

SECOND FOLLOWAGE

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Subject: Numerical Analysis
Professor in charge: Edwar Samir Posada Murillo
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System name (project): SADA ANALYTICS
repository where we will work:
[SADA_ANALYTICS](#)

1 Methods test

for methods testing the following data is used

$$\mathbf{A} = \begin{bmatrix} 4 & -1 & 0 & 3 \\ 1 & 15.5 & 3 & 8 \\ 0 & -1.3 & -4 & 1.1 \\ 14 & 5 & -2 & 30 \end{bmatrix}, \mathbf{b} = \begin{bmatrix} 1 \\ 1 \\ 1 \\ 1 \end{bmatrix}, \mathbf{x}_0 = \begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \end{bmatrix}, \mathbf{Tol} = 1e-7, \mathbf{Nmax} = 100$$

Table =

x	-1	0	3	4
y	15.5	3	8	1

- **LU with simple Gaussian**

1. *Matrix : A*
2. *Constant vector : b*

1. **Step 0:**

$$\begin{bmatrix} 4.000000 & -1.000000 & 0.000000 & 3.000000 \\ 1.000000 & 15.500000 & 3.000000 & 8.000000 \\ 0.000000 & -1.300000 & -4.000000 & 1.100000 \\ 14.000000 & 5.000000 & -2.000000 & 30.000000 \end{bmatrix}$$

2. Step 1:

$$\begin{bmatrix} 4.000000 & -1.000000 & 0.000000 & 3.000000 \\ 0.000000 & 15.750000 & 3.000000 & 7.250000 \\ 0.000000 & -1.300000 & -4.000000 & 1.100000 \\ 0.000000 & 8.500000 & -2.000000 & 19.500000 \end{bmatrix}$$

$$\mathbf{L} = \begin{bmatrix} 1.000000 & 0.000000 & 0.000000 & 0.000000 \\ 0.250000 & 1.000000 & 0.000000 & 0.000000 \\ 0.000000 & 0.000000 & 1.000000 & 0.000000 \\ 3.500000 & 0.000000 & 0.000000 & 1.000000 \end{bmatrix}$$

$$\mathbf{U} = \begin{bmatrix} 4.000000 & -1.000000 & 0.000000 & 3.000000 \\ 0.000000 & 15.750000 & 3.000000 & 7.250000 \\ 0.000000 & 0.000000 & 0.000000 & 0.000000 \\ 0.000000 & 0.000000 & 0.000000 & 0.000000 \end{bmatrix}$$

3. Step 2:

$$\begin{bmatrix} 4.000000 & -1.000000 & 0.000000 & 3.000000 \\ 0.000000 & 15.750000 & 3.000000 & 7.250000 \\ 0.000000 & 0.000000 & -3.752381 & 1.698413 \\ 0.000000 & 0.000000 & -3.619048 & 15.587302 \end{bmatrix}$$

$$\mathbf{L} = \begin{bmatrix} 1.000000 & 0.000000 & 0.000000 & 0.000000 \\ 0.250000 & 1.000000 & 0.000000 & 0.000000 \\ 0.000000 & -0.082540 & 1.000000 & 0.000000 \\ 3.500000 & 0.539683 & 0.000000 & 1.000000 \end{bmatrix}$$

$$\mathbf{U} = \begin{bmatrix} 4.000000 & -1.000000 & 0.000000 & 3.000000 \\ 0.000000 & 15.750000 & 3.000000 & 7.250000 \\ 0.000000 & 0.000000 & -3.752381 & 1.698413 \\ 0.000000 & 0.000000 & 0.000000 & 0.000000 \end{bmatrix}$$

4. Step 3:

$$\begin{bmatrix} 4.000000 & -1.000000 & 0.000000 & 3.000000 \\ 0.000000 & 15.750000 & 3.000000 & 7.250000 \\ 0.000000 & 0.000000 & -3.752381 & 1.698413 \\ 0.000000 & 0.000000 & 0.000000 & 13.949239 \end{bmatrix}$$

$$\mathbf{L} = \begin{bmatrix} 1.000000 & 0.000000 & 0.000000 & 0.000000 \\ 0.250000 & 1.000000 & 0.000000 & 0.000000 \\ 0.000000 & -0.082540 & 1.000000 & 0.000000 \\ 3.500000 & 0.539683 & 0.964467 & 1.000000 \end{bmatrix}$$

$$\mathbf{U} = \begin{bmatrix} 4.000000 & -1.000000 & 0.000000 & 3.000000 \\ 0.000000 & 15.750000 & 3.000000 & 7.250000 \\ 0.000000 & 0.000000 & -3.752381 & 1.698413 \\ 0.000000 & 0.000000 & 0.000000 & 13.949239 \end{bmatrix}$$

5. Solution:

$$\mathbf{x} = \begin{bmatrix} 0.525109 \\ 0.255459 \\ -0.410480 \\ -0.281659 \end{bmatrix}$$

• LU with partial pivoting

- *Matrix* : A
- *Constant vector* : b

1. Step 0:

$$\mathbf{A} = \begin{bmatrix} 4.000000 & -1.000000 & 0.000000 & 3.000000 \\ 1.000000 & 15.500000 & 3.000000 & 8.000000 \\ 0.000000 & -1.300000 & -4.000000 & 1.100000 \\ 14.000000 & 5.000000 & -2.000000 & 30.000000 \end{bmatrix}$$

2. Step 1:

$$\mathbf{A} = \begin{bmatrix} 14.000000 & 5.000000 & -2.000000 & 30.000000 \\ 0.000000 & 15.142857 & 3.142857 & 5.857143 \\ 0.000000 & -1.300000 & -4.000000 & 1.100000 \\ 0.000000 & -2.428571 & 0.571429 & -5.571429 \end{bmatrix}$$

$$\mathbf{L} = \begin{bmatrix} 1.000000 & 0.000000 & 0.000000 & 0.000000 \\ 0.071429 & 1.000000 & 0.000000 & 0.000000 \\ 0.000000 & 0.000000 & 1.000000 & 0.000000 \\ 0.285714 & 0.000000 & 0.000000 & 1.000000 \end{bmatrix}$$

$$\mathbf{U} = \begin{bmatrix} 14.000000 & 5.000000 & -2.000000 & 30.000000 \\ 0.000000 & 15.142857 & 3.142857 & 5.857143 \\ 0.000000 & 0.000000 & 0.000000 & 0.000000 \\ 0.000000 & 0.000000 & 0.000000 & 0.000000 \end{bmatrix}$$

$$\mathbf{P} = \begin{bmatrix} 0.000000 & 0.000000 & 0.000000 & 1.000000 \\ 0.000000 & 1.000000 & 0.000000 & 0.000000 \\ 0.000000 & 0.000000 & 1.000000 & 0.000000 \\ 1.000000 & 0.000000 & 0.000000 & 0.000000 \end{bmatrix}$$

3. Step 2:

$$\mathbf{A} = \begin{bmatrix} 14.000000 & 5.000000 & -2.000000 & 30.000000 \\ 0.000000 & 15.142857 & 3.142857 & 5.857143 \\ 0.000000 & 0.000000 & -3.730189 & 1.602830 \\ 0.000000 & 0.000000 & 1.075472 & -4.632075 \end{bmatrix}$$

$$\mathbf{L} = \begin{bmatrix} 1.000000 & 0.000000 & 0.000000 & 0.000000 \\ 0.071429 & 1.000000 & 0.000000 & 0.000000 \\ 0.000000 & -0.085849 & 1.000000 & 0.000000 \\ 0.285714 & -0.160377 & 0.000000 & 1.000000 \end{bmatrix}$$

$$\mathbf{U} = \begin{bmatrix} 14.000000 & 5.000000 & -2.000000 & 30.000000 \\ 0.000000 & 15.142857 & 3.142857 & 5.857143 \\ 0.000000 & 0.000000 & -3.730189 & 1.602830 \\ 0.000000 & 0.000000 & 0.000000 & 0.000000 \end{bmatrix}$$

$$\mathbf{P} = \begin{bmatrix} 0.000000 & 0.000000 & 0.000000 & 1.000000 \\ 0.000000 & 1.000000 & 0.000000 & 0.000000 \\ 0.000000 & 0.000000 & 1.000000 & 0.000000 \\ 1.000000 & 0.000000 & 0.000000 & 0.000000 \end{bmatrix}$$

4. Step 3:

$$\mathbf{A} = \begin{bmatrix} 14.000000 & 5.000000 & -2.000000 & 30.000000 \\ 0.000000 & 15.142857 & 3.142857 & 5.857143 \\ 0.000000 & 0.000000 & -3.730189 & 1.602830 \\ 0.000000 & 0.000000 & 0.000000 & -4.169954 \end{bmatrix}$$

$$\mathbf{L} = \begin{bmatrix} 1.000000 & 0.000000 & 0.000000 & 0.000000 \\ 0.071429 & 1.000000 & 0.000000 & 0.000000 \\ 0.000000 & -0.085849 & 1.000000 & 0.000000 \\ 0.285714 & -0.160377 & -0.288316 & 1.000000 \end{bmatrix}$$

$$\mathbf{U} = \begin{bmatrix} 14.000000 & 5.000000 & -2.000000 & 30.000000 \\ 0.000000 & 15.142857 & 3.142857 & 5.857143 \\ 0.000000 & 0.000000 & -3.730189 & 1.602830 \\ 0.000000 & 0.000000 & 0.000000 & -4.169954 \end{bmatrix}$$

$$\mathbf{P} = \begin{bmatrix} 0.000000 & 0.000000 & 0.000000 & 1.000000 \\ 0.000000 & 1.000000 & 0.000000 & 0.000000 \\ 0.000000 & 0.000000 & 1.000000 & 0.000000 \\ 1.000000 & 0.000000 & 0.000000 & 0.000000 \end{bmatrix}$$

5. Solution:

$$\mathbf{x} = \begin{bmatrix} 0.525109 \\ 0.255459 \\ -0.410480 \\ -0.281659 \end{bmatrix}$$

• Doolittle Method

- *Matrix* : A
- *Constant vector* : b

1. Step 0:

$$\mathbf{L} = \begin{bmatrix} 4.000000 & -1.000000 & 0.000000 & 3.000000 \\ 1.000000 & 15.500000 & 3.000000 & 8.000000 \\ 0.000000 & -1.300000 & -4.000000 & 1.100000 \\ 14.000000 & 5.000000 & -2.000000 & 30.000000 \end{bmatrix}$$

$$\mathbf{U} = \begin{bmatrix} 1.000000 & 0.000000 & 0.000000 & 0.000000 \\ 0.000000 & 1.000000 & 0.000000 & 0.000000 \\ 0.000000 & 0.000000 & 1.000000 & 0.000000 \\ 0.000000 & 0.000000 & 0.000000 & 1.000000 \end{bmatrix}$$

2. Step 1:

$$\mathbf{L} = \begin{bmatrix} 1.000000 & 0.000000 & 0.000000 & 0.000000 \\ 0.250000 & 1.000000 & 0.000000 & 0.000000 \\ 0.000000 & 0.000000 & 1.000000 & 0.000000 \\ 3.500000 & 0.000000 & 0.000000 & 1.000000 \end{bmatrix}$$

$$\mathbf{U} = \begin{bmatrix} 4.000000 & -1.000000 & 0.000000 & 3.000000 \\ 0.000000 & 1.000000 & 0.000000 & 0.000000 \\ 0.000000 & 0.000000 & 1.000000 & 0.000000 \\ 0.000000 & 0.000000 & 0.000000 & 1.000000 \end{bmatrix}$$

3. Step 2:

$$\mathbf{L} = \begin{bmatrix} 1.000000 & 0.000000 & 0.000000 & 0.000000 \\ 0.250000 & 1.000000 & 0.000000 & 0.000000 \\ 0.000000 & -0.082540 & 1.000000 & 0.000000 \\ 3.500000 & 0.539683 & 0.000000 & 1.000000 \end{bmatrix}$$

$$\mathbf{U} = \begin{bmatrix} 4.000000 & -1.000000 & 0.000000 & 3.000000 \\ 0.000000 & 15.750000 & 3.000000 & 7.250000 \\ 0.000000 & 0.000000 & 1.000000 & 0.000000 \\ 0.000000 & 0.000000 & 0.000000 & 1.000000 \end{bmatrix}$$

4. Step 3:

$$\mathbf{L} = \begin{bmatrix} 1.000000 & 0.000000 & 0.000000 & 0.000000 \\ 0.250000 & 1.000000 & 0.000000 & 0.000000 \\ 0.000000 & -0.082540 & 1.000000 & 0.000000 \\ 3.500000 & 0.539683 & 0.964467 & 1.000000 \end{bmatrix}$$

$$\mathbf{U} = \begin{bmatrix} 4.000000 & -1.000000 & 0.000000 & 3.000000 \\ 0.000000 & 15.750000 & 3.000000 & 7.250000 \\ 0.000000 & 0.000000 & -3.752381 & 1.698413 \\ 0.000000 & 0.000000 & 0.000000 & 1.000000 \end{bmatrix}$$

5. Step 4:

$$\mathbf{L} = \begin{bmatrix} 1.000000 & 0.000000 & 0.000000 & 0.000000 \\ 0.250000 & 1.000000 & 0.000000 & 0.000000 \\ 0.000000 & -0.082540 & 1.000000 & 0.000000 \\ 3.500000 & 0.539683 & 0.964467 & 1.000000 \end{bmatrix}$$

$$\mathbf{U} = \begin{bmatrix} 4.000000 & -1.000000 & 0.000000 & 3.000000 \\ 0.000000 & 15.750000 & 3.000000 & 7.250000 \\ 0.000000 & 0.000000 & -3.752381 & 1.698413 \\ 0.000000 & 0.000000 & 0.000000 & 13.949239 \end{bmatrix}$$

6. Solution:

$$\mathbf{x} = \begin{bmatrix} 0.525109 \\ 0.255459 \\ -0.410480 \\ -0.281659 \end{bmatrix}$$

- **Crout**

1. *Matrix : A*

2. *Constant vector : b*

1. **Step 0:**

$$\mathbf{A} = \begin{bmatrix} 4.000000 & -1.000000 & 0.000000 & 3.000000 \\ 1.000000 & 15.500000 & 3.000000 & 8.000000 \\ 0.000000 & -1.300000 & -4.000000 & 1.100000 \\ 14.000000 & 5.000000 & -2.000000 & 30.000000 \end{bmatrix}$$

2. **Step 1:**

$$\mathbf{L} = \begin{bmatrix} 4.000000 & 0.000000 & 0.000000 & 0.000000 \\ 1.000000 & 1.000000 & 0.000000 & 0.000000 \\ 0.000000 & 0.000000 & 1.000000 & 0.000000 \\ 14.000000 & 0.000000 & 0.000000 & 1.000000 \end{bmatrix}$$

$$\mathbf{U} = \begin{bmatrix} 1.000000 & -0.250000 & 0.000000 & 0.750000 \\ 0.000000 & 1.000000 & 0.000000 & 0.000000 \\ 0.000000 & 0.000000 & 1.000000 & 0.000000 \\ 0.000000 & 0.000000 & 0.000000 & 1.000000 \end{bmatrix}$$

3. **Step 2:**

$$\mathbf{L} = \begin{bmatrix} 4.000000 & 0.000000 & 0.000000 & 0.000000 \\ 1.000000 & 15.750000 & 0.000000 & 0.000000 \\ 0.000000 & -1.300000 & 1.000000 & 0.000000 \\ 14.000000 & 8.500000 & 0.000000 & 1.000000 \end{bmatrix}$$

$$\mathbf{U} = \begin{bmatrix} 1.000000 & -0.250000 & 0.000000 & 0.750000 \\ 0.000000 & 1.000000 & 0.190476 & 0.460317 \\ 0.000000 & 0.000000 & 1.000000 & 0.000000 \\ 0.000000 & 0.000000 & 0.000000 & 1.000000 \end{bmatrix}$$

4. **Step 3:**

$$\mathbf{L} = \begin{bmatrix} 4.000000 & 0.000000 & 0.000000 & 0.000000 \\ 1.000000 & 15.750000 & 0.000000 & 0.000000 \\ 0.000000 & -1.300000 & -3.752381 & 0.000000 \\ 14.000000 & 8.500000 & -3.619048 & 1.000000 \end{bmatrix}$$

$$\mathbf{U} = \begin{bmatrix} 1.000000 & -0.250000 & 0.000000 & 0.750000 \\ 0.000000 & 1.000000 & 0.190476 & 0.460317 \\ 0.000000 & 0.000000 & 1.000000 & -0.452623 \\ 0.000000 & 0.000000 & 0.000000 & 1.000000 \end{bmatrix}$$

5. Step 4:

$$\mathbf{L} = \begin{bmatrix} 4.000000 & 0.000000 & 0.000000 & 0.000000 \\ 1.000000 & 15.750000 & 0.000000 & 0.000000 \\ 0.000000 & -1.300000 & -3.752381 & 0.000000 \\ 14.000000 & 8.500000 & -3.619048 & 13.949239 \end{bmatrix}$$

$$\mathbf{U} = \begin{bmatrix} 1.000000 & -0.250000 & 0.000000 & 0.750000 \\ 0.000000 & 1.000000 & 0.190476 & 0.460317 \\ 0.000000 & 0.000000 & 1.000000 & -0.452623 \\ 0.000000 & 0.000000 & 0.000000 & 1.000000 \end{bmatrix}$$

6. Solution:

$$\mathbf{x} = \begin{bmatrix} 0.525109 \\ 0.255459 \\ -0.410480 \\ -0.281659 \end{bmatrix}$$

• **Cholesky**

1. *Matrix* : A

2. *Constant vector* : b

1. Step 0:

$$\begin{bmatrix} 4 & -1 & 0 & 3 \\ 1 & 15.5 & 3 & 8 \\ 0 & -1.3 & -4 & 1.1 \\ 14 & 5 & -2 & 30 \end{bmatrix}$$

2. Step 1:

$$\mathbf{L} = \begin{bmatrix} 2.0 & 0 & 0 & 0 \\ 0.5 & 0 & 0 & 0 \\ 0.0 & 0 & 0 & 0 \\ 7.0 & 0 & 0 & 0 \end{bmatrix}$$

$$\mathbf{U} = \begin{bmatrix} 2.0 & -0.5 & 0.0 & 1.5 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$$

3. Step 2:

$$\mathbf{L} = \begin{bmatrix} 2.0 & 0 & 0 & 0 \\ 0.5 & 3.968626 & 0 & 0 \\ 0.0 & -0.327569 & 0 & 0 \\ 7.0 & 2.1417986 & 0 & 0 \end{bmatrix}$$

$$\mathbf{U} = \begin{bmatrix} 2.0 & -0.5 & 0.0 & 1.5 \\ 0 & 3.968626 & 0.7559289 & 1.826828 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$$

4. Step 4:

At this stage the method fails because it does not support imaginary numbers

• Jacobi

1. *Matrix : A*
2. *Constant vector : b*
3. *x0*
4. *Tol*
5. *Nmax*

$$\mathbf{T} = \begin{bmatrix} 0.000000 & 0.250000 & 0.000000 & -0.750000 \\ -0.064516 & 0.000000 & -0.193548 & -0.516129 \\ 0.000000 & -0.325000 & 0.000000 & 0.275000 \\ -0.466667 & -0.166667 & 0.066667 & 0.000000 \end{bmatrix}$$

$$\mathbf{C} = [0.250000 \quad 0.064516 \quad -0.250000 \quad 0.033333]$$

Spectral radius = 0.753517

Results

iter	E				
1	3.6e-01	0.250000	0.064516	-0.250000	0.033333
2	1.5e-01	0.241129	0.079570	-0.261801	-0.110753
3	1.4e-01	0.352957	0.156793	-0.306317	-0.109909
4	7.5e-02	0.371630	0.157759	-0.331183	-0.177933
5	6.8e-02	0.422890	0.196476	-0.350203	-0.188466
6	4.0e-02	0.440469	0.202287	-0.365683	-0.220108
7	3.4e-02	0.465653	0.220480	-0.376273	-0.230312
8	2.2e-02	0.477854	0.226172	-0.384992	-0.245803
9	1.8e-02	0.490895	0.235067	-0.391102	-0.253027
10	1.3e-02	0.498537	0.239137	-0.395979	-0.261002
11	1.0e-02	0.505536	0.243705	-0.399495	-0.265572
12	7.3e-03	0.510105	0.246292	-0.402236	-0.269834
13	5.7e-03	0.513948	0.248727	-0.404249	-0.272580
14	4.2e-03	0.516617	0.250286	-0.405796	-0.274914
15	3.2e-03	0.518757	0.251618	-0.406944	-0.276522
16	2.4e-03	0.520296	0.252532	-0.407819	-0.277819
17	1.8e-03	0.521498	0.253272	-0.408473	-0.278748
18	1.4e-03	0.522379	0.253801	-0.408969	-0.279476
19	1.0e-03	0.523057	0.254215	-0.409341	-0.280008
20	7.7e-04	0.523560	0.254518	-0.409622	-0.280418
21	5.8e-04	0.523943	0.254752	-0.409834	-0.280723
22	4.4e-04	0.524230	0.254925	-0.409993	-0.280954
23	3.3e-04	0.524447	0.255057	-0.410113	-0.281128
24	2.5e-04	0.524610	0.255156	-0.410204	-0.281259
25	1.9e-04	0.524733	0.255231	-0.410272	-0.281358
26	1.4e-04	0.524826	0.255287	-0.410323	-0.281432
27	1.1e-04	0.524896	0.255329	-0.410362	-0.281488
28	8.0e-05	0.524948	0.255361	-0.410391	-0.281530
29	6.0e-05	0.524988	0.255385	-0.410413	-0.281562
30	4.6e-05	0.525018	0.255403	-0.410430	-0.281586
31	3.4e-05	0.525040	0.255417	-0.410442	-0.281604
32	2.6e-05	0.525057	0.255427	-0.410452	-0.281618
33	1.9e-05	0.525070	0.255435	-0.410459	-0.281628
34	1.5e-05	0.525080	0.255441	-0.410464	-0.281636
35	1.1e-05	0.525087	0.255445	-0.410468	-0.281642
36	8.3e-06	0.525092	0.255448	-0.410471	-0.281646

37	6.3e-06	0.525097	0.255451	-0.410473	-0.281649
38	4.7e-06	0.525100	0.255453	-0.410475	-0.281652
39	3.6e-06	0.525102	0.255454	-0.410476	-0.281654
40	2.7e-06	0.525104	0.255455	-0.410477	-0.281655
41	2.0e-06	0.525105	0.255456	-0.410478	-0.281656
42	1.5e-06	0.525106	0.255457	-0.410479	-0.281657
43	1.1e-06	0.525107	0.255457	-0.410479	-0.281658
44	8.7e-07	0.525107	0.255457	-0.410479	-0.281658
45	6.5e-07	0.525108	0.255458	-0.410480	-0.281658
46	4.9e-07	0.525108	0.255458	-0.410480	-0.281659
47	3.7e-07	0.525108	0.255458	-0.410480	-0.281659
48	2.8e-07	0.525109	0.255458	-0.410480	-0.281659
49	2.1e-07	0.525109	0.255458	-0.410480	-0.281659
50	1.6e-07	0.525109	0.255458	-0.410480	-0.281659
51	1.2e-07	0.525109	0.255458	-0.410480	-0.281659
52	9.0e-08	0.525109	0.255458	-0.410480	-0.281659

• Gauss-Seidel

1. *Matrix : A*
2. *Constant vector : b*
3. *x0*
4. *Tol*
5. *Nmax*

$$\mathbf{T} = \begin{bmatrix} 0.000000 & 0.250000 & 0.000000 & -0.750000 \\ 0.000000 & -0.016129 & -0.193548 & -0.467742 \\ 0.000000 & 0.005242 & 0.062903 & 0.427016 \\ 0.000000 & -0.113629 & 0.036452 & 0.456425 \end{bmatrix}$$

$$\mathbf{C} = [0.250000 \quad 0.048387 \quad -0.265726 \quad -0.109113]$$

Spectral radius = **0.599488**

Results

iter	E				
0		0.000000	0.000000	0.000000	0.000000
1	3.8e-01	0.250000	0.048387	-0.265726	-0.109113
2	1.7e-01	0.343931	0.150074	-0.328780	-0.174099
3	1.0e-01	0.418093	0.191035	-0.359964	-0.217613
4	6.0e-02	0.460969	0.216763	-0.380292	-0.243265
5	3.6e-02	0.486640	0.232281	-0.392389	-0.258638
6	2.1e-02	0.502049	0.241563	-0.399633	-0.267859
7	1.3e-02	0.511285	0.247128	-0.403978	-0.273386
8	7.7e-03	0.516822	0.250465	-0.406582	-0.276700
9	4.6e-03	0.520141	0.252465	-0.408143	-0.278686
10	2.8e-03	0.522131	0.253664	-0.409079	-0.279877
11	1.7e-03	0.523324	0.254383	-0.409640	-0.280591
12	1.0e-03	0.524039	0.254814	-0.409977	-0.281019
13	6.0e-04	0.524467	0.255072	-0.410179	-0.281275
14	3.6e-04	0.524724	0.255227	-0.410299	-0.281429
15	2.1e-04	0.524879	0.255320	-0.410372	-0.281521
16	1.3e-04	0.524971	0.255375	-0.410415	-0.281577
17	7.7e-05	0.525026	0.255409	-0.410441	-0.281610
18	4.6e-05	0.525059	0.255429	-0.410457	-0.281630
19	2.8e-05	0.525079	0.255441	-0.410466	-0.281642
20	1.7e-05	0.525091	0.255448	-0.410472	-0.281649
21	1.0e-05	0.525098	0.255452	-0.410475	-0.281653
22	6.0e-06	0.525103	0.255455	-0.410477	-0.281656
23	3.6e-06	0.525105	0.255456	-0.410479	-0.281657
24	2.1e-06	0.525107	0.255457	-0.410479	-0.281658
25	1.3e-06	0.525108	0.255458	-0.410480	-0.281659
26	7.7e-07	0.525108	0.255458	-0.410480	-0.281659
27	4.6e-07	0.525109	0.255458	-0.410480	-0.281659
28	2.8e-07	0.525109	0.255458	-0.410480	-0.281659
29	1.7e-07	0.525109	0.255458	-0.410480	-0.281659
30	9.9e-08	0.525109	0.255458	-0.410480	-0.281659

• SOR

1. *Matrix* : A
2. *Constant vector* : b
3. x_0
4. Tol
5. N_{max}

$$T = \begin{bmatrix} -0.500000 & 0.375000 & 0.000000 & -1.125000 \\ 0.048387 & -0.536290 & -0.290323 & -0.665323 \\ -0.023589 & 0.261442 & -0.358468 & 0.736845 \\ 0.335544 & -0.102283 & 0.036734 & 0.527515 \end{bmatrix}$$

$$\mathbf{C} = \begin{bmatrix} 0.375000 & 0.060484 & -0.404486 & -0.268070 \end{bmatrix}$$

Spectral radius = **0.631208**

Results

iter	E				
0		0.000000	0.000000	0.000000	0.000000
1	6.2e-01	0.375000	0.060484	-0.404486	-0.268070
2	3.2e-01	0.511760	0.341976	-0.450049	-0.304696
3	1.5e-01	0.590144	0.235228	-0.390336	-0.308594
4	1.1e-01	0.515306	0.281526	-0.444371	-0.271236
5	7.4e-02	0.528060	0.243909	-0.383605	-0.283362
6	4.3e-02	0.521218	0.255125	-0.424458	-0.279399
7	2.1e-02	0.524387	0.258003	-0.403799	-0.282252
8	1.1e-02	0.527091	0.252514	-0.412630	-0.282229
9	6.9e-03	0.523655	0.258137	-0.410946	-0.281073
10	5.5e-03	0.526181	0.253697	-0.409146	-0.282129
11	4.2e-03	0.524441	0.256380	-0.411790	-0.281318
12	2.8e-03	0.525405	0.255085	-0.409503	-0.281846
13	1.7e-03	0.525031	0.255513	-0.411073	-0.281584
14	8.8e-04	0.525084	0.255547	-0.410197	-0.281673
15	4.4e-04	0.525171	0.255337	-0.410569	-0.281674
16	2.7e-04	0.525049	0.255562	-0.410493	-0.281637
17	2.2e-04	0.525153	0.255389	-0.410431	-0.281679
18	1.7e-04	0.525083	0.255497	-0.410532	-0.281646
19	1.1e-04	0.525122	0.255443	-0.410441	-0.281667
20	6.8e-05	0.525106	0.255461	-0.410504	-0.281656

21	3.6e-05	0.525108	0.255462	-0.410469	-0.281660
22	1.8e-05	0.525111	0.255454	-0.410484	-0.281660
23	1.1e-05	0.525107	0.255463	-0.410481	-0.281659
24	8.4e-06	0.525111	0.255456	-0.410479	-0.281660
25	6.6e-06	0.525108	0.255460	-0.410482	-0.281659
26	4.5e-06	0.525110	0.255458	-0.410479	-0.281660
27	2.7e-06	0.525109	0.255459	-0.410481	-0.281659
28	1.5e-06	0.525109	0.255459	-0.410480	-0.281659
29	7.2e-07	0.525109	0.255458	-0.410481	-0.281659
30	4.2e-07	0.525109	0.255459	-0.410480	-0.281659
31	3.3e-07	0.525109	0.255458	-0.410480	-0.281659
32	2.6e-07	0.525109	0.255459	-0.410480	-0.281659
33	1.8e-07	0.525109	0.255458	-0.410480	-0.281659
34	1.1e-07	0.525109	0.255459	-0.410480	-0.281659
35	5.9e-08	0.525109	0.255459	-0.410480	-0.281659

- **Vandermonde**

1. *Table*

$$\text{Vandermonde matrix} = \begin{bmatrix} -1.000000 & 1.000000 & -1.000000 & 1.000000 \\ 0.000000 & 0.000000 & 0.000000 & 1.000000 \\ 27.000000 & 9.000000 & 3.000000 & 1.000000 \\ 64.000000 & 16.000000 & 4.000000 & 1.000000 \end{bmatrix}$$

Coefficients of the polynomial =

$$[-1.141667 \quad 5.825000 \quad -5.533333 \quad 3.000000]$$

Polynomial:

$$-1.141667x^3 + 5.825000x^2 - 5.533333x + 3.000000$$

- **Newton**

1. *Table*

$$\text{divided differences} = \begin{bmatrix} 15.500000 & 0.000000 & 0.000000 & 0.000000 \\ 3.000000 & -12.500000 & 0.000000 & 0.000000 \\ 8.000000 & 1.666667 & 3.541667 & 0.000000 \\ 1.000000 & -7.000000 & -2.166667 & -1.141667 \end{bmatrix}$$

Coefficients of the Newton polynomial =

$$[15.500000 \quad -12.500000 \quad 3.541667 \quad -1.141667]$$

Newton polynomial:

$$15.500000 - 12.500000(x+1) + 3.541667(x+1)x - 1.141667(x+1)x(x-3)$$

- **Lagrange**

1. *Table*

Lagrange interpolating polynomials	
$-0.050000x^3 + 0.350000x^2 - 0.600000x - 0.000000$	\mathbf{L}_0
$0.083333x^3 - 0.500000x^2 - 0.416667x + 1.000000$	\mathbf{L}_1
$-0.083333x^3 + 0.250000x^2 + 0.333333x - 0.000000$	\mathbf{L}_2
$0.050000x^3 - 0.100000x^2 - 0.150000x + 0.000000$	\mathbf{L}_3

Polynomial:

$$15.5L_0 + 3L_1 + 8L_2 + L_3$$

- **Linear Spline**

1. *Table*

$$\text{Spline coefficients} = \begin{bmatrix} -12.500000 & 3.000000 \\ 1.666667 & 3.000000 \\ -7.000000 & 29.000000 \end{bmatrix}$$

Splines:

$$-12.500000x + 3.000000$$

$$1.666667x + 3.000000$$

$$-7.000000x + 29.000000$$

- **Quadratic Spline**

1. *Table*

$$\text{Spline coefficients} = \begin{bmatrix} 0.000000 & -12.500000 & 3.000000 \\ 4.722222 & -12.500000 & 3.000000 \\ -22.833333 & 152.833333 & -245.000000 \end{bmatrix}$$

Splines:

$$0.000000x^2 - 12.500000x + 3.000000$$

$$4.722222x^2 - 12.500000x + 3.000000$$

$$-22.833333x^2 + 152.833333x - 245.000000$$

- **Cubic Spline**

1. *Table*

$$\text{Spline coefficients} = \begin{bmatrix} 2.533333 & 7.600000 & -7.433333 & 3.000000 \\ -1.522222 & 7.600000 & -7.433333 & 3.000000 \\ 2.033333 & -24.400000 & 88.566667 & -93.000000 \end{bmatrix}$$

Splines:

$$2.533333x^3 + 7.600000x^2 - 7.433333x + 3.000000$$

$$-1.522222x^3 + 7.600000x^2 - 7.433333x + 3.000000$$

$$2.033333x^3 - 24.400000x^2 + 88.566667x - 93.000000$$

- **Gaussian elimination for tridiagonal matrices**

$$1. \text{ Matrix : } A = \begin{bmatrix} 2 & -1 & 0 \\ -1 & 2 & -1 \\ 0 & -1 & 2 \end{bmatrix}$$

$$2. \text{ Constant vector : } b = \begin{bmatrix} 124 \\ 4 \\ 14 \end{bmatrix}$$

$$\text{Final matrix} = \begin{bmatrix} 2.0000000 & -1.0000000 & 0.0000000 \\ 0.0000000 & 1.5000000 & -1.0000000 \\ 0.0000000 & 0.0000000 & 1.3333333 \end{bmatrix}$$

$$\text{Solution} = [98.5000000 \quad 73.0000000 \quad 43.5000000]$$

- Gaussian elimination with stepped pivoting

1. Step 0:

$$\text{Initial Matriz} = \begin{bmatrix} 2.11 & -4.21 & 0.921 \\ 4.01 & 10.2 & -1.12 \\ 1.09 & 0.987 & 0.831 \end{bmatrix}, \quad \text{b vector} = \begin{bmatrix} 2.01 \\ -3.09 \\ 4.21 \end{bmatrix}$$

2. Step 1:

$$\mathbf{Ab} = \begin{bmatrix} 1.0900000 & 0.987 & 0.831 & 4.21 \\ 0.0000000 & 6.5689266 & -4.1771651 & -18.5781651 \\ 0.0000000 & -6.1206147 & -0.687633 & -6.139633 \end{bmatrix}$$

3. Step 2:

$$\mathbf{Ab} = \begin{bmatrix} 1.0900000e+00 & 9.8700000e-01 & 8.3100000e-01 & 4.2100000e+00 \\ 0.0000000e+00 & -6.1206147e+00 & -6.8763303e-01 & -6.1396330e+00 \\ 0.0000000e+00 & 0.0000000e+00 & -4.9151647e+00 & -2.5167503e+01 \end{bmatrix}$$

4. Solution:

$$\mathbf{x} = \begin{bmatrix} -0.4287342 \\ 0.4278478 \\ 5.1203784 \end{bmatrix}$$

- Crout for tridiagonal matrices

1. Matrix : $A = \begin{bmatrix} 2 & -1 & 0 & 0 \\ -1 & 2 & -1 & 0 \\ 0 & -1 & 2 & -1 \\ 0 & 0 & -1 & 2 \end{bmatrix}$

2. Constant vector : $b = \begin{bmatrix} 1 \\ 0 \\ 0 \\ 1 \end{bmatrix}$

1. Step 0:

$$\begin{bmatrix} 2 & -1 & 0 & 0 \\ -1 & 2 & -1 & 0 \\ 0 & -1 & 2 & -1 \\ 0 & 0 & -1 & 2 \end{bmatrix}$$

2. Step 1:

$$\mathbf{L} = \begin{bmatrix} 2 & 0 & 0 & 0 \\ -1 & 1.5 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$\mathbf{U} = \begin{bmatrix} 1 & -0.5 & 0.0 & 0 \\ 0 & 1 & -0.666666 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

3. Step 2:

$$\mathbf{L} = \begin{bmatrix} 2 & 0 & 0 & 0 \\ -1 & 1.5 & 0 & 0 \\ 0 & -1 & 1.333333 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$\mathbf{U} = \begin{bmatrix} 1 & -0.5 & 0.0 & 0 \\ 0 & 1 & -0.666666 & 0 \\ 0 & 0 & 1 & -0.749999 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

4. Solution:

$$\mathbf{x} = \begin{bmatrix} 1 \\ 1 \\ 1 \\ 1 \end{bmatrix}$$

• Neville's method

1. *Table* =

x	2	2.2	2.3
y	0.693147	0.788457	0.832909

For this example, Y Values are calculated using $\ln(x)$

2. X to interpolate = 2.1

1. Solution:

$$\text{Result matrix} \begin{bmatrix} 0.693147 & 0 & 0 \\ 0.788457 & 0.740802 & 0 \\ 0.832909 & 0.744005 & 0.7418697 \end{bmatrix}$$

$$Y \text{ interpolated} = 0.7418697$$

$$\text{Real Y (from the function } \ln(x)) = 0.741937$$

- Hermite interpolation

1. Table

Method failed to run. You can see it here [Click here](#)