

# lab4

December 6, 2024

## 0.1 № 4.

### 0.1.1

```
[1]: # 4x3 ( 1 20):  
a = rand(1:20,(4,3))
```

```
[1]: 4×3 Matrix{Int64}:  
 17  10  17  
   1   3  11  
  11  10  12  
   8   9   4
```

```
[2]: # :  
sum(a)
```

```
[2]: 113
```

```
[3]: # :  
sum(a,dims=1)
```

```
[3]: 1×3 Matrix{Int64}:  
 37  32  44
```

```
[4]: # :  
sum(a,dims=2)
```

```
[4]: 4×1 Matrix{Int64}:  
 44  
 15  
 33  
 21
```

```
[5]: # :  
prod(a)
```

```
[5]: 36255859200
```

```
[6]: #  
      :  
      prod(a,dims=1)
```

```
[6]: 1×3 Matrix{Int64}:  
      1496  2700  8976
```

```
[7]: #  
      :  
      prod(a,dims=2)
```

```
[7]: 4×1 Matrix{Int64}:  
      2890  
      33  
      1320  
      288
```

```
[8]: import Pkg  
      Pkg.add("Statistics")  
  
      Updating registry at  
      `C:\Users\User\.julia\registries\General.toml`  
      Resolving package versions...  
      Updating  
      `C:\Users\User\.julia\environments\v1.10\Project.toml`  
      [10745b16] + Statistics v1.10.0  
      No Changes to  
      `C:\Users\User\.julia\environments\v1.10\Manifest.toml`
```

```
[9]: using Statistics  
      #  
      :  
      mean(a)
```

```
[9]: 9.416666666666666
```

```
[10]: #  
       :  
       mean(a,dims=1)
```

```
[10]: 1×3 Matrix{Float64}:  
       9.25  8.0  11.0
```

```
[11]: #  
       :  
       mean(a,dims=2)
```

```
[11]: 4×1 Matrix{Float64}:  
      14.666666666666666  
       5.0  
      11.0  
       7.0
```

### 0.1.2 , , ,

```
[12]: #           LinearAlgebra:
import Pkg
Pkg.add("LinearAlgebra")
using LinearAlgebra

Resolving package versions...
Updating
`C:\Users\User\.julia\environments\v1.10\Project.toml`
[37e2e46d] + LinearAlgebra
No Changes to
`C:\Users\User\.julia\environments\v1.10\Manifest.toml`
```

```
[13]: #           4x4           ( 1 20):
b = rand(1:20,(4,4))
```

```
[13]: 4x4 Matrix{Int64}:
 7  13  19   6
16  15  14  12
 1  12  11  14
19   4   2  12
```

```
[14]: #           :
transpose(b)
```

```
[14]: 4x4 transpose(::Matrix{Int64}) with eltype Int64:
 7  16   1  19
13  15  12   4
19  14  11   2
 6  12  14  12
```

```
[15]: #           (           ):
tr(b)
```

```
[15]: 45
```

```
[16]: #           :
diag(b)
```

```
[16]: 4-element Vector{Int64}:
 7
15
11
12
```

```
[17]: #           :
rank(b)
```

[17]: 4

```
[18]: # ( ):
      inv(b)
```

[18]: 4×4 Matrix{Float64}:  
 0.00578035 0.0289017 -0.0520231 0.0289017  
 -0.179716 0.283237 -0.0189175 -0.171308  
 0.166185 -0.169075 0.00433526 0.0809249  
 0.0230557 -0.111994 0.0879532 0.0811876

```
[19]: # :
      det(b)
```

[19]: 15224.000000000002

```
[20]: # :
      pinv(a)
```

[20]: 3×4 Matrix{Float64}:  
 0.108197 -0.114931 -0.0327538 -0.0455152  
 -0.117346 0.0514163 0.0703955 0.14614  
 0.0156561 0.0804726 0.00337855 -0.0479738

### 0.1.3 , ,

```
[21]: # X:
      X = [2, 4, -5]
```

[21]: 3-element Vector{Int64}:  
 2  
 4  
 -5

```
[22]: # :
      norm(X)
```

[22]: 6.708203932499369

```
[23]: # p- :
      p = 1
      norm(X,p)
```

[23]: 11.0

```
[24]: # X Y:
      X = [2, 4, -5]
      Y = [1,-1,3]
```

```
norm(X-Y)
```

[24]: 9.486832980505138

```
[25]: # :  
      sqrt(sum((X-Y).^2))
```

[25]: 9.486832980505138

```
[26]: # :  
      acos((transpose(X)*Y)/(norm(X)*norm(Y)))
```

[26]: 2.4404307889469252

```
[27]: # :  
      d = [5 -4 2 ; -1 2 3; -2 1 0]
```

[27]: 3×3 Matrix{Int64}:  
 5 -4 2  
 -1 2 3  
 -2 1 0

```
[28]: # :  
      opnorm(d)
```

[28]: 7.147682841795258

```
[29]: # p- :  
      p=1  
      opnorm(d,p)
```

[29]: 8.0

```
[30]: # 180 :  
      rot180(d)
```

[30]: 3×3 Matrix{Int64}:  
 0 1 -2  
 3 2 -1  
 2 -4 5

```
[31]: # :  
      reverse(d,dims=1)
```

[31]: 3×3 Matrix{Int64}:  
 -2 1 0  
 -1 2 3  
 5 -4 2

```
[32]: #
reverse(d,dims=2)
```

```
[32]: 3x3 Matrix{Int64}:
 2 -4  5
 3  2 -1
 0  1 -2
```

#### 0.1.4

```
[34]: #      2x3      1  10:
A = rand(1:10,(2,3))
#      3x4      1  10:
B = rand(1:10,(3,4))

print(A)
print()
print(B)
```

```
[4 6 8; 7 4 4][4 9 10 7; 5 5 8 4; 5 10 10 8]
```

```
[35]: #      A  B:
A*B
```

```
[35]: 2x4 Matrix{Int64}:
 86 146 168 116
 68 123 142  97
```

```
[36]: #      3x3:
Matrix{Int}(I, 3, 3)
```

```
[36]: 3x3 Matrix{Int64}:
 1  0  0
 0  1  0
 0  0  1
```

```
[37]: #      X  Y:
X = [2, 4, -5]
Y = [1,-1,3]
dot(X,Y)
```

```
[37]: -17
```

```
[38]: #      :
X'Y
```

```
[38]: -17
```

### 0.1.5 .

```
[72]: #  $3 \times 3$  :  
A = rand(3, 3)
```

```
[72]: 3×3 Matrix{Float64}:  
 0.323776  0.766627  0.346568  
 0.82158   0.154756  0.212603  
 0.089916  0.231533  0.572396
```

```
[73]: # :  
x = fill(1.0, 3)
```

```
[73]: 3-element Vector{Float64}:  
 1.0  
 1.0  
 1.0
```

```
[74]: #  $b$ :  
b = A*x
```

```
[74]: 3-element Vector{Float64}:  
 1.4369700554357259  
 1.1889391623864485  
 0.8938450054376931
```

```
[75]: # \  
# ( ,  $x -$  ):  
A\b
```

```
[75]: 3-element Vector{Float64}:  
 1.0  
 1.0  
 1.0
```

```
[76]: # LU- :  
Alu = lu(A)
```

```
[76]: LU{Float64, Matrix{Float64}, Vector{Int64}}  
L factor:  
3×3 Matrix{Float64}:  
 1.0      0.0      0.0  
 0.394089  1.0      0.0  
 0.109443  0.304115  1.0  
U factor:  
3×3 Matrix{Float64}:  
 0.82158  0.154756  0.212603  
 0.0      0.705639  0.262783
```

```
0.0      0.0      0.469212
```

```
[79]: #           A:
      A\b
```

```
[79]: 3-element Vector{Float64}:
      1.0
      1.0
      1.0
```

```
[80]: #           :
      A\b
```

```
[80]: 3-element Vector{Float64}:
      1.0
      1.0
      1.0
```

```
[81]: #           A:
      det(A)
```

```
[81]: -0.2720205154988499
```

```
[82]: #           A           :
      det(A\b)
```

```
[82]: -0.2720205154988499
```

```
[83]: # QR-           :
      Aqr = qr(A)
```

```
[83]: LinearAlgebra.QRCompactWY{Float64, Matrix{Float64}, Matrix{Float64}}
      Q factor: 3×3 LinearAlgebra.QRCompactWYQ{Float64, Matrix{Float64},
      Matrix{Float64}}
      R factor:
      3×3 Matrix{Float64}:
      -0.887643 -0.446326 -0.381176
      0.0      0.682691  0.382295
      0.0      0.0      0.44889
```

```
[84]: #           Q:
      Aqr.Q
```

```
[84]: 3×3 LinearAlgebra.QRCompactWYQ{Float64, Matrix{Float64}, Matrix{Float64}}
```

```
[65]: #           R:
      Aqr.R
```



```
[65]: 3×3 Matrix{Float64}:
      -0.884374  -0.455329  -0.264604
      0.0        -0.792468  -0.521473
      0.0         0.0        0.462976
```

```
[66]: #           ,           Q -           :
      Aqr.Q'*Aqr.Q
```

```
[66]: 3×3 Matrix{Float64}:
      1.0          -2.77556e-17  -1.38778e-17
     -5.55112e-17   1.0           0.0
      0.0           0.0           1.0
```

```
[67]: #           A:
      Asym = A + A'
```

```
[67]: 3×3 Matrix{Float64}:
      1.74614   0.464061  0.211887
      0.464061  1.7004    0.570514
      0.211887  0.570514  0.929872
```

```
[68]: #           :
      AsymEig = eigen(Asym)
```

```
[68]: Eigen{Float64, Float64, Matrix{Float64}, Vector{Float64}}
      values:
      3-element Vector{Float64}:
      0.6257132275305365
      1.3504140615067672
      2.4002822908619654
      vectors:
      3×3 Matrix{Float64}:
      0.0328487  0.788192  -0.614552
     -0.479667  -0.52701  -0.701555
      0.876835  -0.317825  -0.360758
```

```
[69]: #           :
      AsymEig.values
```

```
[69]: 3-element Vector{Float64}:
      0.6257132275305365
      1.3504140615067672
      2.4002822908619654
```

```
[70]: #           :
      AsymEig.vectors
```

```
[70]: 3×3 Matrix{Float64}:
 0.0328487  0.788192 -0.614552
-0.479667  -0.52701 -0.701555
 0.876835  -0.317825 -0.360758
```

```
[71]: #           :
      inv(AsymEig)*Asym
```

```
[71]: 3×3 Matrix{Float64}:
 1.0          -4.51028e-17  4.09395e-16
-6.93889e-17  1.0          -1.11022e-16
 9.99201e-16  1.11022e-16  1.0
```

```
[85]: #      1000  1000:
      n = 1000
      A = randn(n,n)
```

```
[85]: 1000×1000 Matrix{Float64}:
 0.945564  -0.4136    0.288745  ... -0.0576756  -1.29635  -1.55455
-0.733987  -0.0813476  -1.8088    0.00406874 -0.146778  -0.543025
 0.416595  0.215597    1.72953    2.10461    2.27      0.493712
-1.17069   -1.28196    0.172427   -0.281696  0.113201  0.402691
-0.534953  -0.454402   -0.0904224  0.737858   0.374288  1.03684
-0.730627  0.79689     0.552524   ... -0.205875  1.10018  -0.537194
-0.0978003 -0.556665    0.477047   -1.486     -0.628359 -0.915956
 0.562794  -1.07607    -0.526134   0.217834   1.1874   -0.744079
 0.585691  0.901834    0.0827245   1.53281    0.17808  -0.185429
-0.546395  0.0415964   -0.736421   0.566128   -0.838803 0.172493
 0.413408  0.344019    -0.731707   ... -0.139578  1.23046  -0.406932
-0.559737  -0.124365   -0.153766   2.37222    1.8644    0.234218
 2.64962   -0.339176    1.10631     1.39374    0.525698 -0.482248

 1.15559   -1.46166    -1.49758    -0.585228  -1.92706  -0.161073
-1.14017    0.672569    1.92851    -0.064009  0.101601  0.308163
 0.23013    1.43359     1.09088    ... 1.47976    2.01193  -1.21324
-0.456641  -0.34784    -1.69538    0.216645   -0.678083 0.237115
 0.557833   1.06935     0.690091   -0.104601  -0.676934 2.56679
-0.0322185 -0.415773    0.477601   -1.52515    0.624246 -0.660277
-0.810073   0.906215    0.130511    1.3033     -0.350364 -0.445778
-1.39737    -0.0498869  -1.29807    ... -0.125225  -1.98868  -0.57905
-0.489871  -1.03055    -0.382777   -0.408173   0.166898 2.47756
 2.38396    0.108788    0.98079     -1.67812    -1.18574 2.19278
 0.407764    0.613379    0.673965   -0.99283    -0.817734 -0.661687
-1.19675    -0.097588    0.516592    0.694347    1.05551  0.146226
```

```
[86]: #           :
      Asym = A + A'
```

[86]: 1000×1000 Matrix{Float64}:

```
 1.89113    -1.14759    0.705339 ...  2.32628    -0.888584    -2.7513
-1.14759    -0.162695   -1.59321    0.112857    0.466601   -0.640613
 0.705339   -1.59321    3.45905    3.0854     2.94397    1.0103
-1.95993    -1.60121   -0.690125   -0.234089    1.40913    0.396142
-1.10852     1.63509   -0.371592    1.63391     1.63206    1.65072
-0.598721    0.935986    0.537715 ... -0.363744    1.30787    0.429677
 1.16067    -0.255707    0.216914   -2.40255    -2.46799   -1.46619
-0.434411   -0.607108    0.816192    1.19282     1.27309   -0.270205
 0.412727    0.722902    0.424145    2.62941   -0.288722   -0.113701
-0.434874   -0.659047   -1.59224    0.0749583    0.163534    0.777786
 1.96235     0.363711   -1.27095 ... -0.482602    0.352057   -0.0786477
-0.814709   -0.445876   -1.83821    1.94458     2.5976     1.03824
 2.16479    -2.58858     2.87103    0.668372   -0.158715    0.53989

 0.0138219  -1.43221     0.141513     1.13619   -2.71519   -0.368563
-1.18133    -0.0518368    1.23705     0.923544   -0.336829    0.0998745
 0.789905     3.15444     1.84744 ...  3.2034     4.25491   -1.54858
 0.0580671    0.419394   -2.65152   -0.614025   -0.492288   -0.157775
 1.01359    -0.496089    1.09417   -0.0253229    0.173054    2.17623
 2.10788    -0.433621    0.264345   -0.018247    0.350143    0.316145
 0.757072   -1.23472     0.593982    1.89946     1.68289   -1.29059
 0.917399   -0.740756   -2.87718 ... -1.5719    -1.71603   -1.20678
 0.10315    -0.956864   -0.613048    0.528737    0.177616    3.96403
 2.32628     0.112857    3.0854     -3.35623   -2.17857    2.88713
-0.888584    0.466601    2.94397   -2.17857   -1.63547    0.393826
-2.7513     -0.640613    1.0103     2.88713    0.393826    0.292451
```

```
[87]: #           :
      issymmetric(Asym)
```

[87]: true

```
[88]: #           :
      Asym_noisy = copy(Asym)
      Asym_noisy[1,2] += 5eps()
```

[88]: -1.147586931664726

```
[89]: #           :
      issymmetric(Asym_noisy)
```

[89]: false

```
[90]: #           :
      Asym_explicit = Symmetric(Asym_noisy)
```

[90]: 1000×1000 Symmetric{Float64, Matrix{Float64}}:

1.89113	-1.14759	0.705339	...	2.32628	-0.888584	-2.7513
-1.14759	-0.162695	-1.59321		0.112857	0.466601	-0.640613
0.705339	-1.59321	3.45905		3.0854	2.94397	1.0103
-1.95993	-1.60121	-0.690125		-0.234089	1.40913	0.396142
-1.10852	1.63509	-0.371592		1.63391	1.63206	1.65072
-0.598721	0.935986	0.537715	...	-0.363744	1.30787	0.429677
1.16067	-0.255707	0.216914		-2.40255	-2.46799	-1.46619
-0.434411	-0.607108	0.816192		1.19282	1.27309	-0.270205
0.412727	0.722902	0.424145		2.62941	-0.288722	-0.113701
-0.434874	-0.659047	-1.59224		0.0749583	0.163534	0.777786
1.96235	0.363711	-1.27095	...	-0.482602	0.352057	-0.0786477
-0.814709	-0.445876	-1.83821		1.94458	2.5976	1.03824
2.16479	-2.58858	2.87103		0.668372	-0.158715	0.53989
0.0138219	-1.43221	0.141513		1.13619	-2.71519	-0.368563
-1.18133	-0.0518368	1.23705		0.923544	-0.336829	0.0998745
0.789905	3.15444	1.84744	...	3.2034	4.25491	-1.54858
0.0580671	0.419394	-2.65152		-0.614025	-0.492288	-0.157775
1.01359	-0.496089	1.09417		-0.0253229	0.173054	2.17623
2.10788	-0.433621	0.264345		-0.018247	0.350143	0.316145
0.757072	-1.23472	0.593982		1.89946	1.68289	-1.29059
0.917399	-0.740756	-2.87718	...	-1.5719	-1.71603	-1.20678
0.10315	-0.956864	-0.613048		0.528737	0.177616	3.96403
2.32628	0.112857	3.0854		-3.35623	-2.17857	2.88713
-0.888584	0.466601	2.94397		-2.17857	-1.63547	0.393826
-2.7513	-0.640613	1.0103		2.88713	0.393826	0.292451

```
[91]: import Pkg
Pkg.add("BenchmarkTools")
using BenchmarkTools
```

```
Resolving package versions...
Installed BenchmarkTools v1.5.0
Updating
`C:\Users\User\.julia\environments\v1.10\Project.toml`
[6e4b80f9] + BenchmarkTools v1.5.0
Updating
`C:\Users\User\.julia\environments\v1.10\Manifest.toml`
[6e4b80f9] ↑ BenchmarkTools v1.4.0 v1.5.0
Precompiling project...
BenchmarkTools
MathOptInterface
Optim
DiffEqNoiseProcess
StochasticDiffEq
DifferentialEquations
6 dependencies successfully precompiled in 144 seconds. 322 already
```

precompiled.

```
[92]: #  
#  
@btime eigvals(Asym)
```

140.190 ms (11 allocations: 7.99 MiB)

[92]: 1000-element Vector{Float64}:

-89.90745697267798  
-89.28462914513722  
-87.7618794507008  
-86.82276458104195  
-86.17545419337942  
-85.50230407876174  
-85.06852580328531  
-84.70714389011076  
-84.5030609471845  
-84.18620811687069  
-83.58445180670451  
-83.05188255007515  
-82.88233698029482

82.50731589150371  
83.0077687026647  
83.13600831985721  
83.28420721839369  
84.08896605208413  
84.6386358303351  
85.29488028420883  
85.65940396658235  
86.54358105900604  
87.12252883775672  
87.33499654466465  
87.5091798420538

```
[96]: #  
#  
@btime eigvals(Asym_noisy)
```

736.767 ms (14 allocations: 7.93 MiB)

[96]: 1000-element Vector{Float64}:

-89.90745697267911  
-89.28462914513783  
-87.76187945070113  
-86.8227645810423  
-86.17545419337884  
-85.50230407876121

-85.06852580328572  
-84.70714389011033  
-84.50306094718434  
-84.18620811687012  
-83.58445180670492  
-83.05188255007515  
-82.8823369802946

82.50731589150357  
83.00776870266446  
83.1360083198572  
83.28420721839342  
84.08896605208409  
84.63863583033428  
85.29488028420847  
85.65940396658272  
86.54358105900539  
87.12252883775666  
87.33499654466515  
87.50917984205434

```
[97]: #  
#  
#  
@btime eigvals(Asym_explicit)
```

153.165 ms (11 allocations: 7.99 MiB)

[97]: 1000-element Vector{Float64}:

-89.90745697267839  
-89.28462914513725  
-87.76187945070029  
-86.82276458104262  
-86.1754541933794  
-85.50230407876178  
-85.06852580328525  
-84.70714389011067  
-84.50306094718444  
-84.18620811687055  
-83.5844518067044  
-83.05188255007535  
-82.88233698029536

82.5073158915038  
83.00776870266455  
83.13600831985687  
83.2842072183936  
84.08896605208412

84.6386358303352  
85.29488028420896  
85.65940396658252  
86.54358105900596  
87.12252883775663  
87.33499654466463  
87.50917984205351

```
[100]: # 1000000 1000000:
n = 1000000
A = SymTridiagonal(randn(n), randn(n-1))
```

```
[100]: 1000000×1000000 SymTridiagonal{Float64, Vector{Float64}}:
 0.540287  0.7954      ...
 0.7954    1.1026    -1.52548
          -1.52548   0.197984  1.57573
                    1.57573   0.214912
                          1.4176
                        ...

...

...

...
-0.169001
 0.546604  0.357314
 0.357314 -0.4732   0.106754
          0.106754 0.213239
```

```
[101]: #
#
@btime eigmax(A)
```

524.792 ms (17 allocations: 183.11 MiB)

[101]: 6.275049715720039

```
[108]: B = Matrix(A)
```

```
OutOfMemoryError()

Stacktrace:
 [1] Array
      @ .\boot.jl:479 [inlined]
 [2] Matrix{Float64}(M::SymTridiagonal{Float64, Vector{Float64}})
      @ LinearAlgebra C:\Users\User\AppData\Local\Programs\Julia-1.10.
      ↪0\share\julia\stdlib\v1.10\LinearAlgebra\src\tridiag.jl:127
 [3] (Matrix)(M::SymTridiagonal{Float64, Vector{Float64}})
      @ LinearAlgebra C:\Users\User\AppData\Local\Programs\Julia-1.10.
      ↪0\share\julia\stdlib\v1.10\LinearAlgebra\src\tridiag.jl:138
 [4] top-level scope
      @ In[108]:1
```

### 0.1.6

```
[102]: #           :
        Arational = Matrix{Rational{BigInt}}(rand(1:10, 3, 3))/10
```

```
[102]: 3×3 Matrix{Rational{BigInt}}:
 1//10  1//2  2//5
 3//10  4//5  7//10
 1      3//5  4//5
```

```
[103]: #           :
        x = fill(1, 3)
        #           b:
        b = Arational*x
```

```
[103]: 3-element Vector{Rational{BigInt}}:
 1
 9//5
12//5
```

```
[104]: #           \
        # (           , x -           ):
        Arational\b
```

```
[104]: 3-element Vector{Rational{BigInt}}:
 1
 1
 1
```

```
[105]: # LU-           :
        lu(Arational)
```



```
[105]: LU{Rational{BigInt}, Matrix{Rational{BigInt}}, Vector{Int64}}
```

L factor:

3×3 Matrix{Rational{BigInt}}:

```
1      0      0
3//10   1      0
1//10 22//31  1
```

U factor:

3×3 Matrix{Rational{BigInt}}:

```
1  3//5  4//5
0 31//50 23//50
0   0  -1//155
```

## 0.2

### 0.2.1

1.            v.            v                            dot\_v.

```
[106]: v = rand(1:100, 3); display(v)
dot_v = v'v
```

3-element Vector{Int64}:

```
16
69
25
```

```
[106]: 5642
```

2.            v            (            ),                            outer\_v.

```
[107]: outer_v = v*v'
```

```
[107]: 3×3 Matrix{Int64}:
```

```
256  1104  400
1104  4761  1725
400  1725  625
```

### 0.2.2

1.                            .

```
[109]: function LinearDep(mtrx::Matrix, vec::Vector)
    # returns isSolvable::Bool, ind::Vector{Int64} --
    A = hcat(mtrx, vec)
    Ac = copy(mtrx); bc = copy(vec)
    s1 = size(A)[1]; s2 = size(A)[2]-1
    t = [false for i in 1:size(A)[1]]
    poss_j = collect(2:s2)
    for i in 1:s2
        for j in i+1:s1
```

```

        mbool = true
        temp = A[j, :]/A[i, :]
        if length(unique(temp[1:s2])) == 1
            if temp[s2+1] == temp[1]
                t[j] = true
            else
                return false, []
            end
        end
        tii = i
        if Ac[i, i] == 0
            tii = sortperm(abs.(Ac[i, :]))[s2]
            if Ac[i, tii] == 0
                mbool = false
            end
        end
        if mbool
            c = -Ac[j, tii] / Ac[i, tii]
            if isequal(Ac[j, :].+(c*Ac[i, :]), zeros(Float64, s2))
                if bc[j] + c*bc[i] != 0
                    return false, []
                else
                    t[j] = true
                    Ac[j, :] = Ac[j, :].+(c*Ac[i, :])
                    bc[j] += c*bc[i]
                end
            else
                Ac[j, :].+= (c*Ac[i, :])
                bc[j] += c*bc[i]
            end
        end
    end
end
for i in 1:s1
    if isequal(Ac[i, :], zeros(Float64, s2))
        t[i] = true
    end
end
answ = deleteat!(collect(1:s1), t)
if length(answ) >= s2
    return true, answ
else
    return false, [pi]
end
end
function SLAU_solver(A::Matrix, b::Vector)

```

```

if ndims(A) != 2 || size(A)[1] != length(b)
    println("                !")
    return
end
s1 = size(A)[1]; s2 = size(A)[2]
if s1 == s2 && det(A) != 0
    return A\b
elseif s1 < s2
    println("                ,                ")
    return
else # s1 > s2 // (s1 == s2 && det(A) == 0)
    isSolvable, indNonLinear = LinearDep(A, b)
    if !isSolvable && isequal(indNonLinear, [])
        println("                ")
        return
    elseif !isSolvable && isequal(indNonLinear, [pi])
        println("                ")
        return
    else
        length(indNonLinear) > s2 ? indNonLinear = indNonLinear[1:s2] :
        return A[indNonLinear, :]\b[indNonLinear]
    end
end
end
A = Float64[1 2 3; 1/3 2 1; 2 3 6; 3 4 5]
b = Float64[1, 1, 4, 5]
SLAU_solver(A, b)

```

a) ( )

$$\begin{cases} x + y = 2, \\ x - y = 3. \end{cases}$$

```

[110]: A = Float64[1 1; 1 -1]
      b = Float64[2, 3]
      SLAU_solver(A, b)

```

```

[110]: 2-element Vector{Float64}:
       2.5
      -0.5

```

b) ( )

$$\begin{cases} x + y = 2, \\ 2x + 2y = 4. \end{cases}$$

```
[111]: A = Float64[1 1; 2 2]
      b = Float64[2, 4]
      SLAU_solver(A, b)
```

c) ( , )

$$\begin{cases} x + y = 2, \\ 2x + 2y = 5. \end{cases}$$

```
[113]: A = Float64[1 1; 2 2]
      b = Float64[2, 5]
      SLAU_solver(A, b)
```

d) ( )

$$\begin{cases} x + y = 1, \\ 2x + 2y = 2, \\ 3x + 3y = 3. \end{cases}$$

```
[115]: A = Float64[1 1; 2 2; 3 3]
      b = Float64[1, 2, 3]
      SLAU_solver(A, b)
```

e)

$$\begin{cases} x + y = 2, \\ 2x + y = 1, \\ x - y = 3. \end{cases}$$

```
[116]: A = Float64[1 1; 2 1; 1 -1]
      b = Float64[2, 1, 3]
      SLAU_solver(A, b)
```

f)

$$\begin{cases} x + y = 2, \\ 2x + y = 1, \\ 3x + 2y = 3. \end{cases}$$

```
[118]: A = Float64[1 1; 2 1; 3 2]
      b = Float64[2, 1, 3]
      SLAU_solver(A, b)
```

```
[118]: 2-element Vector{Float64}:
      -1.0
       3.0

      2.
      a)
```

$$\begin{cases} x + y + z = 2, \\ x - y - 2z = 3. \end{cases}$$

```
[121]: A = Float64[1 1 1; 1 -1 -2]
      b = Float64[2, 3]
      SLAU_solver(A, b)
```

b)

$$\begin{cases} x + y + z = 2, \\ 2x + 2y - 3z = 4, \\ 3x + y + z = 1. \end{cases}$$

```
[123]: A = Float64[1 1 1; 2 2 -3; 3 1 1]
      b = Float64[2, 4, 1]
      SLAU_solver(A, b)
```

```
[123]: 3-element Vector{Float64}:
      -0.5
       2.5
       0.0

      c)
```

$$\begin{cases} x + y + z = 1, \\ x + y + 2z = 0, \\ 2x + 2y + 3z = 1. \end{cases}$$

```
[124]: A = Float64[1 1 1; 1 1 2; 2 2 3]
      b = Float64[1, 0, 1]
      SLAU_solver(A, b)
```

d)

$$\begin{cases} x + y + z = 1, \\ x + y + 2z = 0, \\ 2x + 2y + 3z = 0. \end{cases}$$

```
[125]: A = Float64[1 1 1; 1 1 2; 2 2 3]
b = Float64[1, 0, 0]
SLAU_solver(A, b)
```

### 0.2.3

1.

```
[130]: function to_Diagonal(mtrx)
    s = size(mtrx)[1]
    ordDown = vcat([[if i == s; [i, j-1] else [i, j] end for j in i+1:s] for i in 1:s]...)
    ordUP = vcat([[if i == s; [j-1, i] else [j, i] end for j in i+1:s] for i in s:-1:1]...)
    answ = [[] for _ in 1:s]
    for i in ordDown
        if mtrx[i[2], i[1]] != 0
            k = mtrx[i[2], i[1]] / mtrx[i[1], i[1]]
            answ[i[2]] = [mtrx[i[2], j] - mtrx[i[1], j] * k for j in 1:s]
        end
    end
    for i in ordUP
        if mtrx[i[2], i[1]] != 0
            k = mtrx[i[2], i[1]] / mtrx[i[1], i[1]]
            answ[i[2]] = [mtrx[i[2], j] - mtrx[i[1], j] * k for j in 1:s]
        end
    end
    return copy(hcat(answ...))
end
```

[130]: to\_Diagonal (generic function with 1 method)

```
[132]: # a)
A = Float64[1 -2; -2 1]
to_Diagonal(A)
```

```
[132]: 2×2 Matrix{Float64}:
-3.0  0.0
 0.0 -3.0
```

```
[133]: # b)
A = Float64[1 -2; -2 3]
to_Diagonal(A)
```

```
[133]: 2×2 Matrix{Float64}:
 -0.333333  0.0
  0.0      -1.0
```

```
[134]: # c)
A = Float64[1 -2 0; -2 1 2; 0 2 0]
to_Diagonal(A)
```

```
[134]: 3×3 Matrix{Float64}:
 -3.0  0.0  4.0
 NaN  -Inf NaN
  4.0  0.0 -4.0

2.
```

```
[135]: function mtrx_Function(A::Matrix, op)
        X = eigvecs(A)
        lamb = diagm(eigvals(A))
        lambfunc = [op(l) for l in lamb]
        answ = X^(-1)*lambfunc*X
        return answ
    end
```

```
[135]: mtrx_Function (generic function with 1 method)
```

```
[137]: # a)
A = [1 -2; -2 1]; display(A^10)
mtrx_Function(A, x -> x^10)
```

```
2×2 Matrix{Int64}:
 29525 -29524
-29524  29525
```

```
[137]: 2×2 Matrix{Float64}:
 29525.0 -29524.0
-29524.0  29525.0
```

```
[139]: # b)
A = [5 -2; -2 5]
mtrx_Function(A, x -> sqrt(x))
```

```
[139]: 2×2 Matrix{Float64}:
 2.1889 -0.45685
-0.45685  2.1889
```

```
[140]: # c)
A = [1 -2; -2 1]
mtrx_Function(A, x -> cbrt(x))
```

[140]: 2×2 Matrix{Float64}:  
0.221125 -1.22112  
-1.22112 0.221125

```
[141]: # d)
A = ComplexF64[1 2; 3 4]
mtrx_Function(A, x -> sqrt(x))
```

[141]: 2×2 Matrix{ComplexF64}:  
0.553689+0.464394im -0.889962+0.234276im  
-1.09755+0.288922im 1.76413+0.145754im  
3. ,

```
[142]: A = [140 97 74 168 131; 97 106 89 131 36; 74 89 152 144 71; 168 131 144 52 142;
↳ 131 36 71 142 36]
@btime eigvals(A)
```

2.167 s (10 allocations: 2.59 KiB)

[142]: 5-element Vector{Float64}:  
-129.84037845927043  
-56.008181312078634  
42.75068638743729  
87.15844501190598  
541.9394283720058  
.  
.  
.

```
[143]: @btime diagm(eigvals(A))
```

2.200 s (11 allocations: 2.84 KiB)

[143]: 5×5 Matrix{Float64}:  
-129.84 0.0 0.0 0.0 0.0  
0.0 -56.0082 0.0 0.0 0.0  
0.0 0.0 42.7507 0.0 0.0  
0.0 0.0 0.0 87.1584 0.0  
0.0 0.0 0.0 0.0 541.939

```
[144]: @btime blA = Bidiagonal(A, :L)
```

313.248 ns (3 allocations: 224 bytes)



```
[144]: 5×5 Bidiagonal{Int64, Vector{Int64}}:
      140
      97  106
        89  152
          144  52
            142  36
```

## 0.2.4

1.

```
[148]: function economicModel(M, y)
      x = (Diagonal(fill(1, 2)) - M)^(-1) * y
      return x
end
```

```
[148]: economicModel (generic function with 1 method)
```

```
[149]: # a)
A = [1 2; 3 4]
Y = [2; 1]
X = economicModel(A,Y); display(X)
if mapreduce(z -> if z < 0 1 else 0 end, +, X) > 0
    println(" ")
else
    println(" ")
end
```

```
2-element Vector{Float64}:
 0.6666666666666667
-1.0
```

```
[150]: # b)
A = [1 2; 3 4]*0.5
Y = [2; 1]
X = economicModel(A,Y); display(X)
if mapreduce(z -> if z < 0 1 else 0 end, +, X) > 0
    println(" ")
else
    println(" ")
end
```

```
2-element Vector{Float64}:
 0.5
-1.75
```

```
[155]: # c)
A = [1 2; 3 4]*0.1
Y = [2; 1]
X = economicModel(A,Y); display(X)
if mapreduce(z -> if z < 0 1 else 0 end, +, X) > 0
    println(" ")
else
    println(" ")
end
```

```
2-element Vector{Float64}:
 2.9166666666666665
 3.125
```

```
2.          :          ,
```

```
[154]: function OnesModel(M)
        x = (Diagonal(fill(1, size(M,1))) - M)^(-1)
        return x
    end
```

[154]: OnesModel (generic function with 1 method)

```
[156]: # a)
A = [1 2; 3 1]
X = OnesModel(A); display(X)
if mapreduce(z -> if z < 0 1 else 0 end, +, X) > 0
    println(" ")
else
    println(" ")
end
```

```
2×2 Matrix{Float64}:
-0.0  -0.333333
-0.5   0.0
```

```
[157]: # b)
A = [1 2; 3 1]*0.5
X = OnesModel(A); display(X)
if mapreduce(z -> if z < 0 1 else 0 end, +, X) > 0
    println(" ")
else
    println(" ")
end
```

```
2×2 Matrix{Float64}:
```

```
-0.4 -0.8
-1.2 -0.4
```

```
[158]: # c)
A = [1 2; 3 1]*0.1
X = OnesModel(A); display(X)
if mapreduce(z -> if z < 0 1 else 0 end, +, X) > 0
    println(" ")
else
    println(" ")
end
```

```
2×2 Matrix{Float64}:
 1.2  0.266667
 0.4  1.2
```

```
3.
1. , ,
```

```
[160]: function UnitarCheck(M)
    #=
    , 1,
    :
    .
    .
    A , A^(-1)= A
    : A^(-1) = A*, A* - A, A -
    =#
    x = 0
    try if conj(transpose(M)) == M^(-1) x += 1 end
    catch e
        return " . $(x)"
    end
    if size(M, 1) == size(M, 2) x += 1 end
    if abs(det(M)) == 1 x += 1 end

    if x == 3 return " . $(x)" else " . $(x)" end
end

eigenvalues(M) = eigen(M).values
```

```
[160]: eigenvalues (generic function with 1 method)
```

```
[161]: # a)
A = [1 2; 3 1]
X = eigenvalues(A); display(X)
```

```

if mapreduce(z -> if z < 0 1 else 0 end, +, X) > 0
  println("      ")
else
  println("      ")
end

```

2-element Vector{Float64}:

```

-1.4494897427831779
 3.4494897427831783

```

```

[162]: # b)
A = [1 2; 3 1]*0.5
X = eigenvalues(A); display(X)
if mapreduce(z -> if z < 0 1 else 0 end, +, X) > 0
  println("      ")
else
  println("      ")
end

```

2-element Vector{Float64}:

```

-0.7247448713915892
 1.724744871391589

```

```

[163]: # c)
A = [1 2; 3 1]*0.1
X = eigenvalues(A); display(X)
if mapreduce(z -> if z < 0 1 else 0 end, +, X) > 0
  println("      ")
else
  println("      ")
end

```

2-element Vector{Float64}:

```

-0.14494897427831785
 0.34494897427831783

```

```

[164]: # d)
A = [0.1 0.2 0.3; 0.0 0.1 0.2; 0.0 0.1 0.3]
X = eigenvalues(A); display(X)
if mapreduce(z -> if z < 0 1 else 0 end, +, X) > 0
  println("      ")
else
  println("      ")
end

```

```
3-element Vector{Float64}:  
 0.02679491924311228  
 0.1  
 0.37320508075688774
```

```
[ ]:
```