PROGRAM STATEMENT: Solve the system of equations, by Gauss-Seidel method,

| $x_1 + x_2 + 4x_3$ $8x_1 - 3x_2 + 2x_3$ | = | 9 |
|--|---|----|
| | = | 20 |
| $4x_1 + 11x_2 - x_3$ | = | 33 |

THEORY:

In certain cases, one can solve the system of equations

$$\sum_{j=1}^{n} a_{ij} x_j = b_i \qquad (1 \le i \le n)$$

by iteration. In Jacobi iteration, the kth approximation $x_j^{(k)}$ to the solution x_j of this equation is calculated as

$$x_i^{(k+1)} = \frac{b_i - \sum_{j=1, j \neq i}^n a_{ij} x_j^{(k)}}{a_{ii}} \qquad (1 \le i \le n),$$

and in Gauss-Seidel iteration one takes

$$x_i^{(k+1)} = \frac{b_i - \sum_{j=1}^{i-1} a_{ij} x_j^{(k+1)} - \sum_{j=i+1}^{n} a_{ij} x_j^{(k)}}{a_{ii}} \qquad (1 \le i \le n);$$

that is, in Gauss-Seidel iteration, one makes use of $x_j^{(k+1)}$ as soon as it is available. One can use any starting values with these iterations; for example, $x_i^{(0)} = 0$ for each i is a reasonable choice.

Call an $n \times n$ matrix $A = (a_{ij})$ row-diagonally dominant if

$$|a_{ii}| > \sum_{\substack{j=1\\j\neq i}}^{n} |a_{ij}|$$

for each i with $1 \le i \le n$.

PROGRAM CODE:

```
//C Program to Solve a System of Equations by Gauss-Seidel Method
#include <stdio.h>
#include <math.h>
double mod(double x)
     if(x<0)
           return -x;
     else
           return x;
}
double error(int a)
     return 5*pow(10,-a-1);
int main()
{
     int n, i, j, k=0, pos;
     printf("Enter the number of Equations and the number of variables::");
     scanf("%d",&n);
     printf("Enter the coefficients of the equations\n");
```

```
double a[n][n+1], x[n], e, c, f;
for(i=0;i<n;i++)
     printf("Equation %d\n",i+1);
     x[i]=0;
     for(j=0; j<=n; j++)
           scanf("%lf",&a[i][j]);
     }
printf("You need the answer correct upto how many decimal places? ::");
scanf("%lf", &e);
e=error(e);
for(i=0;i<n;)
     c = 0;
     for (j=0; j<n; j++)
           if(i!=j)
                 c=c+mod(a[i][j]);
     if(mod(a[i][i])>c)
           i=i+1;
     else
     {
           f=mod(a[i][0]);
           for(j=0;j<n;j++)
                 if(mod(a[i][j])>f)
                 {
                       f=mod(a[i][j]);
                      pos=j;
           for(j=0;j<=n;j++)
                 f=a[i][j];
                 a[i][j]=a[pos][j];
                 a[pos][j]=f;
           }
     }
printf("The rearranged eqns are::");
for(i=0;i<n;i++)
     printf("\nEquation %d\n",i+1);
     for (j=0; j<=n; j++)
     {
           printf("%lf\t",a[i][j]);
printf("\nk\t");
for(i=0;i<n;i++)
     printf("x%d\t\t", i+1);
printf("\n%d\t",k++);
for(i=0;i<n;i++)
```

```
printf("%lf\t",x[i]);
     }
     do
           c = 0;
           for(i=0;i<n;i++)
                f=x[i];
                x[i]=0;
                for (j=0; j<n; j++)
                      if(i!=j)
                           x[i]=x[i]-(x[j]*a[i][j]/a[i][i]);
                      else
                           x[i]=x[i]+(a[i][n]/a[i][i]);
                }
                if(mod(x[i]-f) < e)
                      C++;
           }
           printf("\n%d\t", k++);
           for(i=0;i<n;i++)
           {
                printf("%lf\t",x[i]);
           }
     while (c!=n);
     printf("\nThe Solutions are::\n");
     for(i=0;i<n;i++)
           printf("x%d=%.2lf\n", i+1, x[i]);
     return 0;
}
OUTPUT:
Enter the number of Equations and the number of variables::3
Enter the coefficients of the equations
Equation 1
1 1 4 9
Equation 2
8 -3 2 20
Equation 3
4 11 -1 33
You need the answer correct upto how many decimal places? :: 3
The rearranged eqns are::
Equation 1
8.000000
         -3.000000 2.000000
                                 20.000000
Equation 2
4.000000 11.000000 -1.000000 33.000000
Equation 3
1.000000 1.000000
                      4.000000
                                 9.000000
k
                           xЗ
     x1
                x2
0
     0.000000 0.000000 0.000000
1
     2.500000 2.090909 1.102273
2
     3.008523 2.006198 0.996320
     3.003244
3
                         0.999567
                1.998486
     2.999540 2.000128 1.000083
```

5 3.000027 1.999998 0.999994

The Solutions are::

x1=3.00

x2=2.00

x3=1.00