# NM hw2 report

#### P1.

# p1(a) gaussian with no interchanges

```
After eliminating row 0:
[2.51, 1.48, 4.53, 0.05]
[0.0, 0.057, -3.971, 1.001]
[0.0, 1.46, -6.317, -0.583]
After eliminating row 1:
[2.51, 1.48, 4.53, 0.05]
[0.0, 0.057, -3.971, 1.001]
[0.0, 0.0, 95.396, -26.223]
After eliminating row 2:
[2.51, 1.48, 4.53, 0.05]
[0.0, 0.057, -3.971, 1.001]
[0.0, 0.0, 95.396, -26.223]
corect solution
x = 1.45310, y = -1.58919, z = -0.27489
Solution:
x0 = 1.452951201183967
x1 = -1.588969672493533
x2 = -0.27488573944400185
Difference:
2.220446049250313e-16
3.552713678800501e-15
```

觀察到small divisor 0.057,導致浮點數誤差被放大。因根據題目要求四捨五入到小數點第三位,造成浮點誤差,而因除數很小,所以接下來乘上的倍數也會很大(1.46/0.057),因此將誤差放大。

# p1(b) gaussian with partial pivoting

```
After eliminating row 0:
[2.68, 3.04, -1.48, -0.53]
[0.0, -0.749, -0.483, 1.323]
[0.0, -1.367, 5.916, 0.546]
After eliminating row 1:
[2.68, 3.04, -1.48, -0.53]
[0.0, -1.367, 5.916, 0.546]
[0.0, 0.0, -3.724, 1.024]
After eliminating row 2:
[2.68, 3.04, -1.48, -0.53]
[0.0, -1.367, 5.916, 0.546]
[0.0, 0.0, -3.724, 1.024]
corect solution
x = 1.45310, y = -1.58919, z = -0.27489
Solution:
x0 = 1.4533154605982204
x1 = -1.589422925062683
x2 = -0.2749731471535983
Solution:
x0 = 1.4533154605982204
x1 = -1.589422925062683
x2 = -0.2749731471535983
Substituting back into the original equations:
Difference:
9.43689570931383e-16
0.0
0.0
```

透過partial pivoting每次選絕對值最大的 當作pivot避免small divisor把誤差放大。 因此可以在結果中看到相對p1(a)誤差小 了很多。

### p1(c) gaussian with chop to 3 significant digits

```
corect solution

x = 1.45310, y = -1.58919, z = -0.27489

Solution:

x0 = 1.4511497708877046

x1 = -1.5874188896899781

x2 = -0.2747784045124899

Substituting back into the original equations:
Difference:
-2.7755575615628914e-16
2.220446049250313e-16
-0.002587418889689941
```

改成把第3位後的直接捨去,因此造成更大的誤差。

## p1(d) substitute back to equations

可以在p1a-c的結果輸出最下方看到,差距最大的是chop (c)、然後是no interchanges(a),差距最小的是做partial pivoting的(b)。

# p2.

#### p2(a) function cal\_tridiag

```
def cal_tridiag(up, mid, down, b):
    n = len(mid)

# forward elimination
for i in range(1, n):
    mul = down[i] / mid[i-1]
    mid[i] = mid[i] - mul * up[i-1]
    b[i] = b[i] - mul * b[i-1]

# back substitution
x = [0] * n
x[-1] = b[-1] / mid[-1]
for i in range(n-2, -1, -1):
    x[i] = (b[i] - up[i] * x[i+1]) / mid[i]

return x
```

- 僅儲存三條對角線(up, mid, down)
- 使用 forward elimination 消去下方的 對角線
- 使用 back substitution 求解

# p2(b) 輸入矩陣求解

```
mid = [4,4,4,4,4,4]
up = [-1,-1,-1,-1,-1,0]
down = [0,-1,-1,-1,-1]
b = [100,200,200,200,200,100]

x = cal_tridiag(up, mid, down, b)
print("Solution:")
for i in range(len(x)):
    print(f"x{i} = {x[i]}")
```

```
Solution:

x0 = 46.34146341463415

x1 = 85.36585365853658

x2 = 95.1219512195122

x3 = 95.12195121951218

x4 = 85.3658536585366

x5 = 46.34146341463415
```

#### p2(c)

每次迴圈 (n-1 次) 進行以下操作:

```
• 1次除法: mul = down[i] / mid[i-1]
```

2 次減法:更新 mid[i] 、 b[i]

⇒每回合共5次運算,共(n-1)\*5次

back substitution做了:

• 1次除法:x[-1] = b[-1] / mid[-1]

每次迴圈內:1乘法+1減法+1除法

⇒1+3(n-1) 次

總計: 8n - 7次運算

# p3.

# p3 (a) jacobi

對於第i列的Xk[j],把其他的元素乘上矩陣元素A[i][j]全部丟到右邊用b[i]減掉。

更新解Xk[i] = b[i] - sigma / A[i]直到X更 新的差值小於tol或是達到max\_iter。

# p3 (b) gauss-seidel

```
def gauss_seidel(A, b, x0):
    tol=1e-5
    max_iter=200
    n = len(A)
    x = x0[:]
    while(max_iter):
        x_new = x[:]
    for i in range(n):
        if j != i:
              sigma = A[i][j] * (x_new[j] if j < i else x[j])
        x_new[i] = (b[i] - sigma) / A[i][i]
    if all(abs(x_new[i] - x[i]) < tol for i in range(n)):
        break
    x = x_new
    max_iter -= 1
    return [round(xi, 5) for xi in x]</pre>
```

基本跟jacobi相似,只是對於更新完的 X,也就是在j < i的時候用X\_new,也就 是更新完的X去計算新的值。

# p3 result

```
Solution by jacobi:

x0 = -8.98874

x1 = -9.4839

x2 = 10.05046

Solution by gauss_seidel:

x0 = -8.98924

x1 = -9.4844

x2 = 10.05097
```

#### **P4**

## add relaxation factor in gauss-seidel

加入w參數作為relaxation factor加速收 斂,透過加大x趨近真正解的步長使迭代 次數減少。

#### test w

```
# w values from 1.00 to 2.00, step 0.01
w_values = [0.01 * i for i in range(100, 200)]
min_iterations = float('inf')
best_omega = None
for w in w_values:
    sol, steps = gauss_seidel_relax(mat, b, x0, w)
    if steps < min_iterations:
        min_iterations:
        min_iterations = steps
        best_omega = w
    print(f"omega = {w:.2f}, iterations = {steps}, solution = {sol}")
print(f"Best omega: {best_omega:.2f} with {min_iterations} iterations")</pre>
```

測試從1.00到2.00,間隔0.0.1的w值,並 記錄每個w值的話iteration,紀錄最小值

#### result

## **P5**

| 
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## algorithm

```
function x = cal band(A, b, w)
    n = length(b);
    % forward elimination
    for i = 1:n-1
       for j = i+1:min(i+w, n)
            if abs(A(i,i)) < 1e-12
               error("Zero pivot at row %d", i);
            mul = A(j, i) / A(i, i);
            for k = i:min(i+w, n)
               A(j, k) = A(j, k) - mul * A(i,k);
            b(j) = b(j) - mul * b(i);
        end
    end
    % back substitution
    x = zeros(n,1);
    for i = n:-1:1
        s = 0;
        for j = i+1:min(i+w, n)
            s = s + A(i,j)*x(j);
        x(i) = (b(i) - s) / A(i,i);
    end
end
```

利用band matrix的特殊結構來加快計算。因為這種矩陣的非零元素只集中在主對角線以及上下各 w 條對角線,也就是說,每一列只會影響到前後最多 w 個變數,其他都是 0,不會有影響。

這讓我們在實作gaussain elimination的時候,可以不用整列都處理,只需要處理從第i列到第i+W列之間的欄位,節省運算量。程式中會用min(i+w,n)來控制這個範圍。同樣的,在做backsubstitution時,也只需要用到後面最多w個變數。

#### test

使用第二題的矩陣 (bandwidth = 1)來做測試

```
N = 6; W = 1; % W = bandwidth
A = zeros(N,N);
b = [100; 200; 200; 200; 200; 100];

for i = 1:N
        A(i,i) = 4;
        if i > 1
              A(i,i-1) = -1;
        end
        if i < N
              A(i,i+1) = -1;
        end
end
x = cal_band(A, b, W);
disp(x);</pre>
```

#### result

46.3415

85.3659

95.1220

95.1220

85.3659

46.3415