Computational Astrophysics HW3

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I. EXERCISE 2

(1) The equation of vector norm (L_p -norms):

$$||x||_p = \left(\sum_{i=1}^n |x_i|^p\right)^{\frac{1}{p}} \tag{1}$$

After calculation, we can get first and second norms 3.3 and 2.7 respectively for **infinite norm**, applying:

$$||x||_{\infty} = \max|x_i|, \quad 1 \le i \le n \tag{2}$$

and get the answer: 2.6.

(2) For the matrix A, applying the **matrix norm** formula:

$$||A|| = \max_{x \neq 0} \frac{||Ax||}{||x||} \tag{3}$$

$$||A||_1 = \max_j \sum_{i=1}^n |a_{ij}| \tag{4}$$

$$||A||_{\infty} = \max_{i} \sum_{j=1}^{n} |a_{ij}|$$
 (5)

we can get the L1-norm (maximum absolute column sum):78, and the L_{∞} -norm (maximum absolute row sum):83

II. EXERCISE 3

To evaluate the real root(s) of:

$$x^3 + 1.5x^2 - 5.75x + 4.37 = 0 (6)$$

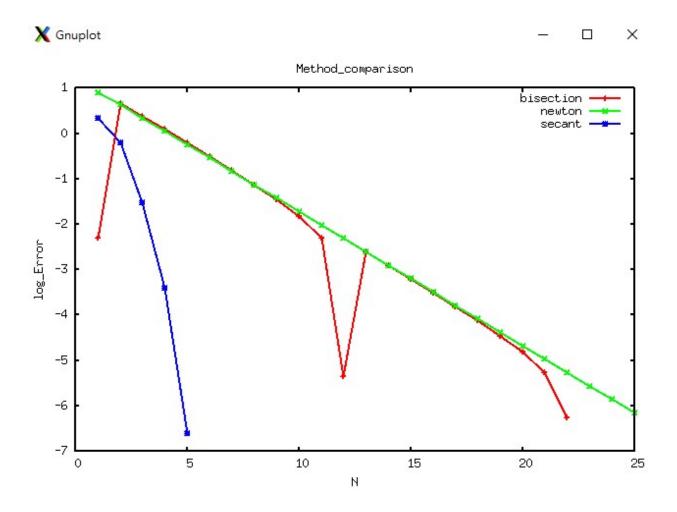


FIG. 1. Exercise3 Method comparison

using (a) bisection method with initial guess from -4.0 to -3.0; (b) Newton-Raphson's method with initial point x = -3.0 and (c) secant method with initial guess from -4.0 to -3.0, and FIG. 1. is the comparison result.

By the way, for Newton-Raphson's method, if our initial guess is x = -3.5, the iteration value N still need to approach N = 14, it seems that (c) secant method is the best way here.

III. EXERCISE 4

(1)(2)(3) The analytical calculations wrote on FIG. 2. :

(1)
$$Ax = \begin{bmatrix} 0 & 2 & 2 \\ 4 & 8 & 8 \\ 4 & 8 & 9 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ 4 & 8 & 9 \end{bmatrix} = \begin{bmatrix} 4 \\ 6 \\ 10 \end{bmatrix} = b$$

Step 1 $Ax = \begin{bmatrix} 1 & 0 & 0 \\ 4 & 1 & 0 \\ 4 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 2 & 2 \\ 4 & 6 & 8 \\ 4 & 8 & 10 \end{bmatrix} = \begin{bmatrix} 1 & 2 & 2 \\ 0 & -2 & 0 \\ 0 & 0 & 2 \end{bmatrix}, \quad M_1b = \begin{bmatrix} 1 & 0 & 0 \\ -4 & 1 & 0 \\ 4 & 0 & 1 \end{bmatrix} \begin{bmatrix} 4 \\ 6 \\ 6 \end{bmatrix} = \begin{bmatrix} 4 \\ -10 \\ -6 \end{bmatrix}$

The equivalent $Ax = \begin{bmatrix} 1 & 0 & 0 \\ 4 & 1 & 0 \\ 0 & 0 & 2 \end{bmatrix} \begin{bmatrix} 1 & 2 & 2 \\ 0 & -2 & 0 \\ 0 & 0 & 2 \end{bmatrix}, \quad M_2b = \begin{bmatrix} 1 & 0 & 0 \\ -4 & 1 & 0 \\ -6 \end{bmatrix} = \begin{bmatrix} 4 \\ -10 \\ -6 \end{bmatrix}$

The equivalent $Ax = \begin{bmatrix} 1 & 0 & 0 \\ 4 & 1 & 0 \\ 0 & 0 & 2 \end{bmatrix} \begin{bmatrix} 1 & 2 & 2 \\ 0 & -2 & 0 \\ 0 & 0 & 2 \end{bmatrix}$

$$Ax = \begin{bmatrix} 1 & 0 & 0 \\ 4 & 0 & 1 \end{bmatrix}, \quad Ax = \begin{bmatrix} 1 & 2 & 2 \\ 4 & 6 & 8 \\ 4 & 8 & 10 \end{bmatrix} = A$$

The equivalent $Ax = \begin{bmatrix} 1 & 0 & 0 \\ 4 & 0 & 1 \end{bmatrix}, \quad Ax = \begin{bmatrix} 1 & 2 & 2 \\ 4 & 6 & 8 \\ 4 & 8 & 10 \end{bmatrix} = A$

$$Ax = \begin{bmatrix} 1 & 0 & 0 \\ 4 & 0 & 1 \end{bmatrix}, \quad Ax = \begin{bmatrix} 1 & 2 & 2 \\ 4 & 6 & 8 \\ 4 & 8 & 10 \end{bmatrix} = A$$

The equivalent $Ax = \begin{bmatrix} 1 & 0 & 0 \\ 4 & 0 & 1 \end{bmatrix}, \quad Ax = \begin{bmatrix} 1 & 2 & 2 \\ 4 & 6 & 8 \\ 4 & 8 & 10 \end{bmatrix} = A$

FIG. 2. Exercise4 Gaussian elimination

IV. EXERCISE 5

(1)(2)(3) I have finished the subroutine $LU_decomposition$ in linalg.f90 and the **git gub** link is here, put two different matrix A from in-class exercise and Exercise 4, the result is the following figures:

Next, further call $solve_lower\&upper_triangular_matrix$, we can get the soltion x as the following figure, and the result indeed meets my answer in Exercise 4.

V. EXERCISE 6

- (1) I build up the code $Ex6_{-1}$ link here to build up matrix A and using $linalg_{-l}u.solve$ to get the value x, see FIG. 6.
 - (2) using another method $scipy.linalg.solve_banded$ and the code Ex6.2 link here, we

```
4.000
  2.000
                   -2.000
  4.000
           9.000
                   -3.000
 -2.000
          -3.000
                    7.000
  1.000
           0.000
                    0.000
  2.000
           1.000
                    0.000
 -1.000
           1.000
                    1.000
U
  2.000
           4.000
                   -2.000
  0.000
           1.000
                    1.000
  0.000
           0.000
                    4.000
```

Α		
1.000	2.000	2.000
4.000	6.000	8.000
4.000	8.000	10.000
L	2.000	2 5022
1.000	0.000	0.000
4.000	1.000	0.000
4.000	-0.000	1.000
U		
1.000	2.000	2.000
0.000		
7.345.757		
0.000	0.000	2.000

FIG. 3. Ex5-1 result

FIG. 4. Ex5-2 result

```
1.000
           2.000
                   2.000
  4.000
          6.000
                   8.000
  4.000
          8.000
                  10.000
                                             6.00000000000000000
                 4.0000000000000000
                                                                         10.000000000000000
         b =
vector
                 0.0000000000000000
                                             5.00000000000000000
                                                                        -3.0000000000000000
```

FIG. 5. Ex5-3 result

can get same x as from Ex6-1.

For the computing time, I use *timeit* as my tool monitoring the running time and FIG. 7. is the result. LU decomposition costs about 1.74ms, and bandmatrix method cost only about $542\mu s$

(3) By using np.linalg.cond, the condition number of matrix A is about 130661079.52047908

```
(compAstro) [yhkuo@fomalhaut EX6]$ python EX6 1.py
[[1.26250000e+03]
 [7.47500000e+03]
 [1.85385000e+04]
 [3.43550000e+04]
 [5.48275000e+04]
 [7.98600000e+04]
 [1.09357500e+05]
 [1.43226000e+05]
 [1.81372500e+05]
 [2.23705000e+05]
 [2.70132500e+05]
 [3.20565000e+05]
 [3.74913500e+05]
 [4.33090000e+05]
 [4.95007500e+05]
 [5.60580000e+05]
 [6.29722500e+05]
 [7.02351000e+05]
 [7.78382500e+05]
 [8.57735000e+05]
 [9.40327500e+05]
 [1.02608000e+06]
 [1.11491350e+06]
 [1.20675000e+06]
 [1.30151250e+06]
 [1.39912500e+06]
 [1.49951250e+06]
 [1.60260100e+06]
 [1.70831750e+06]
 [1.81659000e+06]
 [1.92734750e+06]
 [2.04052000e+06]
 [2.15603850e+06]
 [2.27383500e+06]
 [2.39384250e+06]
  2.51599500e+06
```

FIG 6 Ex6-1 (a portion of) x

```
In [137]: runcell(0, 'C:/Users/user/untitled8.py')
542 μs ± 35.5 μs per loop (mean ± std. dev. of 7 runs, 1000 loops each)
1.74 ms ± 73.6 μs per loop (mean ± std. dev. of 7 runs, 1000 loops each)
```

FIG. 7. Ex6-2 Computing time