

# **NUMERICAL ANALYSIS UMA011**

**MATLAB Practicals (ODD Semester2021-2022)**

**B.E. Second Year**

**Thapar Institute of Engineering and Technology, Patiala**

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**Contents**

<b>S.No.</b>	<b>Experiment</b>	<b>Date</b>	<b>Signature</b>
1. (a)	Use intermediate value theorem to find the interval of the roots.		
(b)	Find the root of non-linear equation $f(x) = 0$ using bisection method.		
2.	Find the root of non-linear equation $f(x) = 0$ using Newton's and secant methods		
3.	Find the root of non-linear equation $f(x) = 0$ using fixed-point iteration method		
4. (a)	Solve system of linear equations $Ax = b$ using Gauss elimination method.		
(b)	Further use it to apply LU factorization method for solving system of linear equations		
5.	Solve system of linear equations $Ax = b$ using Gauss-Seidel and SOR iterative methods.		
6. (a)	Find a dominant eigen-value and associated eigen-vector by Power method.		
(b)	Implement Lagrange interpolating polynomials of degree $\leq n$ on $n+1$ discrete data points.		
7.	Implement Newton's divided difference interpolating polynomials for $n+1$ discrete data points.		
8.	Fit a curve for given data points by using principle of least squares.		
9.	Integrate a function numerically using composite trapezoidal and Simpson's rules.		
10.	Find the solution of initial value problem using Euler and Runge-Kutta (fourth-order) methods.		

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Experiment 1: Bisection Method

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1. **Algorithm of Intermediate Value Theorem (IVT):** To determine all the subintervals  $[a, b]$  of  $[-N, N]$  that containing the roots of  $f(x) = 0$ .

**Input:** function  $f(x)$ , and the values of  $h, N$

for  $i = -N : h : N$

if  $f(i) * f(i + h) < 0$  then  $a = i$  and  $b = i + h$

end if

end i

2. **Algorithm of Bisection Method:** To determine a root of  $f(x) = 0$  that is accurate within a specified tolerance value  $\epsilon$ , given values  $a$  and  $b$  such that  $f(a) * f(b) < 0$ .

Define  $c = (a + b)/2$ .

if  $f(a) * f(c) < 0$ , then set  $b = c$ , otherwise  $a = c$ .

end if.

Until  $|a - b| \leq \epsilon$  (tolerance value).

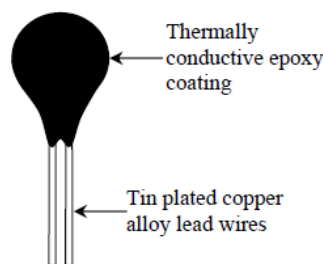
Print root as  $c$ .

**Stopping Criteria:** Since this is an iterative method, we must determine some stopping criteria that will allow the iteration to stop. Criteria  $|f(c_k)|$  very small can be misleading since it is possible to have  $|f(c_k)|$  very small, even if  $c_k$  is not close to the root.

The interval length after  $N$  iterations is  $(b - a)/2^N$ . So, to obtain an accuracy of  $\epsilon$ , we must have

$$N \geq \frac{\log b - a - \log \epsilon}{\log 2}.$$

3. Students are required to write both the programs (IVT and Bisection) and implement it on the following examples.
  - (i) Use bisection method in computing of  $\sqrt{29}$  with  $\epsilon = 0.001, N = 10, h = 1$ .
  - (ii) Determine the number of iterations necessary to solve  $f(x) = x^3 + 4x^2 - 10 = 0$  with accuracy  $10^{-3}$  using  $a = 1$  and  $b = 2$  and hence find the root with desired accuracy.
4. Thermistors are temperature-measuring devices based on the principle that the thermistor material exhibits a change in electrical resistance with a change in temperature.

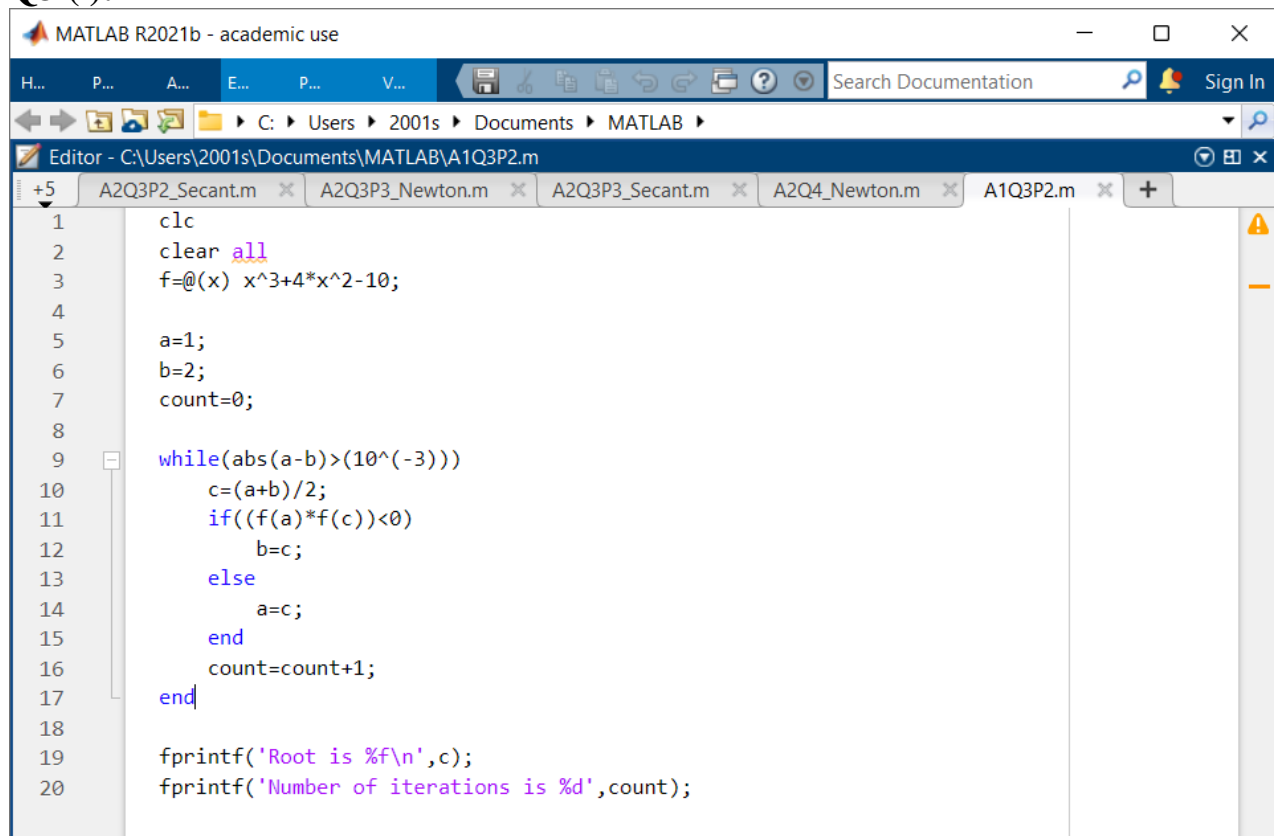


**Figure 1** A typical thermistor.

By measuring the resistance of the thermistor material, one can then determine the temperature. For a 10K3A Betatherm thermistor, the relationship between the resistance  $R$  of the thermistor and the temperature is given by

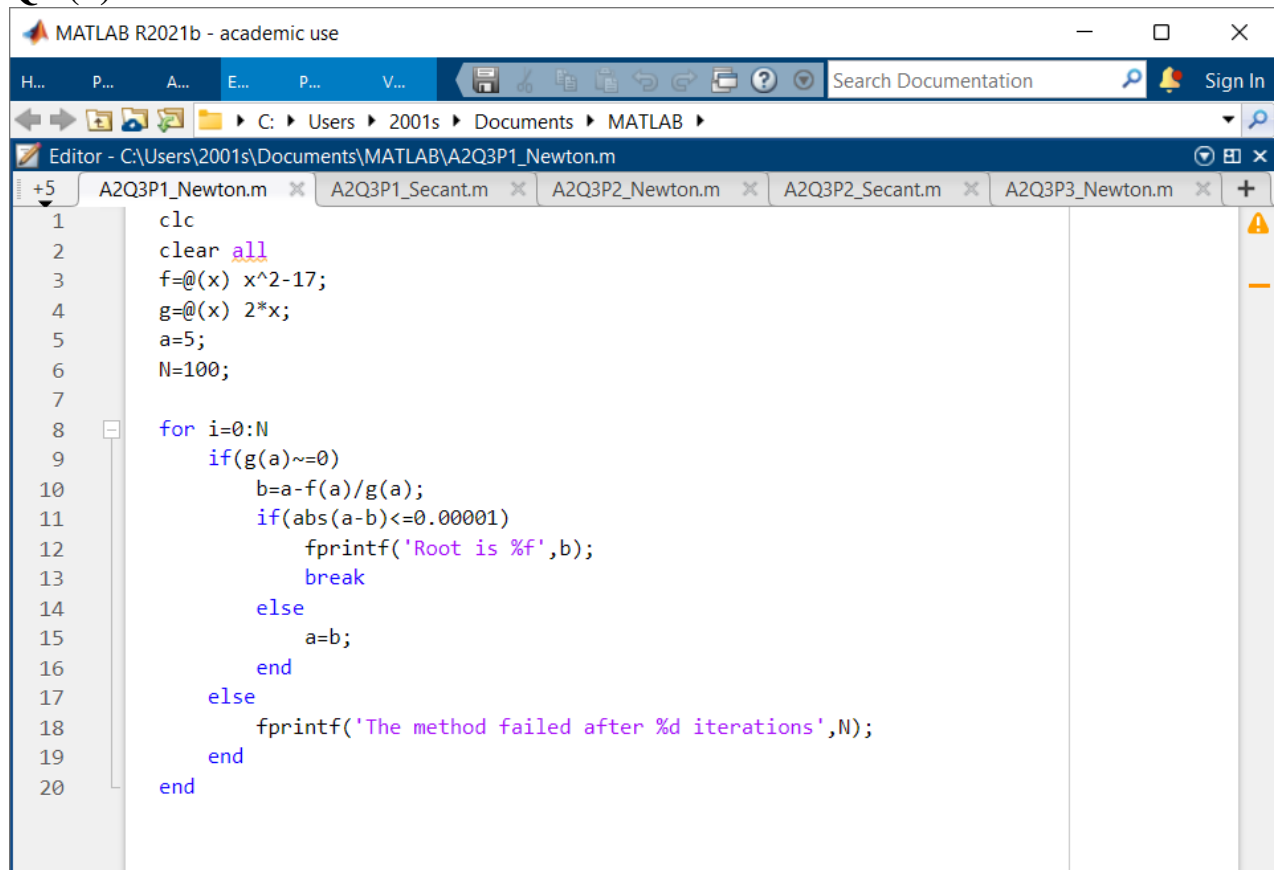
$$\frac{1}{T} = 1.129241 \times 10^{-3} + 2.341077 \times 10^{-4} \ln R + 8.775468 \times 10^{-8} \ln(R)^3$$

where  $T$  is in Kelvin and  $R$  is in ohms. Use the bisection method to find the resistance  $R$  at  $18.99^\circ\text{C}$ .

**Q3 (i): Root is 5.385742**

The image shows the MATLAB R2021b - academic use window. The editor displays a script for finding the root of the equation  $x^3 + 4x^2 - 10 = 0$  using the bisection method. The script is as follows:

```
1 clc
2 clear all
3 f=@(x) x^3+4*x^2-10;
4
5 a=1;
6 b=2;
7 count=0;
8
9 while(abs(a-b)>(10^(-3)))
10     c=(a+b)/2;
11     if((f(a)*f(c))<0)
12         b=c;
13     else
14         a=c;
15     end
16     count=count+1;
17 end
18
19 fprintf('Root is %f\n',c);
20 fprintf('Number of iterations is %d',count);
```

**Q3 (ii): Root is 1.364258 Number of iterations is 10**

The image shows the MATLAB R2021b - academic use window. The editor displays a script for finding the root of the equation  $x^2 - 17 = 0$  using the Newton-Raphson method. The script is as follows:

```
1 clc
2 clear all
3 f=@(x) x^2-17;
4 g=@(x) 2*x;
5 a=5;
6 N=100;
7
8 for i=0:N
9     if(g(a)~=0)
10         b=a-f(a)/g(a);
11         if(abs(a-b)<=0.00001)
12             fprintf('Root is %f',b);
13             break
14         else
15             a=b;
16         end
17     else
18         fprintf('The method failed after %d iterations',N);
19     end
20 end
```

---

Experiment 2: Newton's and Secant Methods

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1. **Algorithm for Newton's method:** Find a solution to  $f(x) = 0$ , given an initial approximation  $x_0$ .

**Input:** Initial approximation  $x_0$ , tolerance value  $\epsilon$ , maximum number of iterations  $N$ .

**Output:** Approximate solution or message of failure.

Step 1: Set  $i = 1$ .

Step 2: While  $i \leq N$  do Steps 3 to 6.

Step 3: Set  $x_1 = x_0 - \frac{f(x_0)}{df(x_0)}$ . (Compute  $x_1$ ).

Step 4: If  $|x_1 - x_0| \leq \epsilon$  or  $|x_1 - x_0| \leq \epsilon$  then OUTPUT  $x_1$ ; (The procedure is successful)

STOP.

Step 5: Set  $i = i + 1$ .

Step 6: Set  $x_0 = x_1$ . (Update  $x_0$ )

Step 7: Print ('The method failed after N iterations,  $N =$ ,  $N$ ); (The procedure is unsuccessful)

STOP

2. **Algorithm for Secant method:** Find a solution to  $f(x) = 0$ , given an initial approximations  $x_0$  and  $x_1$ .

**Input:** Initial approximation  $x_0$  and  $x_1$ , tolerance value  $\epsilon$ , maximum number of iterations  $N$ .

**Output:** Approximate solution or message of failure.

Step 1: Set  $i = 1$ .

Step 2: While  $i \leq N$  do Steps 3 to 6.

Step 3: Set  $x_2 = x_1 - \frac{x_1 - x_0}{f(x_1) - f(x_0)} f(x_1)$ . (Compute  $x_2$ ).

Step 4: If  $|x_2 - x_1| \leq \epsilon$  or  $|x_2 - x_1| \leq \epsilon$  then OUTPUT  $x_2$ ; (The procedure is successful)

STOP.

Step 5: Set  $i = i + 1$ .

Step 6: Set  $x_0 = x_1$  and  $x_1 = x_2$ . (Update  $x_0$  and  $x_1$ )

Step 7: Print ('The method failed after N iterations,  $N =$ ,  $N$ ); (The procedure is unsuccessful)

STOP

3. Students are required to write both the program and implement it on the following examples.

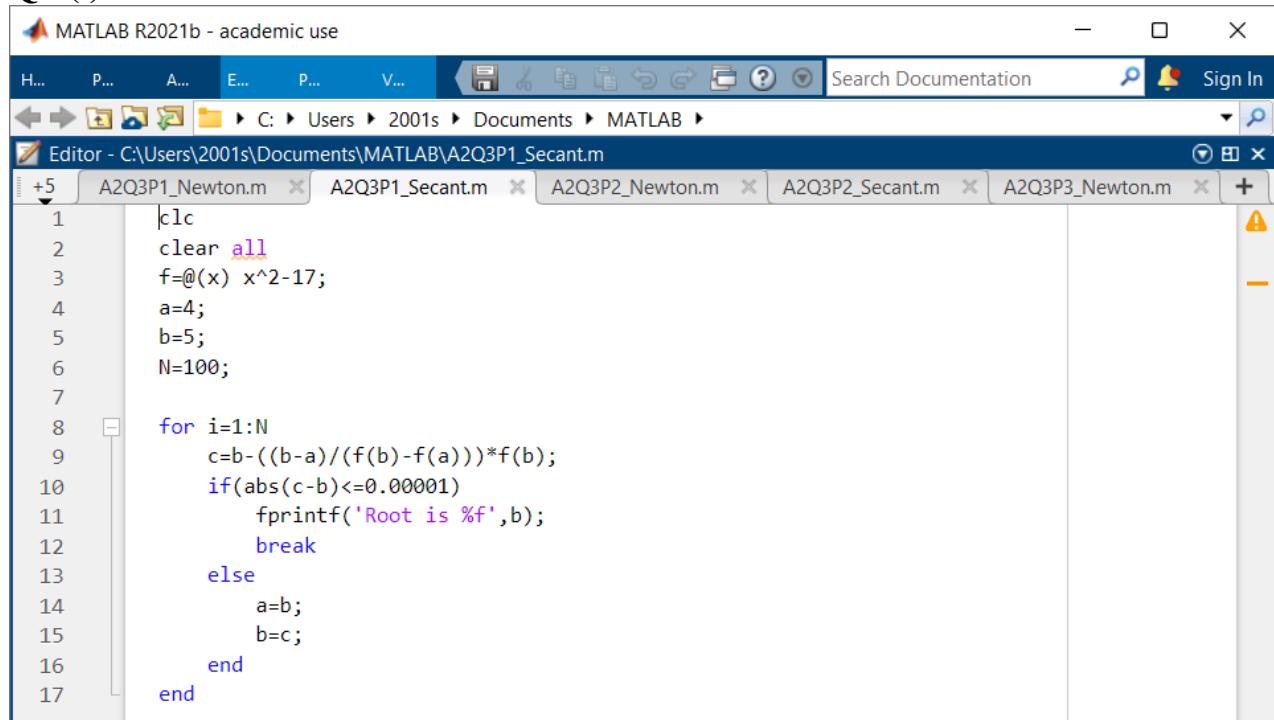
Take tolerance value  $\epsilon = 0.00001$

(i) Compute  $\sqrt{17}$ .

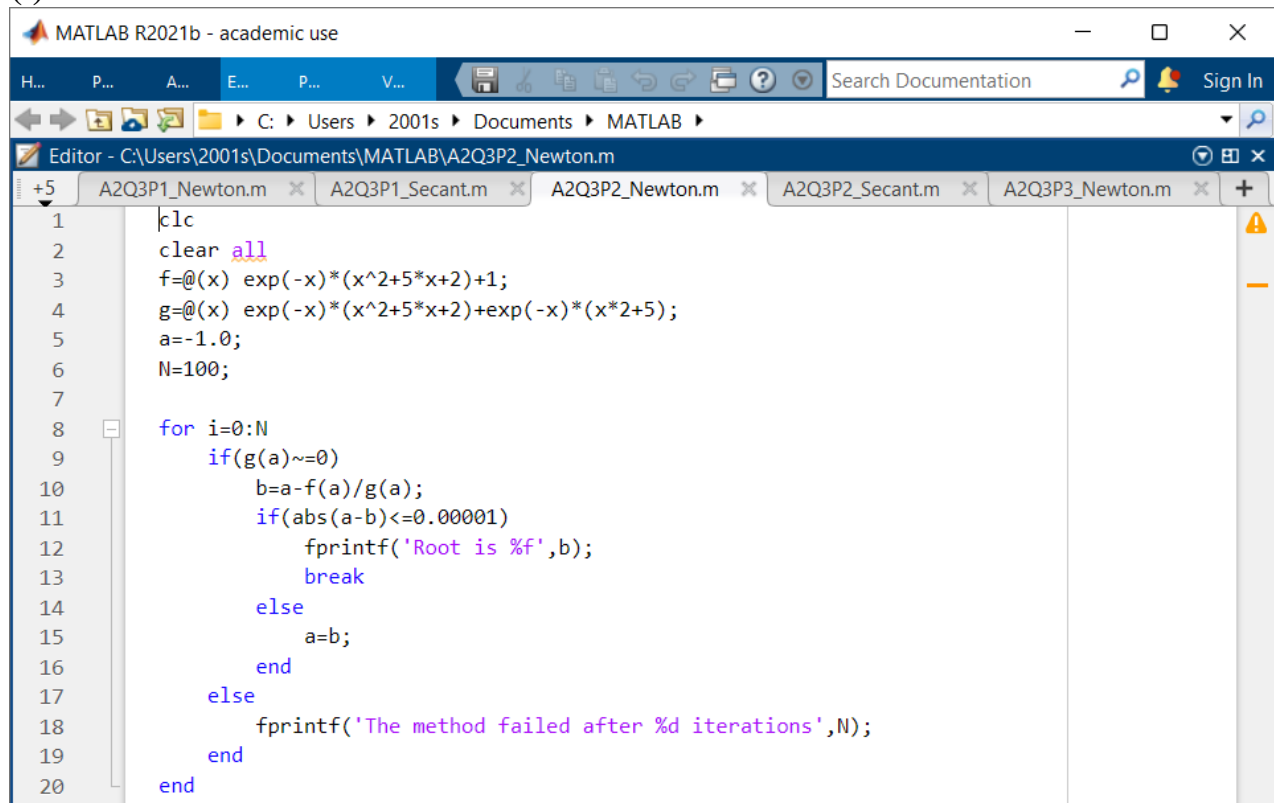
(ii) The root of  $\exp(-x)(x^2 + 5x + 2) + 1 = 0$ . Take initial guess  $-1.0$ .

(iii) Find a non-zero solution of  $x = 2\sin x$ . (Apply IVT to find an initial guess)

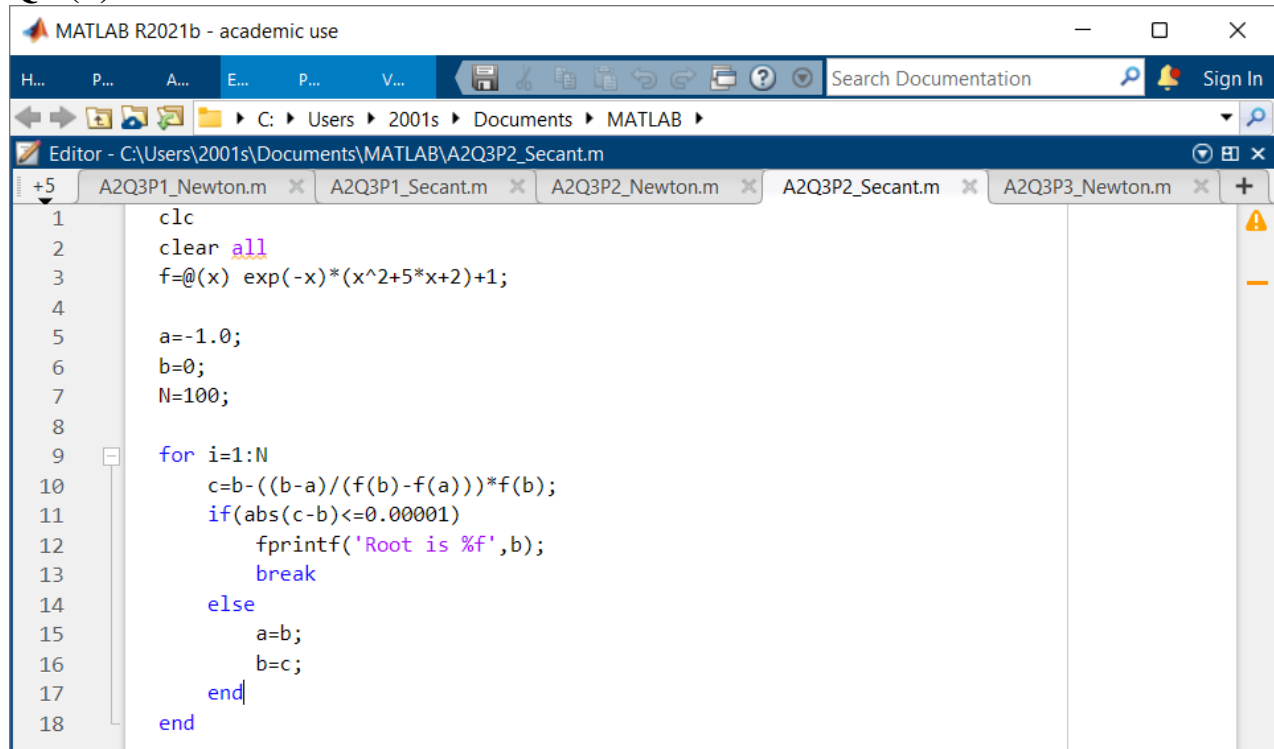
4. An oscillating current in an electric circuit is described by  $i = 9e^{-t} \sin(2\pi t)$ , where  $t$  is in seconds. Determine the lowest value of  $t$  such that  $i = 3.5$ .

**Q3 (i): Newton's      Root is 4.123106**

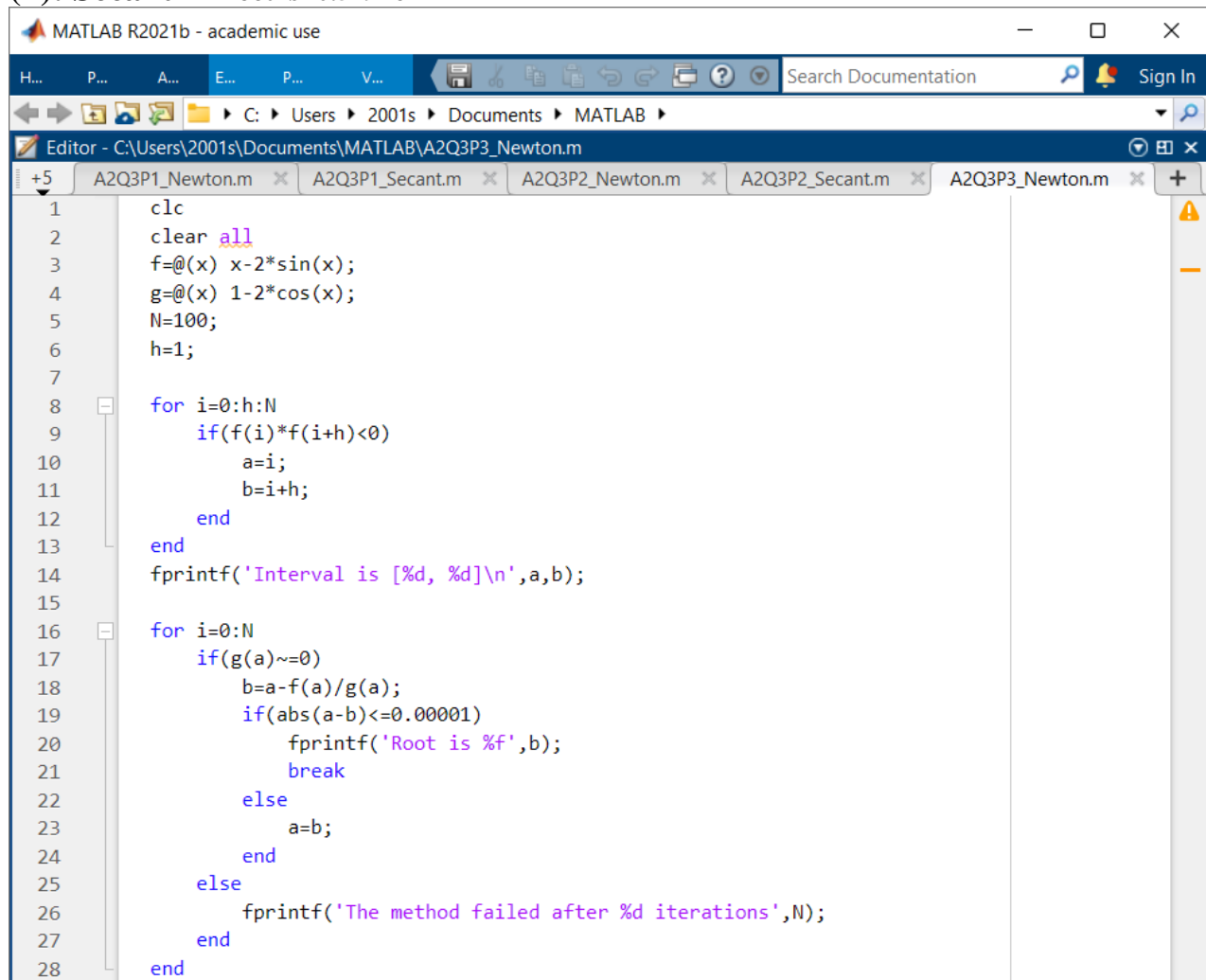
```
1 clc
2 clear all
3 f=@(x) x^2-17;
4 a=4;
5 b=5;
6 N=100;
7
8 for i=1:N
9     c=b-((b-a)/(f(b)-f(a)))*f(b);
10    if(abs(c-b)<=0.00001)
11        fprintf('Root is %f',b);
12        break
13    else
14        a=b;
15        b=c;
16    end
17 end
```

**(i): Secant      Root is 4.123107**

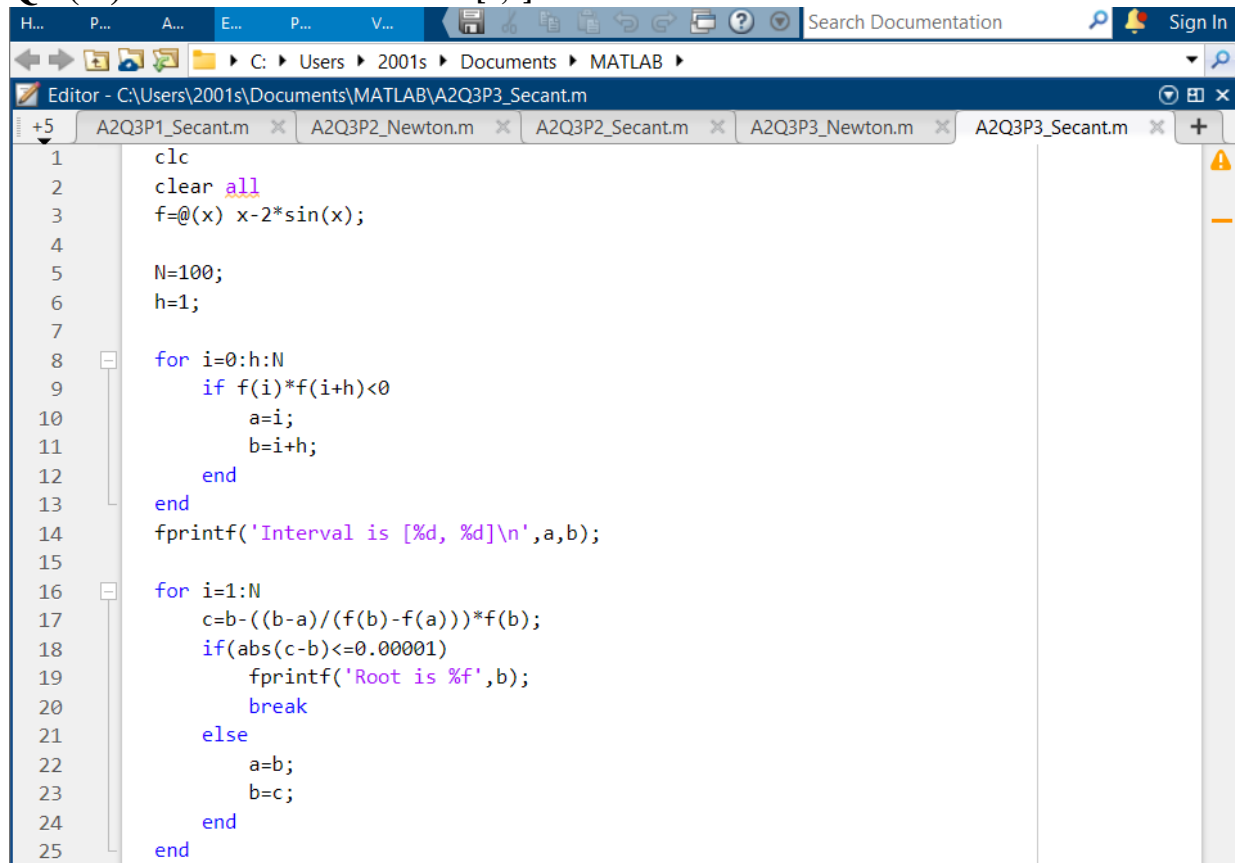
```
1 clc
2 clear all
3 f=@(x) exp(-x)*(x^2+5*x+2)+1;
4 g=@(x) exp(-x)*(x^2+5*x+2)+exp(-x)*(x^2+5);
5 a=-1.0;
6 N=100;
7
8 for i=0:N
9     if(g(a)~=0)
10        b=a-f(a)/g(a);
11        if(abs(a-b)<=0.00001)
12            fprintf('Root is %f',b);
13            break
14        else
15            a=b;
16        end
17    else
18        fprintf('The method failed after %d iterations',N);
19    end
20 end
```

**Q3 (ii): Newton's     Root is -0.579158**

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1 clc
2 clear all
3 f=@(x) exp(-x)*(x^2+5*x+2)+1;
4
5 a=-1.0;
6 b=0;
7 N=100;
8
9 for i=1:N
10     c=b-((b-a)/(f(b)-f(a)))*f(b);
11     if(abs(c-b)<=0.00001)
12         fprintf('Root is %f',b);
13         break
14     else
15         a=b;
16         b=c;
17     end
18 end
```

**(ii): Secant     Root is -0.579167**

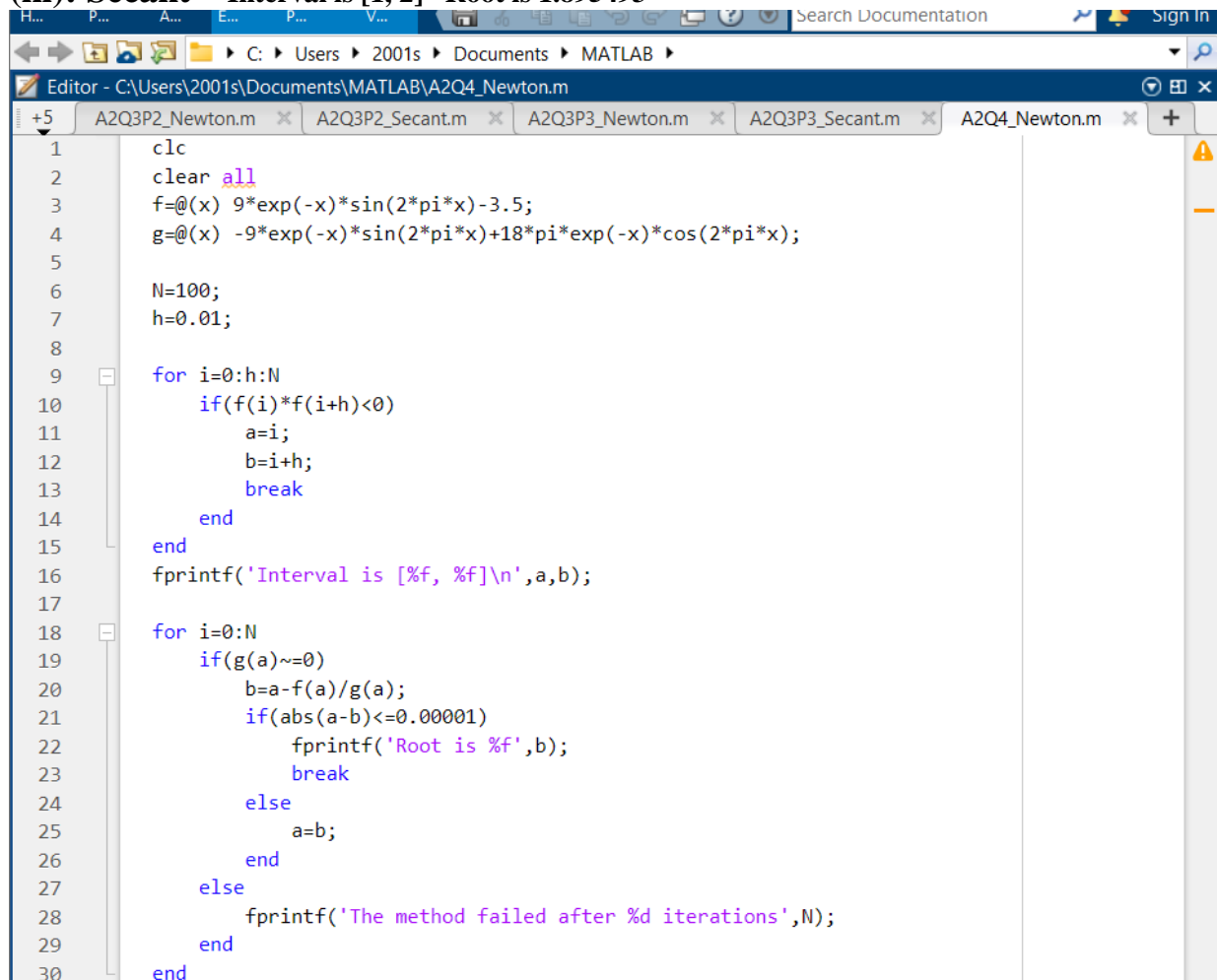
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1 clc
2 clear all
3 f=@(x) x-2*sin(x);
4 g=@(x) 1-2*cos(x);
5 N=100;
6 h=1;
7
8 for i=0:h:N
9     if(f(i)*f(i+h)<0)
10         a=i;
11         b=i+h;
12     end
13 end
14 fprintf('Interval is [%d, %d]\n',a,b);
15
16 for i=0:N
17     if(g(a)~=0)
18         b=a-f(a)/g(a);
19         if(abs(a-b)<=0.00001)
20             fprintf('Root is %f',b);
21             break
22         else
23             a=b;
24         end
25     else
26         fprintf('The method failed after %d iterations',N);
27     end
28 end
```

**Q3 (iii): Newton's Interval is [1,2] Root is 1.895494**


```

1  clc
2  clear all
3  f=@(x) x-2*sin(x);
4
5  N=100;
6  h=1;
7
8  for i=0:h:N
9      if f(i)*f(i+h)<0
10         a=i;
11         b=i+h;
12     end
13 end
14 fprintf('Interval is [%d, %d]\n',a,b);
15
16 for i=1:N
17     c=b-((b-a)/(f(b)-f(a)))*f(b);
18     if(abs(c-b)<=0.00001)
19         fprintf('Root is %f',b);
20         break
21     else
22         a=b;
23         b=c;
24     end
25 end

```

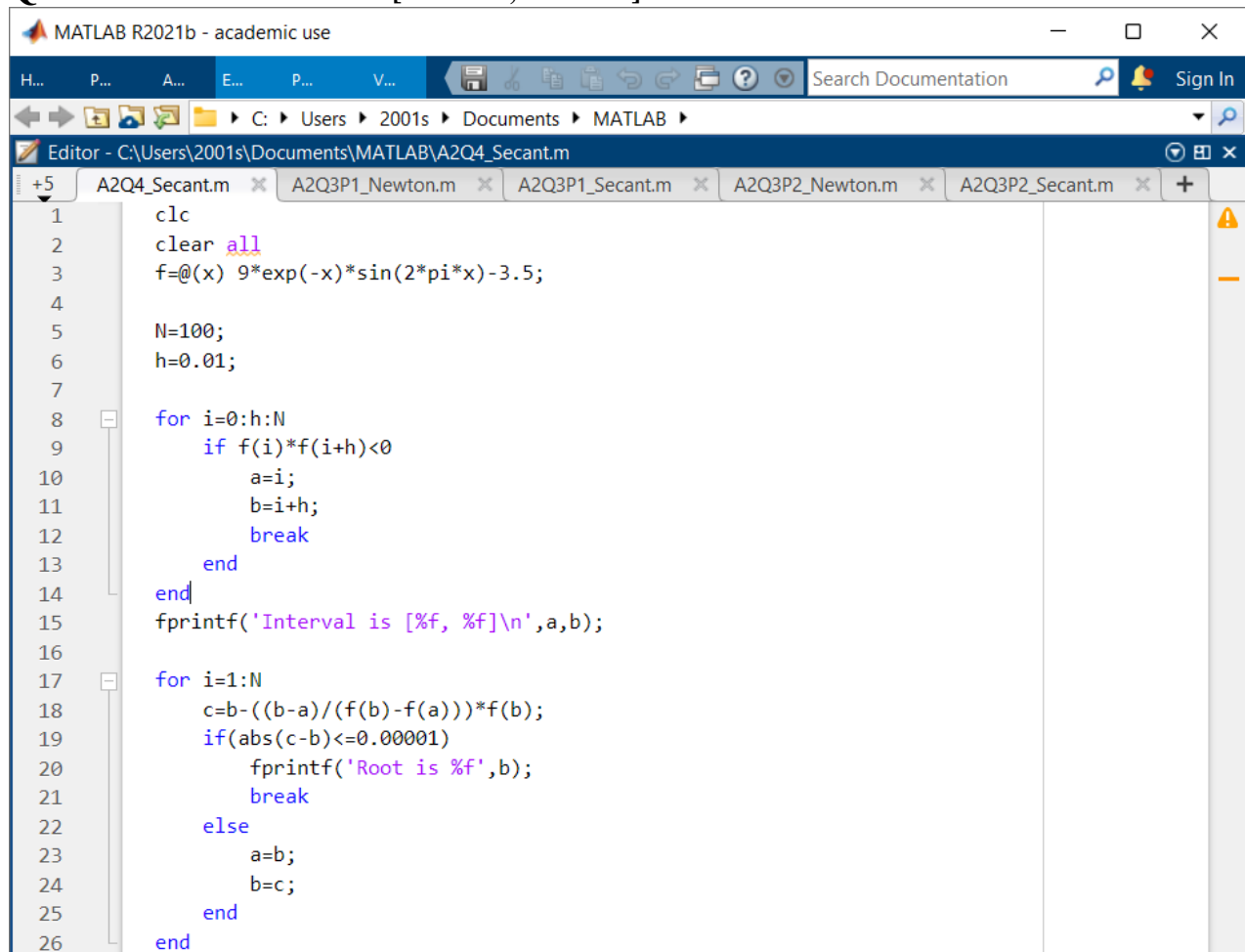
**(iii): Secant Interval is [1, 2] Root is 1.895493**


```

1  clc
2  clear all
3  f=@(x) 9*exp(-x)*sin(2*pi*x)-3.5;
4  g=@(x) -9*exp(-x)*sin(2*pi*x)+18*pi*exp(-x)*cos(2*pi*x);
5
6  N=100;
7  h=0.01;
8
9  for i=0:h:N
10     if(f(i)*f(i+h)<0)
11         a=i;
12         b=i+h;
13         break
14     end
15 end
16 fprintf('Interval is [%f, %f]\n',a,b);
17
18 for i=0:N
19     if(g(a)~=0)
20         b=a-f(a)/g(a);
21         if(abs(a-b)<=0.00001)
22             fprintf('Root is %f',b);
23             break
24         else
25             a=b;
26         end
27     else
28         fprintf('The method failed after %d iterations',N);
29     end
30 end

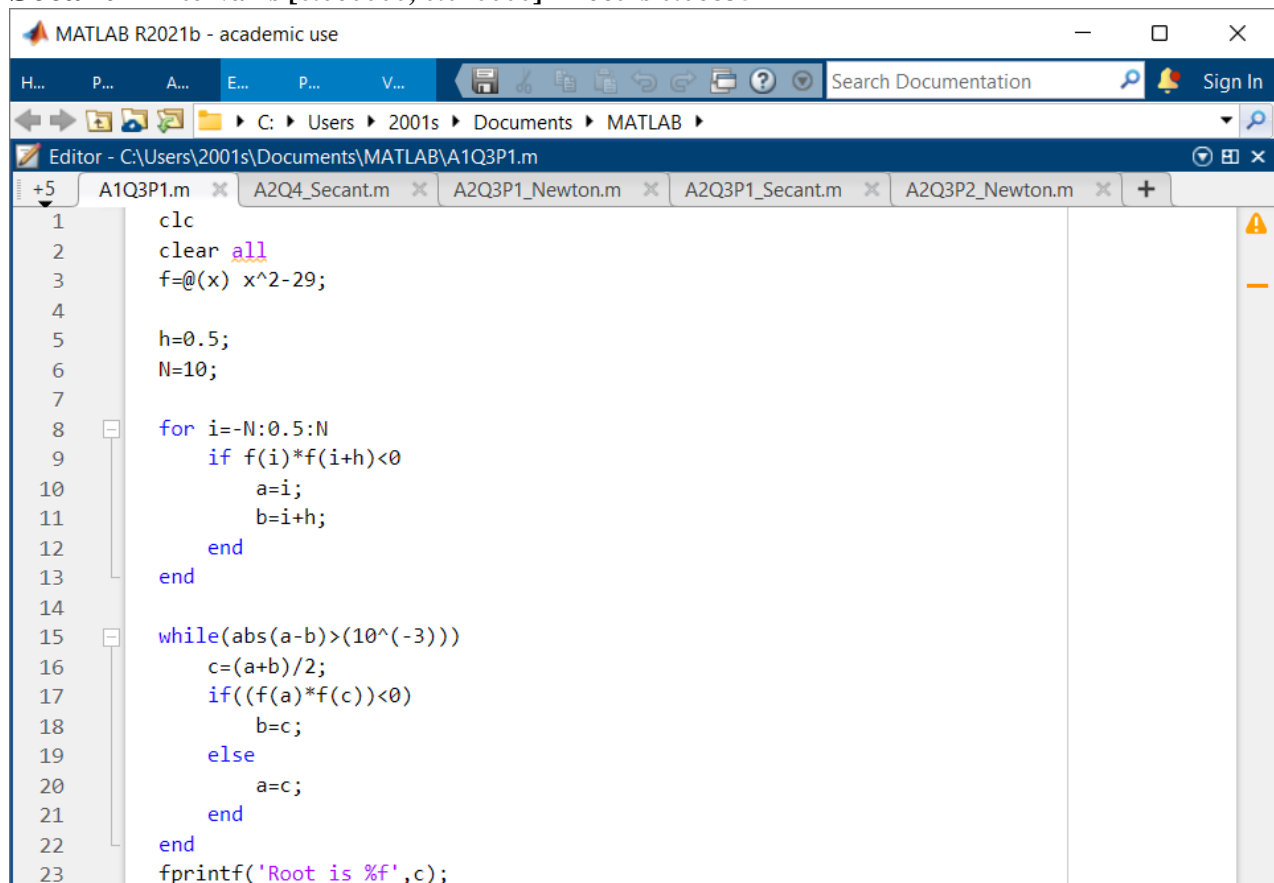
```



**Q4: Newton's** Interval is [0.060000, 0.070000] Root is 0.068354


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1 clc
2 clear all
3 f=@(x) 9*exp(-x)*sin(2*pi*x)-3.5;
4
5 N=100;
6 h=0.01;
7
8 for i=0:h:N
9     if f(i)*f(i+h)<0
10        a=i;
11        b=i+h;
12        break
13    end
14 end
15 fprintf('Interval is [%f, %f]\n',a,b);
16
17 for i=1:N
18     c=b-((b-a)/(f(b)-f(a)))*f(b);
19     if(abs(c-b)<=0.00001)
20         fprintf('Root is %f',b);
21         break
22     else
23         a=b;
24         b=c;
25     end
26 end
  
```

**Secant** Interval is [0.060000, 0.070000] Root is 0.068354


```

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1 clc
2 clear all
3 f=@(x) x^2-29;
4
5 h=0.5;
6 N=10;
7
8 for i=-N:0.5:N
9     if f(i)*f(i+h)<0
10        a=i;
11        b=i+h;
12    end
13 end
14
15 while(abs(a-b)>(10^(-3)))
16     c=(a+b)/2;
17     if((f(a)*f(c))<0)
18         b=c;
19     else
20         a=c;
21     end
22 end
23 fprintf('Root is %f',c);
  
```

---

Experiment 3: Fixed-point Iteration Method

---

1. **Algorithm for Fixed-point iteration method:** To find a solution to  $x = g(x)$ , given an initial approximation  $x_0$ .

**Input:** Initial approximation  $x_0$ , tolerance value  $\epsilon$ , maximum number of iterations  $N$ .

**Output:** Approximate solution or message of failure.

Step 1: Set  $i = 1$ .

Step 2: While  $i \leq N$  do Steps 3 to 6.

Step 3: Set  $x_1 = g(x_0)$ . (Compute  $x_i$ ).

Step 4: If  $|x_1 - x_0| \leq \epsilon$  or  $\frac{|x_1 - x_0|}{x_1} \leq \epsilon$  then OUTPUT  $x_1$ ; (The procedure is successful)

STOP.

Step 5: Set  $i = i + 1$ .

Step 6: Set  $x_0 = x_1$ . (Update  $x_0$ )

Step 7: Print the output and STOP.

2. The equation  $f(x) = x^3 + 4x^2 - 10 = 0$  has a unique root in  $[1, 2]$ . There are many ways to change the equation to the fixed-point form  $x = g(x)$  using simple algebraic manipulation. Let  $g_1, g_2, g_3, g_4$  and  $g_5$  are iteration functions obtained by the given function, then check which of the following iteration functions will converge to the fixed point? (Tolerance  $\epsilon = 10^{-3}$ )

(a)  $g_1 x = x - \frac{x^3 - 4x^2 + 10}{x^2}$

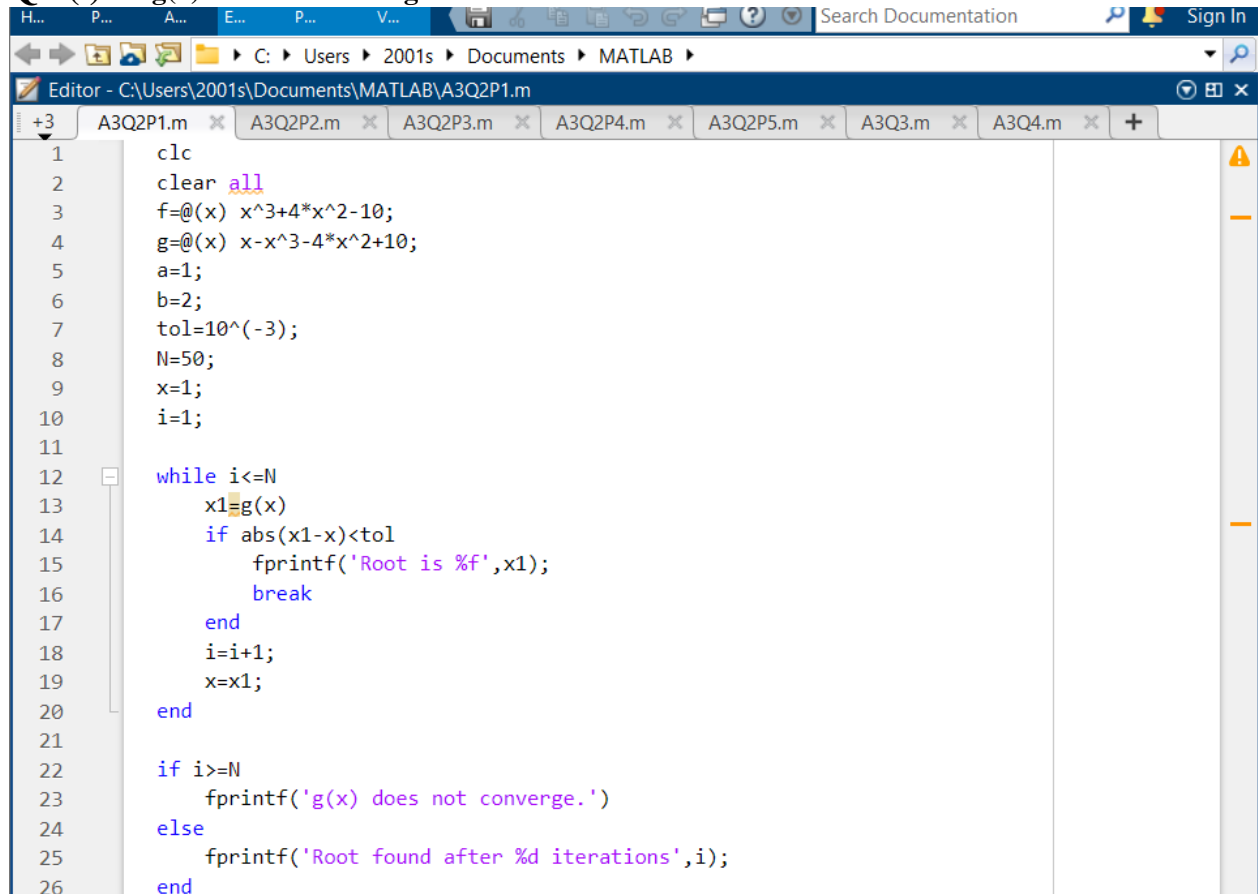
(b)  $g_2 x = \frac{10}{4x^2}$

(c)  $g_3 x = 0.5 \sqrt{10 - x^3}$

(d)  $g_4 x = \frac{10}{4x^2}$

(e)  $g_5 x = x - \frac{4 + x}{3x^2 + 8x} (x^3 + 4x^2 - 10)$

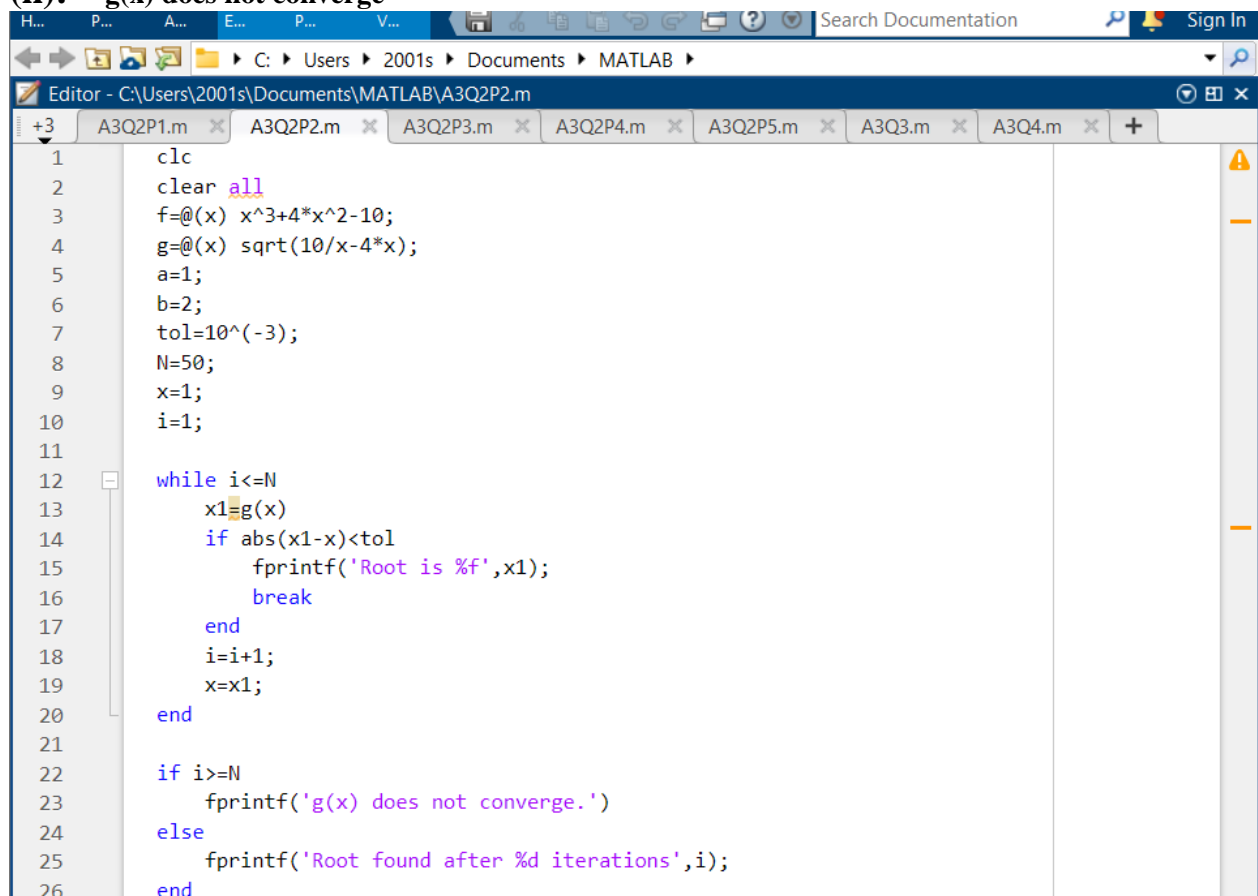
3. Find the smallest and second smallest positive roots of the equation  $\tan(x) = 4x$ , with an accuracy of  $10^{-3}$  using fixed-point iterations.
4. Use a fixed-point iteration method to determine a solution accurate to within  $10^{-2}$  for  $2\sin\pi x + x = 0$  on  $[1, 2]$ . Use initial guess  $x_0 = 1$ .

**Q2 (i):  $g(x)$  does not converge**


```

1  clc
2  clear all
3  f=@(x) x^3+4*x^2-10;
4  g=@(x) x-x^3-4*x^2+10;
5  a=1;
6  b=2;
7  tol=10^(-3);
8  N=50;
9  x=1;
10 i=1;
11
12 while i<=N
13     x1=g(x)
14     if abs(x1-x)<tol
15         fprintf('Root is %f',x1);
16         break
17     end
18     i=i+1;
19     x=x1;
20 end
21
22 if i>=N
23     fprintf('g(x) does not converge.')
24 else
25     fprintf('Root found after %d iterations',i);
26 end

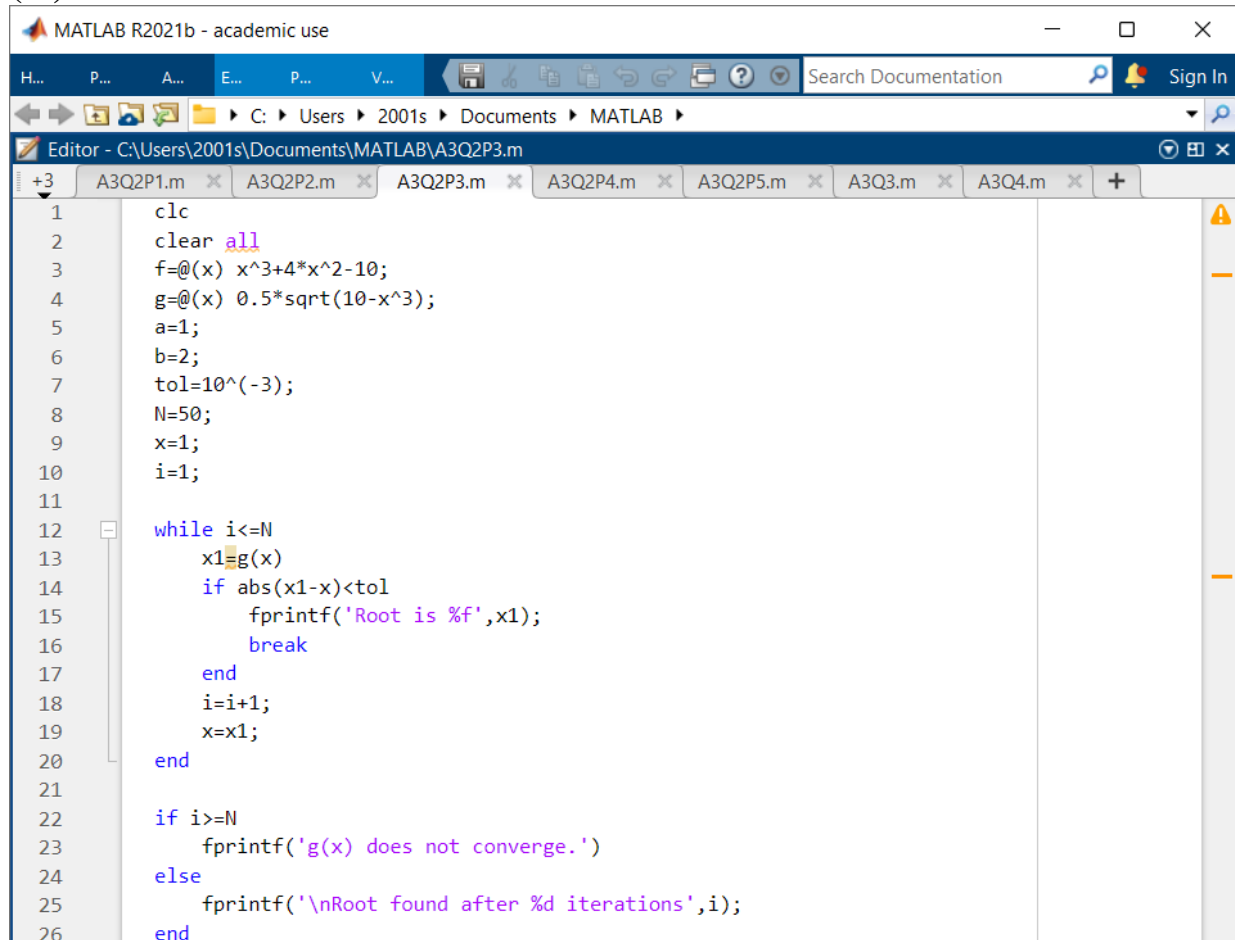
```

**(ii):  $g(x)$  does not converge**


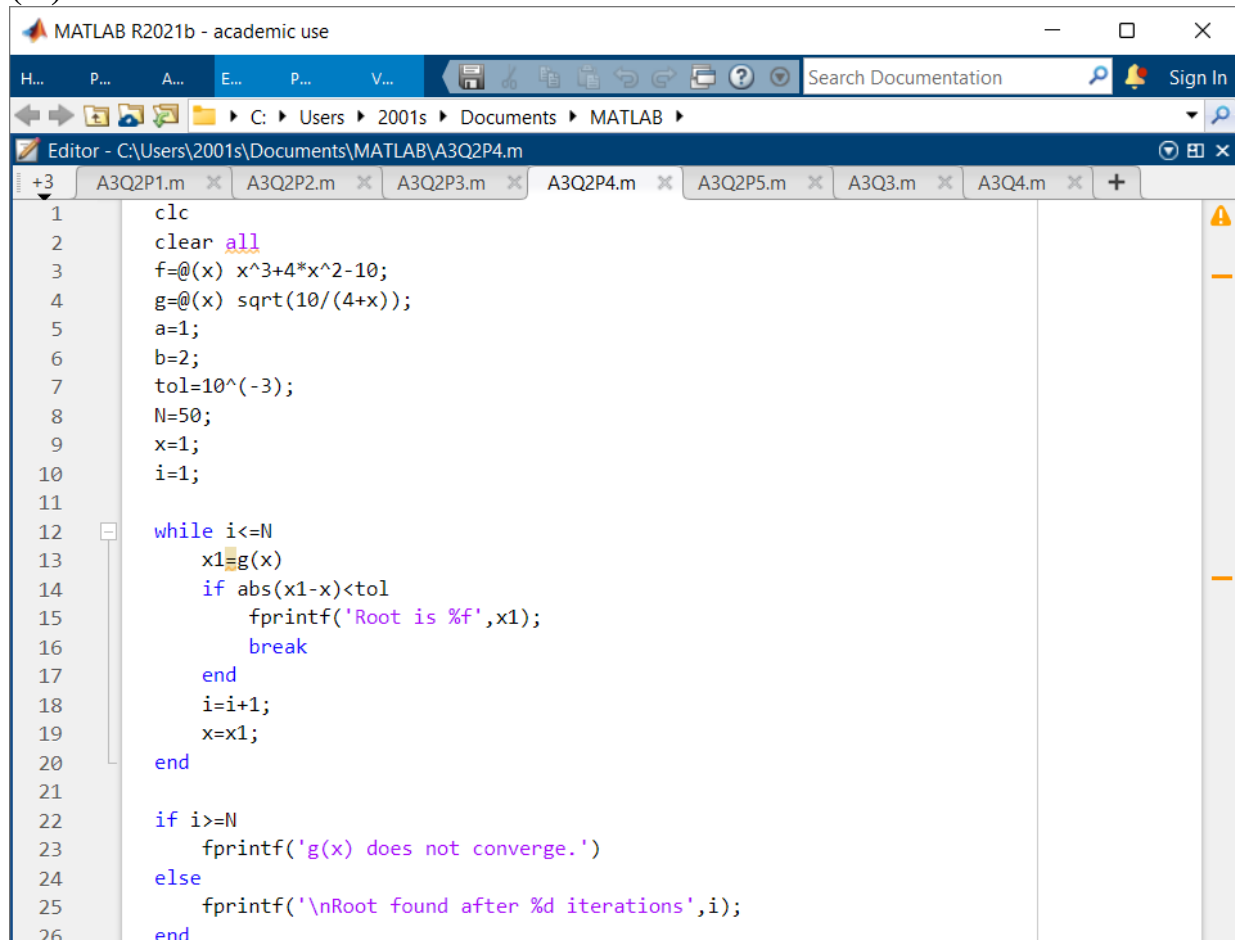
```

1  clc
2  clear all
3  f=@(x) x^3+4*x^2-10;
4  g=@(x) sqrt(10/x-4*x);
5  a=1;
6  b=2;
7  tol=10^(-3);
8  N=50;
9  x=1;
10 i=1;
11
12 while i<=N
13     x1=g(x)
14     if abs(x1-x)<tol
15         fprintf('Root is %f',x1);
16         break
17     end
18     i=i+1;
19     x=x1;
20 end
21
22 if i>=N
23     fprintf('g(x) does not converge.')
24 else
25     fprintf('Root found after %d iterations',i);
26 end

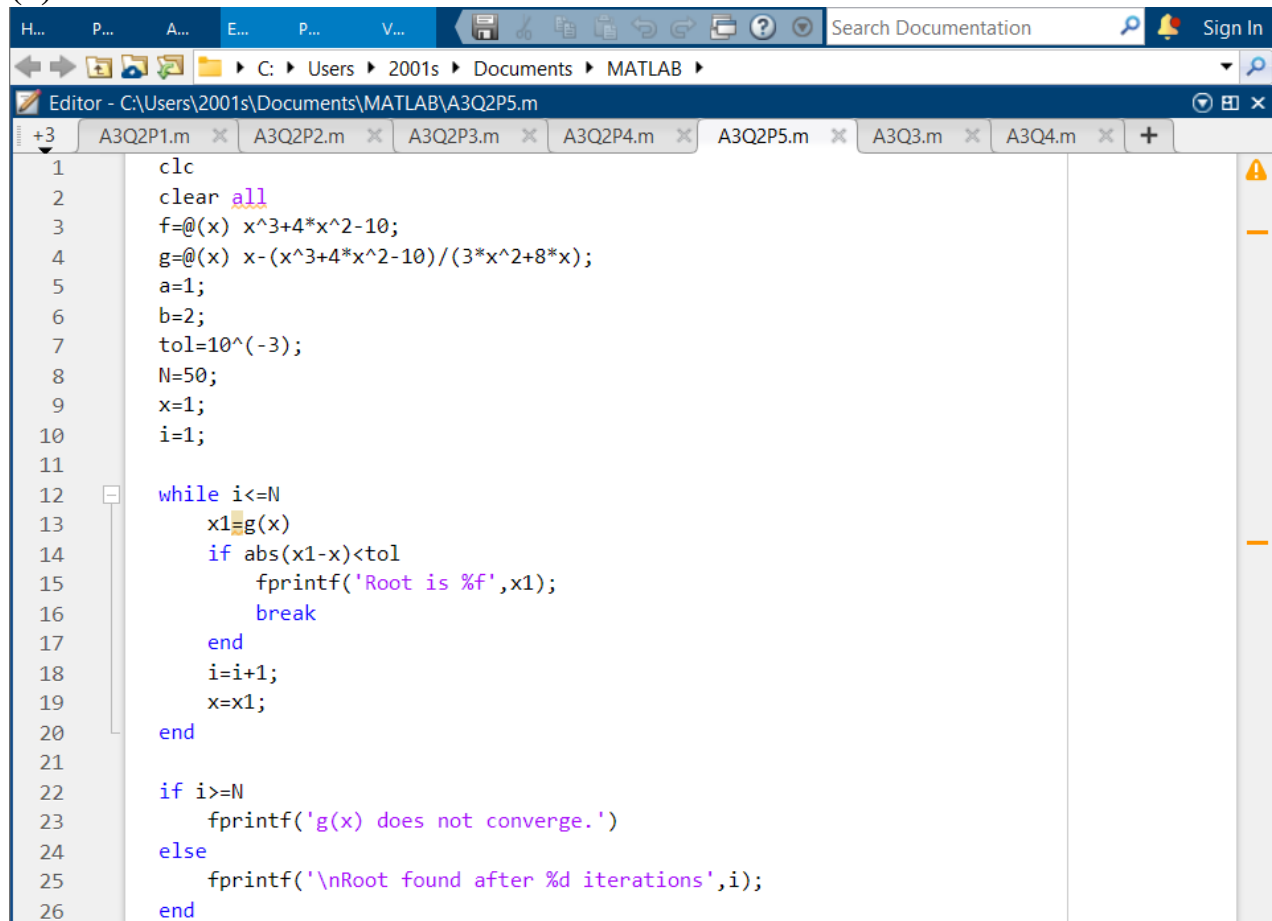
```

**(iii): Root is 1.365410 Root found after 11 iterations**

```
1 clc
2 clear all
3 f=@(x) x^3+4*x^2-10;
4 g=@(x) 0.5*sqrt(10-x^3);
5 a=1;
6 b=2;
7 tol=10^(-3);
8 N=50;
9 x=1;
10 i=1;
11
12 while i<=N
13     x1=g(x)
14     if abs(x1-x)<tol
15         fprintf('Root is %F',x1);
16         break
17     end
18     i=i+1;
19     x=x1;
20 end
21
22 if i>=N
23     fprintf('g(x) does not converge.')
24 else
25     fprintf('\nRoot found after %d iterations',i);
26 end
```

**(iv): Root is 1.365130 Root found after 4 iterations**

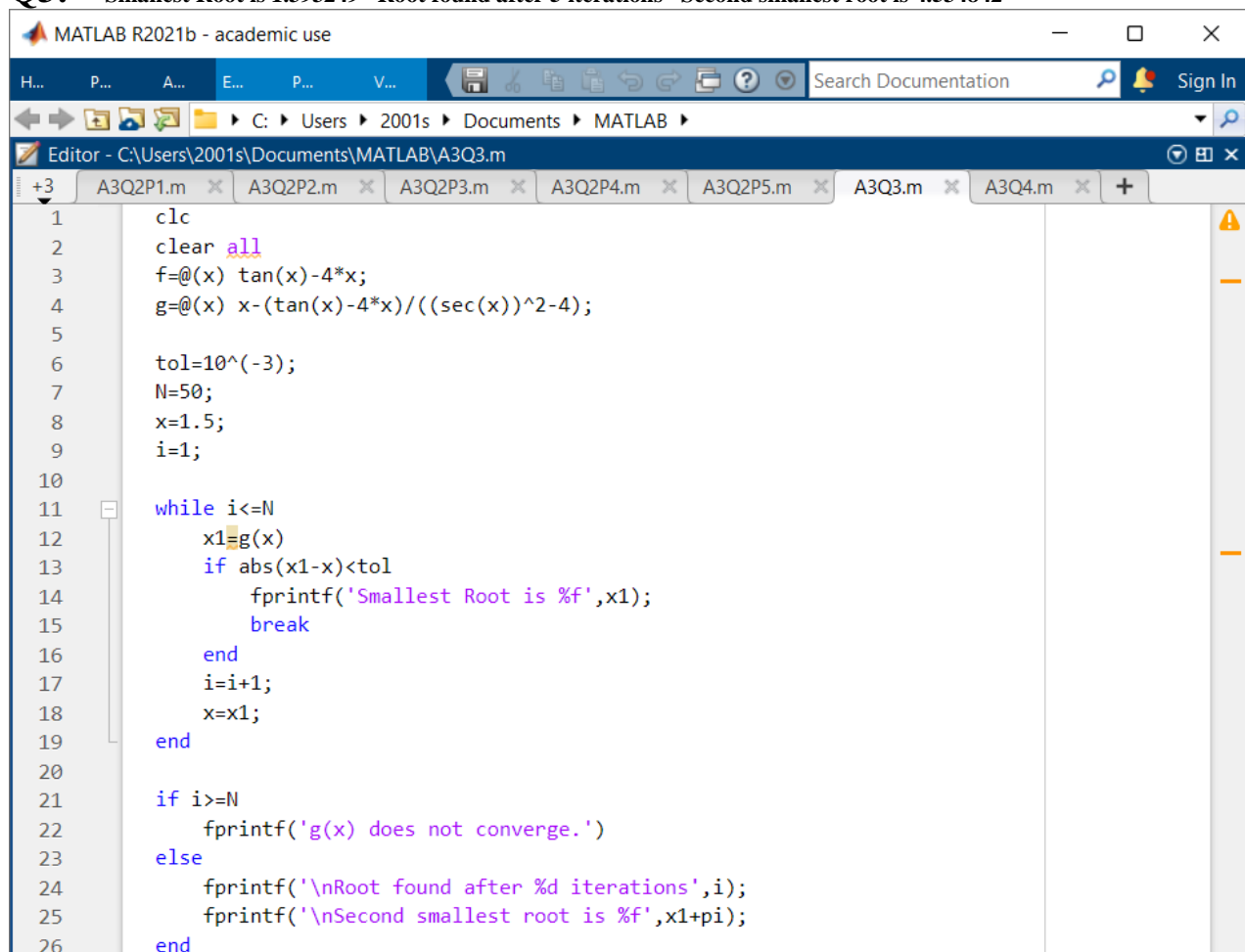
```
1 clc
2 clear all
3 f=@(x) x^3+4*x^2-10;
4 g=@(x) sqrt(10/(4+x));
5 a=1;
6 b=2;
7 tol=10^(-3);
8 N=50;
9 x=1;
10 i=1;
11
12 while i<=N
13     x1=g(x)
14     if abs(x1-x)<tol
15         fprintf('Root is %F',x1);
16         break
17     end
18     i=i+1;
19     x=x1;
20 end
21
22 if i>=N
23     fprintf('g(x) does not converge.')
24 else
25     fprintf('\nRoot found after %d iterations',i);
26 end
```

**(v): Root is 1.365230 Root found after 4 iterations**


```

1  clc
2  clear all
3  f=@(x) x^3+4*x^2-10;
4  g=@(x) x-(x^3+4*x^2-10)/(3*x^2+8*x);
5  a=1;
6  b=2;
7  tol=10^(-3);
8  N=50;
9  x=1;
10 i=1;
11
12 while i<=N
13     x1=g(x)
14     if abs(x1-x)<tol
15         fprintf('Root is %f',x1);
16         break
17     end
18     i=i+1;
19     x=x1;
20 end
21
22 if i>=N
23     fprintf('g(x) does not converge.')
24 else
25     fprintf('\nRoot found after %d iterations',i);
26 end

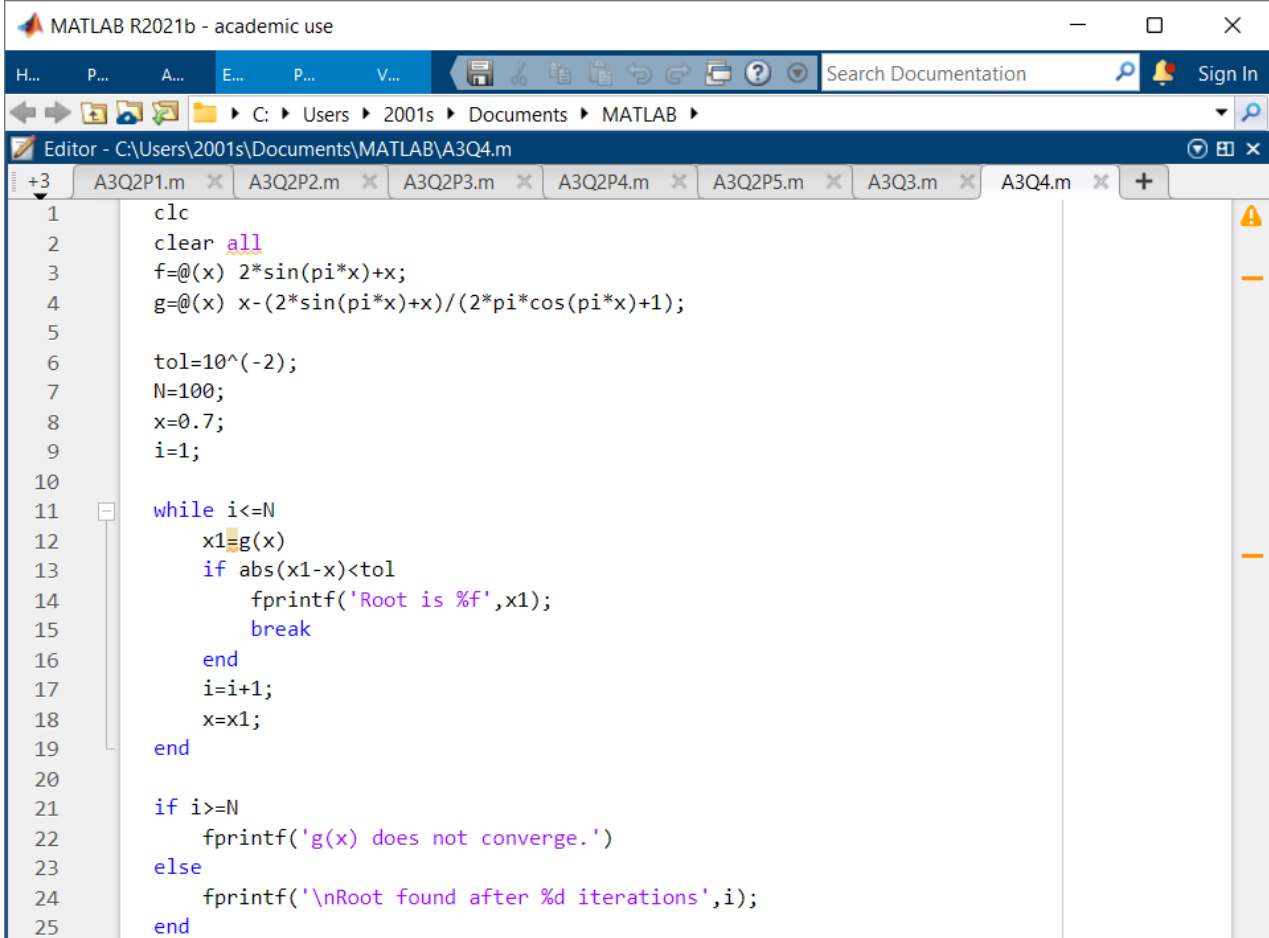
```

**Q3: Smallest Root is 1.393249 Root found after 5 iterations Second smallest root is 4.534842**


```

1  clc
2  clear all
3  f=@(x) tan(x)-4*x;
4  g=@(x) x-(tan(x)-4*x)/((sec(x))^2-4);
5
6  tol=10^(-3);
7  N=50;
8  x=1.5;
9  i=1;
10
11 while i<=N
12     x1=g(x)
13     if abs(x1-x)<tol
14         fprintf('Smallest Root is %f',x1);
15         break
16     end
17     i=i+1;
18     x=x1;
19 end
20
21 if i>=N
22     fprintf('g(x) does not converge.')
23 else
24     fprintf('\nRoot found after %d iterations',i);
25     fprintf('\nSecond smallest root is %f',x1+pi);
26 end

```

**Q4: Root is 1.682030 Root found after 4 iterations**

The image shows a MATLAB R2021b window titled "MATLAB R2021b - academic use". The editor displays a script named "A3Q4.m" located at "C:\Users\2001s\Documents\MATLAB\A3Q4.m". The script implements a root-finding algorithm using the bisection method. It defines a function  $f(x) = 2\sin(\pi x) + x$  and its derivative  $g(x) = x - (2\sin(\pi x) + x) / (2\pi \cos(\pi x) + 1)$ . The algorithm starts with  $x = 0.7$  and iterates up to  $N = 100$  times, with a tolerance  $\text{tol} = 10^{-2}$ . It prints the root and the number of iterations.

```
1  clc
2  clear all
3  f=@(x) 2*sin(pi*x)+x;
4  g=@(x) x-(2*sin(pi*x)+x)/(2*pi*cos(pi*x)+1);
5
6  tol=10^(-2);
7  N=100;
8  x=0.7;
9  i=1;
10
11 while i<=N
12     x1=g(x)
13     if abs(x1-x)<tol
14         fprintf('Root is %f',x1);
15         break
16     end
17     i=i+1;
18     x=x1;
19 end
20
21 if i>=N
22     fprintf('g(x) does not converge.')
23 else
24     fprintf('\nRoot found after %d iterations',i);
25 end
```

---

Experiment 4: Gauss Elimination and LU Factorization Methods

---

1. **Algorithm for Gauss elimination method:** Find a solution of system of linear equations.

**Input:** Number of unknowns and equations  $n$ ,

Augmented matrix  $A = a_{ij}$ , where  $1 \leq i \leq n$ , and  $1 \leq j \leq n + 1$ .

**Output:** Solution  $(x_1, x_2, \dots, x_n)$  or message that the linear system has no unique solution.

Step 1: For  $i = 1, 2, \dots, n - 1$  do Steps 2 – 4. (Elimination process)

Step 2: Let  $p$  be the smallest integer with  $i \leq p \leq n$  and  $a_{pi} \neq 0$ .

If no integer  $p$  can be found then

OUTPUT ('no unique solution exists');

STOP.

Step 3: If  $p \neq i$  then perform  $E_p \leftrightarrow E_i$ .

Step 4: For  $j = i + 1, \dots, n$  do Steps 5 and 6.

Step 5: Set  $m_{ji} = a_{ji} / a_{ii}$ .

Step 6: Perform  $E_j - m_{ji} E_i \leftrightarrow E_j$

; Step 7: If  $a_{nn} = 0$  then

OUTPUT ('no unique solution exists');

STOP.

Step 8: Set  $x_n = a_{n,n+1} / a_{nn}$ . (Start backward substitution)

Step 9: For  $i = n - 1, n - 2, \dots, 1$  set  $x_i = (a_{i,n+1} - \sum_{j=i+1}^n a_{ij} x_j) / a_{ii}$ .

Step 10: OUTPUT  $(x_1, x_2, \dots, x_n)$ . (Procedure completed successfully) STOP.

2. **Algorithm for LU factorization method:** Find a solution of system of linear equations.

**Input:** Number of unknowns and equations  $n$ , matrix  $A = a_{ij}$ ,  $1 \leq i \leq n$ ,  $1 \leq j \leq n$

evaluated by executing Steps 1 to 6 of Gauss Elimination method,  $m_{ji}$ ,  $1 \leq i \leq n$ ,  $1 \leq j \leq n$

evaluated in Step 5 Gauss Elimination method.

Step 1: Take  $U = A$ .

Step 2: Set  $l_{ji} = m_{ji}$ .

Step 3: Set  $l_{ii} = 1$

Step 4: Rewrite  $Ax = b$  as  $(LU)x = b$

Step 5: Solve  $Ly = b$  for  $y$  and  $Ux = y$  for  $x$ .

3. Use Gauss elimination method to find the solution of the following linear system of equations:

$$10x + 8y - 3z + u = 16$$

$$2x + 10y + z - 4u = 9$$

$$3x - 4y + 10z + u = 10$$

$$2x + 2y - 3z + 10u = 11$$

4. Solve the following linear system of equations:

$$\pi x_1 + \sqrt{2} x_2 - x_3 + x_4 = 0$$

$$e x_1 - x_2 + x_3 + 2x_4 = 1$$

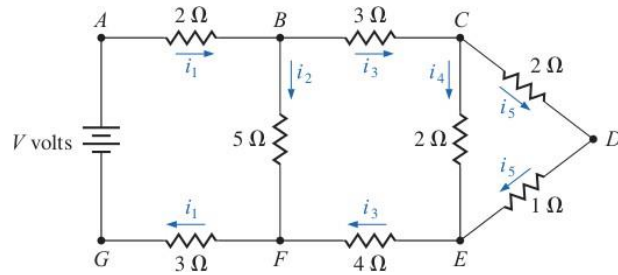
$$x_1 + x_2 - \sqrt{3} x_3 + x_4 = 2$$

$$-x_1 - x_2 + x_3 - \sqrt{5} x_4 = 3$$

5. Kirchhoff's laws of electrical circuits state that both the net flow of current through each junction and the net voltage drop around each closed loop of a circuit are zero. Suppose that a

potential of  $V$  volts is applied between the points  $A$  and  $G$  in the circuit and that  $i_1, i_2, i_3, i_4$  and  $i_5$  represent current flow as shown in the diagram. Using  $G$  as a reference point, Kirchhoff's laws imply that the currents satisfy the following system of linear equations:

$$\begin{aligned} 5i_1 + 5i_2 &= V \\ i_3 - i_4 - i_5 &= 0 \quad 2i_4 \\ -3i_5 &= 0 \\ i_1 - i_2 - i_3 &= 0 \quad 5i_2 \\ -7i_3 - 2i_4 &= 0 \\ &= 0 \end{aligned}$$



Take  $V = 5.5$  and solve the system.

**Q3:** Ans = 1.0000 1.0000 1.0000 1.0000

```

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C:\Users\2001s\Documents\MATLAB
Editor - C:\Users\2001s\Documents\MATLAB\A4Q3.m
A3Q2P2.m A3Q2P3.m A3Q2P4.m A3Q2P5.m A3Q3.m A3Q4.m A4Q3.m
1 clc
2 clear all
3 A = [10 8 -3 1 16; 2 10 1 -4 9; 3 -4 10 1 10; 2 2 -3 10 11];
4 n = 4;
5 Ans = zeros(n,1);
6
7 for i = 1 : n-1
8     for j = i+1 : n
9         mult = A(j,i)/A(i,i);
10        A(j,:) = A(j,:) - mult*A(i,:);
11    end
12 end
13
14 Ans(n) = A(n,n+1)/A(n,n);
15
16 for i = n-1 : -1 : 1
17     s = 0;
18     for j = i+1 : n
19         s = s + A(i,j)*Ans(j,:);
20     end
21     Ans(i,:) = (A(i,n+1) - s) / A(i,i);
22 end
23 Ans
  
```



**Q4:** Ans = 1.3494 -4.6780 -4.0329 -1.6566

```

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Editor - C:\Users\2001s\Documents\MATLAB\A4Q4.m
+2 A3Q2P2.m A3Q2P3.m A3Q2P4.m A3Q2P5.m A3Q3.m A3Q4.m A4Q3.m A4Q4.m
1 clc
2 clear all
3 A = [pi sqrt(2) -1 1 0; exp(1) -1 1 2 1; 1 1 -sqrt(3) 1 2; -1 -1 1 -sqrt(5) 3];
4 n = 4;
5 Ans = zeros(n,1);
6
7 for i = 1 : n-1
8     for j = i+1 : n
9         mult = A(j,i)/A(i,i);
10        A(j,:) = A(j,:) - mult*A(i,:);
11    end
12 end
13 A
14 Ans(n) = A(n,n+1)/A(n,n);
15
16 for i = n-1 : -1 : 1
17     s = 0;
18     for j = i+1 : n
19         s = s + A(i,j)*Ans(j,:);
20     end
21     Ans(i,:) = (A(i,n+1) - s) / A(i,i);
22 end
23 Ans
  
```

**Q5:** Ans = 0.6785 0.4215 0.2570 0.1542 0.1028

```

MATLAB R2021b - academic use
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Editor - C:\Users\2001s\Documents\MATLAB\A4Q5.m
+3 A4Q5.m A3Q2P1.m A3Q2P2.m A3Q2P3.m A3Q2P4.m A3Q2P5.m A3Q3.m
1 clc
2 clear all
3 A = [5 5 0 0 0 5.5; 1 -1 -1 0 0 0; 0 5 -7 -2 0 0; 0 0 1 -1 -1 0; 0 0 0 2 -3 0];
4 n = 5;
5 Ans = zeros(n,1);
6
7 for i = 1 : n-1
8     for j = i+1 : n
9         mult = A(j,i)/A(i,i);
10        A(j,:) = A(j,:) - mult*A(i,:);
11    end
12 end
13 A
14 Ans(n) = A(n,n+1)/A(n,n);
15
16 for i = n-1 : -1 : 1
17     s = 0;
18     for j = i+1 : n
19         s = s + A(i,j)*Ans(j,:);
20     end
21     Ans(i,:) = (A(i,n+1) - s) / A(i,i);
22 end
23 Ans
  
```

---

Experiment 5: Gauss-Seidel and SOR Methods

---

1. **Algorithm for Gauss Seidel Method:** Find a solution of system of linear equations  $Ax = b$ .

**Input:** Number of unknowns  $n$ ; Coefficient matrix  $A = a_{ij}$ , where  $1 \leq i \leq n$ , and  $1 \leq j \leq n$ ; column vector  $b$ ; Initial solution vector  $x_0$ ; tolerance value  $tol$ ; maximum number of iterations  $N$ .

**Output:** Solution  $(x_1, x_2, \dots, x_n)$ .

Step 1: For  $k = 1, 2, \dots, N$  do Steps 2 – 4.

Step 2: For  $i = 1, 2, \dots, n$

$$x_i = \frac{1}{a_{ii}} \left( b_i - \sum_{j=1}^{i-1} a_{ij} x_j - \sum_{j=i+1}^n a_{ij} x_0^j \right)$$

Step 3: If  $\|x - x_0\| < tol$  then OUTPUT  $(x_1, x_2, \dots, x_n)$ .

STOP

Step 4: Set  $x_0 = x$ . (Update  $x_0$ )

Step 5: Print OUTPUT  $(x_1, x_2, \dots, x_n)$  (Procedure completed successfully)

STOP.

2. Write an algorithm for Successive-Over-Relaxation (SOR) method.
3. Use Gauss Seidel method and SOR method with  $w = 1.2$  to find the solution of the following linear systems with an initial vector  $[0,0,0,0]$  and tolerance value  $10^{-3}$  in the  $\infty$  norm:

(a)	$10x + 8y - 3z + u = 16$ $2x + 10y + z - 4u = 9$ $3x - 4y + 10z + u = 10$ $2x + 2y - 3z + 10u = 11$	(b)	$4x_1 + x_2 - x_3 + x_4 = -2$ $x_1 + 4x_2 - x_3 - x_4 = -1$ $-x_1 - x_2 + 5x_3 + x_4 = 0$ $x_1 - x_2 + x_3 + 3x_4 = 1$
-----	--	-----	---

4. Use Gauss Seidel method to solve the following linear system with an initial vector  $[0,0,0]$  and tolerance value  $10^{-3}$  in the  $\infty$  norm:

$$\begin{aligned}
 4.63x_1 - 1.21x_2 + 3.22x_3 &= 2.22 \\
 -3.07x_1 + 5.48x_2 + 2.11x_3 &= -3.17 \\
 1.26x_1 + 3.11x_2 + 4.57x_3 &= 5.11
 \end{aligned}$$

**Q3 (i): Gauss-Seidel    1.0001   0.9999   1.0000   1.0000**

```

MATLAB R2021b - academic use
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C:\Users\2001s\Documents\MATLAB\A5Q3P1_Gauss.m
A5Q3P1_Gauss.m x A5Q3P1_SOR.m x A5Q3P2_Gauss.m x A5Q3P2_SOR.m x A5Q4_Gauss.m x A6Q1.m x
1 clc
2 clear all
3 a = [10 8 -3 1 16; 2 10 1 -4 9; 3 -4 10 1 10; 2 2 -3 10 11];
4 e = [1 1 1 1];
5 tol = 0.001;
6 n = 4;
7 x = [0 0 0 0];
8 o = 1.2;
9 while norm(e,inf) >= tol
10     xold = x;
11     for i = 1:n
12         sum = 0;
13         for j = 1:n
14             if i ~= j
15                 sum = sum + a(i,j)*x(j);
16             end
17         end
18         x(i) = (a(i,n+1)-sum)/a(i,i);
19         e(i) = x(i)-xold(i);
20     end
21 end
22 disp(x)

```

**(i): SOR    1.0000   1.0000   1.0000   1.0000**

```

MATLAB R2021b - academic use
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C:\Users\2001s\Documents\MATLAB\A5Q3P1_SOR.m
A5Q3P1_SOR.m x A5Q3P2_Gauss.m x A5Q3P2_SOR.m x A5Q4_Gauss.m x A6Q1.m x A6Q2P1.m x
1 clc
2 clear all
3
4 A = [10 8 -3 1; 2 10 1 -4; 3 -4 10 1; 2 2 -3 10];
5 B = [16 9 10 11];
6 x = [0 0 0 0];
7 tol = 10^(-5);
8 n = 4;
9 w = 1.2;
10 err = 1;
11
12 while norm(err,inf) >= tol
13     x1 = x;
14     for i = 1 : n
15         sum = 0;
16         for j = 1 : i-1
17             sum = sum + A(i,j)*x(j);
18         end
19         for j = i+1 : n
20             sum = sum + A(i,j)*x1(j);
21         end
22         x(i) = w*((B(i)-sum)/A(i,i)) + (1-w)*x(i);
23         err = x-x1;
24     end
25 end
26 disp(x)

```

**(ii): Gauss-Seidel   -0.7532   0.0410   -0.2807   0.6916**

```

MATLAB R2021b - academic use
C:\Users\2001s\Documents\MATLAB
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A5Q3P1_SOR.m A5Q3P2_Gauss.m A5Q3P2_SOR.m A5Q4_Gauss.m A6Q1.m A6Q2P1.m
1 clc
2 clear all
3 a = [4 1 -1 1 -2 ; 1 4 -1 -1 -1 ; -1 -1 5 1 0 ; 1 -1 1 3 1]
4 e = [1 1 1 1];
5 tol = 0.001;
6 n = 4;
7 x = [0 0 0 0];
8 o = 1.2;
9 while norm(e,inf) >= tol
10     xold = x;
11     for i = 1:n
12         sum = 0;
13         for j = 1:n
14             if i ~= j
15                 sum = sum + a(i,j)*x(j);
16             end
17         end
18         x(i) = (a(i,n+1)-sum)/a(i,i);
19         e(i) = x(i)-xold(i);
20     end
21 end
22 disp(x)

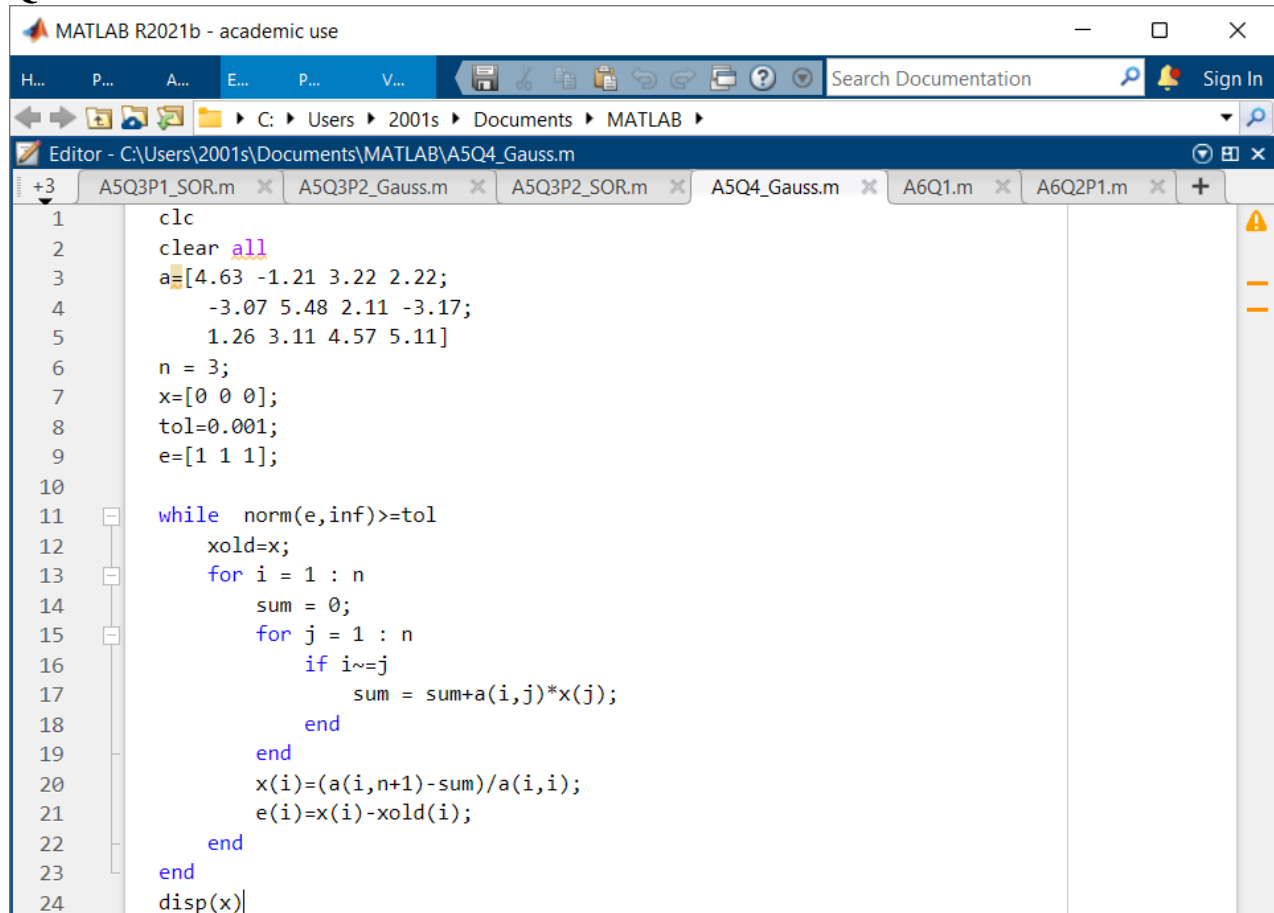
```

**(ii): SOR   -0.7534   0.0411   -0.2808   0.6918**

```

MATLAB R2021b - academic use
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A5Q3P1_SOR.m A5Q3P2_Gauss.m A5Q3P2_SOR.m A5Q4_Gauss.m A6Q1.m A6Q2P1.m
1 clc
2 clear all
3
4 A = [4 1 -1 1 ; 1 4 -1 -1 ; -1 -1 5 1 ; 1 -1 1 3]
5 B = [-2 -1 0 1];
6 x = [0 0 0 0];
7 tol = 10^(-5);
8 n = 4;
9 w = 1.2;
10 err = 1;
11
12 while norm(err,inf)>=tol
13     x1=x;
14     for i = 1 : n
15         sum = 0;
16         for j = 1 : i-1
17             sum = sum+A(i,j)*x(j);
18         end
19         for j = i+1 : n
20             sum = sum+A(i,j)*x1(j);
21         end
22         x(i) = w*((B(i)-sum)/A(i,i)) + (1-w)*x(i);
23         err = x-x1;
24     end
25 end
26 disp(x)

```

**Q4: Gauss-Seidel    -8.9807   -9.4762   10.0430**

The image shows a MATLAB R2021b window titled "MATLAB R2021b - academic use". The editor displays a script named "A5Q4\_Gauss.m" located at "C:\Users\2001s\Documents\MATLAB\A5Q4\_Gauss.m". The script implements the Gauss-Seidel method for solving a system of linear equations. It starts with clearing the workspace and defining a 4x4 coefficient matrix 'a' and a 4x1 constant vector 'b'. The matrix 'a' is defined as:

$$a = \begin{bmatrix} 4.63 & -1.21 & 3.22 & 2.22 \\ -3.07 & 5.48 & 2.11 & -3.17 \\ 1.26 & 3.11 & 4.57 & 5.11 \end{bmatrix}$$

The vector 'b' is defined as:

$$b = \begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \end{bmatrix}$$

The script then sets the number of iterations 'n' to 3, the initial guess 'x' to zeros, the tolerance 'tol' to 0.001, and the error vector 'e' to ones. A while loop is used to iterate until the norm of the error vector is less than the tolerance. Inside the while loop, a for loop iterates over the rows of the matrix. For each row 'i', the script calculates the sum of the products of the elements in the row (excluding the diagonal element) and the current values of 'x'. The new value of 'x(i)' is then calculated as (b(i) - sum) / a(i,i). The error vector 'e' is updated as x(i) - xold(i). The script ends by displaying the final values of 'x'.

```
1 clc
2 clear all
3 a=[4.63 -1.21 3.22 2.22;
4     -3.07 5.48 2.11 -3.17;
5     1.26 3.11 4.57 5.11]
6 n = 3;
7 x=[0 0 0];
8 tol=0.001;
9 e=[1 1 1];
10
11 while norm(e,inf)>=tol
12     xold=x;
13     for i = 1 : n
14         sum = 0;
15         for j = 1 : n
16             if i~=j
17                 sum = sum+a(i,j)*x(j);
18             end
19         end
20         x(i)=(a(i,n+1)-sum)/a(i,i);
21         e(i)=x(i)-xold(i);
22     end
23 end
24 disp(x)
```

---

Experiment 6: Power Method and Lagrange Interpolation

---

**1. Algorithm for Power method:**

Step 1: START

Step 2: Define matrix A and initial guess  $x$ .Step 3: Calculate  $y = Ax$ Step 4: Find the largest element in magnitude of matrix  $y$  and assign to  $K$ .Step 5: Calculate fresh value  $x = (1/K) * y$ .Step 6: If  $K_n - K_{n-1} > \text{error}$ , goto Setp

3. Step 7: STOP.

2. Determine the largest eigen-value and the corresponding eigen-vector of the following matrices using the power method. Use  $x_0 = [1,1,1]^T$  and  $\epsilon = 10^{-3}$ :

$$\begin{array}{lcl}
 \begin{array}{ccc} 4 & 1 & 0 \\ 1 & 20 & 1 \\ 0 & 1 & 4 \end{array} & \text{Use } x_0 = [1,1,1]^T \text{ and } \epsilon = 10^{-3} & \\
 \begin{array}{cccc} 1 & 1 & 0 & 0 \\ 1 & 2 & 0 & 1 \\ 0 & 0 & 3 & 3 \\ 0 & 1 & 2 & 3 \end{array} & \text{Use } x_0 = [1,1,0,1]^T \text{ and } \epsilon = 10^{-3} & 
 \end{array}$$

3. **Algorithm for Lagrange interpolation:** Given a set of function values

$x$	$x_1$	$x_2$	.....	$x_n$
$f(x)$	$f(x_1)$	$f(x_2)$	.....	$f(x_n)$

To approximate the value of a function  $f(x)$  at  $x = p$  using Lagrange's interpolating polynomial  $P_{n-1} x$  of degree  $\leq n - 1$ , given by

$$P_{n-1} x = l_1(x) f(x_1) + l_2(x) f(x_2) + \dots + l_n(x) f(x_n)$$

where  $l_i(x) = \prod_{j=1, j \neq i}^n \frac{(p-x_j)}{(x_i-x_j)}$  at  $x = p$ .

We write the following algorithm by taking  $n$  points and thus we will obtain a polynomial of degree  $\leq n - 1$ .

**Input:** The degree of the polynomial, the values  $x(i)$  and  $f(i)$ ,  $i = 1, 2, \dots, n$  and the point of interpolation  $p$ .

**Output:** Value of  $P_{n-1} p$ .

**Algorithm:**

Step 1. Calculate the Lagrange's fundamental polynomials  $l_i(x)$  using the following loop:

for  $i = 1$  to  $n$

$l(i) = 1$

for  $j = 1$  to  $n$

if  $j \neq i$

$$l_i = \frac{p - x_j}{x_i - x_j} l_i$$

end  $j$

end  $i$

Step 2. Calculate the approximate value of the function at  $x=p$  using the following loop:

```
sum = 0
for i = 1 to n
    sum = sum + l(i)*f(i)
end i
```

Step 3. Print sum.

4. The following data define the sea-level concentration of dissolved oxygen for fresh water as a function of temperature:

$t$	0	8	16	24	32	40
$O(t)$	14.621	11.843	9.870	8.418	7.305	6.413

Use Lagrange's interpolation formula to approximate the value of  $O(15)$  and  $O(27)$ .

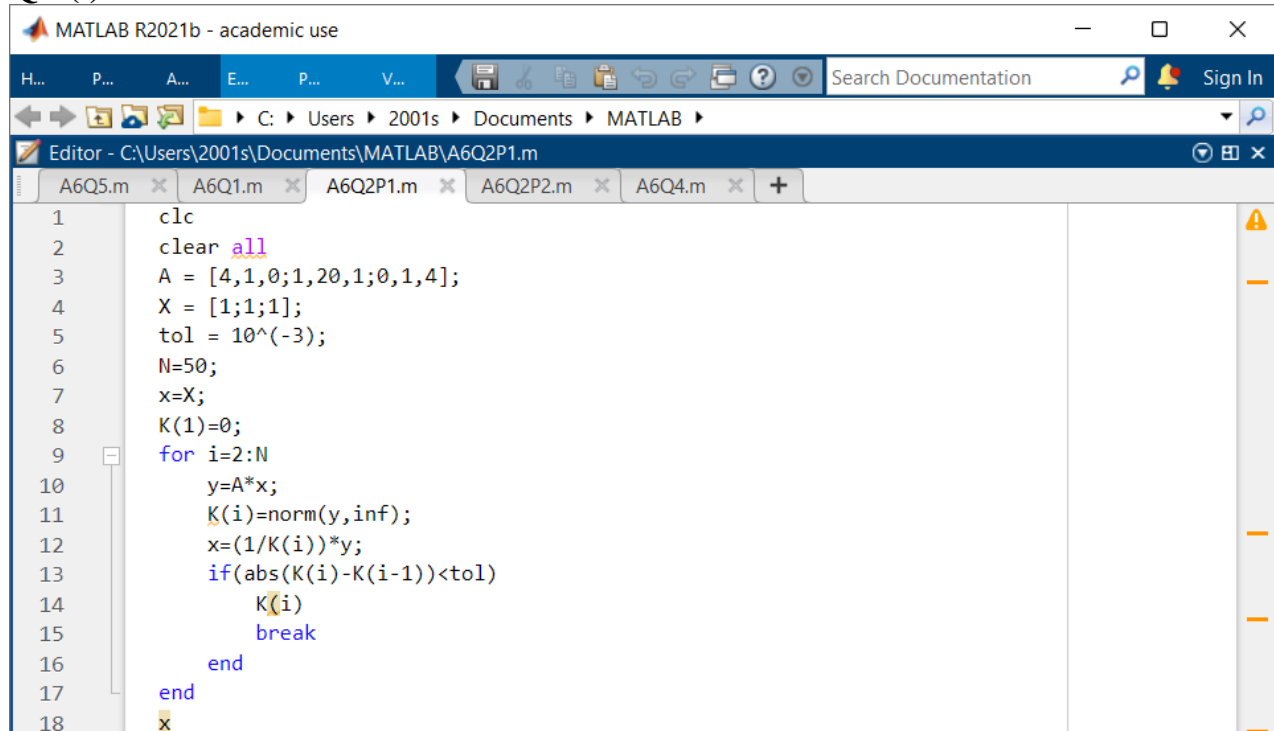
5. Generate eight equally-spaced points from the function  $f(x) = \sin^2 x$  from  $x = 0$  to  $2\pi$ . Use Lagrange interpolation to approximate  $f(0.5)$ ,  $f(3.5)$ ,  $f(5.5)$  and  $f(6.0)$ .

## Q1: Power Sum = 10.0834

```

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C:\Users\2001s\Documents\MATLAB
Editor - C:\Users\2001s\Documents\MATLAB\A6Q1.m
A6Q5.m A6Q1.m A6Q2P1.m A6Q2P2.m A6Q4.m +
1  clc;
2  clear all;
3  x=[0 8 16 24 32 40];
4  y=[14.621 11.843 9.870 8.418 7.305 6.413];
5  n=length(x);
6  p=15;
7
8  for i=1:n
9      l(i)=1;
10     for j=1:n
11         if j~=i
12             l(i)=l(i)*((p-x(j))/(x(i)-x(j)))
13         end
14     end
15 end
16
17 sum=0;
18 for i=1:n
19     sum=sum+l(i)*y(i);
20 end
21 sum

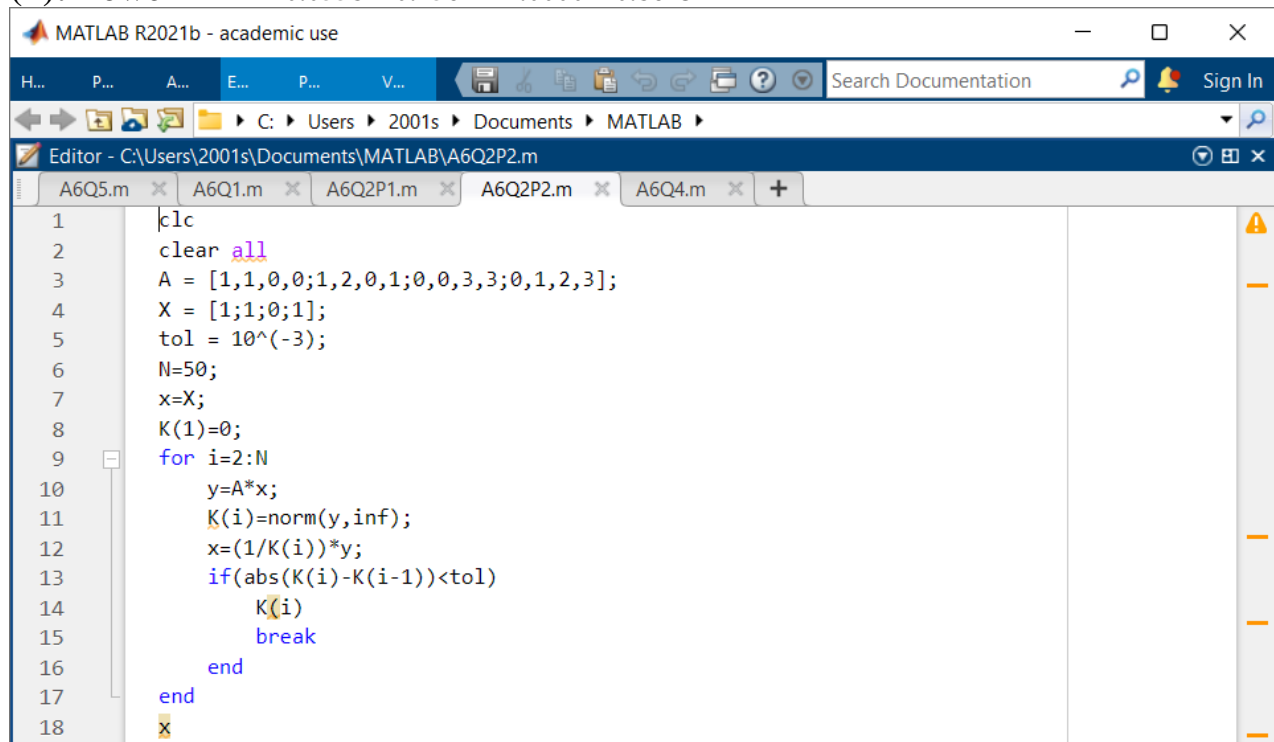
```

**Q2 (i): Power**  $x = 0.0620 \quad 1.0000 \quad 0.0620$ 


```

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C:\Users\2001s\Documents\MATLAB
Editor - C:\Users\2001s\Documents\MATLAB\A6Q2P1.m
A6Q5.m A6Q1.m A6Q2P1.m A6Q2P2.m A6Q4.m +
1 clc
2 clear all
3 A = [4,1,0;1,20,1;0,1,4];
4 X = [1;1;1];
5 tol = 10^(-3);
6 N=50;
7 x=X;
8 K(1)=0;
9 for i=2:N
10     y=A*x;
11     K(i)=norm(y,inf);
12     x=(1/K(i))*y;
13     if(abs(K(i)-K(i-1))<tol)
14         K(i)
15         break
16     end
17 end
18 x

```

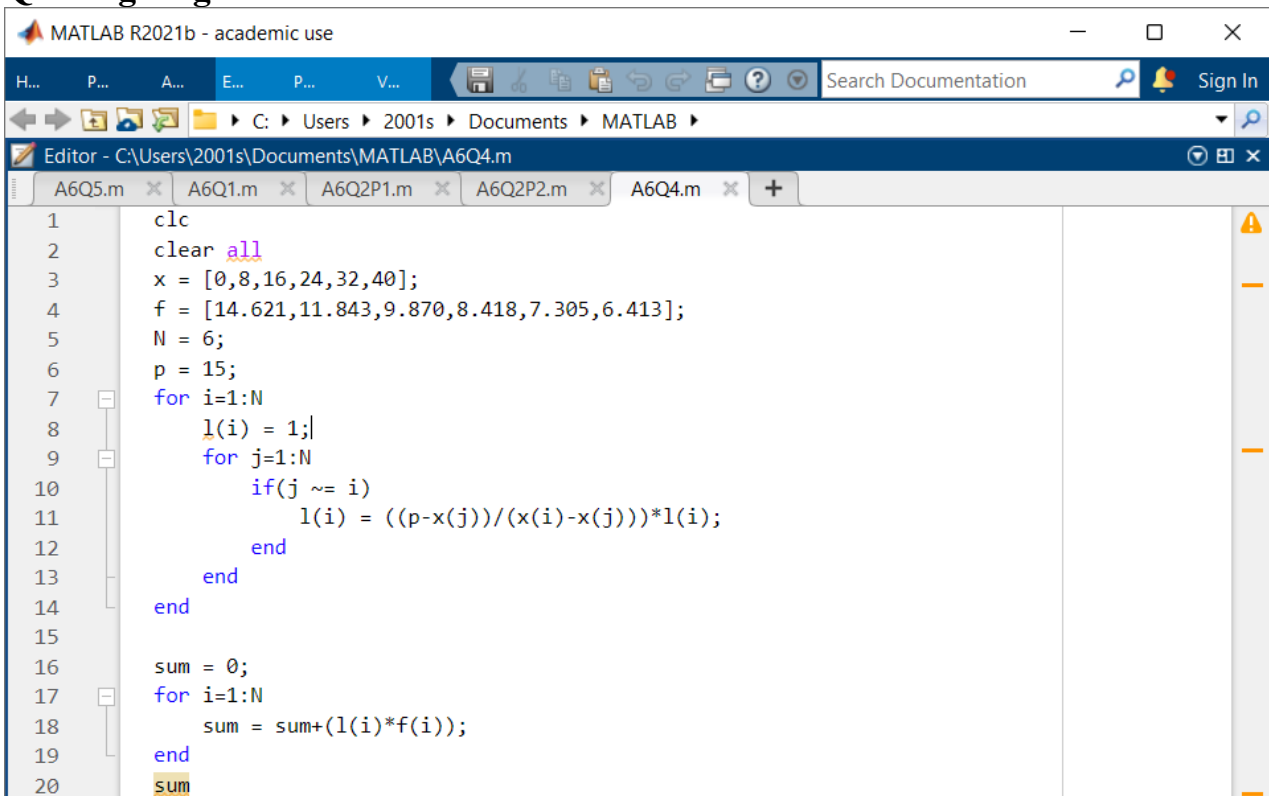
**(ii): Power**  $x = 0.0558 \quad 0.2564 \quad 1.0000 \quad 0.8673$ 


```

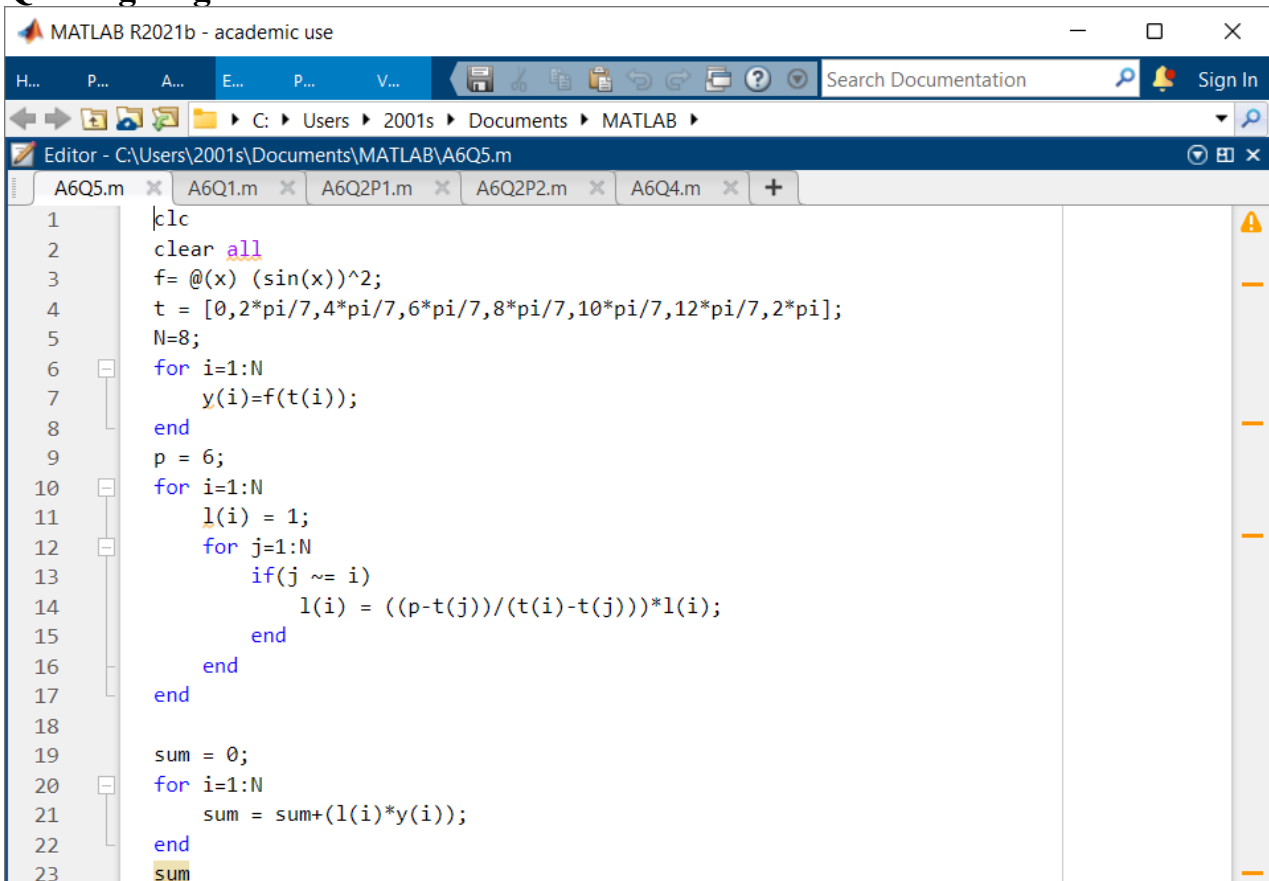
MATLAB R2021b - academic use
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C:\Users\2001s\Documents\MATLAB
Editor - C:\Users\2001s\Documents\MATLAB\A6Q2P2.m
A6Q5.m A6Q1.m A6Q2P1.m A6Q2P2.m A6Q4.m +
1 clc
2 clear all
3 A = [1,1,0,0;1,2,0,1;0,0,3,3;0,1,2,3];
4 X = [1;1;0;1];
5 tol = 10^(-3);
6 N=50;
7 x=X;
8 K(1)=0;
9 for i=2:N
10     y=A*x;
11     K(i)=norm(y,inf);
12     x=(1/K(i))*y;
13     if(abs(K(i)-K(i-1))<tol)
14         K(i)
15         break
16     end
17 end
18 x

```



**Q4: Lagrange's Sum = 10.0834**

```
1 clc
2 clear all
3 x = [0,8,16,24,32,40];
4 f = [14.621,11.843,9.870,8.418,7.305,6.413];
5 N = 6;
6 p = 15;
7 for i=1:N
8     l(i) = 1;
9     for j=1:N
10        if(j ~= i)
11            l(i) = ((p-x(j))/(x(i)-x(j)))*l(i);
12        end
13    end
14 end
15
16 sum = 0;
17 for i=1:N
18     sum = sum+(l(i)*f(i));
19 end
20 sum
```

**Q5: Lagrange's Sum = -0.1810**

```
1 clc
2 clear all
3 f = @(x) (sin(x))^2;
4 t = [0,2*pi/7,4*pi/7,6*pi/7,8*pi/7,10*pi/7,12*pi/7,2*pi];
5 N=8;
6 for i=1:N
7     y(i)=f(t(i));
8 end
9
10 p = 6;
11 for i=1:N
12     l(i) = 1;
13     for j=1:N
14        if(j ~= i)
15            l(i) = ((p-t(j))/(t(i)-t(j)))*l(i);
16        end
17    end
18 end
19
20 sum = 0;
21 for i=1:N
22     sum = sum+(l(i)*y(i));
23 end
24 sum
```

---

Experiment 7: Newton's Divided Difference Interpolation

---

**1. Algorithm for Newton's divided difference interpolation:**

Given  $n$  distinct numbers  $x_1, x_2, \dots, x_n$  and their corresponding function values

$f(x_1), f(x_2), \dots, f(x_n)$ .

Approximate the value of a function  $f(x)$  at  $x = p$  using Newton's divided difference interpolating polynomial  $P_{n-1} x$  of degree  $\leq n - 1$ .

**Input:** Enter  $n$  the number of data points; enter  $n$  distinct numbers  $x_1, x_2, \dots, x_n$ ; enter corresponding function values  $f(x_1), f(x_2), \dots, f(x_n)$  as  $F_{1,1}, F_{1,2}, \dots, F_{1,n}$ ; enter an interpolating point  $p$ .

**Output:** the numbers  $F_{2,2}, F_{3,3}, \dots, F_{n,n}$  such that

$$P_{n-1} p = F_{i,i} (p - x_j)$$

$n \quad i-1$   
 $i=1 \quad j=1$

where  $F_{k,k}$  is the  $(k-1)^{\text{th}}$  divided difference  $f x_1, x_2, \dots, x_k$

**Step 1: Evaluate  $F_{2,2}, F_{3,3}, \dots, F_{n,n}$**

for  $i = 2$  to  $n$

for  $j = i$  to  $n$

$$\text{Evaluate } F_{j,i} = \frac{F_{j,i-1} - F_{j-1,i-1}}{x_j - x_{j-i+1}}.$$

end  $j$

end  $i$

**Step 2: Evaluate  $\prod_{j=1}^{i-1} (p - x_j)$  for each  $i = 1$  to  $n$**

for  $i = 1$  to  $n$

Set product  $(i) = 1$

for  $j = 1$  to  $i - 1$

product  $(i) = \text{product}(i) * (p - x_j)$

end  $j$

end  $i$

**Step 3: Evaluate  $P_{n-1} p$**

Set Sum = 0

for  $i = 1$  to  $n$

Sum = Sum + ( $F_{i,i} * \text{product}(i)$ )

end  $i$

**Step 4: OUTPUT** Sum  $\equiv P_{n-1} p$

STOP

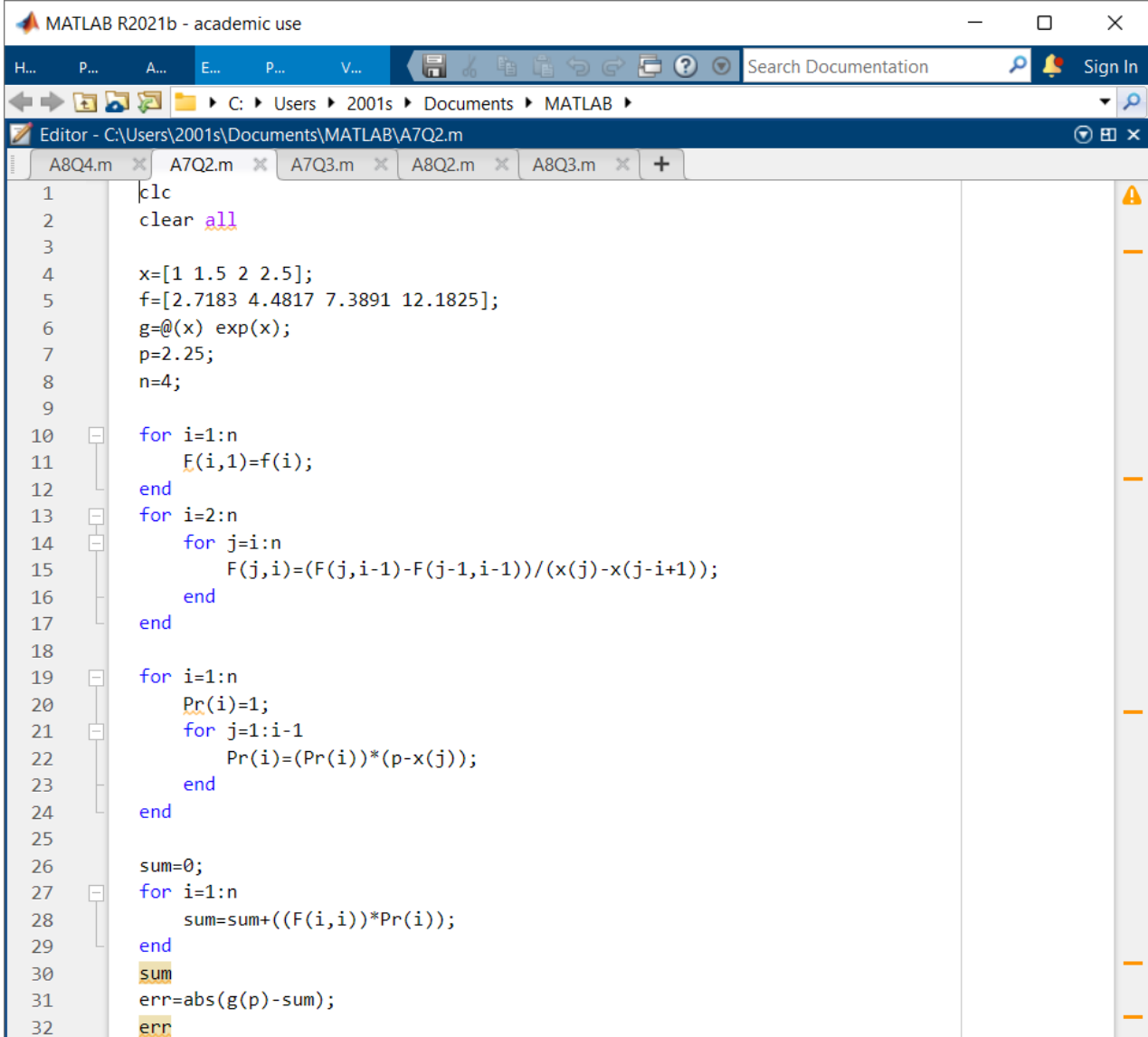
2. The following data represents the function  $f x = e^x$ .

$x$	1	1.5	2.0	2.5
$f(x)$	2.7183	4.4817	7.3891	12.1825

Estimate the value of  $f(2.25)$  using the Newton's divided difference interpolation. Compare with the exact value.

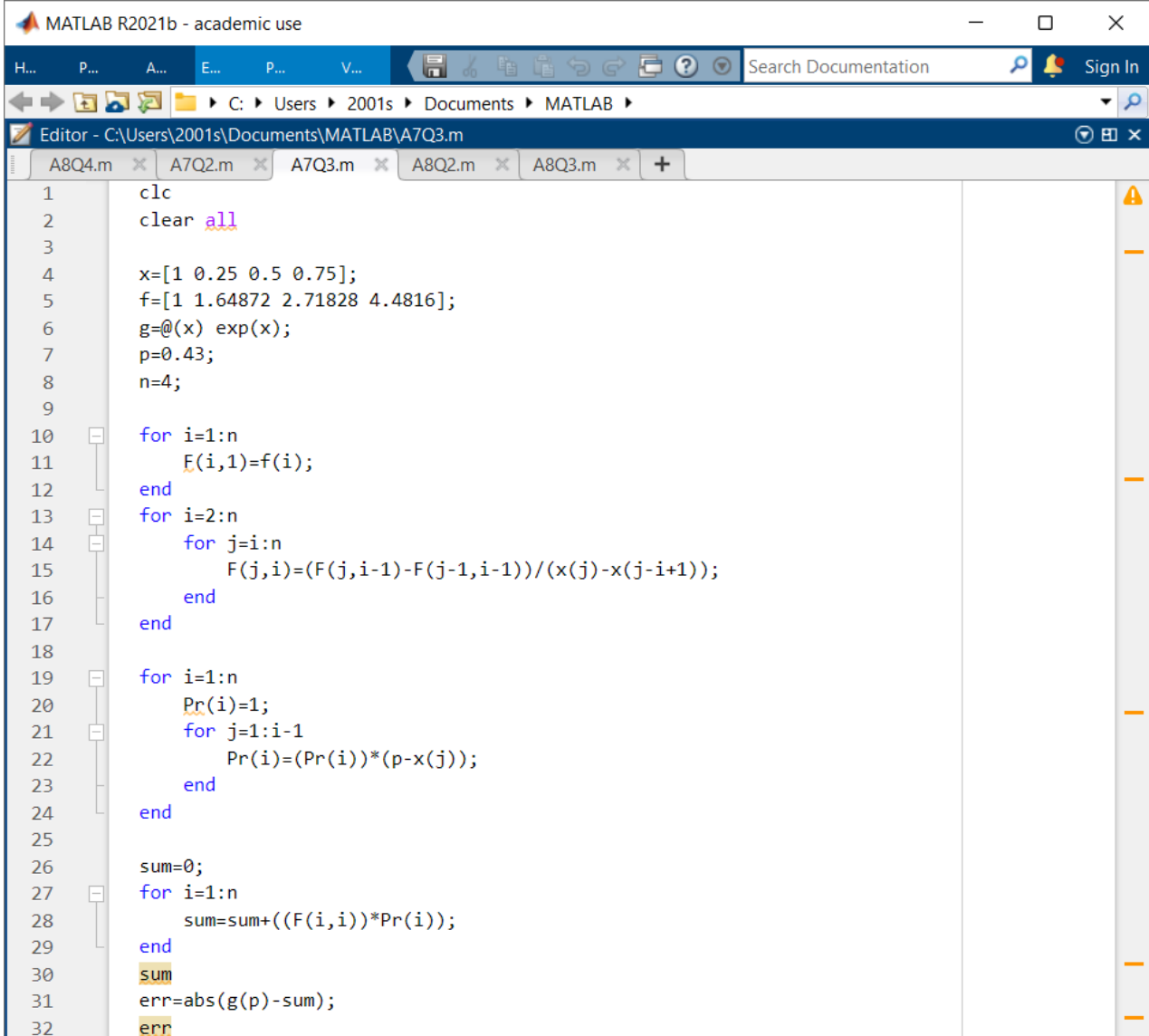
3. Approximate  $f(0.43)$  by using Newton's divided difference interpolation, construct the interpolating polynomials for the following data.

$$f(0) = 1, f(0.25) = 1.64872, f(0.5) = 2.71828, f(0.75) = 4.4816.$$

**Q2: sum = 9.5037 err = 0.0159**

The image shows the MATLAB R2021b - academic use interface. The main window displays the script A7Q2.m, which contains the following code:

```
1 clc
2 clear all
3
4 x=[1 1.5 2 2.5];
5 f=[2.7183 4.4817 7.3891 12.1825];
6 g=@(x) exp(x);
7 p=2.25;
8 n=4;
9
10 for i=1:n
11     F(i,1)=f(i);
12 end
13 for i=2:n
14     for j=i:n
15         F(j,i)=(F(j,i-1)-F(j-1,i-1))/(x(j)-x(j-i+1));
16     end
17 end
18
19 for i=1:n
20     Pr(i)=1;
21     for j=1:i-1
22         Pr(i)=(Pr(i))*(p-x(j));
23     end
24 end
25
26 sum=0;
27 for i=1:n
28     sum=sum+((F(i,i))*Pr(i));
29 end
30 sum
31 err=abs(g(p)-sum);
32 err
```

**Q3: sum = 2.0935 err = 0.5562**

```
MATLAB R2021b - academic use
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C:\Users\2001s\Documents\MATLAB
Editor - C:\Users\2001s\Documents\MATLAB\A7Q3.m
A8Q4.m A7Q2.m A7Q3.m A8Q2.m A8Q3.m
1   clc
2   clear all
3
4   x=[1 0.25 0.5 0.75];
5   f=[1 1.64872 2.71828 4.4816];
6   g=@(x) exp(x);
7   p=0.43;
8   n=4;
9
10  for i=1:n
11      F(i,1)=f(i);
12  end
13  for i=2:n
14      for j=i:n
15          F(j,i)=(F(j,i-1)-F(j-1,i-1))/(x(j)-x(j-i+1));
16      end
17  end
18
19  for i=1:n
20      Pr(i)=1;
21      for j=1:i-1
22          Pr(i)=(Pr(i))*(p-x(j));
23      end
24  end
25
26  sum=0;
27  for i=1:n
28      sum=sum+((F(i,i))*Pr(i));
29  end
30  sum
31  err=abs(g(p)-sum);
32  err
```

---

Experiment 8: Least Square Approximation

---

1. Write an algorithm for least square approximations to fit any curve of the forms:

$$y = a + bx, y = a + bx + cx^2, y = A x + \frac{B}{x}, \dots$$

2. Use the method of least squares to fit the linear and quadratic polynomial to the following data:

$x$	-2	-1	0	1	2
$f(x)$	15	1	1	3	19

3. By the method of least square fit a curve of the form  $y = ax^b$  to the following data:

$x$	2	3	4	5
$y$	27.8	62.1	110	161

4. Use the method of least squares to fit a curve  $y = A x^{\frac{B}{x}}$  to the following data:

$x$	0.1	0.2	0.4	0.5	1	2
$y$	21	11	7	6	5	6

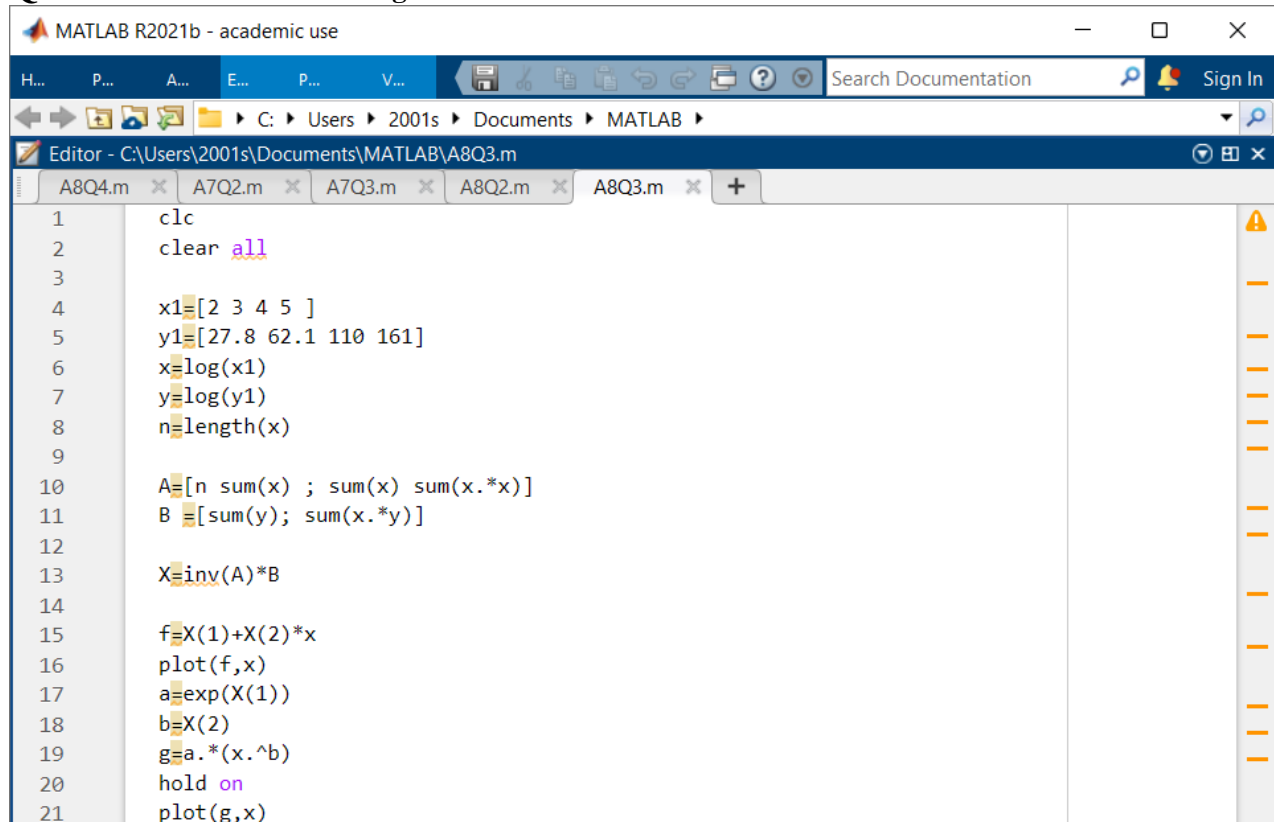
**Q2:**  $a = \begin{bmatrix} 5 & 0 \\ 0 & 10 \end{bmatrix}$   $b = \begin{bmatrix} 39 \\ 10 \end{bmatrix}$   $X = \begin{bmatrix} 7.8000 \\ 1.0000 \end{bmatrix}$   $q = \begin{bmatrix} 39 & 10 & 140 \end{bmatrix}$

```

1  clc
2  clear all
3
4  x=[-2 -1 0 1 2];
5  y=[15 1 1 3 19];
6
7  n=length(x);
8  a=[n sum(x);sum(x) sum(x.*x)]
9  b=[sum(y);sum(x.*y)]
10
11  X=(inv(a)*b)
12
13  f=X(1)+X(2)*x;
14  plot(f,x)
15
16  p=[n sum(x) sum(x.*x);sum(x) sum(x.*x) sum(x.^3);sum(x.^2) sum(x.^3) sum(x.^4)];
17  q=[sum(y);sum(x.*y);sum(x.*x.*y)]
18  R=(inv(p)*q);
19
20  f1=R(1)+R(2)*x+R(3)*(x.^2);
21  hold on;
22  plot(f1,x)

```

**Q3:**  $a=7.3799$   $b=1.9302$   $g=3.6376$  8.8488 13.8629 18.4912  $f=3.3366$  4.1193 4.6745 5.1052

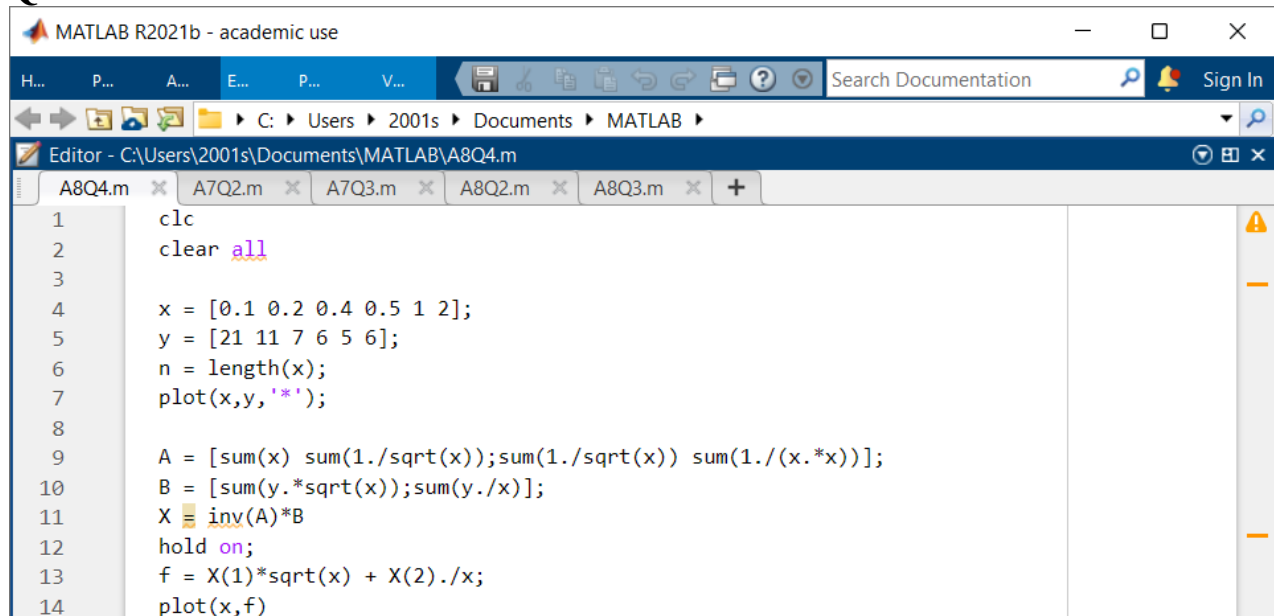


```

1  clc
2  clear all
3
4  x1=[2 3 4 5 ]
5  y1=[27.8 62.1 110 161]
6  x=log(x1)
7  y=log(y1)
8  n=length(x)
9
10 A=[n sum(x) ; sum(x) sum(x.*x)]
11 B =[sum(y); sum(x.*y)]
12
13 X=inv(A)*B
14
15 f=X(1)+X(2)*x
16 plot(f,x)
17 a=exp(X(1))
18 b=X(2)
19 g=a.*(x.^b)
20 hold on
21 plot(g,x)

```

**Q4:**  $X = 3.2818$  1.9733



```

1  clc
2  clear all
3
4  x = [0.1 0.2 0.4 0.5 1 2];
5  y = [21 11 7 6 5 6];
6  n = length(x);
7  plot(x,y, '*');
8
9  A = [sum(x) sum(1./sqrt(x));sum(1./sqrt(x)) sum(1./(x.*x))];
10 B = [sum(y.*sqrt(x));sum(y./x)];
11 X = inv(A)*B
12 hold on;
13 f = X(1)*sqrt(x) + X(2)./x;
14 plot(x,f)

```

---

**Experiment 9: Numerical Quadrature**


---

**1. Algorithm for Composite Trapezoidal rule:**Step 1: Input function  $f(x)$ ; end points  $a$  and  $b$ ; and  $N$  number of subintervals.Step 2: Set  $\Delta x = \frac{b-a}{N}$ .Step 3: Set  $sum = 0$ Step 4: for  $i = 1$  to  $N-1$ Step 5: Set  $x = a + \Delta x * i$ Step 6: Set  $sum = sum + 2 * f(x)$   
end  $i$ Step 7: Set  $sum = sum + f(a) + f(b)$ Step 8: Set  $ans = sum * \frac{\Delta x}{2}$ 

STOP

**2. Algorithm for Composite Simpson's rule:**Step 1: Input function  $f(x)$ ; end points  $a$  and  $b$ ; and  $N$  number of subintervals (even).Step 2: Set  $\Delta x = \frac{b-a}{N}$ .Step 3: Set  $sum = 0$ Step 4: for  $i = 1$  to  $N-1$ Step 5: Set  $x = a + \Delta x * i$ Step 6: if  $rem(i,2) == 0$  $sum = sum + 2 * f(x)$ 

else

 $sum = sum + 4 * f(x)$ 

end if

end  $i$ Step 7: Set  $sum = sum + f(a) + f(b)$ Step 8: Set  $ans = sum * \frac{\Delta x}{3}$ 

STOP

**3. Approximate the following integrals using the composite trapezoidal and Simpson rule by taking different subintervals (e.g. 4, 6, 10, 20)**

(a)  $I = \int_{-\frac{\pi}{2}}^{0.25} (\cos x)^2 dx$

(b)  $I = \int_e^{e+1} \frac{1}{x \ln x} dx$

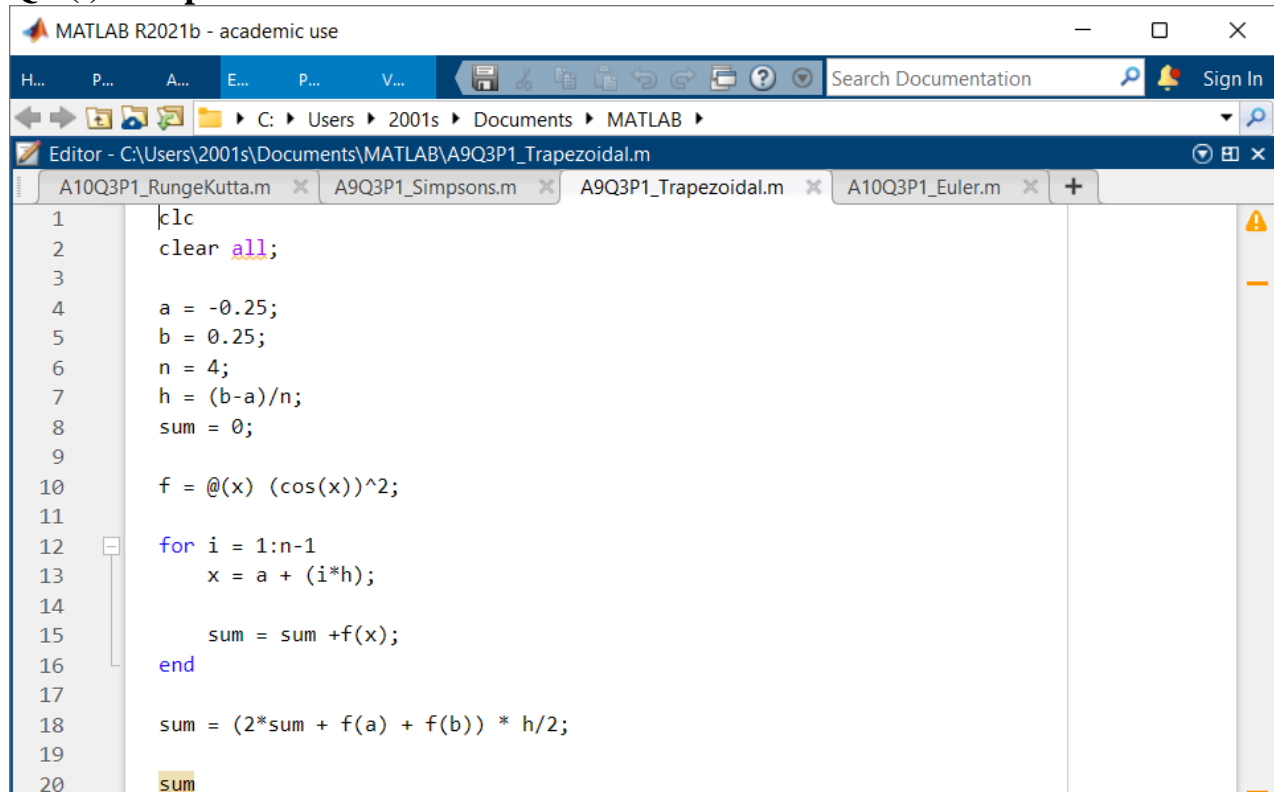
(c)  $I = \int_{-1}^1 e^{-x^2} \cos x dx$

**4. The length of the curve represented by a function  $y = f(x)$  on an interval  $[a, b]$  is given by the integral**

$$I = \int_a^b \sqrt{1 + f'(x)^2} dx.$$

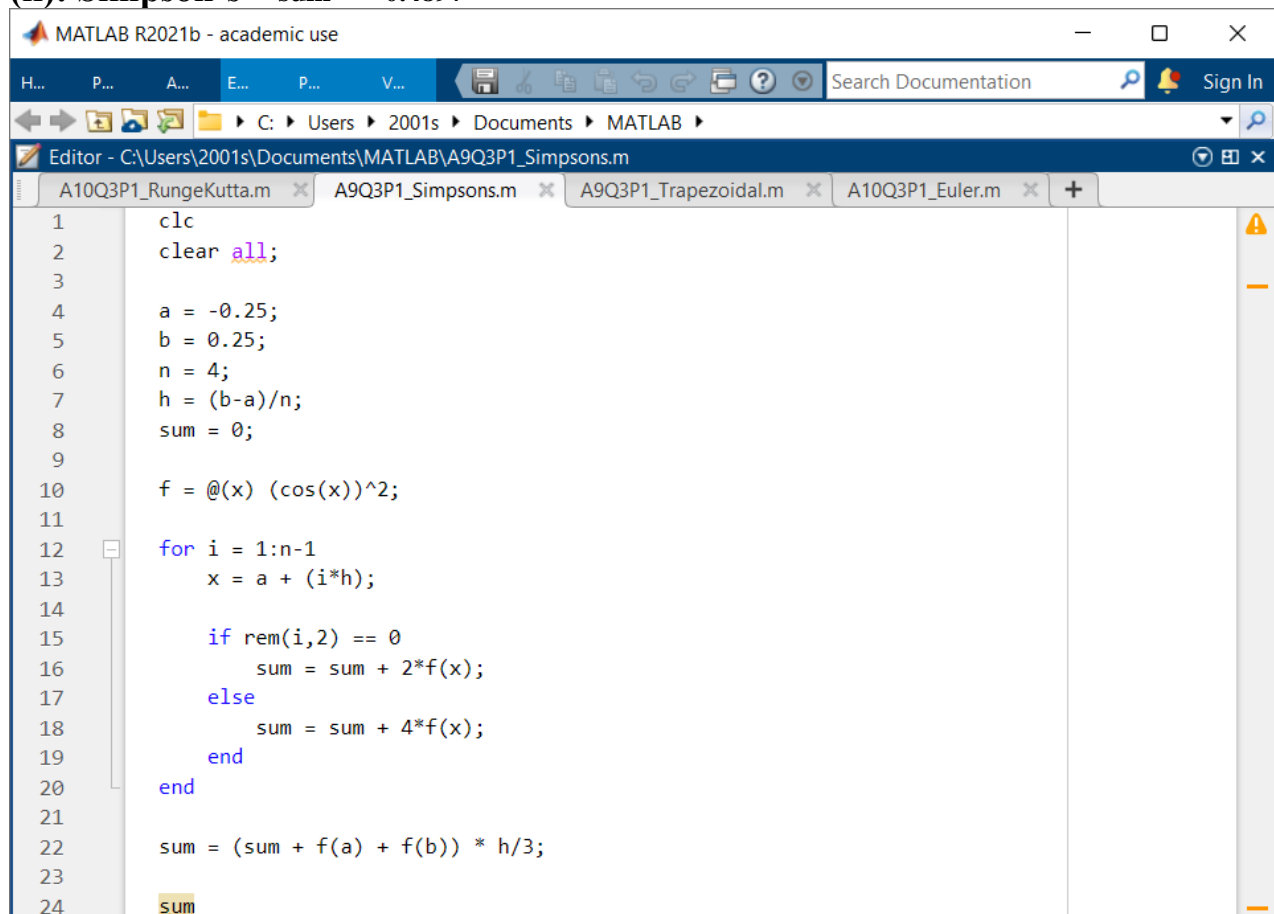
Use the trapezoidal rule and Simpson's rule with 4 and 8 subintervals, compute the length of the curve

$$y = \tan^{-1} 1 + x^2, 0 \leq x \leq 2.$$

**Q3 (i): Trapezoidal**  $\text{sum} = 0.4885$ 

The screenshot shows the MATLAB R2021b - academic use window. The Editor tab is active, displaying the file A9Q3P1\_Trapezoidal.m. The code implements the Trapezoidal rule for numerical integration of the function  $f(x) = \cos(x)^2$  over the interval  $a = -0.25$  to  $b = 0.25$  with  $n = 4$  subintervals. The result is stored in the variable `sum`.

```
1 clc
2 clear all;
3
4 a = -0.25;
5 b = 0.25;
6 n = 4;
7 h = (b-a)/n;
8 sum = 0;
9
10 f = @(x) (cos(x))^2;
11
12 for i = 1:n-1
13     x = a + (i*h);
14
15     sum = sum + f(x);
16 end
17
18 sum = (2*sum + f(a) + f(b)) * h/2;
19
20 sum
```

**(ii): Simpson's**  $\text{sum} = 0.4897$ 

The screenshot shows the MATLAB R2021b - academic use window. The Editor tab is active, displaying the file A9Q3P1\_Simpsons.m. The code implements Simpson's rule for numerical integration of the function  $f(x) = \cos(x)^2$  over the interval  $a = -0.25$  to  $b = 0.25$  with  $n = 4$  subintervals. The result is stored in the variable `sum`.

```
1 clc
2 clear all;
3
4 a = -0.25;
5 b = 0.25;
6 n = 4;
7 h = (b-a)/n;
8 sum = 0;
9
10 f = @(x) (cos(x))^2;
11
12 for i = 1:n-1
13     x = a + (i*h);
14
15     if rem(i,2) == 0
16         sum = sum + 2*f(x);
17     else
18         sum = sum + 4*f(x);
19     end
20 end
21
22 sum = (sum + f(a) + f(b)) * h/3;
23
24 sum
```



---

Experiment 10: Solution of Initial Value Problem

---

**1. Algorithm for Euler Method**

Approximate the solution of the initial value problem  $y' = f(t, y)$ ,  $a \leq t \leq b$ ,  $y(a) = \alpha$  in the interval  $[a, b]$  with step length  $h$ .

**Input:** function  $f(t, y)$ ; endpoints  $a, b$ ; step length  $h$ ; initial condition  $t_1 = a$  and  $y_1 = \alpha$ .

**Output:** approximation of  $y$  in the interval  $[a, b]$ .

Step 1: Evaluate number of sub-intervals  $n = (b - a)/h$ .

Step 2: For  $i = 1, 2, \dots, n$  do Steps 3 and 4.

Step 3: Evaluate  $y_{i+1} = y_i + h * f(t_i, y_i)$

Step 4: Set  $t_{i+1} = t_i + h$

Step 5: Output  $t, y$ .

STOP

**2. Algorithm for Runge-Kutta of fourth-order method:**

Approximate the solution of the initial value problem  $y' = f(t, y)$ ,  $a \leq t \leq b$ ,  $y(a) = \alpha$  in the interval  $[a, b]$  with step length  $h$ .

**Input:** function  $f(t, y)$ ; endpoints  $a, b$ ; step length  $h$ ; initial condition  $t_1 = a$  and  $y_1 = \alpha$ .

**Output:** approximation of  $y$  in the interval  $[a, b]$ .

Step 1: Evaluate number of sub-intervals  $n = (b - a)/h$ .

Step 2: For  $i = 1, 2, \dots, n$  do Steps 3 to 5.

Step 3: Set  $K_1 = h * f(t_i, y_i)$ ;  
 $K_2 = h * f(t_i + \frac{h}{2}, y_i + \frac{K_1}{2})$ ;  
 $K_3 = h * f(t_i + \frac{h}{2}, y_i + \frac{K_2}{2})$ ;  
 $K_4 = h * f(t_i + h, y_i + K_3)$ .

Step 4: Set  $y_{i+1} = y_i + \frac{K_1 + 2K_2 + 2K_3 + K_4}{6}$  (Compute  $y_{i+1}$ )

Step 5: Set  $t_{i+1} = t_i + h$ . (Compute  $t_i$ )

Step 6: Output  $t, y$ .

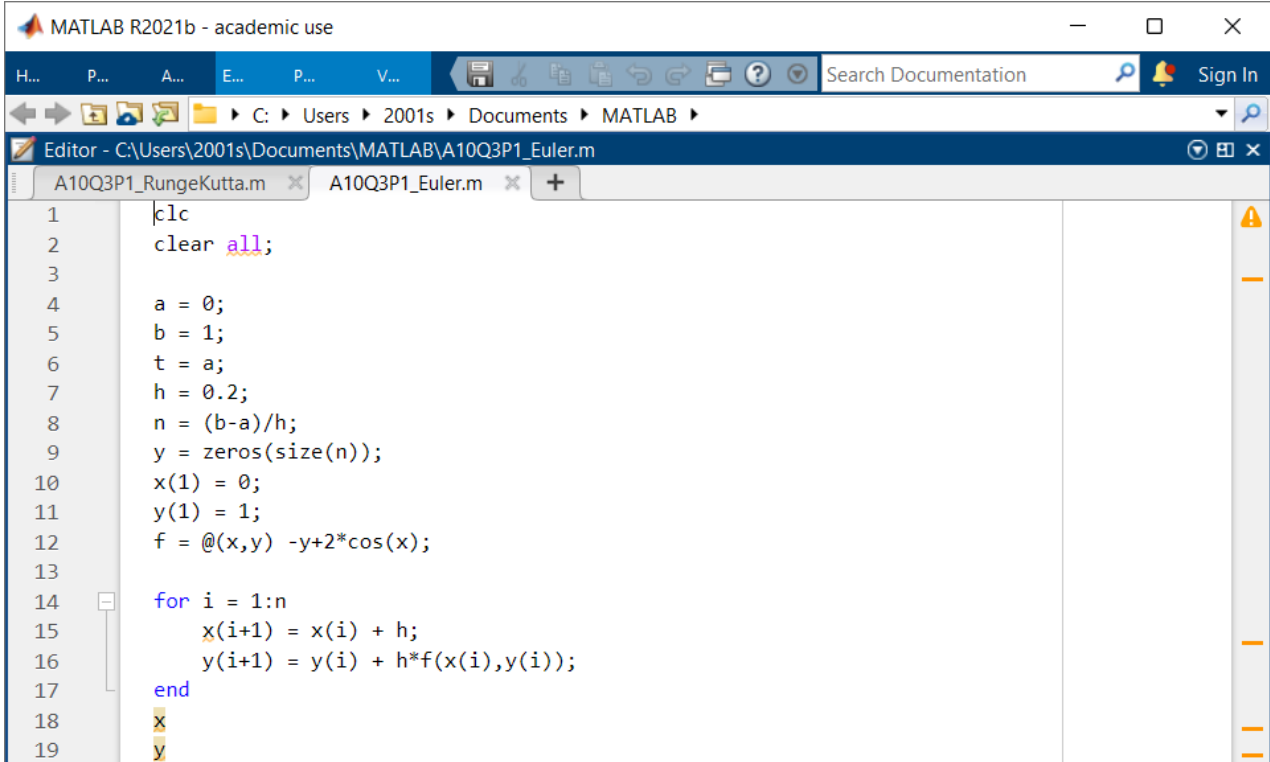
STOP

**3. Compute solution of the following differential equation by the Euler's method and Runge-Kutta fourth-order method in the interval  $[0, 1]$  with step length 0.2:**

(a)  $y' = -y + 2 \cos t$ ,  $y(0) = 1$ .

(b)  $y' = 2 + y$ ,  $y(0) = 0.8$ . (c)

$y' = (\cos y)^2$ ,  $y(0) = 0$ .

**Q3 (i): Euler**

```
MATLAB R2021b - academic use
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C:\Users\2001s\Documents\MATLAB
Editor - C:\Users\2001s\Documents\MATLAB\A10Q3P1_Euler.m
A10Q3P1_RungeKutta.m A10Q3P1_Euler.m
1 clc
2 clear all;
3
4 a = 0;
5 b = 1;
6 t = a;
7 h = 0.2;
8 n = (b-a)/h;
9 y = zeros(size(n));
10 x(1) = 0;
11 y(1) = 1;
12 f = @(x,y) -y+2*cos(x);
13
14 for i = 1:n
15     x(i+1) = x(i) + h;
16     y(i+1) = y(i) + h*f(x(i),y(i));
17 end
18 x
19 y
```

x =

0      0.2000      0.4000      0.6000      0.8000      1.0000

y =

1.0000      1.2000      1.3520      1.4500      1.4902      1.4708

**(i): Runge-Kutta**

```

1  clc
2  clear all;
3
4  a = 0;
5  b = 1;
6  t = a;
7  h = 0.2;
8  n = (b-a)/h;
9  y = zeros(size(n));
10 x(1) = 0;
11 y(1) = 1;
12 f = @(x,y) -y+2*cos(x);
13
14 for i=1:n
15     k1=h*f(x(i),y(i));
16     k2=h*f((x(i) + h/2),(y(i) + k1/2));
17     k3=h*f((x(i) + h/2),(y(i) + k2/2));
18     k4=h*f((x(i) + h),(y(i) + k3));
19     y(i+1)=y(i) + (1/6)*(k1 + (2*k2) + (2*k3) + k4)
20     x(i+1)=x(i)+h;
21 end
22 x
23 y

```

**x =**

0      0.2000      0.4000      0.6000      0.8000      1.0000

**y =**

1.0000      1.1787      1.3105      1.3900      1.4141      1.3818