学籍番号 E/437

A前 藤村 勇仁

第7回課題

ヤコビ法による固有値導出に関して以下を確認せよ

- 1. 行列 M_i が直行行列であること $(M_i^T M_i = M_i M_i^T = I$ となること).
- 2. $A_{i+1} = M_i^T A_i M_i$ の (p,q) 成分が $(a_{pp} a_{qq}) \cos \theta \sin \theta + a_{pq} (\cos^2 \theta \sin^2 \theta)$ となること.
- 3. 2. の式の値が0となる θ が講義で示した式で与えられること.

<解答>

$$M_{i}^{T}M_{i} = \begin{bmatrix} 1 & \cdots & 0 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots & \vdots \\ 0 & \cos\theta & \cdots & -\sin\theta & 0 \\ \vdots & \vdots & \ddots & \vdots & \vdots \\ 0 & \sin\theta & \cdots & \cos\theta & 0 \\ \vdots & \vdots & \ddots & \vdots & \vdots \\ 0 & \cdots & 0 & \cdots & 0 \end{bmatrix} \begin{bmatrix} 1 & \cdots & 0 & \cdots & 0 \\ 0 & \cos\theta & \cdots & \sin\theta & 0 \\ \vdots & \vdots & \ddots & \vdots & \vdots \\ 0 & \cdots & 0 & \cdots & 0 \end{bmatrix} \begin{bmatrix} 1 & \cdots & 0 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots & \vdots \\ 0 & \cdots & 0 & \cdots & 0 \end{bmatrix} \begin{bmatrix} 1 & \cdots & 0 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots & \vdots \\ 0 & \cdots & 0 & \cdots & 0 \end{bmatrix} \begin{bmatrix} 1 & \cdots & 0 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & 0 & \cdots & 0 \end{bmatrix} \begin{bmatrix} 1 & \cdots & 0 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & 0 & \cdots & 0 \end{bmatrix} \begin{bmatrix} 1 & \cdots & 0 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & 0 & \cdots & 0 \end{bmatrix} \begin{bmatrix} 1 & \cdots & 0 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & 0 & \cdots & 0 \end{bmatrix} \begin{bmatrix} 1 & \cdots & 0 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & 0 & \cdots & 0 \end{bmatrix} \begin{bmatrix} 1 & \cdots & 0 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & 0 & \cdots & 0 \end{bmatrix} \begin{bmatrix} 1 & \cdots & 0 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & 0 & \cdots & 0 \end{bmatrix} \begin{bmatrix} 1 & \cdots & 0 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & 0 & \cdots & 0 \end{bmatrix} \begin{bmatrix} 1 & \cdots & 0 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & 0 & \cdots & 0 \end{bmatrix} \begin{bmatrix} 1 & \cdots & 0 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & 0 & \cdots & 0 \end{bmatrix} \begin{bmatrix} 1 & \cdots & 0 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & 0 & \cdots & 0 \end{bmatrix} \begin{bmatrix} 1 & \cdots & 0 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & 0 & \cdots & 0 \end{bmatrix} \begin{bmatrix} 1 & \cdots & 0 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & 0 & \cdots & 0 \end{bmatrix} \begin{bmatrix} 1 & \cdots & 0 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & 0 & \cdots & 0 \end{bmatrix} \begin{bmatrix} 1 & \cdots & 0 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & 0 & \cdots & 0 \end{bmatrix} \begin{bmatrix} 1 & \cdots & 0 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & 0 & \cdots & 0 \end{bmatrix} \begin{bmatrix} 1 & \cdots & 0 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & 0 & \cdots & 0 \end{bmatrix} \begin{bmatrix} 1 & \cdots & 0 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & 0 & \cdots & 0 \end{bmatrix} \begin{bmatrix} 1 & \cdots & 0 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & 0 & \cdots & 0 \end{bmatrix} \begin{bmatrix} 1 & \cdots & 0 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & 0 & \cdots & 0 \end{bmatrix} \begin{bmatrix} 1 & \cdots & 0 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & 0 & \cdots & 0 \end{bmatrix} \begin{bmatrix} 1 & \cdots & 0 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & 0 & \cdots & 0 \end{bmatrix} \begin{bmatrix} 1 & \cdots & 0 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & 0 & \cdots & 0 \end{bmatrix} \begin{bmatrix} 1 & \cdots & 0 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & 0 & \cdots & 0 \end{bmatrix} \begin{bmatrix} 1 & \cdots & 0 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & 0 & \cdots & 0 \end{bmatrix} \begin{bmatrix} 1 & \cdots & 0 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & 0 & \cdots & 0 \end{bmatrix} \begin{bmatrix} 1 & \cdots & 0 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & 0 & \cdots & 0 \end{bmatrix} \begin{bmatrix} 1 & \cdots & 0 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & 0 & \cdots & 0 \end{bmatrix} \begin{bmatrix} 1 & \cdots & 0 & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & 0$$

$$\begin{bmatrix}
0 & \cdots & \alpha_{1p} & \cdots & \alpha_{1p} & \cdots & \alpha_{1n} \\
\vdots & \vdots & \ddots & \vdots \\
\alpha_{p_1} & \alpha_{p_2} & \cdots & \alpha_{p_n} & \alpha_{p_n} \\
\vdots & \vdots & \ddots & \vdots \\
\alpha_{n_1} & \cdots & \alpha_{n_p} & \cdots & \alpha_{n_q} & \cdots & \alpha_{n_n}
\end{bmatrix}$$

$$\begin{bmatrix}
0 & \cdots & \alpha_{1p} & \cdots & \alpha_{1p} & \cdots & \alpha_{1p} & \cdots & \alpha_{1p} \\
\vdots & \vdots & \ddots & \vdots & \vdots \\
\vdots & \vdots & \ddots & \vdots & \vdots \\
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3.
$$(app - app) \cos \sin \theta + app (cx^{2}\theta - \sin^{2}\theta) = 0 \quad \forall \, \forall \, d,$$

$$\frac{1}{2} (app - app) \sin 2\theta + app \cos 2\theta = 0$$

i)
$$app \neq aqq$$

$$\frac{sh 20}{cs20} = \frac{2apq}{aqq-app}$$

$$0 = \frac{1}{3} tan^{-1} \left(\frac{2apq}{aqq-app} \right)$$
ii) $app = aqq$