

PROYEK 2
Metode Numerik (A)

Iterative Methods



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1. Gauss-Seidel

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▼ Gauss-Seidel

```
✓ [32] import numpy as np
0s def gauss_seidel(koef_matrix, konstanta, initial, max_iter=100, error_tolerance=0.000001):
    n = len(koef_matrix)
    x = np.array(initial, dtype=float)
    koef_matrix = np.array(koef_matrix, dtype=float)
    konstanta = np.array(konstanta, dtype=float)

    for _ in range(max_iter):
        for i in range(n):
            sum_ = np.dot(koef_matrix[i, :i], x[:i]) + np.dot(koef_matrix[i, i + 1:], x[i + 1:])
            x[i] = (konstanta[i] - sum_) / koef_matrix[i, i]

        # Periksa kekonvergenan
        if np.all(np.abs(np.dot(koef_matrix, x) - konstanta) < error_tolerance):
            return x

    return x
```

▼ Contoh Penggunaan Gauss-Seidel

```
✓ # Contoh penggunaan
0s A = [[4, 1, 2],
      [3, 5, 1],
      [1, 1, 3]]
b = [4, 7, 3]
initial = [0, 0, 0]

hasil = gauss_seidel(A, b, initial)
print("Solusi Gauss-Seidel:", hasil)

Solusi Gauss-Seidel: [0.50000026 0.9999999 0.49999995]
```

2. Jacobi

▼ Jacobi

```
✓ [28] def jacobi(koef_matrix, konstanta, initial, max_iter=100, error_tolerance=0.000001):  
0s  
    pjg_arr = len(koef_matrix)  
    z = initial.copy()  
    for iterasi in range(max_iter):  
        z_new = z.copy()  
        for a in range(pjg_arr):  
            total_val = 0  
            for b in range(pjg_arr):  
                if b != a:  
                    total_val += koef_matrix[a][b] * z[b]  
            z_new[a] = (konstanta[a] - total_val) / koef_matrix[a][a]  
            if all(abs(z_new[a] - z[a]) < error_tolerance for a in range(pjg_arr)):  
                return z_new  
        z = z_new  
    return z
```

▼ Contoh Penggunaan Jacobi

```
✓ # Contoh penggunaan  
0s  
koef_matrix = [[4, 1, -1],  
               [2, 7, 1],  
               [1, 3, 5]]  
konstanta = [3, 19, 71]  
initial = [0, 0, 0]  
  
hasil = jacobi(koef_matrix, konstanta, initial)  
  
print("Solusi:")  
for c, nilai in enumerate(hasil):  
    print(f"x{c+1} = {nilai}")
```

```
Solusi:  
x1 = 4.266665924011477  
x2 = -0.4499993134184308  
x3 = 13.616666061600474
```


3. Newton-Raphson

▼ Newton-Raphson

```
✓ [30] import sympy as sp
0s

def newton_raphson(persamaan, x, x0=2.5, max_iterations=100, error_tolerance=0.000001):
    f_prime = f.diff(x)
    x_n = x0
    for iteration in range(max_iterations):
        f_val = f.subs(x, x_n)
        f_prime_val = f_prime.subs(x, x_n)
        x_new = x_n - f_val / f_prime_val
        if abs(x_new - x_n) < error_tolerance:
            return x_new
        x_n = x_new
    return x_n
```

▼ Contoh Penggunaan Newton-Raphson

```
✓ 0s  # Contoh penggunaan
x = sp.symbols('x')
persamaan = x**3 - 2*x - 5

result = newton_raphson(persamaan, x)
print("Aproksimasi akar:")
print(result)
```

```
Aproksimasi akar:
2.09455148154233
```