MCEN 3030

8 Feb 2024

HW & Quiz #2 Due Sur

Last time: Root Finding

Today: Systems of linear equations

Last time: Root - Finding

Where does
$$x \cdot \exp(-x) = 0.1$$
?

$$f(x) = x \cdot \exp(-x) - 0.1$$

nonlinear

Newton-Raphson) Need
$$f'(x) = e^{-x} - xe^{-x}$$

iterative scheme: $x_{i+1} = x_i - \frac{f(x_i)}{f'(x_i)}$

Bisection) No problem in evaluating
$$f(x)$$

iterative scheme: $x_m = \frac{x_L + x_u}{a}$

if $f(x_L) \cdot f(x_m) < 0$

there is a root between $x_L & x_m$
 \Rightarrow set $x_u = x_m & repeat$

if $f(x_n) \cdot f(x_n) < 0$

there is a root between $x_m & x_m$
 \Rightarrow set $x_L = x_m & repeat$

Today we will talk about solving systems of linear equations

Systems of linear equations

 $E_X \omega / 2 \text{ variables}$:

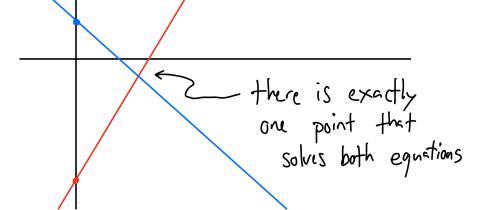
$$y = -3x + 1$$

$$y = 4x - 3$$

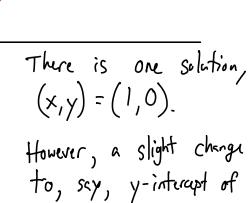
$$y = 3 - x$$

$$y = 4 - \chi$$

$$y = |.0| \chi - |.0|$$



no solutions to this System



1.05 drastically changes this

$$y = -3x + 1 \implies 3x + y = 1$$

$$y = 4x - 3 \implies -4x + y = -3$$

$$\begin{bmatrix} 3 & 1 \\ -4 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 1 \\ -3 \end{bmatrix}$$

With this matrix representation, we can solve the system a number of ways

- 1) Gaussian Elimination (next week, w/ LU decomposition)
- 2) Use the matrix inverse

If we have a system
$$A = b$$

its solution is given by $x = A^{-1}b$

At least for 2x2 metrices, the inverse calculation is fairly tractable

If
$$A = \begin{bmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{bmatrix}$$

Then
$$A^{-1} = \frac{1}{a_{11}a_{22} - a_{12}a_{21}} \begin{bmatrix} a_{22} - a_{12} \\ -a_{21} & a_{11} \end{bmatrix}$$

Ex:
$$\begin{bmatrix} 3 & 1 \\ -4 & 1 \end{bmatrix} = \frac{1}{7} \begin{bmatrix} 1 & -1 \\ 4 & 3 \end{bmatrix} = \begin{bmatrix} \frac{1}{7} & -\frac{1}{7} \\ \frac{4}{7} & \frac{3}{7} \end{bmatrix}$$

$$A^{-1} = \frac{1}{(1)(-1) - (-1)(1.01)} \cdot \begin{bmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

This is a case of an ill-conditued system => small changes to values in the problem (e.g. due to cut-off or experimental uncertainty) blow up!