

Editor - C:\Users\Issam\Documents\MATLAB\descente.m

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Stack: Base

```

1 function [b]=descente(L,b,n)
2     b(1)=b(1)/L(1,1);
3     for i=2:n
4         s=0;
5         for j=1:(i-1);
6             s=s+L(i,j)*b(j);
7         end;
8         b(i)=(b(i)-s)/L(i,i);
9     end;
10 end
11
12

```

Untitled3* x descente.m x

descente Ln 8 Col 8 OVR

```
Command Window
New to MATLAB? Watch this Video, see Demos, or read Getting Started.

>> L= [3 0 0;1 2 0 ; 3 2 1]

L =

     3     0     0
     1     2     0
     3     2     1

>> b=[9 7 14 ]

b =

     9     7    14

>> [b]=descente(L,b,3)

b =

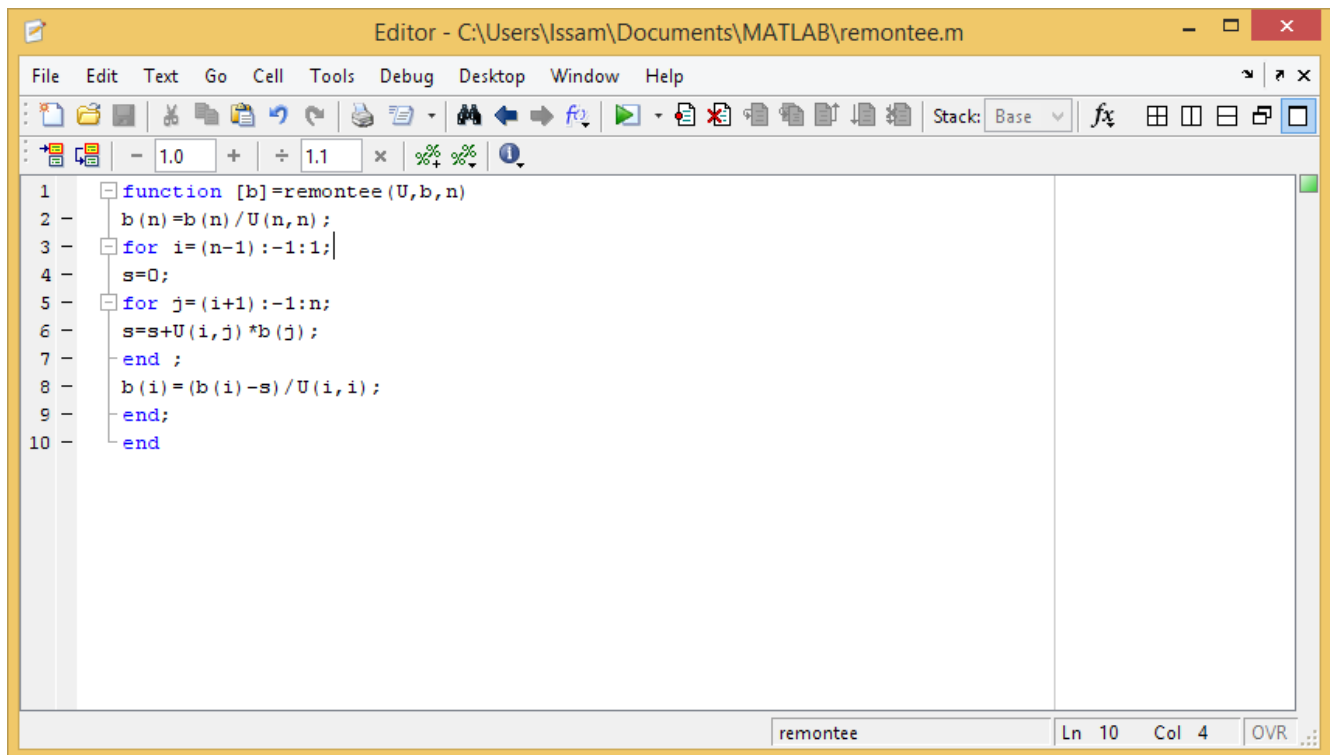
     3     2     1

fx >> |
```

2) La fonction **remontee** résout un système triangulaire inférieure ($Ux = b$) :

Algorithme de la fonction *remontee(U,b,n)* :

```
>> function [b]=remontee(U,b,n)
b(n)=b(n)/U(n,n);
for i=(n-1):-1:1;
s=0;
for j=(i+1):n;
s=s+U(i,j)*b(j);
end;
b(i)=(b(i)-s)/U(i,i);
end;
end
```



```
Editor - C:\Users\Issam\Documents\MATLAB\remontee.m
File Edit Text Go Cell Tools Debug Desktop Window Help
1 function [b]=remontee(U,b,n)
2     b(n)=b(n)/U(n,n);
3     for i=(n-1):-1:1;
4         s=0;
5         for j=(i+1):n;
6             s=s+U(i,j)*b(j);
7         end;
8         b(i)=(b(i)-s)/U(i,i);
9     end;
10 end
```

```
Command Window
New to MATLAB? Watch this Video, see Demos, or read Getting Started.
>> U=[8 5 1 ; 0 1/4 (-3/4) ; 0 0 1 ]

U =

    8.0000    5.0000    1.0000
         0    0.2500   -0.7500
         0         0    1.0000

>> b = [ 35 (-1/4) 1 ]

b =

   35.0000   -0.2500    1.0000

>> [b]=remontee(U,b,3)

b =

     3     2     1

fx >> |
```

3) Effectuer la factorisation LU d'une matrice A réelle inversible d'ordre n , avec :

L : matrice triangulaire inférieure à diagonale unité.

U : matrice triangulaire supérieure.

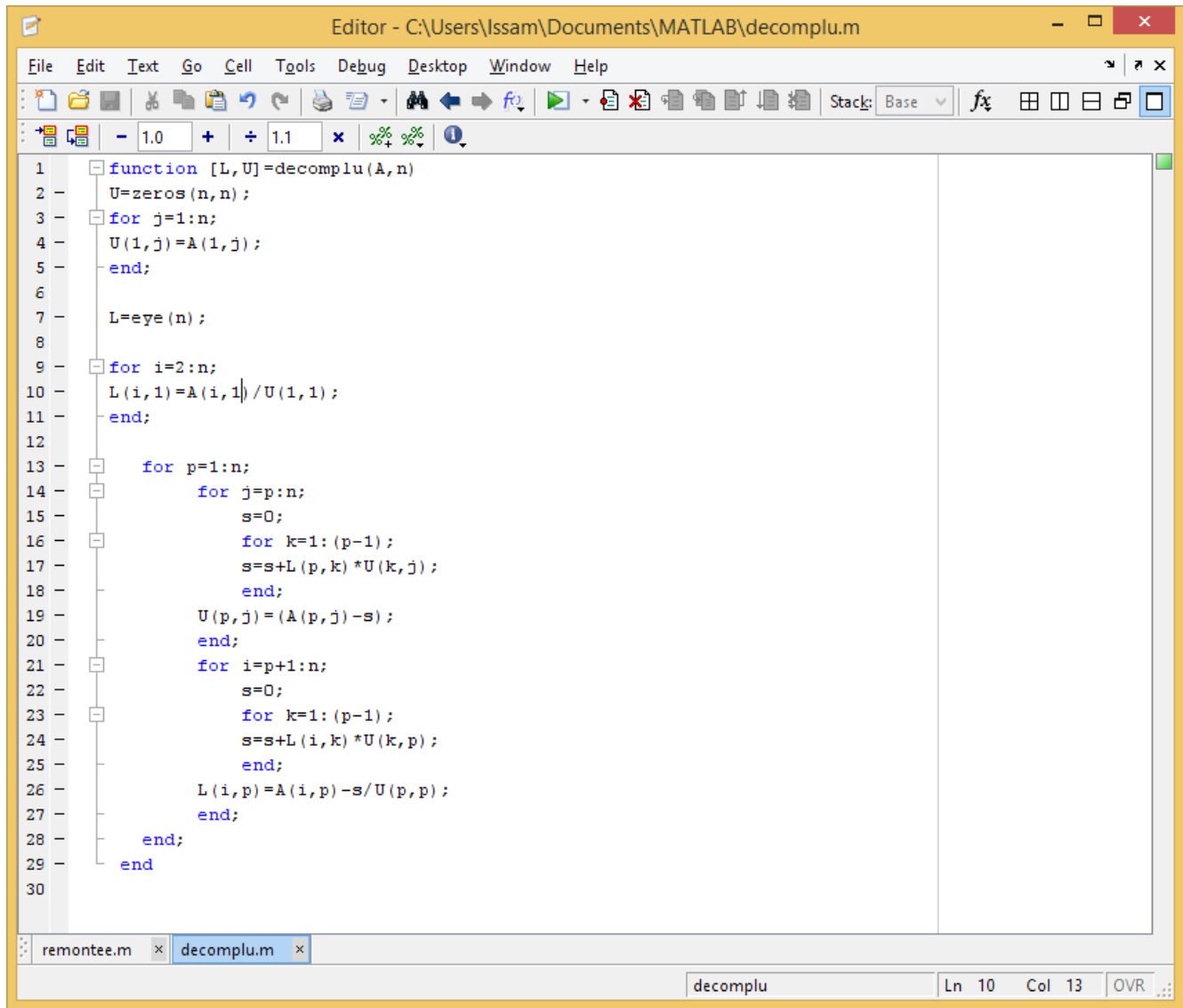
Algorithme de la fonction *decomplu(A,n)* :

```
>> function [L,U]=decomplu(A,n)
U=zeros(n,n);
for j=1:n;
    U(1,j)=A(1,j);
end;

L=eye(n);

for i=2:n;
    L(i,1)=A(i,1)/U(1,1);
end;

    for p=1:n;
        for j=p:n;
            s=0;
            for k=1:(p-1);
                s=s+L(p,k)*U(k,j);
            end;
            U(p,j)=(A(p,j)-s);
        end;
        for i=(p+1):n;
            s=0;
            for k=1:(p-1);
                s=s+L(i,k)*U(k,p);
            end;
            L(i,p)=(A(i,p)-s)/U(p,p);
        end;
    end;
end
```



```
1 function [L,U]=decomplu(A,n)
2 U=zeros(n,n);
3 for j=1:n;
4 U(1,j)=A(1,j);
5 end;
6
7 L=eye(n);
8
9 for i=2:n;
10 L(i,1)=A(i,1)/U(1,1);
11 end;
12
13 for p=1:n;
14 for j=p:n;
15 s=0;
16 for k=1:(p-1);
17 s=s+L(p,k)*U(k,j);
18 end;
19 U(p,j)=(A(p,j)-s);
20 end;
21 for i=p+1:n;
22 s=0;
23 for k=1:(p-1);
24 s=s+L(i,k)*U(k,p);
25 end;
26 L(i,p)=A(i,p)-s/U(p,p);
27 end;
28 end;
29 end;
30
```

```
Command Window
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>> A = [ 2 1 2 ; 6 4 0 ; 8 5 1]

A =

     2     1     2
     6     4     0
     8     5     1

>> [L,U]=decomplu(A,3)

L =

     1     0     0
     3     1     0
     4     1     1

U =

     2     1     2
     0     1    -6
     0     0    -1

>> L*U

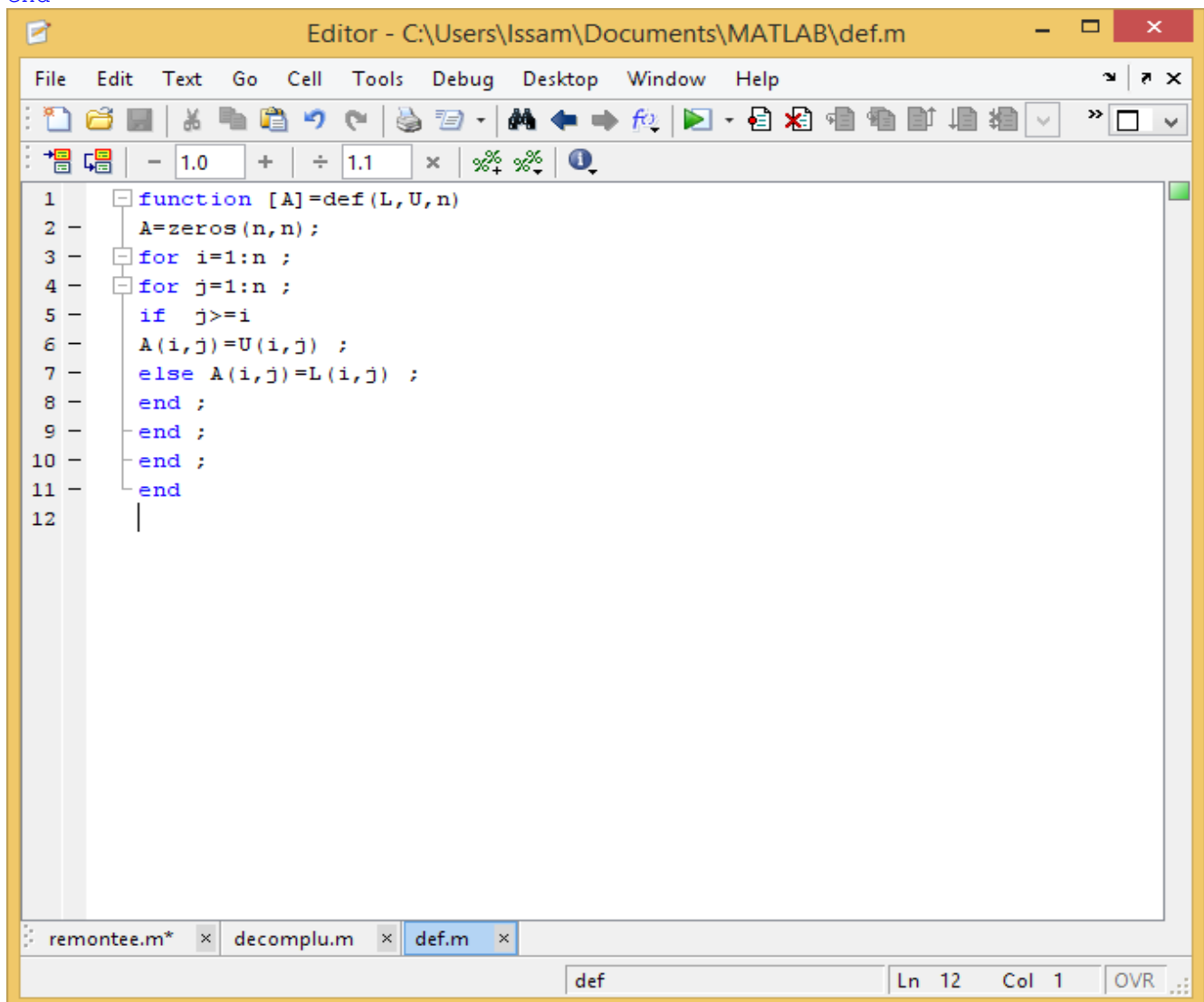
ans =

     2     1     2
     6     4     0
     8     5     1
```

°) La Matrice A Contiendra Les coefficients de U et L :

Algorithme de la fonction $def(L,U,n)$:

```
>> function [A]=def(L,U,n)
A=zeros(n,n);
for i=1:n ;
for j=1:n ;
if j>=i
A(i,j)=U(i,j) ;
else A(i,j)=L(i,j) ;
end ;
end ;
end ;
end
```




```
Command Window
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>> A=[2 1 2 ; 6 4 0 ; 8 5 1 ]

A =

     2     1     2
     6     4     0
     8     5     1

>> [L,U]=decomplu(A,3)

L =

     1     0     0
     3     1     0
     4     1     1

U =

     2     1     2
     0     1    -6
     0     0    -1

>> [A]=def(L,U,3)

A =

     2     1     2
     3     1    -6
     4     1    -1
```

- 4) Résoudre le système linéaire $Ax=b$ par la méthode de factorisation LU : déjà la fonction de calcul de L et U existe dans 3) (`[L,U]=decomplu(A,n)`)

Algorithme de la fonction *resollu(A,b)* :

```
>> [L,U]=decomplu(A,n)
>> [X]=descente(L,b,n)
>> [b]=remontee(U,b,n)
```

Exemple Ex 5 TD n°2:

```
Command Window
New to MATLAB? Watch this Video, see Demos, or read Getting Started.

A =
     2     -1     4     0
     4     -1     5     1
    -2     2    -2     3
     0     3    -9     4

>> b = [5 9 1 -2]

b =
     5     9     1    -2

>> [L,U]=decomplu(A,4)

L =
     1     0     0     0
     2     1     0     0
    -1     1     1     0
     0     3     0     1

U =
     2     -1     4     0
     0     1    -3     1
     0     0     5     2
     0     0     0     1

fx >> |
```

```
Command Window
New to MATLAB? Watch this Video, see Demos, or read Getting Started.

>> [L,U]=decomplu(A,4)

L =

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

U =

     2    -1     4     0
     0     1    -3     1
     0     0     5     2
     0     0     0     1

>> [b]=descente(L,b,4)

b =

     5    -1     7     1

>> [b]=remontee(U,b,4)

b =

     1     1     1     1

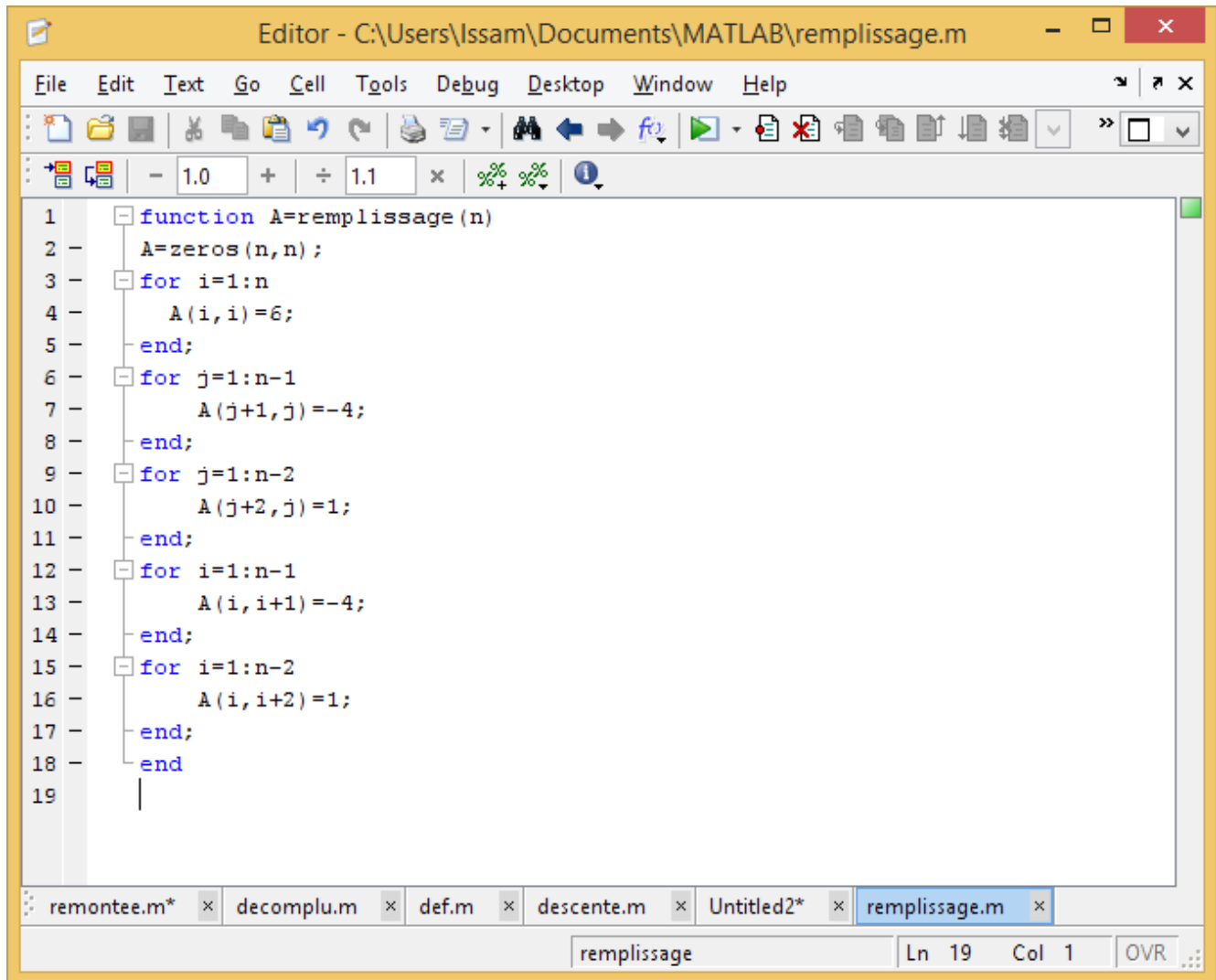
fx >> |
```

II- Application : Flexion d'une poutre encastrée :

- 1) La fonction **remplissage** permet de construire une matrice selon la forme demandée :

Algorithme de la fonction *remplissage(n)* :

```
function A=remplissage(n)
A=zeros(n,n);
for i=1:n
    A(i,i)=6;
end;
for j=1:n-1
    A(j+1,j)=-4;
end;
for j=1:n-2
    A(j+2,j)=1;
end;
for i=1:n-1
    A(i,i+1)=-4;
end;
for i=1:n-2
    A(i,i+2)=1;
end;
end
```



The image shows a MATLAB Editor window titled "Editor - C:\Users\Issam\Documents\MATLAB\remplissage.m". The window contains the following MATLAB code:

```
1 function A=remplissage(n)
2     A=zeros(n,n);
3     for i=1:n
4         A(i,i)=6;
5     end;
6     for j=1:n-1
7         A(j+1,j)=-4;
8     end;
9     for j=1:n-2
10        A(j+2,j)=1;
11    end;
12    for i=1:n-1
13        A(i,i+1)=-4;
14    end;
15    for i=1:n-2
16        A(i,i+2)=1;
17    end;
18    end
19
```

The code defines a function `remplissage` that takes an input `n` and returns a matrix `A`. The matrix `A` is initialized as a zero matrix of size `n` by `n`. The code then fills the matrix with specific values using nested loops. The diagonal elements are set to 6. The elements immediately below the diagonal are set to -4. The elements two positions below the diagonal are set to 1. The elements immediately to the right of the diagonal are set to -4. The elements two positions to the right of the diagonal are set to 1. The code ends with a closing brace for the function.

The window also shows a toolbar with various editing and debugging tools, and a status bar at the bottom indicating the current line and column (Ln 19, Col 1).

```
Command Window
New to MATLAB? Watch this Video, see Demos, or read Getting Started.
>> A=replissage(7)

A =

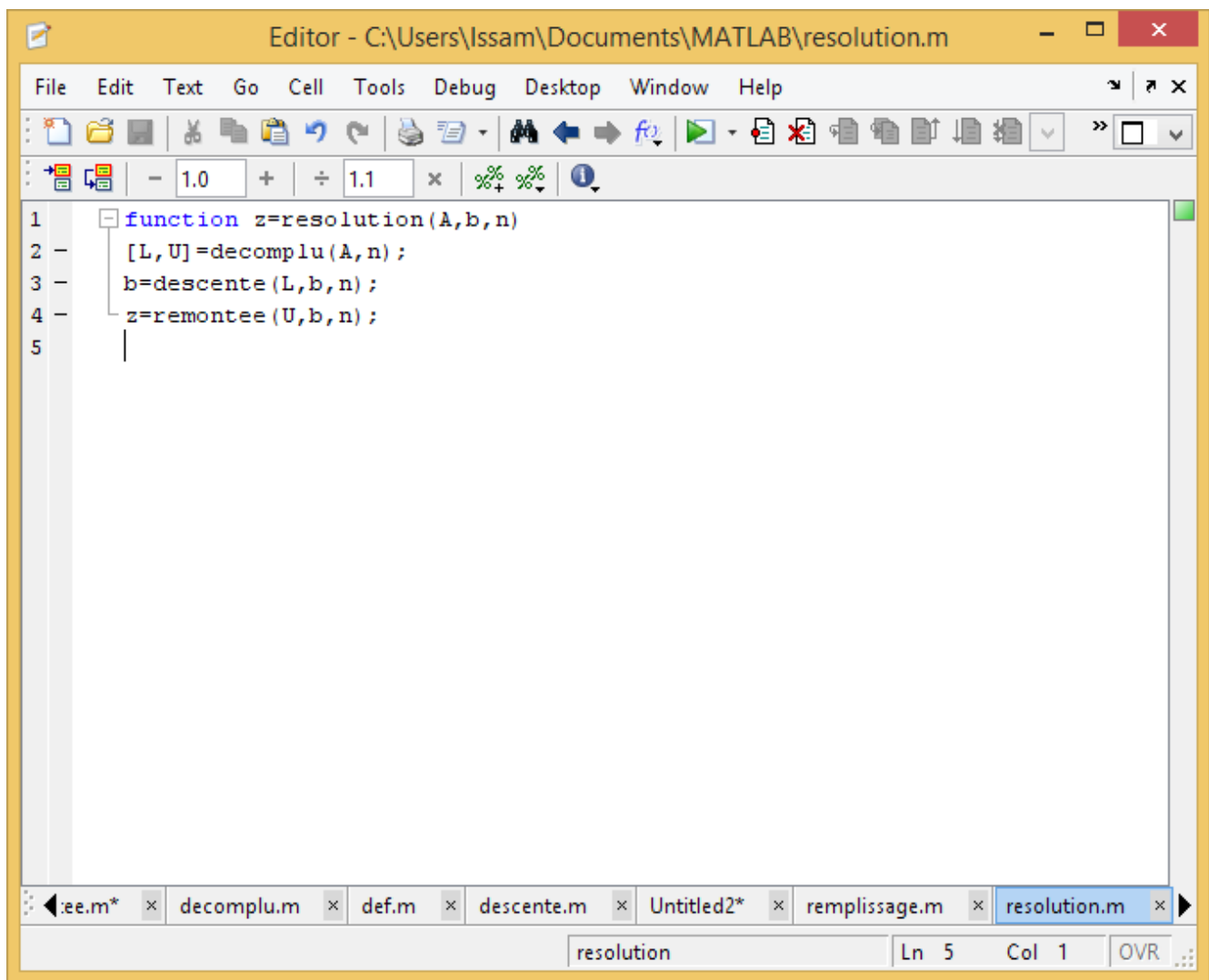
     6    -4     1     0     0     0     0
    -4     6    -4     1     0     0     0
     1    -4     6    -4     1     0     0
     0     1    -4     6    -4     1     0
     0     0     1    -4     6    -4     1
     0     0     0     1    -4     6    -4
     0     0     0     0     1    -4     6

fx >> |
```

2) La fonction **resolution** donne la resolution du système (3) :

Algorithme de la fonction resolution (A , b , n) :

```
function z=resolution(A,b,n)
[L,U]=decomplu(A,n);
b=descente(L,b,n);
z=remontee(U,b,n);
```



a) Charge équirépartie :

```
Command Window
New to MATLAB? Watch this Video, see Demos, or read Getting Started.

>> A=remplissage(9)

A =

     6     -4      1      0      0      0      0      0      0
    -4      6     -4      1      0      0      0      0      0
     1     -4      6     -4      1      0      0      0      0
     0      1     -4      6     -4      1      0      0      0
     0      0      1     -4      6     -4      1      0      0
     0      0      0      1     -4      6     -4      1      0
     0      0      0      0      1     -4      6     -4      1
     0      0      0      0      0      1     -4      6     -4
     0      0      0      0      0      0      1     -4      6

>> b=[1/9 1/9 1/9 1/9 1/9 1/9 1/9 1/9 1/9 ]

b =

    0.1111    0.1111    0.1111    0.1111    0.1111    0.1111    0.1111    0.1111    0.1111

>> z=resolution(A,b,9)

z =

    0.8333    2.0000    3.1111    3.8889    4.1667    3.8889    3.1111    2.0000    0.8333

fx >> |
```

b) **Charge localisé en un point :**

```
Command Window
New to MATLAB? Watch this Video, see Demos, or read Getting Started.

>> A=remplissage(9)

A =

     6     -4     1     0     0     0     0     0     0
    -4     6    -4     1     0     0     0     0     0
     1    -4     6    -4     1     0     0     0     0
     0     1    -4     6    -4     1     0     0     0
     0     0     1    -4     6    -4     1     0     0
     0     0     0     1    -4     6    -4     1     0
     0     0     0     0     1    -4     6    -4     1
     0     0     0     0     0     1    -4     6    -4
     0     0     0     0     0     0     1    -4     6

>> b=[1 0 0 0 0 0 0 0 0]

b =

     1     0     0     0     0     0     0     0     0

>> z=resolution(A,b,9)

z =

    0.6818    1.0909    1.2727    1.2727    1.1364    0.9091    0.6364    0.3636    0.1364

fx >> |
```

```
Command Window
New to MATLAB? Watch this Video, see Demos, or read Getting Started.

>> A=remplissage(9)

A =

     6    -4     1     0     0     0     0     0     0
    -4     6    -4     1     0     0     0     0     0
     1    -4     6    -4     1     0     0     0     0
     0     1    -4     6    -4     1     0     0     0
     0     0     1    -4     6    -4     1     0     0
     0     0     0     1    -4     6    -4     1     0
     0     0     0     0     1    -4     6    -4     1
     0     0     0     0     0     1    -4     6    -4
     0     0     0     0     0     0     1    -4     6

>> b=[0 1 0 0 0 0 0 0 0]

b =

     0     1     0     0     0     0     0     0     0

>> z=resolution(A,b,9)

z =

    1.0909    2.4000    3.0545    3.1818    2.9091    2.3636    1.6727    0.9636    0.3636

fx >> |
```

```
Command Window
New to MATLAB? Watch this Video, see Demos, or read Getting Started.

>> A=replissage(9)
    b=[0 0 1 0 0 0 0 0 0]
    z=resolution(A,b,9)

A =

     6    -4     1     0     0     0     0     0     0
    -4     6    -4     1     0     0     0     0     0
     1    -4     6    -4     1     0     0     0     0
     0     1    -4     6    -4     1     0     0     0
     0     0     1    -4     6    -4     1     0     0
     0     0     0     1    -4     6    -4     1     0
     0     0     0     0     1    -4     6    -4     1
     0     0     0     0     0     1    -4     6    -4
     0     0     0     0     0     0     1    -4     6

b =

     0     0     1     0     0     0     0     0     0

z =

    1.2727    3.0545    4.5818    5.0909    4.8182    4.0000    2.8727    1.6727    0.6364

fx >> |
```

```
Command Window
New to MATLAB? Watch this Video, see Demos, or read Getting Started.

>> A=replissage(9)
    b=[0 0 0 1 0 0 0 0 0]
    z=resolution(A,b,9)

A =

     6     -4      1      0      0      0      0      0      0
    -4      6     -4      1      0      0      0      0      0
     1     -4      6     -4      1      0      0      0      0
     0      1     -4      6     -4      1      0      0      0
     0      0      1     -4      6     -4      1      0      0
     0      0      0      1     -4      6     -4      1      0
     0      0      0      0      1     -4      6     -4      1
     0      0      0      0      0      1     -4      6     -4
     0      0      0      0      0      0      1     -4      6

b =

     0      0      0      1      0      0      0      0      0

z =

    1.2727    3.1818    5.0909    6.3636    6.3636    5.4545    4.0000    2.3636    0.9091

fx >> |
```

```
Command Window
New to MATLAB? Watch this Video, see Demos, or read Getting Started.

>> A=replissage(9)
    b=[0 0 0 0 1 0 0 0 0]
    z=resolution(A,b,9)

A =

     6    -4     1     0     0     0     0     0     0
    -4     6    -4     1     0     0     0     0     0
     1    -4     6    -4     1     0     0     0     0
     0     1    -4     6    -4     1     0     0     0
     0     0     1    -4     6    -4     1     0     0
     0     0     0     1    -4     6    -4     1     0
     0     0     0     0     1    -4     6    -4     1
     0     0     0     0     0     1    -4     6    -4
     0     0     0     0     0     0     1    -4     6

b =

     0     0     0     0     1     0     0     0     0

z =

     1.1364     2.9091     4.8182     6.3636     7.0455     6.3636     4.8182     2.9091     1.1364

fx >> |
```

```
Command Window
New to MATLAB? Watch this Video, see Demos, or read Getting Started.

>> A=replissage(9)
    b=[0 0 0 0 0 1 0 0 0]
    z=resolution(A,b,9)

A =

     6     -4      1      0      0      0      0      0      0
    -4      6     -4      1      0      0      0      0      0
     1     -4      6     -4      1      0      0      0      0
     0      1     -4      6     -4      1      0      0      0
     0      0      1     -4      6     -4      1      0      0
     0      0      0      1     -4      6     -4      1      0
     0      0      0      0      1     -4      6     -4      1
     0      0      0      0      0      1     -4      6     -4
     0      0      0      0      0      0      1     -4      6

b =

     0      0      0      0      0      1      0      0      0

z =

    0.9091    2.3636    4.0000    5.4545    6.3636    6.3636    5.0909    3.1818    1.2727

fx >> |
```

```
Command Window
New to MATLAB? Watch this Video, see Demos, or read Getting Started.

>> A=replissage(9)
    b=[0 0 0 0 0 0 1 0 0]
    z=resolution(A,b,9)

A =

     6    -4     1     0     0     0     0     0     0
    -4     6    -4     1     0     0     0     0     0
     1    -4     6    -4     1     0     0     0     0
     0     1    -4     6    -4     1     0     0     0
     0     0     1    -4     6    -4     1     0     0
     0     0     0     1    -4     6    -4     1     0
     0     0     0     0     1    -4     6    -4     1
     0     0     0     0     0     1    -4     6    -4
     0     0     0     0     0     0     1    -4     6

b =

     0     0     0     0     0     0     1     0     0

z =

    0.6364    1.6727    2.8727    4.0000    4.8182    5.0909    4.5818    3.0545    1.2727

fx >> |
```



```
Command Window
New to MATLAB? Watch this Video, see Demos, or read Getting Started.

>> A=replissage(9)
    b=[0 0 0 0 0 0 0 1 0]
    z=resolution(A,b,9)

A =

     6    -4     1     0     0     0     0     0     0
    -4     6    -4     1     0     0     0     0     0
     1    -4     6    -4     1     0     0     0     0
     0     1    -4     6    -4     1     0     0     0
     0     0     1    -4     6    -4     1     0     0
     0     0     0     1    -4     6    -4     1     0
     0     0     0     0     1    -4     6    -4     1
     0     0     0     0     0     1    -4     6    -4
     0     0     0     0     0     0     1    -4     6

b =

     0     0     0     0     0     0     0     1     0

z =

    0.3636    0.9636    1.6727    2.3636    2.9091    3.1818    3.0545    2.4000    1.0909

fx >> |
```

```
Command Window
New to MATLAB? Watch this Video, see Demos, or read Getting Started.

>> A=replissage(9)
    b=[0 0 0 0 0 0 0 0 1]
    z=resolution(A,b,9)

A =

     6     -4      1      0      0      0      0      0      0
    -4      6     -4      1      0      0      0      0      0
     1     -4      6     -4      1      0      0      0      0
     0      1     -4      6     -4      1      0      0      0
     0      0      1     -4      6     -4      1      0      0
     0      0      0      1     -4      6     -4      1      0
     0      0      0      0      1     -4      6     -4      1
     0      0      0      0      0      1     -4      6     -4
     0      0      0      0      0      0      1     -4      6

b =

     0      0      0      0      0      0      0      0      1

z =

    0.1364    0.3636    0.6364    0.9091    1.1364    1.2727    1.2727    1.0909    0.6818

fx >> |
```

3) Traçage des flexions de la poutre :

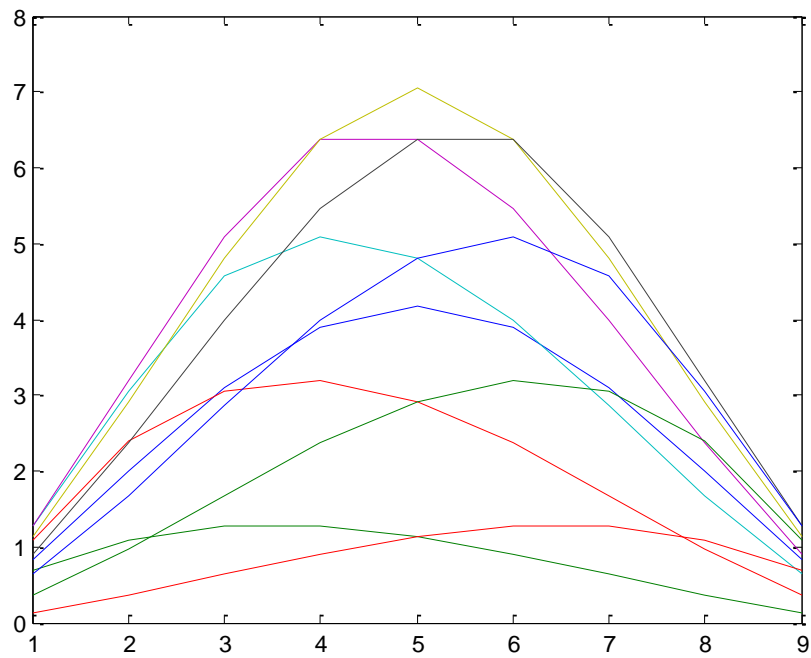
```
Command Window
New to MATLAB? Watch this Video, see Demos, or read Getting Started.

A =

     6     -4      1      0      0      0      0      0      0
    -4      6     -4      1      0      0      0      0      0
     1     -4      6     -4      1      0      0      0      0
     0      1     -4      6     -4      1      0      0      0
     0      0      1     -4      6     -4      1      0      0
     0      0      0      1     -4      6     -4      1      0
     0      0      0      0      1     -4      6     -4      1
     0      0      0      0      0      1     -4      6     -4
     0      0      0      0      0      0      1     -4      6

>> b1=[1 0 0 0 0 0 0 0 0];
>> z1=resolution(A,b,9);
>> b2=[0 1 0 0 0 0 0 0 0];
>> z2=resolution(A,b,9);
>> b3=[0 0 1 0 0 0 0 0 0];
>> z3=resolution(A,b,9);
>> b4=[0 0 0 1 0 0 0 0 0];
>> z4=resolution(A,b,9);
>> b5=[0 0 0 0 1 0 0 0 0];
>> z5=resolution(A,b,9);
>> b6=[0 0 0 0 0 1 0 0 0];
>> z6=resolution(A,b,9);
>> b7=[0 0 0 0 0 0 1 0 0];
>> z7=resolution(A,b,9);
>> b8=[0 0 0 0 0 0 0 1 0];
>> z8=resolution(A,b,9);
>> b9=[0 0 0 0 0 0 0 0 1];
>> z9=resolution(A,b,9);
fx >>
```

```
plot(z1)
hold all
plot(z2)
hold all
plot(z3)
hold all
.
.
.
.
plot(z9)
hold all
```



- 4) La fonction **temps(n)** calcule le nombre d'opérations élémentaires pour la résolution du système linéaire (3) .

Algorithme de la fonction temps(n) :

```
function [add,div,mul]=temps (n)
add=0;
for p=1:n;

    for j=p:n;
        add = (p-1);
    end;
end;
for p=1:n
    for i=(p+1):n
        add=add+(p-1);
    end;
end;
mul=0;
for p=1:n;

    for j=p:n;
        mul=mul+(p-1);
    end;
end;
for p=1:n;
    for i=p+1:n;
        mul=mul+(p-1);
    end;
end;
div=0;
for p=1:n
    div=div+(n-p);
end;
end
```

****Pour n=9 :**

```
>> [add,div,mul]=cout_calcul(9)

add =

    92

div =

    36

mul =

   204

fx >> |
```

****Pour n=10 :**

```
>> [add,div,mul]=cout_calcul(10)

add =

   129

div =

    45

mul =

   285

fx >> |
```

****Pour n=11 :**

```
>> [add,div,mul]=cout_calcul(11)

add =

   175

div =

    55

mul =

   385

fx >> |
```