WROCLAW UNIVERSITY OF TECHNOLOGY DEPARTMENT OF ELECTRONICS

FIELD: SPECIALITY: Electronics

Advanced Applied Electronics

Numerical Methods: Eigenproblems

AUTHOR: Jaroslaw M. Szumega

SUPERVISOR:

Rafal Zdunek, D.Sc, K-4/W4

GRADE:

Contents

1 Solution to the given problems														1										
	1.1	Problem 1	l.														 							1
	1.2	Problem 2	2 .														 							2
	1.3	Problem 3	3.														 							2
	1.4	Problem 4	1.														 							2
	1.5	Problem 5	5.														 							2
	1.6	Problem 6	j .														 							2
	1.7	Problem 7	7.														 							2
	1.8	Problem 8	3.														 							2
	1.9	Problem 9) .														 							2
	1.10	Problem 1	10														 							2
	1.11	Problem 1	11										•				 							2
2	Algo	orithms c	od	e.																				3
Bibliography													7											

Chapter 1

Solution to the given problems

1.1 Problem 1

Problem 1: Find the solution that best approximates the system of inconsistent linear equations:

(a)
$$\begin{cases} 3x_1 - x_2 = 4 \\ x_1 + 2x_2 = 0, \\ 2x_1 + x_2 = 1 \end{cases}$$
 (b),
$$\begin{cases} 3x_1 + x_2 + x_3 = 6 \\ 2x_1 + 3x_2 - x_3 = 1, \\ 2x_1 - x_2 + x_3 = 0, \\ 3x_1 - 3x_2 + 3x_3 = 8 \end{cases}$$
 (c)
$$\begin{cases} x_1 + x_2 - x_3 = 5 \\ 2x_1 - x_2 + 6x_3 = 1, \\ -x_1 + 4x_2 + x_3 = 0, \\ 3x_1 + 2x_2 - x_3 = 6 \end{cases}$$

- 1.2 Problem 2
- 1.3 Problem 3
- 1.4 Problem 4
- 1.5 Problem 5
- 1.6 Problem 6
- 1.7 Problem 7
- 1.8 Problem 8
- 1.9 Problem 9
- 1.10 Problem 10
- 1.11 Problem 11

Chapter 2

Algorithms code

Algorithm 1 – The classical LS fitting.

```
function [x] = classicLS(A, b)

[m,n] = size(A)

if(m >= n || rank(A) == n)
    disp(["There is an unique solution"])
    x = inv(A' * A) * A' * b;

else if ( m < n)
    disp(["Underdetermined system"])
    x = A' * inv(A * A') * b;

end
endfunction</pre>
```

Algorithm 2 – Pseudoinverse

Algorithm 3 – The orthogonal projectors

```
function [Pra, Prah, Pna, Pnah] = projectors(A)

[m,n] = size(A)

Pra = A * pseudoinverse(A)

Prah = pseudoinverse(A) * A

Pnah = eye(size(Pra)) - Pra

Pna = eye(size(Prah)) - Prah

endfunction
```

Algorithm 4 – The LS solution by SVD

```
function [x] = svdLS(A,b)

[u,s,v] = svd(A);

x = (v*pseudoinverse(s) * u') * b;

endfunctiong
```

Algorithm 5 – The LS solution by QR factorization

```
1 function [U, S, V] = svdQR(A,iterations)
 3 [n, m] = size(A); # can be rectangular matrix
 4 U=eye(n);
 5 \text{ V=eye(m)};
7 R=A';
8
9 for i = 0:iterations
10
       [Q,R]=qr(R'); # qr decompositions and updating
11
       U=U*Q;
12
       [Q,R]=qr(R');
13
       V = V * Q;
14 endfor
15 \text{ S=R'};
                         # S is R transposed
16
17 endfunction
```

Algorithm 6 – The linear regression

```
1 function [x] = regression(A, b)
 3 [m,n] = size(A
 4 [p,r] = size(b);
6 \text{ if (n != 2 || r != 1)}
 7
       disp(["The matrix does not describe the polynomial of first degree"
 8
9 else
10
       meanY = sum(b)/p
11
       meanT = sum(A(:,n))/m
12
13
       \#beta = (sum(b.*A(:,n)) - m*meanY*meanT)/(sum(A(:,n).^2) - m * meanT
          *meanT)
14
       #alpha = meanY - beta*meanT
15
16
       #more accurate b calculation
17
       first = (b.- meanY).*(A(:,n).-meanT)
18
       second = (b.-meanT).^2
       beta = sum(first)/sum(second)
19
20
       alpha = meanY - beta*meanT
21
22
       x = [alpha; beta]
23 endif
24 endfunction
```

Algorithm 7 – The TSVD algorithm

Algorithm 8 – The iterative refinement

```
1 function [x] = refinement(A,x,b,it)
2
3 for s = 1:it
4    r = b - A*x
5
6    #extended refinement
7    delta = qrLS(A,r);
8    x = x + delta
9 endfor
10 endfunction
```

Algorithm 10 – The General Cross-Validation

```
function [x] = crossvalidation(A,b, mi)

C = inv(A'*A);
M = A' * A + (mi.^2).^C'*C;

x = inv(M)*A'*b;
endfunction
```

Algorithm 11 – The Iterative Tikhonov Regularization

Algorithm ** - The General Tikhonov Regularization

```
function [x] = tikhonovGen(A,b, alpha)

x = inv(A' * A + alpha.*eye(size(A'*A))) * A' * b;

endfunction
```

Bibliography

- [1] Björck, Åke. Numerical methods for least squares problems. Society for Industrial and Applied Mathematics, 1996.
- [2] Golub, Gene H., and Charles F. Van Loan. "Matrix computations, 3rd." (1996).
- [3] Zdunek R., Numerical Methods lecture slides.