0000000000000000
52
   -0.933956917975276
53
54
55
56 lambda =
     0.603609855406427
58
59
60
62
    0.034155497386451
63
   1.000000000000000
64
   -0.960437088423519
65
67
68 lambda =
69
     0.602162965676012
70
71
72
```

```
73 X =
 74
     0.020639314779446
 75
    1.0000000000000000
    -0.976093240759551
 77
 78
 79
 80 lambda =
     0.601306977784401
 82
 83
 84
 85 X =
    0.012536637402039
 87
      1.0000000000000000
 88
    -0.985478656233020
 89
 90
 92 lambda =
 93
     0.600793882545976
 94
 95
 96
 97 X =
 98
     0.007638756058631
99
     1.00000000000000000
    -0.991151934282220
101
102
103
104 lambda =
     0.600483723863659
106
107
108
109 X =
110
    0.004663218047324
111
112
      1.00000000000000000
      -0.994598536725055
113
114
116 lambda =
117
      0.600295298091049
118
119
120
121 X =
122
     0.002850024905242
123
124
    1.00000000000000000
    -0.996698780826492
125
126
127
128 lambda =
     0.600180477707306
130
131
132
133 X =
    0.001743076547512
135
      1.0000000000000000
136
    -0.997980972829204
137
138
139
140 lambda =
```

```
141
     0.600110380249313
142
143
145 X =
146
    0.001066523657276
147
   148
149
150
151
152 lambda =
153
154
     0.600067537565876
```