

Week 4: We're going to survive the midterm!

Amath 301

TA Session

Today's plan

1. Python detail: Eigenvalue/eigenvectors for small matrices
2. Expanding on Slice notation
3. Sorting data programatically
4. Debugging: The Golden Rule(s)
5. Practice debugging (Exercises)

Ordering of eigenvectors

Matlab

- `eig` and `eigs` guarantee the order of eigenvalues/eigenvector pairs.

Python

- `np.linalg.eig` - For large matrices, order is generally respected. For small matrices, this is not guaranteed. Artifact of the algorithm, not an intentional feature.
- `np.linalg.eigh` - Guaranteed order, least to greatest (ascending). Good for symmetric matrices! Flip the output to get largest to smallest.

When in doubt, check documentation.

Beyond slice notation - subsets

As on HW3, we wanted a good way to pull out a few columns.

Toy example: a 3x3 matrix, get first and third column.

Matlab

```
cols_to_extract = [1,3]; % Put these integers into a vector
data_matrix = [1,2,3;2,4,6;3,6,9]; % some simple data
first_and_third = data_matrix(:, cols_to_extract) % all rows, some cols
```

Python

```
cols_to_extract = np.asarray([1,3]) % Put these indices into an array
data_matrix = np.asarray([[1,2,3],[2,4,6],[3,6,9]]) % some simple data
first_and_third = data_matrix[:, cols_to_extract] % all rows, some cols
```

Sorting data

Details of how sorting works left for your CS class(es).

Use built-in methods for sorting data.

Generally: Compute a sort, store the indexes to obtain sort. Then use the indexes to sort other data.

Matlab

```
x = [1, 4, 2, 3];  
[sorted, index] = sort(x); % get sorted items and reordering vector  
new_sorted = x(index); % can use this to apply the reordering
```

Python

```
x = np.asarray([1, 4, 2, 3])  
index_array = np.argsort(x)  
sorted = x[index_array] # sorts along an axis
```

Sorting matrices - it's really about index notation

Continue examples from previous slide

Matlab

```
x = [1, 4, 2, 3];  
y = magic(4);  
[sorted, index] = sort(x); % get sorted items and reordering vector  
new_sorted = x(index) % can use this to apply the reordering  
z = y(:, index) % preserves row order, only reorder columns
```

Python

```
x = np.asarray([1, 4, 2, 3])  
y = np.arange(16).reshape(4, 4)  
index_array = np.argsort(x)  
sorted = x[index_array] # sorts along an axis  
z = y[:, index_array]
```

Debugging: how to solve your own problems

Golden rules:

1. Don't panic when you see an error message. Seriously, don't.
 - a. Don't panic, just in general. **Panic is the enemy of code.**
2. The actual bug is never where the computer says it is. Something went wrong long before it threw an error.
 - a. If you only learn one thing today, learn this
3. The computer never lies, and is never wrong. It did exactly what you told it to do. **Exactly** what you told it to, or died trying.
4. Just because it finishes, doesn't mean it works. **Logic errors need to be caught by you**, the computer only catches syntax errors.

Debugging exercises

How to get paid the big bucks: learn to debug code.

The following code examples contains ≥ 1 error.

1. Find the error
2. Determine how to fix it
3. Fix it
4. Go to next bug (go to 1.)

Example 1: Matrix operations

Matrix multiplication

$$A = \begin{bmatrix} 1 & 2 \\ 2 & 1 \end{bmatrix}, \quad B = \begin{bmatrix} -1.001 & 1 \\ 1 & 1 \end{bmatrix}, \quad C = \begin{bmatrix} -1 & 0 \\ 0 & -3 \end{bmatrix}$$

Compute $AB - BC$.

```
A = [1,2;2,1]; B = [-1, 1;1,1]; C = [-1,0;0,-3];  
result = A*B - B*C;
```

```
A = np.asarray([[1,2],[2,1]]); B=np.asarray([[-1,1],[1,1]])  
C = np.asarray([[-1,0],[0,3]])  
result = A@B - B@C
```

Example 2: More Matrix operations

Matrix multiplication

$$A = \begin{bmatrix} 1 & 2 \\ 2 & 1 \end{bmatrix}, \quad B = \begin{bmatrix} -1.001 & 1 \\ 1 & 1 \end{bmatrix}, \quad C = \begin{bmatrix} -1 & 0 \\ 0 & -3 \end{bmatrix}$$

Compute $A^T B - CB$.

```
A = [1,2;2,1]; B = [-1.001, 1;1,1]; C = [-1,0;0,-3];  
result = A.'*B - B*C;
```

```
A = np.asarray([[1,2],[2,1]]); B=np.asarray([[-1.001,1],[1,1]])  
C = np.asarray([[-1,0],[0,-3]])  
result = A.T@B - B@C
```

Example 3: Even More Matrix operations

Matrix multiplication

$$A = \begin{bmatrix} 1 & 2 \\ 2 & 1 \end{bmatrix}, \quad B = \begin{bmatrix} -1.001 & 1 \\ 1 & 1 \end{bmatrix}, \quad c = \begin{bmatrix} -1 & 0 \\ 0 & -3 \end{bmatrix}$$

Compute $AB - CB$.

```
A = [1,2;2,1]; B = [-1.001, 1;1,1]; C = [-1,0;0,-3];  
result = B*A - B*C;
```

```
A = np.asarray([[1,2],[2,1]]); B=np.asarray([[-1.001,1],[1,1]])  
C = np.asarray([[-1,0],[0,-3]])  
result = B@A - B@C
```

Example 4: We get it, Matrix multiplication is important

Matrix multiplication

$$A = \begin{bmatrix} 1 & 2 \\ 2 & 1 \end{bmatrix}, \quad B = \begin{bmatrix} -1.001 & 1 \\ 1 & 1 \end{bmatrix}, \quad c = \begin{bmatrix} -1 & 0 \\ 0 & -3 \end{bmatrix}$$

Solve $ABx = CB$ for x . There are **2! errors** here to find.

```
A = [1,2;2,1]; B = [-1.001, 1;1,1]; C = [-1,0;0,-3];  
result = A.*b \ C.*b;
```

```
A = np.asarray([[1,2],[2,1]]); B=np.asarray([[-1.001,1],[1,1]])  
C = np.asarray([[-1,0],[0,-3]])  
result = np.linalg.solve(A@b, C@b)
```

Now onto Jacobi

The following codes attempt to do Jacobi iteration, but contains a logic error. All are syntactically valid.

Example 5: Jacobi iteration

We're trying to compute the solution by doing 5 steps of Jacobi iteration for:

$$Ax = b, \quad A = \begin{bmatrix} 5 & 2 \\ -1 & 3 \end{bmatrix}, b = \begin{bmatrix} 3 \\ 2 \end{bmatrix}$$

```
solution_guess = np.zeros(2)
for step in range(5):
    new_guess = np.zeros(2)
    new_guess[0] = (3 - 2 * solution_guess[1]) / 5
    new_guess[1] = (2 - (-1) * solution_guess[0]) / 3
A2 = new_guess
```

```
solution_guess = zeros(1,2)
for step=1:5
    new_guess = zeros(1,2)
    new_guess(1) = (3 - 2 * solution_guess(2)) / 5
    new_guess(2) = (2 - (-1) * solution_guess(1)) / 3
end
A2 = new_guess
```

Example 6: Jacobi iteration: Typos 101

$$Ax = b, \quad A = \begin{bmatrix} 5 & 2 \\ -1 & 3 \end{bmatrix}, b = \begin{bmatrix} 3 \\ 2 \end{bmatrix}$$

```
solution_guess = np.zeros(2)
for step in range(5):
    new_guess = np.zeros(2)
    new_guess[0] = (2 - 2 * solution_guess[1]) / 5
    new_guess[1] = (2 - (-1) * solution_guess[0]) / 3
    solution_guess = new_guess
A2 = new_guess
```

```
solution_guess = zeros(1,2)
for step=1:5
    new_guess = zeros(1,2)
    new_guess(1) = (2 - 2 * solution_guess(2)) / 5
    new_guess(2) = (2 - (-1) * solution_guess(1)) / 3
    solution_guess = new_guess
end
A2 = new_guess
```

Example 7: Jacobi iteration: Typos 102

$$Ax = b, \quad A = \begin{bmatrix} 5 & 2 \\ -1 & 3 \end{bmatrix}, b = \begin{bmatrix} 3 \\ 2 \end{bmatrix}$$

```
solution_guess = np.zeros(2)
for step in range(5):
    new_guess = np.zeros(2)
    new_guess[0] = (3 - 2 * solution_guess[1]) / 5
    new_guess[1] = (2 - 1 * solution_guess[0]) / 3
    solution_guess = new_guess
A2 = new_guess
```

```
solution_guess = zeros(1,2)
for step=1:5
    new_guess = zeros(1,2)
    new_guess(1) = (3 - 2 * solution_guess(2)) / 5
    new_guess(2) = (2 - 1 * solution_guess(1)) / 3
    solution_guess = new_guess
end
A2 = new_guess
```


Example 8: Jacobi iteration: Are you sure where you're going?

$$Ax = b, \quad A = \begin{bmatrix} 5 & 2 \\ -1 & 3 \end{bmatrix}, b = \begin{bmatrix} 3 \\ 2 \end{bmatrix}$$

```
solution_guess = np.zeros(2)
for step in range(2,8):
    new_guess = np.zeros(2)
    new_guess[0] = (3 - 2 * solution_guess[1]) / 5
    new_guess[1] = (2 - (-1) * solution_guess[0]) / 3
    solution_guess = new_guess
A2 = new_guess
```

```
solution_guess = np.zeros(2)
for step=2:7
    new_guess = zeros(1,2)
    new_guess(1) = (3 - 2 * solution_guess(2)) / 5
    new_guess(2) = (2 - (-1) * solution_guess(1)) / 3
    solution_guess = new_guess
end
A2 = new_guess
```

Example 9: The if statement

If $x > 100$, we want to set y to 0. If not, leave y as is.

```
y = 1
x = sqrt(10)
if x >= 20
    y = 0
end
```

```
y = 1
x = np.sqrt(10)
if x >= 20
    y = 0
```

Example 10: More fun with if

Loop over the numbers 1 through 10. Print/display numbers between 3.5 and 7.5.

```
for i = 1:10
    if i > 3 && i < 7
        i % no semicolon here to do print it out
    end
end
```

```
for i in range(1, 11):
    if i > 3 and i < 7:
        print(i)
```