# PA3 Part C Documentation

## **Program Description**

Decomposes a matrix into its R,  $\Lambda$ , and  $R^{-1}$  components and checks if their product results in the original matrix.  $R^{T}$  will not be used for the decomposition as <u>it only works for real symmetric matrices</u>.

#### Important Library Details

- Eigen
  - Library path: the headers for the Eigen library are located in /usr/include/eigen3 on my Linux machine.
  - Library version: I have installed Eigen version 3.4.0.

#### **Marginal Cases**

- Invalid inputs:
  - The quadratic determinant of the characteristic polynomial of the matrix is less than 0 results in no real solutions.
  - The eigenvalues are 0: supposedly eigenvectors can be calculated in this case, however I don't know how to.
- Invalid computations:
  - All important computations in the Eigen implementation methods were handled by Eigen, and the outputs have been checked.
  - All custom implementation methods simply added two doubles and stored them in the corresponding double element of a result matrix. The outputs have also been checked.

## Design Choices

- The characteristic polynomial of the  $\mathrm{matrix}(p(\lambda) = a\lambda^2 + b\lambda + c$  where a = 1,  $b = -a_{11} a_{22}$  and  $c = a_{11}a_{22} a_{12}a_{21} = det(A)$ ) will be used to calculate the eigenvalues and invalid solutions.
- The quadratic determinant of the characteristic polynomial  $(d = b^2 4ac)$  will determine the output of the program:
  - Quadratic determinant is less than 0: No eigen decomposition for A exists.
  - Quadratic determinant is 0: Both eigenvalues are equal to  $\frac{-b}{2a}$ .

- Ouadratic determinant is greater than 0: Eigenvalues are different and will be calculated with  $\frac{-b\pm\sqrt{b^2-4ac}}{2a}$  (or since d is already calculated,  $\frac{-b\pm\sqrt{d}}{2a}$ ), then sorted for dominance.
- To solve for eigenvectors, the equation  $(A \lambda_n I) \stackrel{\rightarrow}{r_n} = \stackrel{\rightarrow}{0}$  where  $\Lambda = \begin{bmatrix} \lambda_1 & 0 \\ 0 & \lambda_2 \end{bmatrix}$  will be used. The homogeneous system solver from part A of this assignment will be used for each eigenvector before assembling them into an eigen matrix:  $R = \begin{bmatrix} \stackrel{\rightarrow}{r_1} & \stackrel{\rightarrow}{r_2} \\ r_1 & r_2 \end{bmatrix}$ .
  - Optimization: for cases where the quadratic determinant is 0, only the linear system of one vector needs to be solved(this will be  $\vec{r_1}$ ) and then r can be constructed by doubling that  $\text{vector}(R = \vec{r_1} \vec{r_1})$ .

## Pseudocode

```
Matrix(2,6) GetInputAsMatrix(const string &input path)
Int main():
       CALL SolveFile() for each file
       RETURN 0
void SolveFile(const string &input path, const string &output path):
       DECLARE 2x6 matrix raw input as CALL of GetInputAsMatrix with input path
       OPEN output file at output path
       CREATE mat from first 2 columns of raw input
       CREATE eigenvalue mat
       CREATE eigenvector mat
       IF !SolveEigenvalueMat(mat, eigenvalue mat):
              PRINT "no eigenvalues" to output file
       ELSE IF !SolveEigenvectorMat(mat, eigenvalue mat, eigenvector mat):
              PRINT "cannot compute" to output file
       ELSE:
              PRINT eigenvector mat to output file
              PRINT eigenvalue mat to output file
              PRINT eigenvector_mat * eigenvalue_mat * eigenvector_mat.inverse() to
```

IF EqualsWithinTolerance(mat, eigenvector\_mat \* eigenvalue\_mat \* eigenvector mat.inverse():

output file

```
PRINT 1 to output file
               ELSE:
                       PRINT 0 to output file
        CLOSE output file
bool SolveEigenvalueMat(const matrix &mat, matrix &eigenvalue mat):
        CALCULATE a, b and c
       CALCULATE quadratic det as b*b - 4*a*c
        IF EqualsWithinTolerance(0, quadratic_det):
               DECLARE double eigenvalue as (-b) / (2 * a)
               IF EqualsWithinTolerance(0, eigenvalue):
                       RETURN false
               ELSE
                       SET eigenvalue_mat = \begin{bmatrix} eigenvalue & 0 \\ 0 & eigenvalue \end{bmatrix}
                       RETURN true
        ELSE IF quadratic_det < 0:
               RETURN false
        ELSE:
                DECLARE double eigenvalue_1 as (-b + sqrt(quadratic_det)) / (2 * a)
               DECLARE double eigenvalue 2 as (-b - sqrt(quadratic det)) / (2 * a)
               IF abs(eigenvalue_1) > abs(eigenvalue_2
                       SET eigenvalue_mat = \begin{bmatrix} eigenvalue\_1 & 0 \\ 0 & eigenvalue\_2 \end{bmatrix}
               ELSE:
                       SET eigenvalue_mat = \begin{bmatrix} eigenvalue\_2 & 0 \\ 0 & eigenvalue\_1 \end{bmatrix}
               RETURN true
bool SolveEigenvectorMat(const matrix &mat, const matrix &eigenvalue_mat, matrix
                &eigenvector mat):
        DECLARE eigenvector 1, eigenvector 2
        IF !SolveEigenvector(mat, eigenvalue mat(0,0), eigenvector 1):
                RETURN false
        IF !SolveEigenvector(mat, eigenvalue mat(1,1), eigenvector 2):
                RETURN false
```

SET eigenvector\_mat to [eigenvector\_1, eigenvector\_2] RETURN true

bool SolveEigenvector(const matrix &mat, const double &eigenvalue, vector &eigenvector):

RETURN SolveHomogeneousSystem(mat - eigenvalue \* 2dIdentityMatrix, eigenvector)