# MATH 3340 - Scientific Computing Homework 3

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Please note that the deadline will be enforced as per the previous homework. Remember that you are allowed to work in teams of two on this assignment. You are encouraged to prepare your work in LATEX; a template will be provided to help you put it all together. If you choose to submit a hard copy, you may submit only one copy for a team, indicating the names of both contributors. Online submission is encouraged, however, in that case both members of a team should submit the PDF file containing their work and showing both their names.

#### Instruction

- 1. Go to https://www.overleaf.com and sign in (required).
- 2. Open template, click Menu (up left corner), then Copy Project.
- 3. Go to LaTeX/meta.tex (the file meta.tex under the folder LaTeX) to change the section and your name, e.g.,
  - change title to \title{MATH 3340-01 Scientific Computing Homework 3}
  - change author to \author{Albert Einstein \& Carl F. Gauss}
- 4. For Problem 1, 2, 3, you need to write function/script files, store results to output files, and save graphs to figure files. Here are suggested names for function files, script files, output files, and figure files:

Problem	Function File	Script File	Output File	Figure File
1	jacobi.m	hw3_p1.m	hw3_p1.txt	hw3_p1.pdf
2	gaussSeidel.m	hw3_p2.m	hw3_p2.txt	hw3_p2.pdf
3		hw3_p3.m	hw3_p3.txt	hw3_p3.pdf

Once finished, you need to upload these files to the folder src on Overleaf. If you have different filenames, please update the filenames in \lstinputlisting{../src/your\_script\_name.m} accordingly. You can code in the provided files in hw3.zip, and use the MATLAB script save\_results.m to generate the output files and store the graphs to .pdf files automatically (the script filenames should be exactly same as listed above).

- 5. Recompile, download, and submit the generated PDF.
- 6. You may find LATEX.Mathematical.Symbols.pdf and the second part of Lab 01 Slides and Lab 02 Slides helpful.

**Problem 1.** Solve, using a MATLAB code, the following system:

$$\begin{cases} 5x - y + z + w = 9 \\ x + 7y + 2z + 2w = 3 \\ 2x + y + 5z + w = 7 \\ x - y + z + 4w = 6 \end{cases}$$

Use the Jacobi method with with a tolerance of  $10^{-5}$  for the norm of the residual. Arrange your results in a table of the form so that you can see how x, y, z and w change with each iteration. You

Table 1: caption

iteration	x	y	z	w
0	0	0	0	0
1	1	2	3	4
÷	:	:	:	:

can create such a table using disp in a loop; you may also use variants of printf (in C Language), i.e., fprintf or sprintf if you are familiar with these functions, but do not use the MATLAB table command as it does not do quite what is expected here. Also, as obvious from the table above, start with the zero guess. Moreover, plot the norm of the residual versus the iteration number; use a logarithmic scale on the vertical axis (the residual axis). Turn in your code and the output as described. The code can be organized as:

- (a) a function file that implements Jacobi's method; and
- (b) a script that calls the function with with the appropriate inputs and processes the results.

Your plot should have a plot title, axes labels and a legend. Use the help plot command and the class notes to investigate the various options available when plotting.

### Solution.

• Function file jacobi.m

```
function [x, iters, res] = jacobi(A, b, x0, maxIter, tol)
1
   %JACOBI: Jacobi Method
   % Syntax: [x, iters] = jacobi(A, b, x0, maxIter, tol)
   % Inputs:
               = coefficient matrix (matrix)
6
   %
               = right-hand side vector (column vector)
               = solution to the linear system (column vector)
       maxIter = maximum of number of iterations (scalar)
               = tolerance (scalar)
       tol
   % Outputs:
10
             = solution to the linear system (matrix, i-th column is the solution in the i-th
11
       iters = number of iterations performed (vector)
12
13
       res = norm of residuals (vector)
14
15 | % Author: first_name last_name
```

## • Script file hw3\_p1.m

### • Output file hw3\_p1.txt

```
1
   iterations
                                               Z
2
            1
                   0.0000
                              0.0000
                                          0.0000
                                                     0.0000
3
            2
                  0.0000
                              0.0000
                                          0.0000
                                                     0.0000
4
            3
                  0.0000
                              0.0000
                                          0.0000
                                                     0.0000
5
            4
                  0.0000
                              0.0000
                                          0.0000
                                                     0.0000
```

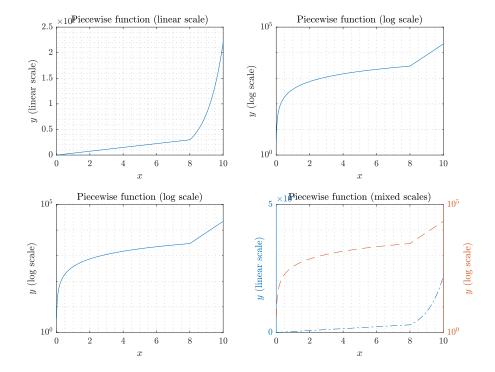


Figure 1

**Problem 2.** Solve again the system above, in MATLAB, using the Gauss-Seidel method. Produce the same results as for the previous problem.

### Solution.

• Function file gaussSeidel.m

```
function [x, iters, res] = gaussSeidel(A, b, x0, maxIter, tol)
   %GAUSSSEIDEL: Gauss-Seidel Method
   % Syntax: [x, iters] = gaussSeidel(A, b, x0, maxIter, tol)
3
   % Inputs:
4
      Α
               = coefficient matrix (matrix)
6
   %
       b
               = right-hand side vector (column vector)
7
               = solution to the linear system (column vector)
8
      maxIter = maximum of number of iterations (scalar)
9
               = tolerance (scalar)
       tol
   % Outputs:
10
11
             = solution to the linear system (matrix, i-th column is the solution in the i-th
       iteration)
12
       iters = number of iterations performed (vector)
13
       res = norm of residuals (vector)
14
15
   % Author: first_name last_name
16
   % Date: mm/dd/yyyy
17
18
   end
19
```

• Script file hw3\_p2.m

• Output file hw3\_p2.txt

```
1
   iterations
                       Х
2
            1
                  0.0000
                              0.0000
                                         0.0000
                                                    0.0000
3
            2
                  0.0000
                              0.0000
                                         0.0000
                                                    0.0000
            3
4
                  0.0000
                              0.0000
                                         0.0000
                                                    0.0000
5
                  0.0000
                              0.0000
                                         0.0000
                                                    0.0000
```

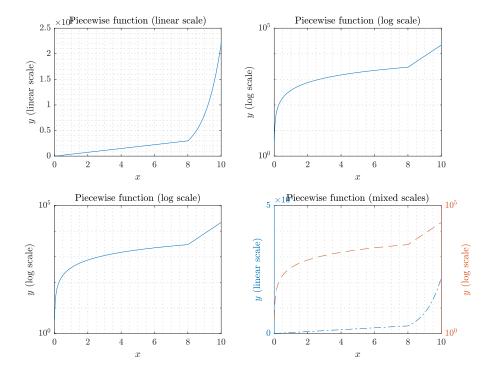


Figure 2

**Problem 3.** Solve the twenty-one systems of equations:

$$\begin{cases} 7x + y + 2z = 0.01m^2 - 2m \\ x - 5y + 2z = 2 - m \\ 2x + y + 5z = 9 \end{cases}$$

obtained by setting, in turn, the value of the quantity m on the right-hand side to all integers in between, and including, m=0 and m=20. This time use the LU-decomposition of the system matrix that is implemented in MATLAB by the lu function. Perform the decomposition only once, then use the lower- and upper-triangular factors repeatedly to find each successive solution. Turn in the code and a plot of the first and second components of the solution (that is, the values of x and y) as a function of thee right-hand side parameter m.

#### Solution.

• Script file hw3\_p3.m

• Output file hw3\_p3.txt

```
1
             m
                                                 Z
 2
             0
                   0.0000
                               0.0000
                                           0.0000
 3
             1
                   0.0000
                               0.0000
                                           0.0000
 4
             2
                   0.0000
                               0.0000
                                           0.0000
 5
             3
                   0.0000
                               0.0000
                                           0.0000
 6
             4
                   0.0000
                               0.0000
                                           0.0000
 7
                   0.0000
             5
                               0.0000
                                           0.0000
 8
             6
                   0.0000
                               0.0000
                                           0.0000
 9
             7
                   0.0000
                               0.0000
                                           0.0000
10
             8
                   0.0000
                               0.0000
                                           0.0000
11
             9
                   0.0000
                               0.0000
                                           0.0000
12
                               0.0000
            10
                   0.0000
                                           0.0000
13
            11
                   0.0000
                               0.0000
                                           0.0000
14
            12
                   0.0000
                               0.0000
                                           0.0000
15
            13
                   0.0000
                               0.0000
                                           0.0000
16
            14
                   0.0000
                               0.0000
                                           0.0000
17
            15
                   0.0000
                               0.0000
                                           0.0000
18
                   0.0000
                               0.0000
                                           0.0000
            16
19
                               0.0000
            17
                   0.0000
                                           0.0000
20
            18
                   0.0000
                               0.0000
                                           0.0000
21
                                           0.0000
            19
                   0.0000
                               0.0000
            20
                   0.0000
                               0.0000
                                           0.0000
```

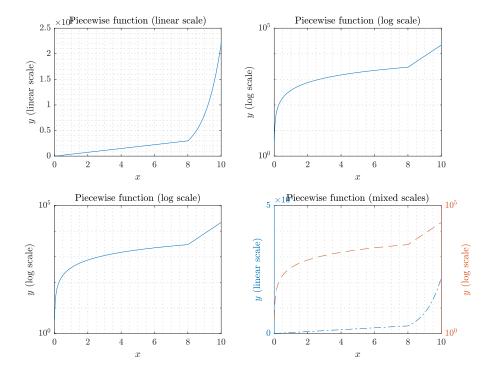


Figure 3