

Numerical Methods

Report

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Exercise: **Determining eigenvalues and eigenvectors of matrix**

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1. Krylov method

The matrix we have chosen:

$$A = \begin{bmatrix} 3 & -1 & 7 \\ 5 & 0 & 5 \\ 6 & 12 & 6 \end{bmatrix}$$

Taking as the initial vector $y^{(0)} = 1,0,0^T$, yields

$y^{(0)}$	$y^{(1)} = Ay^{(0)}$	$y^{(2)} = Ay^{(1)}$	$y^{(3)} = Ay^{(2)}$
$\begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}$	$\begin{bmatrix} 3 \\ -1 \\ 7 \end{bmatrix}$	$\begin{bmatrix} 46 \\ 81 \\ 58 \end{bmatrix}$	$\begin{bmatrix} 891 \\ 650 \\ 1075 \end{bmatrix}$

From that we can create a system of linear equations

$$\begin{aligned} 46p_1 + 3p_2 + 1p_3 &= -891 \\ 81p_1 - 1p_2 + 0p_3 &= -650 \\ 58p_1 + 7p_2 + 0p_3 &= -1075 \end{aligned}$$

Solving the system, we obtained the following characteristic polynomial coefficients:

$$p_1 = -9 \quad p_2 = -79 \quad p_3 = -240$$

The characteristic equation of matrix **A** is of the form:

$$\lambda^3 - 9\lambda^2 - 79\lambda - 240 = 0$$

Solving that polynomial, we obtained:

$$\lambda_1 \approx 15.22446$$

Calculating coefficients g_1, g_2 for λ_1 :

$$\begin{aligned} g_2 &= \lambda_1 + p_1 = 6.22446 \\ g_1 &= \lambda_1 g_2 + p_2 = 15.76404 \end{aligned}$$

and setting $g_3 = 1$

Using the formula

$$x^{(i)} = g_1 y^{(0)} + g_2 y^{(1)} + g_3 y^{(2)} + \dots + g_n y^{(n-1)}$$

Eigenvector $x^{(1)}$ was obtained.

$x^{(1)}$
$\begin{bmatrix} 15.7640 \\ 0 \\ 0 \end{bmatrix}$

2. Power method

For the program to work properly - a matrix should be 3x3 and its rank (number of linearly independent eigenvectors) equal to 3.

```
1. #include <iostream>
2. using namespace std;
3.
4. // initialize the initial vector
5. void initVec(int v, double y[1][3])
6. {
7.     switch(v) {
8.         case 1:
9.             y[0][0] = 1; y[0][1] = 0; y[0][2] = 0;
10.            break;
11.         case 2:
12.            y[0][0] = 0; y[0][1] = 1; y[0][2] = 0;
13.            break;
14.         case 3:
15.            y[0][0] = 0; y[0][1] = 0; y[0][2] = 1;
16.            break;
17.         default:
18.            cout << "Something's wrong!" << endl;
19.     }
20. }
21.
22. int main()
23. {
24.     double A[3][3];
25.     double y[9][3] = {0};
26.     double eigenvalue, quot[3];
27.     bool oscQuot = true;
28.     int v = 0;
29.
30.     cout << "3x3 matrix A:" << endl;
31.
32.
33.     for (int i = 0; i < 3; i++)
34.         for (int j = 0; j < 3; j++)
35.             cin >> A[i][j];
```

```

36.
37.     while (oscQuot == true){
38.         // initial vector y(0)
39.         initVec(++v, y);
40.
41.         // obtaining the iterations of vector 'y'
42.         for (int i = 1; i < 9; i++)
43.             for (int j = 0; j < 3; j++)
44.                 for (int k = 0; k < 3; k++)
45.                     y[i][j] += y[i-1][k]*A[k][j];
46.
47.         // calculating the quotients
48.         quot[0] = y[8][0]/y[7][0];
49.         quot[1] = y[8][1]/y[7][1];
50.         quot[2] = y[8][2]/y[7][2];
51.
52.         // changing the value of initial vector if the values of quotients are oscillating
53.         if (quot[0] != quot[2])
54.             oscQuot = false;
55.     }
56.
57.     // calculating the eigenvalue as the arithmetic mean of all quotients
58.     eigenvalue = (quot[0] + quot[1] + quot[2])/3.0;
59.
60.     /*
61.     // Krylov
62.     for (int i = 0; i < 3; i++) {
63.         cout << endl;
64.         for (int j = 0; j < 4; j++)
65.             cout << y[j][i] << " ";
66.     }
67.     cout << endl << endl;
68.     */
69.
70.     cout << "\nHighest modulus eigenvalue: " << eigenvalue << endl;
71.
72.     cout << "\nHighest corresponding eigenvector: " << endl;
73.     for (int i = 0; i < 3; i++)
74.         cout << y[8][i] << endl;
75.
76.     cout << "\nAfter normalization: " << endl;
77.     cout << y[8][0]/max(max(y[8][0],y[8][1]),y[8][2]) << endl;
78.     cout << y[8][1]/max(max(y[8][0],y[8][1]),y[8][2]) << endl;
79.     cout << y[8][2]/max(max(y[8][0],y[8][1]),y[8][2]) << endl;
80.
81.     return 0;
82. }

```

Determining the highest-modulus eigenvalue and corresponding eigenvector of the given matrix:

$$\begin{bmatrix} 1 & 5 & 4 \\ 3 & 2 & 3 \\ 7 & 6 & 1 \end{bmatrix}$$

Input to the program:

```

1 5 4
3 2 3
7 6 1

```

The input/output from the console:

```
3x3 matrix A:  
1 5 4  
3 2 3  
7 6 1  
  
Highest modulus eigenvalue: 10.2919  
  
Highest corresponding eigenvector:  
4.14513e+007  
4.94071e+007  
3.37484e+007  
  
After normalization:  
0.838975  
1  
0.683068
```

Obtained highest modulus eigenvalue: **10.2919**

Obtained corresponding eigenvector:

$$\begin{bmatrix} 4.14513^7 \\ 4.94071^7 \\ 3.37484^7 \end{bmatrix}$$