## gauss-elimination.c to solve equations

```
#include <stdio.h>
void gauss_elimination(double a[][100], int m,int n, int new2darr[])
  int i,j,k,key,flag,track=0;
  double er=0.001,val,x[100],x0[100],sum,a_new[100][100],c;
  for(i=0;i \le m;i++)
  {
     x[i] = 0.0;
  for(j=0; j < m; j++)
     for(i=0; i<m; i++)
     {
       if(i>j)
       {
          c=a[i][j]/a[j][j];
          for(k=0; k<m+1; k++)
            a[i][k]=a[i][k]-c*a[j][k];
       }
     }
  x[m-1]=a[m-1][m]/a[m-1][m-1];
  for(i=m-1; i>=0; i--)
  {
     sum=0;
     for(j=i+1; j<m; j++)
       sum=sum+a[i][j]*x[j];
     x[i]=(a[i][m]-sum)/a[i][i];
  for(i=0,j=0;i< n;i++)
     flag = 0;
     for(k=0;k<(n-m);k++)
       if(new2darr[k] == i)
            flag = 1;
     if (flag==0)
       printf(" x\%d = \%lf ",i+1,x[j++]);
  }
}
```

```
int number_combine(int arr[], int data[], int start, int end,int index, int r, int s)
  int i;
  if (index == r)
     return(s+1);
  for (i=start; i<=end && end-i+1 >= r-index; i++)
     data[index] = arr[i];
     s = number_combine(arr, data, i+1, end, index+1, r, s);
  return s;
}
int * combine(int arr[], int data[], int start, int end,int index, int r, int* newarr, int *l)
  int j,i;
  if (index == r)
     for (j=0; j< r; j++)
        *(newarr + *l) = data[j];
       (*l)++;
     return newarr;
  for (i=start; i\leq=end && end-i+1 >= r-index; i++)
  {
     data[index] = arr[i];
     newarr = combine(arr, data, i+1, end, index+1, r, newarr, l);
  return newarr;
void main () {
  int i,j,m,n;
  printf("\n Enter number of unknowns(n) : ");
  scanf("%d",&n);
  printf(" Enter number of equations (m) : ");
  scanf("%d",&m);
  double a[m][n],b[m];
  printf("\n");
  for(i=0;i<m;i++)
```

```
for(j=0;j< n;j++)
     printf(" Input for matrix a's row %d column %d: ",(i+1),(j+1));
     scanf("%lf",&a[i][j]);
  }
}
printf("\n");
for(i=0;i \le m;i++)
  printf(" Input for matrix B's row %d column 1 : ",(i+1));
  scanf("%lf",&b[i]);
}
int arr[n],k;
for(i=0;i<n;i++)
  arr[i] = i;
int r = n-m;
int data[r];
int nc = number_combine(arr, data, 0, n-1, 0, r,0);
int *getarr;
int newarr[nc*r+1];
int new2darr[nc+1][r+1];
getarr = newarr;
int l_start = 0;
int *l = &l_start;
getarr = combine(arr, data, 0, n-1, 0, r, getarr, l);
for (i=0;i<nc;i++)
{
  for(j=0;j< r;j++)
     new2darr[i][j] = newarr[i*r+j];
}
double a_new[100][100];
int flag, track, h;
for(i=0;i < nc;i++)
  printf("\n");
  for(j=0;j< r;j++)
     printf(" x\%d = 0 ",new2darr[i][j]+1);
  }
  track = 0;
  for(j=0;j< n;j++)
  {
     flag = 0;
     for(k=0;k<(n-m);k++)
```

```
if(new2darr[i][k] == j)
              flag = 1;
       if (flag==0)
         for(h=0;h \le m;h++)
           a_new[h][j-track] = a[h][j];
         }
       else
         track = track+1;
    for(h=0;h< m;h++)
       a_new[h][m] = b[h];
    gauss_elimination(a_new,m,n,new2darr[i]);
  }
}
                                 Outputs of gauss-elimination.c
(1)
Enter number of unknowns(n): 4
Enter number of equations (m): 2
Input for matrix a's row 1 column 1:1
Input for matrix a's row 1 column 2:1
Input for matrix a's row 1 column 3:1
Input for matrix a's row 1 column 4:0
Input for matrix a's row 2 column 1:2
Input for matrix a's row 2 column 2:1
Input for matrix a's row 2 column 3:0
Input for matrix a's row 2 column 4:1
Input for matrix B's row 1 column 1:40
Input for matrix B's row 2 column 1 : 60
x1 = 0 x2 = 0 x3 = 40.000000 x4 = 60.000000
x1 = 0 x3 = 0 x2 = 40.000000 x4 = 20.000000
x1 = 0 x4 = 0 x2 = 60.000000 x3 = -20.000000
x2 = 0 x3 = 0 x1 = 40.000000 x4 = -20.000000
x2 = 0 x4 = 0 x1 = 30.000000 x3 = 10.000000
x3 = 0 x4 = 0 x1 = 20.000000 x2 = 20.000000
```

Enter number of unknowns(n): 5

```
Enter number of equations (m): 3
Input for matrix a's row 1 column 1 : 2
Input for matrix a's row 1 column 2:1
Input for matrix a's row 1 column 3 : 1
Input for matrix a's row 1 column 4:0
Input for matrix a's row 1 column 5:0
Input for matrix a's row 2 column 1:1
Input for matrix a's row 2 column 2:1
Input for matrix a's row 2 column 3:0
Input for matrix a's row 2 column 4:1
Input for matrix a's row 2 column 5:0
Input for matrix a's row 3 column 1:1
Input for matrix a's row 3 column 2 : 0
Input for matrix a's row 3 column 3:0
Input for matrix a's row 3 column 4:0
Input for matrix a's row 3 column 5 : 1
Input for matrix B's row 1 column 1: 100
Input for matrix B's row 2 column 1:80
Input for matrix B's row 3 column 1 : 40
x1 = 0 x2 = 0 x3 = 100.000000 x4 = 80.000000 x5 = 40.000000
x1 = 0 x3 = 0 x2 = 100.000000 x4 = -20.000000 x5 = 40.000000
x1 = 0 x4 = 0 x2 = 80.000000 x3 = 20.000000 x5 = 40.000000
x1 = 0 x5 = 0 x2 = -nan x3 = inf x4 = inf
x2 = 0 x3 = 0 x1 = 50.000000 x4 = 30.000000 x5 = -10.000000
x2 = 0 x4 = 0 x1 = 80.000000 x3 = -60.000000 x5 = -40.000000
x2 = 0 x5 = 0 x1 = 40.000000 x3 = 20.000000 x4 = 40.000000
x3 = 0 x4 = 0 x1 = 20.000000 x2 = 60.000000 x5 = 20.000000
```

x3 = 0 x5 = 0 x1 = 40.000000 x2 = 20.000000 x4 = 20.000000 x4 = 0 x5 = 0 x1 = 40.000000 x2 = 40.000000 x3 = -20.000000

```
#include <stdio.h>
```

```
void gauss_elimination(double a[][100], int m,int n, int new2darr[])
  int i,j,k,key,flag,track=0;
       double er=0.001,val,x[100],x0[100],sum,a_new[100][100],c;
  for(i=0;i<m;i++)
     x[i] = 0.0;
  for(j=0; j<m; j++)
     for(i=0; i<m; i++)
       if(i>j)
          c=a[i][j]/a[j][j];
          for(k=0; k<m+1; k++)
            a[i][k]=a[i][k]-c*a[j][k];
       }
     }
  x[m-1]=a[m-1][m]/a[m-1][m-1];
  for(i=m-1; i>=0; i--)
     sum=0;
     for(j=i+1; j<m; j++)
       sum=sum+a[i][j]*x[j];
     x[i]=(a[i][m]-sum)/a[i][i];
  int check_infeasibility = 0,check_degeneracy = 0;
  for(i=0,j=0;i< n;i++)
     flag = 0;
     for(k=0;k<(n-m);k++)
       if(new2darr[k] == i)
            flag = 1;
     if (flag==0)
       if (x[j] < 0)
          check_infeasibility = 1;
```

```
printf(" x\%d = \%lf ",i+1,x[j++]);
     }
  for(i=0;i<(n-m);i++)
     for(j=i+1;j<(n-m);j++)
       if(x[i] == x[j] && x[i] > 0)
          check_degeneracy = 1;
     }
  if(check_infeasibility==1)
     printf(" - Infeasible solution");
  if(check_degeneracy==1)
     printf(" - Degenerate solution");
  if(check_infeasibility==0 && check_degeneracy==0)
     printf(" - Basic feasible solution");
}
int number_combine(int arr[], int data[], int start, int end,int index, int r, int s)
  int i;
  if (index == r)
     return(s+1);
  for (i=start; i<=end && end-i+1 >= r-index; i++)
     data[index] = arr[i];
     s = number_combine(arr, data, i+1, end, index+1, r, s);
  return s;
}
int * combine(int arr[], int data[], int start, int end,int index, int r, int* newarr, int *l)
       int j,i;
  if (index == r)
     for (j=0; j<r; j++)
```

```
*(newarr + *l) = data[j];
       (*l)++;
     return newarr;
  }
  for (i=start; i<=end && end-i+1 >= r-index; i++)
  {
     data[index] = arr[i];
     newarr = combine(arr, data, i+1, end, index+1, r, newarr, l);
  return newarr;
}
void main () {
  int i,j,m,n;
  printf("\n Enter number of unknowns(n) : ");
  scanf("%d",&n);
  printf(" Enter number of equations (m) : ");
  scanf("%d",&m);
  double a[m][n],b[m];
  printf("\n");
  for(i=0;i \le m;i++)
  {
     for(j=0;j< n;j++)
       printf(" Input for matrix a's row %d column %d : ",(i+1),(j+1));
       scanf("%lf",&a[i][j]);
  }
  printf("\n");
  for(i=0;i<m;i++)
     printf(" Input for matrix B's row %d column 1 : ",(i+1));
    scanf("%lf",&b[i]);
  }
  int arr[n],k;
  for(i=0;i<n;i++)
     arr[i] = i;
  int r = n-m;
  int data[r];
  int nc = number_combine(arr, data, 0, n-1, 0, r,0);
  int *getarr;
  int newarr[nc*r+1];
  int new2darr[nc+1][r+1];
  getarr = newarr;
```

```
int l_start = 0;
  int *l = &l_start;
  getarr = combine(arr, data, 0, n-1, 0, r, getarr, l);
  for (i=0;i<nc;i++)
  {
     for(j=0;j< r;j++)
       new2darr[i][j] = newarr[i*r+j];
  }
  double a_new[100][100];
  int flag, track, h;
  for(i=0;i < nc;i++)
     printf("\n");
     for(j=0;j< r;j++)
       printf(" x%d = 0 ",new2darr[i][j]+1);
     track = 0;
     for(j=0;j< n;j++)
       flag = 0;
       for(k=0;k<(n-m);k++)
          if(new2darr[i][k] == j)
               flag = 1;
       if (flag==0)
          for(h=0;h \le m;h++)
            a_new[h][j-track] = a[h][j];
       else
          track = track+1;
     for(h=0;h \le m;h++)
       a_new[h][m] = b[h];
     gauss_elimination(a_new,m,n,new2darr[i]);
  }
}
```

## Outputs of bsf.c

(1) Enter number of unknowns(n): 3Enter number of equations (m): 2 Input for matrix a's row 1 column 1:2 Input for matrix a's row 1 column 2:3 Input for matrix a's row 1 column 3:4 Input for matrix a's row 2 column 1:3 Input for matrix a's row 2 column 2:4 Input for matrix a's row 2 column 3:5 Input for matrix B's row 1 column 1:5 Input for matrix B's row 2 column 1:6 x1 = 0 x1 = -1.000000 x2 = 2.000000 - Infeasible solution x2 = 0 x0 = -0.500000 x2 = 1.500000 - Infeasible solution x3 = 0 x0 = -2.000000 x1 = 3.000000 - Infeasible solution (2) Enter number of unknowns(n) : 3Enter number of equations (m): 2 Input for matrix a's row 1 column 1 : 2 Input for matrix a's row 1 column 2:1 Input for matrix a's row 1 column 3:4 Input for matrix a's row 2 column 1:3 Input for matrix a's row 2 column 2 : 1 Input for matrix a's row 2 column 3:5 Input for matrix B's row 1 column 1:11 Input for matrix B's row 2 column 1:14 x1 = 0 x2 = -1.000000 x3 = 3.000000 - Infeasible solution x2 = 0 x1 = 0.500000 x3 = 2.500000 - Basic feasible solution x3 = 0 x1 = 3.000000 x2 = 5.000000 - Basic feasible solution (3) Enter number of unknowns(n): 5 Enter number of equations (m): 2 Input for matrix a's row 1 column 1:3 Input for matrix a's row 1 column 2:1 Input for matrix a's row 1 column 3:5

Input for matrix a's row 1 column 4:1

```
Input for matrix a's row 1 column 5 : 0
Input for matrix a's row 2 column 1:2
Input for matrix a's row 2 column 2 : 4
Input for matrix a's row 2 column 3:1
Input for matrix a's row 2 column 4:0
Input for matrix a's row 2 column 5 : 2
Input for matrix B's row 1 column 1:12
Input for matrix B's row 2 column 1:8
x1 = 0 x2 = 0 x3 = 0 x4 = 12.000000 x5 = 4.000000 - Basic feasible solution
x1 = 0 x2 = 0 x4 = 0 x3 = 2.400000 x5 = 2.800000 - Basic feasible solution
x1 = 0 x2 = 0 x5 = 0 x3 = 8.000000 x4 = -28.000000 - Infeasible solution
x1 = 0 x3 = 0 x4 = 0 x2 = 12.000000 x5 = -20.000000 - Infeasible solution
x1 = 0 x3 = 0 x5 = 0 x2 = 2.000000 x4 = 10.000000 - Basic feasible solution
x1 = 0 x4 = 0 x5 = 0 x2 = 1.473684 x3 = 2.105263 - Basic feasible solution
x2 = 0 x3 = 0 x4 = 0 x1 = 4.000000 x5 = 0.000000 - Basic feasible solution
x2 = 0 x3 = 0 x5 = 0 x1 = 4.000000 x4 = -0.000000 - Basic feasible solution
x^2 = 0 x^4 = 0 x^5 = 0 x^4 = 4.000000 x^3 = -0.000000 - Basic feasible solution
x3 = 0 x4 = 0 x5 = 0 x1 = 4.000000 x2 = 0.000000 - Basic feasible solution
(4)
Enter number of unknowns(n): 4
Enter number of equations (m): 2
Input for matrix a's row 1 column 1 : 2
Input for matrix a's row 1 column 2:6
Input for matrix a's row 1 column 3:2
Input for matrix a's row 1 column 4 : 1
Input for matrix a's row 2 column 1:6
Input for matrix a's row 2 column 2:4
Input for matrix a's row 2 column 3:4
Input for matrix a's row 2 column 4 : 6
Input for matrix B's row 1 column 1 : 3
Input for matrix B's row 2 column 1:2
x1 = 0 x2 = 0 x3 = 2.000000 x4 = -1.000000 - Infeasible solution
x1 = 0 x3 = 0 x2 = 0.500000 x4 = 0.000000 - Basic feasible solution
x1 = 0 x4 = 0 x2 = 0.500000 x3 = 0.000000 - Basic feasible solution
x2 = 0 x3 = 0 x1 = 2.666667 x4 = -2.333333 - Infeasible solution
x2 = 0 x4 = 0 x1 = -2.000000 x3 = 3.500000 - Infeasible solution
x3 = 0 x4 = 0 x1 = 0.000000 x2 = 0.500000 - Basic feasible solution
```

(1)

```
Enter number of unknowns (n): 4
Enter number of equations (m): 2
Input for matrix A's row 1 column 1:3
Input for matrix A's row 1 column 2:5
Input for matrix A's row 1 column 3:1
Input for matrix A's row 1 column 4:0
Input for matrix A's row 2 column 1:5
Input for matrix A's row 2 column 2:2
Input for matrix A's row 2 column 3:0
Input for matrix A's row 2 column 4:1
Input for matrix B's row 1 column 1:15
Input for matrix B's row 2 column 1:10
Input for objective function's coefficient of x1:5
Input for objective function's coefficient of x2:3
Input for objective function's coefficient of x3:0
Input for objective function's coefficient of x4:0
1: Maximize
2: Minimize
Enter optimization technique for objective function (1 or 2): 1
x1 = 0.000000 \ x2 = 0.000000 \ x3 = 15.000000 \ x4 = 10.000000 \ - Basic feasible solution -
Objective function value = 0.000000
x1 = 0.000000 \quad x3 = 0.000000 \quad x2 = 3.000000 \quad x4 = 4.000000 \quad - Basic feasible solution - Objective
function value = 9.000000
x1 = 0.000000 \text{ } x4 = 0.000000 \text{ } x2 = 5.000000 \text{ } x3 = -10.000000 \text{ } - \text{Infeasible solution}
x^2 = 0.000000 \quad x^3 = 0.000000 \quad x^4 = -15.000000 \quad -1 Infeasible solution
x2 = 0.000000 \text{ } x4 = 0.000000 \text{ } x1 = 2.000000 \text{ } x3 = 9.000000 \text{ } - \text{Basic feasible solution - Objective}
function value = 10.000000
x3 = 0.000000 \quad x4 = 0.000000 \quad x1 = 1.052632 \quad x2 = 2.368421 - Basic feasible solution - Objective
function value = 12.368421
```

Exactly one optimal solution, with optimal objective function value = 12.368421

```
Enter number of unknowns (n): 6
Enter number of equations (m): 4
Input for matrix A's row 1 column 1:1
Input for matrix A's row 1 column 2:2
Input for matrix A's row 1 column 3:1
Input for matrix A's row 1 column 4:0
Input for matrix A's row 1 column 5 : 0
Input for matrix A's row 1 column 6:0
Input for matrix A's row 2 column 1:1
Input for matrix A's row 2 column 2:1
Input for matrix A's row 2 column 3:0
Input for matrix A's row 2 column 4:1
Input for matrix A's row 2 column 5:0
Input for matrix A's row 2 column 6:0
Input for matrix A's row 3 column 1 : 1
Input for matrix A's row 3 column 2:-1
Input for matrix A's row 3 column 3:0
Input for matrix A's row 3 column 4 : 0
Input for matrix A's row 3 column 5 : 1
Input for matrix A's row 3 column 6:0
Input for matrix A's row 4 column 1:1
Input for matrix A's row 4 column 2: -2
Input for matrix A's row 4 column 3:0
Input for matrix A's row 4 column 4:0
Input for matrix A's row 4 column 5:0
Input for matrix A's row 4 column 6:1
Input for matrix B's row 1 column 1:10
Input for matrix B's row 2 column 1:6
Input for matrix B's row 3 column 1 : 2
Input for matrix B's row 4 column 1:1
Input for objective function's coefficient of x1:2
Input for objective function's coefficient of x2:1
Input for objective function's coefficient of x3:0
Input for objective function's coefficient of x4:0
Input for objective function's coefficient of x5:0
Input for objective function's coefficient of x6:0
1: Maximize
2: Minimize
Enter optimization technique for objective function (1 or 2): 1
x1 = 0.000000  x2 = 0.000000  x3 = 10.000000  x4 = 6.000000  x5 = 2.000000  x6 = 1.000000  -
Basic feasible solution - Objective function value = 0.000000
x1 = 0.000000 \quad x3 = 0.000000 \quad x2 = 5.000000 \quad x4 = 1.000000 \quad x5 = 7.000000 \quad x6 = 11.000000 \quad -
Basic feasible solution - Objective function value = 5.000000
x1 = 0.000000 \ x4 = 0.000000 \ x2 = 6.000000 \ x3 = -2.000000 \ x5 = 8.000000 \ x6 = 13.000000 \ -
```

```
Infeasible solution
Infeasible solution
Infeasible solution
Infeasible solution
x2 = 0.000000 \quad x4 = 0.000000 \quad x1 = 6.000000 \quad x3 = 4.000000 \quad x5 = -4.000000 \quad x6 = -5.000000 \quad x
Infeasible solution
x2 = 0.000000 \ x5 = 0.000000 \ x1 = 2.000000 \ x3 = 8.000000 \ x4 = 4.000000 \ x6 = -1.000000 \ -
Infeasible solution
x^2 = 0.000000 \quad x^6 = 0.000000 \quad x^1 = 1.000000 \quad x^3 = 9.000000 \quad x^4 = 5.000000 \quad x^5 = 1.000000 \quad -
Basic feasible solution - Objective function value = 2.000000
x3 = 0.000000 \quad x4 = 0.000000 \quad x1 = 2.000000 \quad x2 = 4.000000 \quad x5 = 4.000000 \quad x6 = 7.000000 \quad -
Basic feasible solution - Objective function value = 8.000000
x3 = 0.000000 \ x5 = 0.000000 \ x1 = 4.666667 \ x2 = 2.666667 \ x4 = -1.333333 \ x6 = 1.666667 \ -
Infeasible solution
x3 = 0.000000 \ x6 = 0.000000 \ x1 = 5.500000 \ x2 = 2.250000 \ x4 = -1.750000 \ x5 = -1.250000 \ -
Infeasible solution
x4 = 0.000000 \ x5 = 0.000000 \ x1 = 4.000000 \ x2 = 2.000000 \ x3 = 2.000000 \ x6 = 1.000000 \ -
Basic feasible solution - Objective function value = 10.000000
x4 = 0.000000 \ x6 = 0.000000 \ x1 = 4.333333 \ x2 = 1.666667 \ x3 = 2.333333 \ x5 = -0.666667 \ -
Infeasible solution
x5 = 0.000000 \ x6 = 0.000000 \ x1 = 3.000000 \ x2 = 1.000000 \ x3 = 5.000000 \ x4 = 2.000000 \ -
Basic feasible solution - Objective function value = 7.000000
```

Exactly one optimal solution, with optimal objective function value = 10.000000