

Problem 1. What does a left multiplication by a diagonal matrix D to a dense matrix A ? How about right-multiplication?

$$D = \begin{bmatrix} a & & \\ & b & \\ & & c \end{bmatrix} \quad A = \begin{bmatrix} A_{11} & A_{12} & A_{13} \\ A_{21} & A_{22} & A_{23} \\ A_{31} & A_{32} & A_{33} \end{bmatrix}$$

$$DA = \begin{bmatrix} aA_{11} & aA_{12} & aA_{13} \\ bA_{21} & bA_{22} & bA_{23} \\ cA_{31} & cA_{32} & cA_{33} \end{bmatrix}$$

$$AD = \begin{bmatrix} aA_{11} & bA_{12} & cA_{13} \\ aA_{21} & bA_{22} & cA_{23} \\ aA_{31} & cA_{32} & cA_{33} \end{bmatrix}$$

Consider $A = \begin{bmatrix} 3 & 4 & 0 \\ 1 & -1 & 1 \\ 0 & 9 & 2 \end{bmatrix}$

$\tilde{A} = D^{-1}AD$ is a symmetric matrix

$$D^{-1} = \begin{bmatrix} 1/a & & \\ & 1/b & \\ & & 1/c \end{bmatrix}$$

$$D^{-1}A = \begin{bmatrix} \frac{3}{a} & \frac{4}{a} & 0 \\ \frac{1}{b} & -\frac{1}{b} & \frac{1}{b} \\ 0 & \frac{9}{c} & \frac{2}{c} \end{bmatrix}$$

$$D^{-1}AD = \begin{bmatrix} \frac{3}{a} & \frac{4}{a} & 0 \\ \frac{1}{b} & -\frac{1}{b} & \frac{1}{b} \\ 0 & \frac{9}{c} & \frac{2}{c} \end{bmatrix} \begin{bmatrix} a & 0 & 0 \\ 0 & b & 0 \\ 0 & 0 & c \end{bmatrix}$$

$$= \begin{bmatrix} 3 & , & \frac{4b}{a} & , & 0 \\ \frac{a}{b} & , & -1 & , & \frac{c}{b} \\ 0 & , & \frac{9b}{c} & , & 2 \end{bmatrix}$$

then $\begin{cases} \frac{a}{b} = \frac{4b}{a} \\ \frac{9b}{c} = \frac{c}{b} \end{cases} \Rightarrow \begin{cases} a^2 = 4b^2 \\ c^2 = 9b^2 \end{cases} \Rightarrow \begin{cases} |a| = 2|b| \\ |c| = 3|b| \end{cases}$

Problem 2,

$$L^T = \begin{bmatrix} x_1 & y_1 & & & \\ & x_2 & y_2 & & \\ & & x_3 & y_3 & \\ & & & \ddots & y_{n-1} \\ & & & & x_n \end{bmatrix}$$

$$LL^T = \begin{bmatrix} x_1 & & & & \\ y_1 & x_2 & & & \\ & y_2 & x_3 & & \\ & & y_3 & x_4 & \\ & & & & \ddots \end{bmatrix} \begin{bmatrix} x_1 & y_1 & & & \\ & x_2 & y_2 & & \\ & & x_3 & y_3 & \\ & & & x_4 & y_4 \\ & & & & \ddots \end{bmatrix}$$

$$= \begin{bmatrix} x_1^2, & x_1 y_1, \\ x_1 y_1, & y_1^2 + x_2^2, & x_2 y_2 \\ & x_2 y_2, & y_2^2 + x_3^2, & x_3 y_3 \\ & & x_3 y_3, & y_3^2 + x_4^2 \\ & & & \ddots & \ddots \end{bmatrix}$$

Algorithm

operator_r = 0

operator_a = 0

x = []

y = []

at boundary

x[0] = sqrt(a[0])

operator_r += 1

Last element is $y_3^2 + x_4^2$

not x_4^2 , spend two

hour to figure it out

$$x[n] = \sqrt{a[n]}$$

$$\text{operator_r} \pm 1$$

for i in $[2 \dots n-1]$:

$$y[i-1] = \frac{b[i-1]}{x[i-1]}$$

$$\text{operator_a} += 1$$

$$\text{temp} = y[i-1] * y[i-1]$$

$$\text{operator_a} += 1$$

$$\text{temp} = a[i] - \text{temp}$$

$$\text{operator_a} += 1$$

$$x[i] = \sqrt{\text{temp}}$$

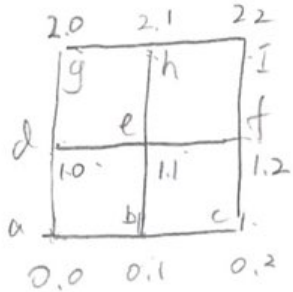
$$\text{operator_r} += 1$$

$$\Rightarrow \text{operator_r} = 2 + n - 2$$

$$\text{operator_a} = 3(n-1) +$$

$$= 3n - 3$$

problem 3



$$(a) \frac{\partial^2 \psi}{\partial x^2} + \frac{\partial^2 \psi}{\partial y^2}$$

$$= \frac{u_{i+1,j} - 2u_{i,j} + u_{i-1,j}}{\Delta x} + \frac{u_{i,j+1} - 2u_{i,j} + u_{i,j-1}}{\Delta y}$$

If the boundary condition is not clear, the whole system should be written as

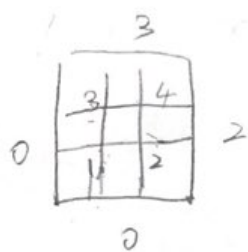
$$\frac{1}{h^2} \begin{bmatrix} -2 & 1 & & & & & & & \\ & 1 & -3 & 1 & & & & & \\ & & 1 & -2 & & & & & \\ & & & -2 & & & & & \\ & & & 1 & -2 & 1 & & & \\ & & & & 1 & -2 & 1 & & \\ & & & & & 1 & -2 & 1 & \\ & & & & & & 1 & -3 & 1 \\ & & & & & & & 1 & -2 \end{bmatrix}$$

(2) there are 9 equations, and only one node is not at boundary, $u_{1,1} = \frac{5}{4}$.

Does the ambiguous corner points matter?

For solving center points, No. But the conditions are against each other. In other word, this problem is not continue at corner

c3) Since v 's fixed, boundary condition,
and uniform



$$\begin{bmatrix} -4 & 1 & 1 & 0 \\ 1 & -4 & 0 & 1 \\ 1 & 0 & -4 & 1 \\ 0 & 1 & 1 & -4 \end{bmatrix} \begin{bmatrix} u_1 \\ u_2 \\ u_3 \\ u_4 \end{bmatrix}$$

$$= - \begin{bmatrix} g_L + g_B \\ g_B + g_R \\ g_L + g_T \\ g_R + g_T \end{bmatrix}$$

where $\begin{matrix} g_L = 0 \\ g_B = 0 \\ g_R = 2 \\ g_T = 3 \end{matrix} \Rightarrow \begin{cases} u_1 = 0.625 \\ u_2 = 1.125 \\ u_3 = 1.375 \\ u_4 = 1.875 \end{cases}$

We can still calculate the inside nodes
values without using those ambiguous points