

Note : No semicolon means print

1 - Eigenvalues and Eigenvectors (Inbuilt)

Preface :

The `eig` function in matlab can be used to get Eigenvalues and Eigenvectors.

Questions :

Find the Eigenvalues and Eigenvectors for the following matrices :

1. $A = \begin{bmatrix} 3 & 1 \\ 0 & 3 \end{bmatrix}$

Code :

```
A=[3,1;0,3];
eig(A)
% for verifying results : trace(A) = sum(eig(A)) and prod(eig(A)) = det(A)
trace(A)
sum(eig(A))
%
prod(eig(A))
det(A)
% eig return eigen vectors as well
[V,D]=eig(A);
V
```

Screenshots :

```
>> eigen1

ans =

     3
     3

ans =

     6

ans =

     6

ans =

     9

ans =

     9

V =

    1.0000    -1.0000
         0     0.0000
```

2. $A = [1, 2, 3; 4, 5, 6; 0, 0, 0]$

Code :

```
A=[1,2,3;4,5,6;0,0,0];
eig(A)
% for verifying results : trace(A) = sum(eig(A)) and prod(eig(A)) = det(A)
trace(A)
sum(eig(A))
%
prod(eig(A))
det(A)
% eig return eigen vectors as well
[V,D]=eig(A);
V
```

Screenshots :

```
>> eigen2

ans =

    -0.4641
     6.4641
         0

ans =

     6

ans =

     6

ans =

     0

ans =

     0

V =

    -0.8069    -0.3437     0.4082
     0.5907    -0.9391    -0.8165
         0         0     0.4082
```

3. $A = \begin{bmatrix} 1 & 1 & 3 \\ 1 & 5 & 1 \\ 3 & 1 & 1 \end{bmatrix}$

Code :

```
A=[1,1,3;1,5,1;3,1,1];
eig(A)
% for verifying results : trace(A) = sum(eig(A)) and prod(eig(A)) = det(A)
trace(A)
sum(eig(A))
%
prod(eig(A))
det(A)
% eig return eigen vectors as well
[V,D]=eig(A);
V
```

Screenshots :

```
>> eigen3

ans =

    -2.0000
     3.0000
     6.0000

ans =

     7

ans =

    7.0000

ans =

   -36.0000

ans =

   -36

V =

   -0.7071    0.5774    0.4082
   -0.0000   -0.5774    0.8165
    0.7071    0.5774    0.4082
```

2 - Projection matrices and least squared method (Inbuilt)

Preface :

- projection can be found using `lsqr` function in matlab
- Projection matrices can be found using : $a \times \text{transpose}(a) / \text{transpose}(a) \times a$
- `lsqr` is also used for finding least square

Questions :

1. Find projection of b on A given, $A=[1,0;0,1;1,1]$, $b=[1,3,4]$

Code :

```
A=[1,0;0,1;1,1];
b=[1;3;4];
lsqr(A,b)
```

Screenshots :

```
>> proj1
lsqr converged at iteration 2

ans =

     1
     3
```

2. find the projection a given, $A=[1,0,0;0,1,0;0,0,1]$

code :

```
A=[1,0,0;0,1,0;0,0,1];
(A*transpose(A))/(transpose(A)*A)
```

screenshots :

```
>> proj2

ans =

     1     0     0
     0     1     0
     0     0     1
```

3. find the least square fit for the following equations : $X+2Y=3$ $3X+2Y=5$
 $X+Y=2.09$

code :

```
A=[1,2;3,2;1,1];
b=[3;5;2.09];
lsqr(A,b)
```

screenshots :

```
>> proj3
lsqr converged at iteration 2

ans =

     1.0000
     1.0100
```

3 - QR Factorisation (Inbuilt)

Preface :

- Any matrix can be factorised into Q and R using `qr` function in matlab

Questions :

Find the QR factors for the following :

1. $A=[1,-1,4;1,4,-2;1,4,2;1,-1,0]$

Code :

```
A=[1,-1,4;1,4,-2;1,4,2;1,-1,0];
[Q,R]=qr(A);
Q
R
```

Screenshots :

```
>> qr1

Q =

-0.5000    0.5000   -0.5000   -0.5000
-0.5000   -0.5000    0.5000   -0.5000
-0.5000   -0.5000   -0.5000    0.5000
-0.5000    0.5000    0.5000    0.5000

R =

-2.0000   -3.0000   -2.0000
     0   -5.0000    2.0000
     0         0   -4.0000
     0         0         0
```

2. $A=[3,2,4;2,0,2;4,2,3]$

code :

```
A=[1,0,0;0,1,0;0,0,1];
[Q,R]=qr(A);
Q
R
```

screenshots :

```
>> qr2

A =

     3     2     4
     2     0     2
     4     2     3

Q =

-0.5571    0.4952   -0.6667
-0.3714   -0.8666   -0.3333
-0.7428    0.0619    0.6667

R =

-5.3852   -2.5997   -5.1995
     0    1.1142    0.4333
     0         0   -1.3333
```

2. $A=[1,0;0,1]$

code :

```
A=[1,0;0,1]
[Q,R]=qr(A);
Q
R
```

screenshots :

```
>> qr3
A =
     1     0
     0     1

Q =
     1     0
     0     1

R =
     1     0
     0     1
```

4 - QR Factorisation Using Gram-Schmidt process (Not Inbuilt)

Preface :

- here we factorise the matrices without using the qr command

Questions :

Find the QR factors for the following :

1. $A = \begin{bmatrix} 1 & -1 & 4 \\ 1 & 4 & -2 \\ 1 & 4 & 2 \\ 1 & -1 & 0 \end{bmatrix}$

Code :

```
A=[1,-1,4;1,4,-2;1,4,2;1,-1,0]
Q=zeros(3);
R=zeros(3);
for j=1:3
    v=A(:,j);
    for i=1:j-1
        R(i,j)=Q(:,i)'\*A(:,j);
        v=v-R(i,j)*Q(:,i);
    end
    R(j,j)=norm(v);
    Q(:,j)=v/R(j,j);
end
v
```

R
Q

Screenshots :

```
>> gramqr1

A =

     1     -1     4
     1      4    -2
     1      4     2
     1     -1     0

v =

     2
    -2
     2
    -2

R =

     2     3     2
     0     5    -2
     0     0     4

Q =

    0.5000    -0.5000     0.5000
    0.5000     0.5000    -0.5000
    0.5000     0.5000     0.5000
    0.5000    -0.5000    -0.5000
```

2. $A = \begin{bmatrix} 3 & 2 & 4 \\ 2 & 0 & 2 \\ 4 & 2 & 3 \end{bmatrix}$

code :

```
A=[3,2,4;2,0,2;4,2,3]
Q=zeros(3);
R=zeros(3);
for j=1:3
    v=A(:,j);
    for i=1:j-1
        R(i,j)=Q(:,i)' $\cdot$ A(:,j);
        v=v-R(i,j)*Q(:,i);
    end
    R(j,j)=norm(v);
    Q(:,j)=v/R(j,j);
end
v
R
Q
```

screenshots :


```
>> gramqr2
```

```
A =
```

```
    3    2    4
    2    0    2
    4    2    3
```

```
v =
```

```
    0.8889
    0.4444
   -0.8889
```

```
R =
```

```
    5.3852    2.5997    5.1995
         0    1.1142    0.4333
         0         0    1.3333
```

```
Q =
```

```
    0.5571    0.4952    0.6667
    0.3714   -0.8666    0.3333
    0.7428    0.0619   -0.6667
```

3. $A = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$

code :

```
A=[1,0;0,1]
Q=zeros(2);
R=zeros(2);
for j=1:2
    v=A(:,j);
    for i=1:j-1
        R(i,j)=Q(:,i)'*A(:,j);
        v=v-R(i,j)*Q(:,i);
    end
    R(j,j)=norm(v);
    Q(:,j)=v/R(j,j);
end
v
R
Q
```

screenshots :

```
>> gramqr3
```

```
A =
```

```
    1    0
    0    1
```

```
v =
```

```
    0
    1
```

```
R =
```

```
    1    0
    0    1
```

```
Q =
```

```
    1    0
    0    1
```

5 - Gauss Jordan method of finding inverses (Not inbuilt)

Preface :

- We can find inverses of matrices using Gauss Jordan method

Problems :

Find inverses of the following matrices :

1. $A = \begin{bmatrix} 1 & -1 & 4 \\ 1 & 4 & -2 \\ 1 & 4 & 2 \end{bmatrix}$

Code :

```
A=[1,-1,4;1,4,-2;1,4,2]
n = length(A(1,:));
Aug = [A,eye(n,n)]
for j=1:n-1
    for i=j+1:n
        Aug(i,j:2*n) = Aug(i,j:2*n)-Aug(i,j)/Aug(j,j)*Aug(j,j:2*n);
    end
end
for j=n:-1:2
    Aug(1:j-1,:) = Aug(1:j-1,:)-Aug(1:j-1,j)/Aug(j,j)*Aug(j,:);
end
for j=1:n
    Aug(j,:) = Aug(j,+)/Aug(j,j);
end
B=Aug(:,n+1:2*n)
```

Screenshots :

```
>> gaussinv1

A =

     1     -1     4
     1      4    -2
     1      4     2

Aug =

     1     -1     4     1     0     0
     1      4    -2     0     1     0
     1      4     2     0     0     1

B =

    0.8000    0.9000   -0.7000
   -0.2000   -0.1000    0.3000
         0   -0.2500    0.2500
```

2. $A = \begin{bmatrix} 3 & 2 & 4 \\ 2 & 0 & 2 \\ 4 & 2 & 3 \end{bmatrix}$

code :

```
A=[3,2,4;2,0,2;4,2,3]
Aug = [A,eye(n,n)]
for j=1:n-1
    for i=j+1:n
        Aug(i,j:2*n) = Aug(i,j:2*n)-Aug(i,j)/Aug(j,j)*Aug(j,j:2*n);
    end
end
for j=n:-1:2
    Aug(1:j-1,:) = Aug(1:j-1,:)-Aug(1:j-1,j)/Aug(j,j)*Aug(j,:);
end
for j=1:n
    Aug(j,:) = Aug(j,+)/Aug(j,j);
end
B=Aug(:,n+1:2*n)
```

screenshots :

```
>> gaussinv2
```

```
A =
```

```
    3    2    4
    2    0    2
    4    2    3
```

```
Aug =
```

```
    3    2    4    1    0    0
    2    0    2    0    1    0
    4    2    3    0    0    1
```

```
B =
```

```
-0.5000    0.2500    0.5000
 0.2500   -0.8750    0.2500
 0.5000    0.2500   -0.5000
```

3. $A = [1, 0, 0; 0, 1, 0; 0, 0, 1]$

code :

```
A=[1,0,0;0,1,0;0,0,1]
Aug = [A,eye(n,n)]
for j=1:n-1
    for i=j+1:n
        Aug(i,j:2*n) = Aug(i,j:2*n)-Aug(i,j)/Aug(j,j)*Aug(j,j:2*n);
    end
end
for j=n:-1:2
    Aug(1:j-1,:) = Aug(1:j-1,:)-Aug(1:j-1,j)/Aug(j,j)*Aug(j,:);
end
for j=1:n
    Aug(j,:) = Aug(j,+)/Aug(j,j);
end
B=Aug(:,n+1:2*n)
```

screenshots :

```
>> gaussinv3
```

```
A =
```

```
    1    0    0
    0    1    0
    0    0    1
```

```
Aug =
```

```
    1    0    0    1    0    0
    0    1    0    0    1    0
    0    0    1    0    0    1
```

```
B =
```

```
    1    0    0
    0    1    0
    0    0    1
```

6 - Gauss Elimination (Not inbuilt)

Preface :

- We can get reduced forms using Gauss elimination methods

Problems :

Find reduced form of the following matrices, and solve them:

1. $X+2Y+Z=3, 2X+Y-2Z=3, -3X+Y+Z=-6$

Code :

```
C = [1 2 -1; 2 1 -2; -3 1 1];
b= [3;3;-6];
A = [C b];
n= size(A,1);
x = zeros(n,1);%variable matrix [x1 x2 ... xn] column
for i=1:n-1
    for j=i+1:n
        m = A(j,i)/A(i,i);
        A(j,:) = A(j,:) - m*A(i,:)
    end
end
x(n) = A(n,n+1)/A(n,n);
for i=n-1:-1:1
    summ = 0;
    for j=i+1:n
        summ=summ+A(i,j)*x(j,:);
        x(i,:) = (A(i,n+1)-summ)/A(i,i);
    end
end
x
```

Screenshots :

```
>> gausselim1

A =

    1     2    -1     3
    0    -3     0    -3
   -3     1     1    -6

A =

    1     2    -1     3
    0    -3     0    -3
    0     7    -2     3

A =

    1     2    -1     3
    0    -3     0    -3
    0     0    -2    -4

x =

     3
     1
     2
```

2. $C=[1,1,1;2,-6,-1;3,4,2]$, $b=[11;0;0]$

code :

```
C=[1,1,1;2,-6,-1;3,4,2];
b=[11;0;0];
A = [C b];
n= size(A,1);
x = zeros(n,1);%variable matrix [x1 x2 ... xn] column
for i=1:n-1
    for j=i+1:n
        m = A(j,i)/A(i,i);
        A(j,:) = A(j,:) - m*A(i,:)
    end
end
x(n) = A(n,n+1)/A(n,n);
for i=n-1:-1:1
    summ = 0;
    for j=i+1:n
        summ=summ+A(i,j)*x(j,:);
        x(i,:) = (A(i,n+1)-summ)/A(i,i);
    end
end
x
```

screenshots :

```
>> gausselim2

A =

     1     1     1    11
     0     -8    -3   -22
     3     4     2     0

A =

     1     1     1    11
     0     -8    -3   -22
     0     1    -1   -33

A =

 1.0000    1.0000    1.0000   11.0000
      0   -8.0000   -3.0000  -22.0000
      0         0   -1.3750  -35.7500

x =

    -8
    -7
    26
```

3. $C=[2,1,-1;2,5,7;1,1,1]$, $b=[0;52;9]$

code :

```
C=[2,1,-1;2,5,7;1,1,1];
b=[0;52;9];
A = [C b];
n= size(A,1);
x = zeros(n,1);%variable matrix [x1 x2 ... xn] column
for i=1:n-1
    for j=i+1:n
        m = A(j,i)/A(i,i);
        A(j,:) = A(j,:) - m*A(i,:)
    end
end
x(n) = A(n,n+1)/A(n,n);
for i=n-1:-1:1
    summ = 0;
    for j=i+1:n
        summ=summ+A(i,j)*x(j,:);
        x(i,:) = (A(i,n+1)-summ)/A(i,i);
    end
end
x
```

screenshots :

```
>> gausselim3

A =

     2     1    -1     0
     0     4     8    52
     1     1     1     9

A =

     2.0000     1.0000    -1.0000         0
         0     4.0000     8.0000    52.0000
         0     0.5000     1.5000     9.0000

A =

     2.0000     1.0000    -1.0000         0
         0     4.0000     8.0000    52.0000
         0         0     0.5000     2.5000

x =

     1
     3
     5
```

7 - LU Decomposition

Preface :

- Here we decompose a given matrix to its L (Lower triangular) and U (Upper triangular) components

Problems :

Decompose the following matrices to L and U components

1. $A = [1, -1, 4; 1, 4, -2; 1, 4, 2]$

Code :

```
Ab = [1,-1,4;1,4,-2;1,4,2]
n = length(Ab);
l = eye(n);
for i=2:3
    alpha = Ab(i,1)/Ab(1,1);
    L(i,1) = alpha;
    Ab(i,:) = Ab(i,:) - alpha*Ab(1,:);
end
i = 3;
alpha = Ab(i,2)/Ab(2,2);
L(i,2) = alpha
Ab(i,:) = Ab(i,:) - alpha*Ab(2,:);
U = Ab(1:n, 1:n)
```

Screenshots :


```
>> LUdecomp1
```

```
Ab =
```

```
    1    -1     4
    1     4    -2
    1     4     2
```

```
L =
```

```
    1     0     0     0
    1     1     0     0
    1     1     1     0
    0     0     0     1
```

```
U =
```

```
    1    -1     4
    0     5    -6
    0     0     4
```

2. $A = \begin{bmatrix} 3 & 2 & 4 \\ 2 & 0 & 2 \\ 4 & 2 & 3 \end{bmatrix}$

code :

```
Ab = [3,2,4;2,0,2;4,2,3]
n = length(Ab);
l = eye(n);
for i=2:3
    alpha = Ab(i,1)/Ab(1,1);
    L(i,1) = alpha;
    Ab(i,:) = Ab(i,:) - alpha*Ab(1,:);
end
i = 3;
alpha = Ab(i,2)/Ab(2,2);
L(i,2) = alpha
Ab(i,:) = Ab(i,:) - alpha*Ab(2,:);
U = Ab(1:n, 1:n)
```

screenshots :

```
>> LUdecomp2

Ab =

     3     2     4
     2     0     2
     4     2     3

L =

     1.0000         0         0         0
     0.6667     1.0000         0         0
     1.3333     0.5000     1.0000         0
           0         0         0     1.0000

U =

     3.0000     2.0000     4.0000
         0    -1.3333    -0.6667
         0         0    -2.0000
```

3. $A = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$

code :

```
Ab = [1,0,0;0,1,0;0,0,1]
n = length(Ab);
l = eye(n);
for i=2:3
    alpha = Ab(i,1)/Ab(1,1);
    L(i,1) = alpha;
    Ab(i,:) = Ab(i,:) - alpha*Ab(1,:);
end
i = 3;
alpha = Ab(i,2)/Ab(2,2);
L(i,2) = alpha;
Ab(i,:) = Ab(i,:) - alpha*Ab(2,:);
U = Ab(1:n, 1:n)
```

screenshots :

```
>> LUdecomp3

Ab =

    1    0    0
    0    1    0
    0    0    1

L =

    1    0    0    0
    0    1    0    0
    0    0    1    0
    0    0    0    1

U =

    1    0    0
    0    1    0
    0    0    1
```

8 - 4 Fundamental Subspaces (Inbuilt commands)

Preface :

- Using inbuilt matlab functions find the 4 fundamental space of a matrix.

Problems :

Find the 4 inbuilt fundamental subspaces.

1. $A = [1, -1, 4; 1, 4, -2; 1, 4, 2]$

Code :

```
A=[1,-1,4;1,4,-2;1,4,2];
% Row Reduced Echelon Form
[R, pivot] = rref(A);
% Rank
rank = length(pivot);
% basis of the column space of A
columnsp = A(:,pivot)
% basis of the nullspace of A
nullsp = null(A, 'r')
% basis of the row space of A
rowsp = R(1:rank, :)
% basis of the left nullspace of A
leftnullsp = null(A', 'r')
```

Screenshots :

```
>> fundspace1

columnsp =

    1    -1     4
    1     4    -2
    1     4     2

nullsp =

3×0 empty double matrix

rowsp =

    1     0     0
    0     1     0
    0     0     1

leftnullsp =

3×0 empty double matrix
```

2. $A = \begin{bmatrix} 3 & 2 & 4 \\ 2 & 0 & 2 \\ 4 & 2 & 3 \end{bmatrix}$

code :

```
A=[3,2,4;2,0,2;4,2,3];
% Row Reduced Echelon Form
[R, pivot] = rref(A);
% Rank
rank = length(pivot);
% basis of the column space of A
columnsp = A(:,pivot)
% basis of the nullspace of A
nullsp = null(A, 'r')
% basis of the row space of A
rowsp = R(1:rank, :)
% basis of the left nullspace of A
leftnullsp = null(A', 'r')
```

screenshots :

```
>> fundspace2
```

```
columnsp =
```

3	2	4
2	0	2
4	2	3

```
nullsp =
```

```
3×0 empty double matrix
```

```
rowsp =
```

1	0	0
0	1	0
0	0	1

```
leftnullsp =
```

```
3×0 empty double matrix
```

3. $A = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$

code :

```
A=[1,0,0;0,1,0;0,0,1];  
% Row Reduced Echelon Form  
[R, pivot] = rref(A);  
% Rank  
rank = length(pivot);  
% basis of the column space of A  
columnsp = A(:,pivot)  
% basis of the nullspace of A  
nullsp = null(A, 'r')  
% basis of the row space of A  
rowsp = R(1:rank, :)  
% basis of the left nullspace of A  
leftnullsp = null(A', 'r')
```

screenshots :

```
>> fundspace3
```

```
columnsp =
```

1	0	0
0	1	0
0	0	1

```
nullsp =
```

```
3×0 empty double matrix
```

```
rowsp =
```

1	0	0
0	1	0
0	0	1

```
leftnullsp =
```

```
3×0 empty double matrix
```