
Table of Contents

Homework #3	1
Problem #1 : Diagonal matrices and their inverse	1
Problem #2 : Manipulating matrices	2
Problem #3 : Toeplitz matrices	5
Problem #4 : Max, min, and logical indexing	6
Problem #5 : Timing a linear solve	7
Problem #6 : Heat Transfer	9
Problem #7 : PageRank	11
Problem #8 : Reducing fill-in	13

Homework #3

Ian Blackstone, Helena Fujishin
Math 365, Fall 2016

```
function HW3_FujishinBlackstone()
```

```
    hmwk_problem(@prob1, 'prob1');  
    hmwk_problem(@prob2, 'prob2');  
    hmwk_problem(@prob3, 'prob3');  
    hmwk_problem(@prob4, 'prob4');  
    hmwk_problem(@prob5, 'prob5');  
    hmwk_problem(@prob6, 'prob6');  
    hmwk_problem(@prob7, 'prob7');  
    hmwk_problem(@prob8, 'prob8');
```

```
end
```

```
function hmwk_problem(prob,msg)
```

This function should be included in every assignment

```
try  
    prob()  
    fprintf('%s : Success!\n',msg);  
catch me  
    fprintf('%s : Something went wrong.\n',msg);  
    fprintf('%s\n',me.message);  
end  
fprintf('\n');  
end
```

Problem #1 : Diagonal matrices and their inverse

```
function prob1()  
% make our matrix:  
D = diag(2.^(1:5))
```

```

% One line to compute inverse
D_inv= diag(1./diag(D))

% If D_inv is the inverse of D then multiplying the two together
% should result in an identity matrix:
X = D_inv*D

end

D =

    2     0     0     0     0
    0     4     0     0     0
    0     0     8     0     0
    0     0     0    16     0
    0     0     0     0    32

D_inv =

    0.5000         0         0         0         0
         0    0.2500         0         0         0
         0         0    0.1250         0         0
         0         0         0    0.0625         0
         0         0         0         0    0.0313

X =

    1     0     0     0     0
    0     1     0     0     0
    0     0     1     0     0
    0     0     0     1     0
    0     0     0     0     1

prob1 : Success!

```

Problem #2 : Manipulating matrices

```

function prob2()
% part a
% defining my matrices:
% our first matrix
A1 = tril(reshape(1:25, [5 5]),-1) %#ok<*NASGU>
% our second matrix
A2 = triu(repmat(1:1:5,[5 1]),2)
% our third matrix
A3 = triu(repmat(1:1:5,[5 1]),2)+tril(reshape(1:25, [5 5]),-1)

% part b
B1 = repmat(2:2:10,[5,1])

```

```
B2 = reshape(25:-1:1,[5,5])

B3 = B2 - diag(diag(B2))

B4 = B3 - eye(5)

% part c
C = repmat((1:5).^2,[5,1]);

C1 = (C - triu(C,1)).' + tril(C,-1)

C2 = C - tril(C,-1) - tril(C.')

C3 = C - tril(C) + tril(C.',-1) - diag(diag(C))

% part d

D = repmat(reshape((1:9).^2,[3,3]),[2,2])

end
```

A1 =

0	0	0	0	0
2	0	0	0	0
3	8	0	0	0
4	9	14	0	0
5	10	15	20	0

A2 =

0	0	3	4	5
0	0	0	4	5
0	0	0	0	5
0	0	0	0	0
0	0	0	0	0

A3 =

0	0	3	4	5
2	0	0	4	5
3	8	0	0	5
4	9	14	0	0
5	10	15	20	0

B1 =

2	4	6	8	10
2	4	6	8	10

2	4	6	8	10
2	4	6	8	10
2	4	6	8	10

$B2 =$

25	20	15	10	5
24	19	14	9	4
23	18	13	8	3
22	17	12	7	2
21	16	11	6	1

$B3 =$

0	20	15	10	5
24	0	14	9	4
23	18	0	8	3
22	17	12	0	2
21	16	11	6	0

$B4 =$

-1	20	15	10	5
24	-1	14	9	4
23	18	-1	8	3
22	17	12	-1	2
21	16	11	6	-1

$C1 =$

1	1	1	1	1
1	4	4	4	4
1	4	9	9	9
1	4	9	16	16
1	4	9	16	25

$C2 =$

0	4	9	16	25
-4	0	9	16	25
-9	-9	0	16	25
-16	-16	-16	0	25
-25	-25	-25	-25	0

$C3 =$

-1	4	9	16	25
4	-4	9	16	25

9	9	-9	16	25
16	16	16	-16	25
25	25	25	25	-25

$D =$

1	16	49	1	16	49
4	25	64	4	25	64
9	36	81	9	36	81
1	16	49	1	16	49
4	25	64	4	25	64
9	36	81	9	36	81

prob2 : Success!

Problem #3 : Toeplitz matrices

```
function prob3()
% part A: Use toeplitz
A = toeplitz([-2, 1, zeros(1,8)])
B = toeplitz([-2, 1, zeros(1,7) ,1])
% Part B: Use Toeplitz
A = toeplitz([1,zeros(1,8)],(1:8))

n=7;

r = (1:3:3*n).*((-1).^(0:n-1));
c = (1:2:2*n).*((-1).^(0:n-1));

B = toeplitz(c,r)
end
```

$A =$

-2	1	0	0	0	0	0	0	0	0
1	-2	1	0	0	0	0	0	0	0
0	1	-2	1	0	0	0	0	0	0
0	0	1	-2	1	0	0	0	0	0
0	0	0	1	-2	1	0	0	0	0
0	0	0	0	1	-2	1	0	0	0
0	0	0	0	0	1	-2	1	0	0
0	0	0	0	0	0	1	-2	1	0
0	0	0	0	0	0	0	1	-2	1
0	0	0	0	0	0	0	0	1	-2

$B =$

-2	1	0	0	0	0	0	0	0	1
1	-2	1	0	0	0	0	0	0	0

0	1	-2	1	0	0	0	0	0	0
0	0	1	-2	1	0	0	0	0	0
0	0	0	1	-2	1	0	0	0	0
0	0	0	0	1	-2	1	0	0	0
0	0	0	0	0	1	-2	1	0	0
0	0	0	0	0	0	1	-2	1	0
0	0	0	0	0	0	0	1	-2	1
1	0	0	0	0	0	0	0	1	-2

A =

1	2	3	4	5	6	7	8
0	1	2	3	4	5	6	7
0	0	1	2	3	4	5	6
0	0	0	1	2	3	4	5
0	0	0	0	1	2	3	4
0	0	0	0	0	1	2	3
0	0	0	0	0	0	1	2
0	0	0	0	0	0	0	1
0	0	0	0	0	0	0	0

B =

1	-4	7	-10	13	-16	19
-3	1	-4	7	-10	13	-16
5	-3	1	-4	7	-10	13
-7	5	-3	1	-4	7	-10
9	-7	5	-3	1	-4	7
-11	9	-7	5	-3	1	-4
13	-11	9	-7	5	-3	1

prob3 : Success!

Problem #4 : Max, min, and logical indexing

```
function prob4()
A = rand(9);
maxrowA = max(transpose(A)) % a) Gives us the maximum in every row
maxcolumnA = max(A) % b) Gives us the maximum in every column
overallmax = max(A(:)) % c) Gives us the overall maximum
A(A<0.5) = 0
end
```

maxrowA =

Columns 1 through 7

0.9459	0.7821	0.8685	0.7266	0.8993	0.9392	0.9660
--------	--------	--------	--------	--------	--------	--------

```

Columns 8 through 9

    0.9814    0.8531

maxcolumnA =

Columns 1 through 7

    0.9814    0.8582    0.7821    0.9445    0.7883    0.9459    0.8993

Columns 8 through 9

    0.9660    0.9205

overallmax =

    0.9814

A =

Columns 1 through 7

    0          0          0    0.7884          0    0.9459    0.5863
    0.7380          0    0.7821    0.6958    0.6425    0.7772          0
    0.6934    0.5274    0.6974    0.8685    0.7883          0          0
    0          0.5412          0          0          0          0          0
    0.8005    0.6371          0          0    0.7041    0.5326    0.8993
    0.9392    0.8582    0.6032          0    0.6134    0.7744    0.7701
    0          0.7974          0          0          0          0          0
    0.9814          0          0    0.9445    0.5185    0.8617          0
    0.7703          0    0.7518          0          0    0.5641    0.8531

Columns 8 through 9

    0.5484    0.8454
    0          0
    0          0
    0    0.7266
    0          0
    0.5411          0
    0.9660          0
    0.6242    0.9205
    0          0.6819

prob4 : Success!

```

Problem #5 : Timing a linear solve

```
function prob5()
```

```

% Determine the maximum possible array that can fit in available
% memory.
Nmax = 5000;

% Create two random matrices, Nmax must be converted to a 16 bit
% integer for large memory systems. Larger memory system with more
% than 68 GB of memory available may need to convert to int32.
A = rand(int16(Nmax));
B = rand(int16(Nmax));

% Calculate the time taken to multiply the two random matrices.
tic
A*B;
t = toc;

% Calculate the number of operations performed in A*B and use the
% time it took to calculate that operation to find the floating
% point operations per second and then estimate the operating speed
% of the processor.
Nops = Nmax^2 * (Nmax-1) + Nmax^3;
Flops = Nops/t;
Hz = Flops/4;
GHz = Hz / 10e9;
fprintf('This computer operates at %.2f GHz \n',GHz)

% part c

% Initialize a list.
lutimes = zeros(50,1);

% create a list of logarithmically spaced points.
N = 2;
Nmaxlog = log10(Nmax);
Nvec = logspace(N,Nmaxlog);

% For each item in our list of points generate random matrices and a
% random vector and time how long it takes to solve each
% matrix/vector combination
for n = 1:numel(Nvec)
    A = rand(int16(Nvec(n)));
    b = rand(int16(Nvec(n)),1);
    tic
    A\b;
    lutimes(int16(n)) = toc;
end

% Generate a set of theoretical data points to be plotted based on the
% calculated speed of the processor.
Ttimes = 2/3 * Nvec.^3 / Flops;

% Plot both the theoretical line and the actual times over the matrix
% size on a log-log plot.
figure

```

```

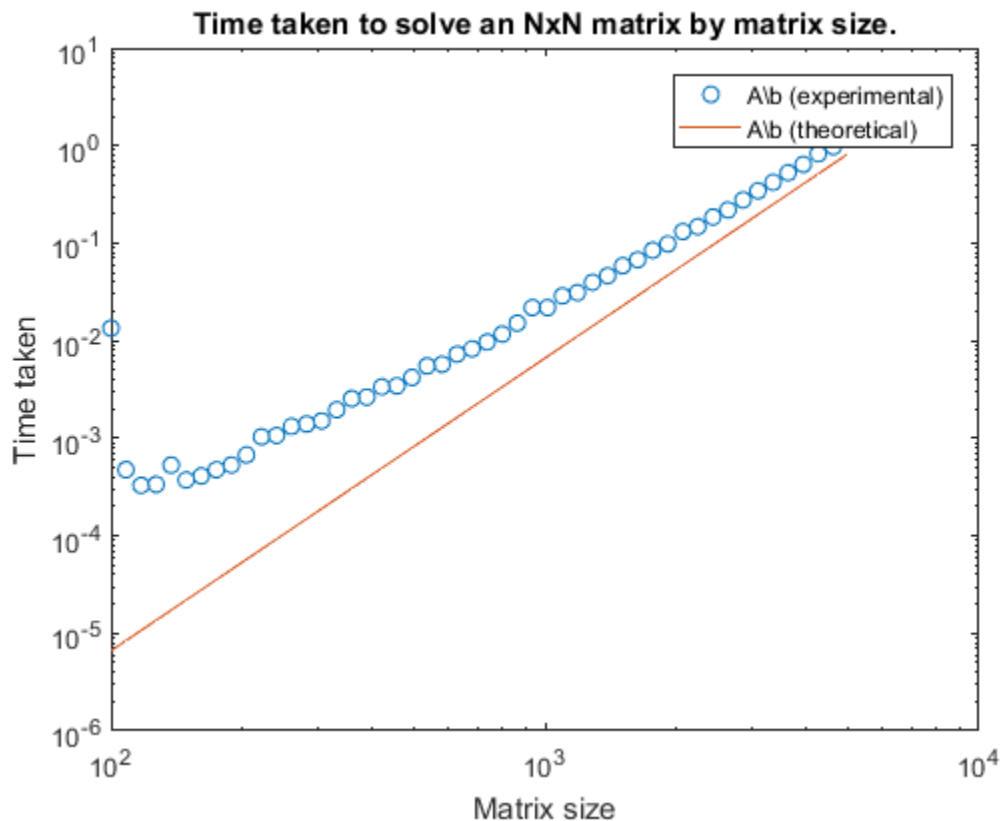
loglog(Nvec,lutimes,'o',Nvec,Ttimes,'-')
title('Time taken to solve an NxN matrix by matrix size.')
xlabel('Matrix size')
ylabel('Time taken')
legend('A\b (experimental)','A\b (theoretical)')

% part e
% The fastest computer at this time is the Sunway TaihuLight, with
% more than 10 million cores and an operating capacity of 93
% petaflops. My computer operating at 99 gigaflops would have been
% the fastest computer in the world until late 1993 when it would
% have been overtaken by the Numerical Wind Tunnel. It is likely
% that we will see exascale machines within 10 years given the pace
% that China has been on to reach this milestone.

end

This computer operates at 2.52 GHz
prob5 : Success!

```



Problem #6 : Heat Transfer

```

function prob6()
N = 200;
L = 1;

```

```

B = 10^(-3);
S = 1*10^4;
Cp = 200;
rho = 10;
eps = 5*10^(-2);
T0 = 293.15;
f = @(x) (S/(2*rho*Cp*B))*(exp(-((x-(L/2))/(eps)).^2)));
h = L/N;
A1 = 2*diag(ones(N,1));
A2 = (-1)*diag(ones(N-1,1),-1);
A3 = (-1)*diag(ones(N-1,1),1);
A = A1+A2+A3;
j = (1:N).';
x = h.*j;
B = 2*h^2.*f(x);
B(1)= B(1)+T0;
B(end)= B(end)+T0;
T = A\B;

% part c
figure
plot(x,T, 'r-')
title('Temperature versus position on a rod over a flame')
xlabel('Position on Rod (m)')
ylabel('Temperature (K)')
% part d (too hot is about 320.9K)
jouch = find(T > 320.9,1, 'first') %this should give us where j=25
fprintf('You can touch the rod %f m away from the center\n',0.5-
x(jouch))
hold on % I'm going to mark where you can touch the rod with a blue
star
plot(x(jouch),T(jouch),'b*')
plot(1-x(jouch),T(jouch),'b*')
end

```

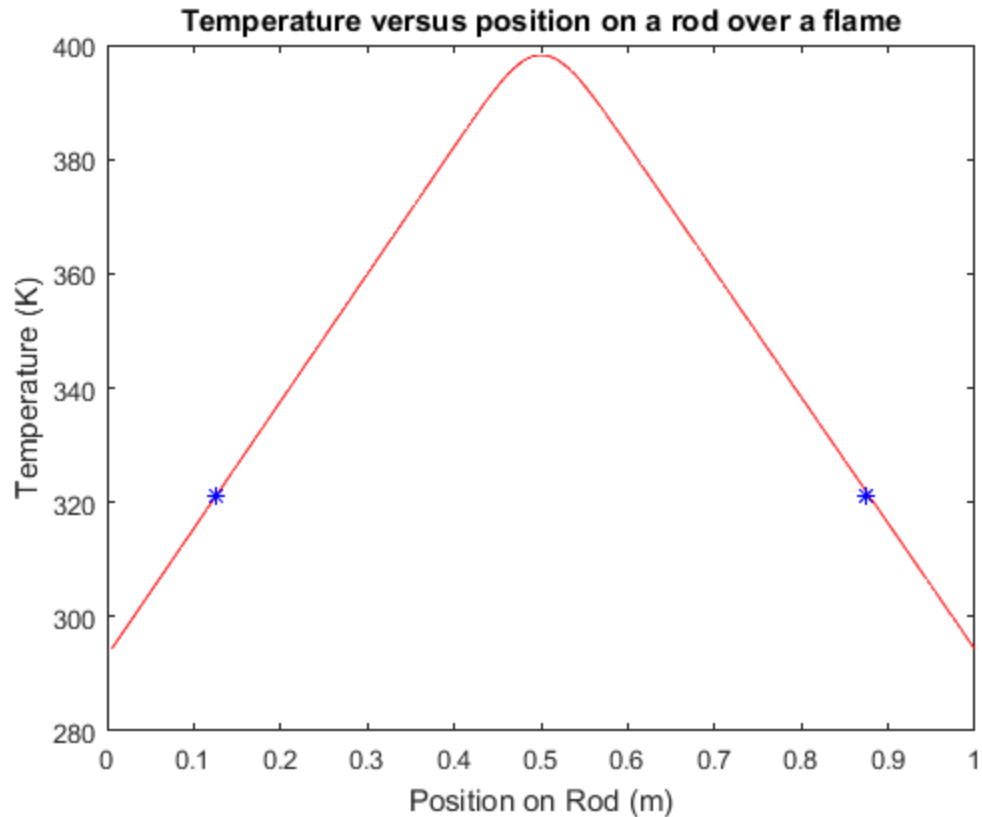
```
jouch =
```

```
25
```

```

You can touch the rod 0.375000 m away from the center
prob6 : Success!

```



Problem #7 : PageRank

```
function prob7()
n= 1000;
% Load the results of BSUSurfer.m.
load BSUSurferResults;

% find the size of the matrix G.
[row,col] = size(G);

% Determine the sparsity of matrix G.
spar = 1 - nnz(G)/(row * col);

% Generate the connectivity matrix with title.
figure
spy(G)
title(sprintf('Connectivity matrix generated with BSUSurfer.m.
    Sparsity: %f',spar))

% The following code was added to the end of pagerank.m to output the
% bottom 10 pages as well as the top 10

% [~,id] = sort(x,1,'ascend');
% fprintf('\n#      PageRank      Page\n');
% for j=1:10
```

```

%   fprintf('%02d    %1.2e    %s\n',n - j + 1,x(id(j)),U{id(j)});
% end

% run pagerank twice, with two different weightings.
pagerank(U,G,0.85);

pagerank(U,G,0.95);

% The top rated sites are mostly unchanged between the two weightings
% with only two sites swapping positions but the bottom ten are almost
% completely different, with only index.boisestate.edu/feed remaining
% in the lowest ranked pages in both weightings.

```

```
end
```

#	PageRank	Page
01	1.45e-02	http://www.boisestate.edu
02	1.40e-02	http://go.boisestate.edu/privacy
03	1.06e-02	http://news.boisestate.edu/social
04	1.05e-02	http://alumni.boisestate.edu
05	1.02e-02	http://library.boisestate.edu
06	1.02e-02	http://admissions.boisestate.edu
07	1.01e-02	http://graduatecollege.boisestate.edu
08	1.00e-02	http://ecampus.boisestate.edu
09	1.00e-02	http://cid.boisestate.edu
10	9.96e-03	http://research.boisestate.edu

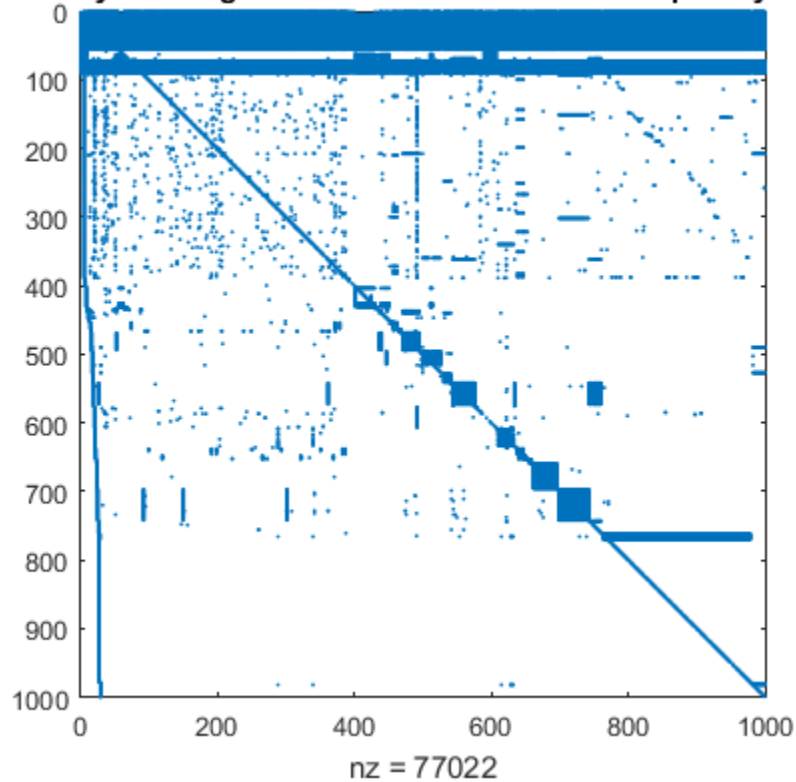
#	PageRank	Page
1000	2.20e-04	http://camps.boisestate.edu/athletics
999	2.20e-04	http://english.boisestate.edu/techcomm
998	2.20e-04	http://index.boisestate.edu/ttts/
		www.facebook.com/boisestatetechcomm
997	2.20e-04	http://communication.boisestate.edu/utp
996	2.20e-04	http://varsityb.boisestate.edu
995	2.20e-04	http://venturecollege.boisestate.edu
994	2.20e-04	http://index.boisestate.edu/www.facebook.com/venturecollegeboisestateuniverstiy
993	2.20e-04	http://go.boisestate.edu/closure
992	2.20e-04	http://healthservices.boisestate.edu/services/wellness
991	2.20e-04	http://index.boisestate.edu/feed

#	PageRank	Page
01	1.66e-02	http://www.boisestate.edu
02	1.59e-02	http://go.boisestate.edu/privacy
03	1.17e-02	http://news.boisestate.edu/social
04	1.16e-02	http://alumni.boisestate.edu
05	1.12e-02	http://admissions.boisestate.edu
06	1.11e-02	http://library.boisestate.edu
07	1.11e-02	http://graduatecollege.boisestate.edu
08	1.10e-02	http://ecampus.boisestate.edu
09	1.10e-02	http://cid.boisestate.edu
10	1.10e-02	http://research.boisestate.edu

#	PageRank	Page
1000	1.31e-04	http://index.boisestate.edu/feed
999	1.31e-04	http://index.boisestate.edu/comments/feed
998	1.31e-04	http://accessibility.boisestate.edu
997	1.31e-04	http://assessment.boisestate.edu
996	1.31e-04	http://orgs.boisestate.edu/ace
995	1.31e-04	http://orgs.boisestate.edu/bsuaop
994	1.31e-04	http://preco.boisestate.edu
993	1.31e-04	http://orgs.boisestate.edu/bicyclecongress
992	1.31e-04	http://blackboardhelp.boisestate.edu
991	1.31e-04	http://thunder.boisestate.edu

prob7 : Success!

Connectivity matrix generated with BSUSurfer.m. Sparsity: 0.922978



Problem #8 : Reducing fill-in

```
function prob8()

% Load the data from file, storing it as matrix A.
load('bcsstk38.mat')
A = Problem.A;

% Determine the size of matrix A.
[row,col] = size(A);
```

```
% Calculate the sparsity of A.
spar1 = 1 - nnz(A)/(row*col);

% Create the connectivity matrix.
figure
spy(A)
title('Sparsity of the matrix A')
legend(sprintf('Sparsity %f',spar1))

% Create the Cholesky decomposition of matrix A.
B = chol(A,'lower');

% Calculate the sparsity of B.
spar2 = 1 - nnz(B)/(row*col);

% Compare the sparsity of A and B.
compspar = spar2/spar1;

% Plot the connectivity matrix of B and display the fill in.
figure
spy(B)
title('Fill in of the lower Cholesky decomposition of A')
legend(sprintf('Fill in: %f',1 - compspar))

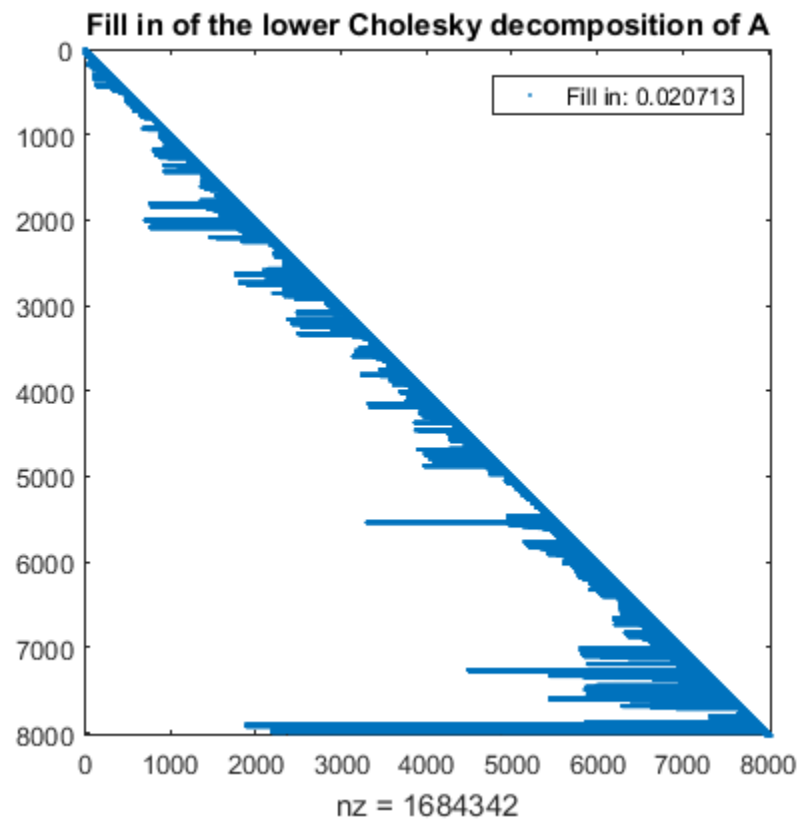
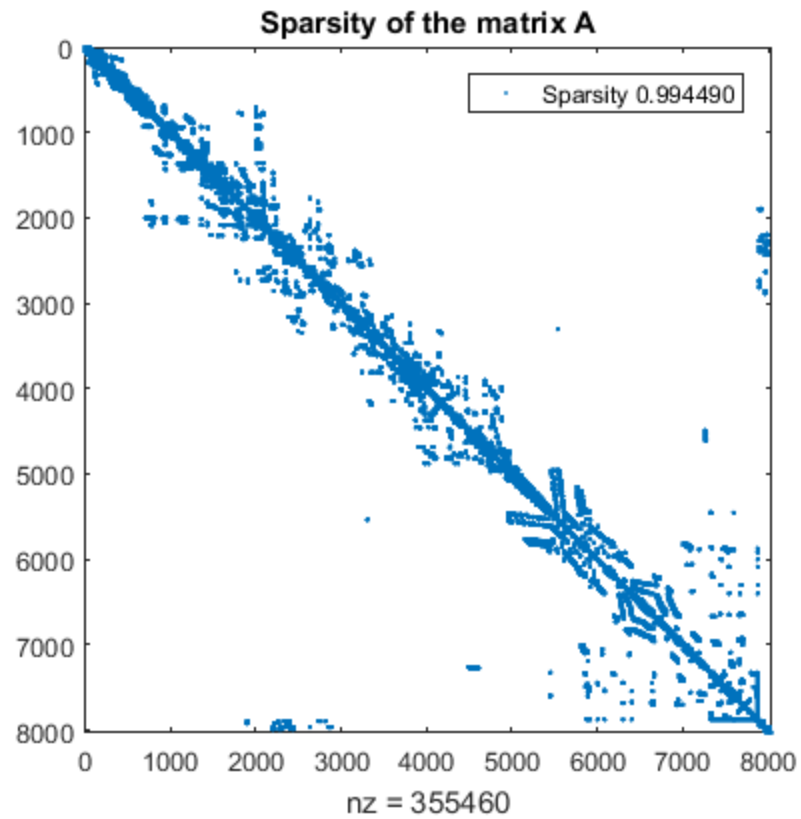
% Use the symamd function and generate the Cholesky decomposition of
% the rearranged A to reduce fill in.
c = symamd(A);
C = chol(A(c,c),'lower');

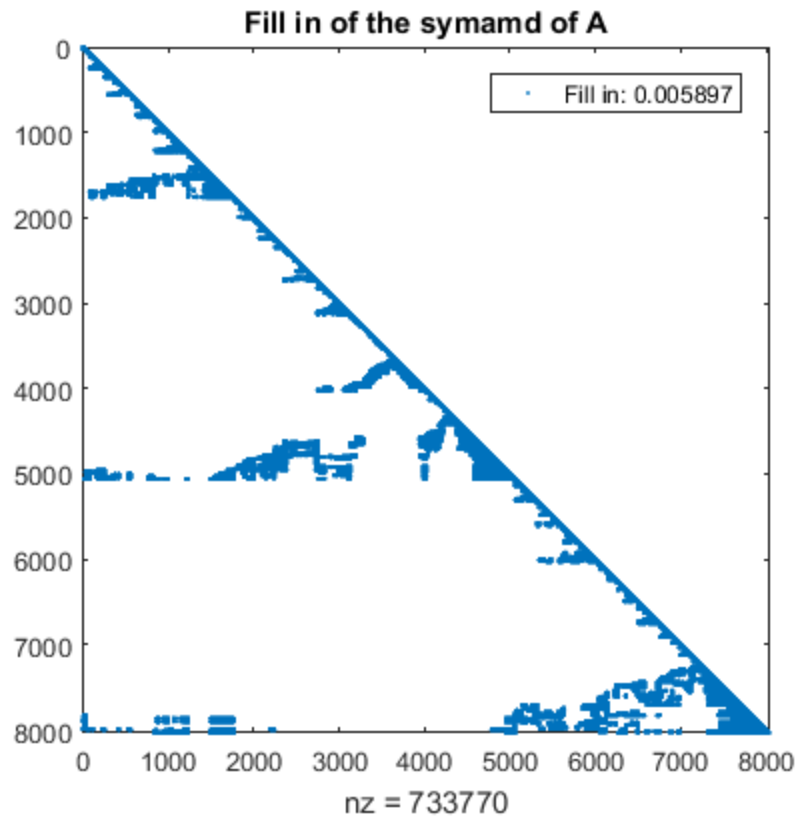
% Calculate the sparsity of C and compare it to the sparsity of A.
spar3 = 1 - nnz(C)/(row*col);
compspar2 = spar3/spar1;

% Plot the connectivity matrix of C and display the fill in.
figure
spy(C)
title('Fill in of the symamd of A')
legend(sprintf('Fill in: %f',1 - compspar2))

end

prob8 : Success!
```





Published with MATLAB® R2016a