

# Finalexam-part2

23307130428 姚馨悦

## 1、python编程

```
import numpy as np

def matrix_stats(mat):
    arr = np.array(mat)
    mean_val = np.mean(arr)
    std_val = np.std(arr)

    if std_val == 0:
        sr_val = np.nan if mean_val == 0 else (np.inf if mean_val > 0 else -np.inf)
    else:
        sr_val = mean_val / std_val

    return {
        'max': np.max(arr),
        'min': np.min(arr),
        'mean': mean_val,
        'std': std_val,
        'sr': sr_val,
        'sum': np.sum(arr),
    }

if __name__ == '__main__':

    A = np.array([[1, 2, 3], [4, 5, 6]])
    B = np.array([[-1, 0], [0, 1]])

    print(f"matrix_stats(A): {matrix_stats(A)}")
    print(f"matrix_stats(B): {matrix_stats(B)}")

    # Test Case 1: 正常输入
    C1 = [[1, 2, 3], [4, 5, 6]]
    print(C1)
    print(f"matrix_stats(C1): {matrix_stats(C1)}")

    # Test Case 2: 正常输入 - 包含负数和零
    C2 = [[-5, -3, 0], [2, 4, 8]]
    print(f"matrix_stats(C2): {matrix_stats(C2)}")

    # Test Case 3: 正常输入 - 浮点数矩阵
    C3 = [[1.5, 2.5], [3.5, 4.5]]
    print(f"matrix_stats(C3): {matrix_stats(C3)}")

    # Test Case 4: 边界输入 - 单个元素矩阵(1x1)
    C4 = [[42]]
    print(f"matrix_stats(C4): {matrix_stats(C4)}")

    # Test Case 5: 边界输入 - 一维矩阵
```

```

C5 = [1, 2, 3, 4, 5]
print(f"matrix_stats(C5): {matrix_stats(C5)}")

# Test Case 6: 异常输入 - 空矩阵
C6 = []
try:
    print(f"matrix_stats(C6): {matrix_stats(C6)}")
except Exception as e:
    print(f"{type(e).__name__}: {e}")

# Test Case 7: 异常输入 - 不规则矩阵
C7 = [[1, 2], [3, 4, 5], [6]]
try:
    print(f"matrix_stats(C7): {matrix_stats(C7)}")
except Exception as e:
    print(f"{type(e).__name__}: {e}")

```

- 计算A、B的统计量：

```

matrix_stats(A): {'max': np.int64(6), 'min': np.int64(1), 'mean': np.float64(3.5), 'std':
np.float64(1.707825127659933), 'sr': np.float64(2.04939015319192), 'sum': np.int64(21)}

matrix_stats(B): {'max': np.int64(1), 'min': np.int64(-1), 'mean': np.float64(0.0), 'std':
np.float64(0.7071067811865476), 'sr': np.float64(0.0), 'sum': np.int64(0)}

```

- 发现bug：求'sr'除0时（std\_val == 0）会产生异常。故额外增加判断。

## 2、Matlab作图

```

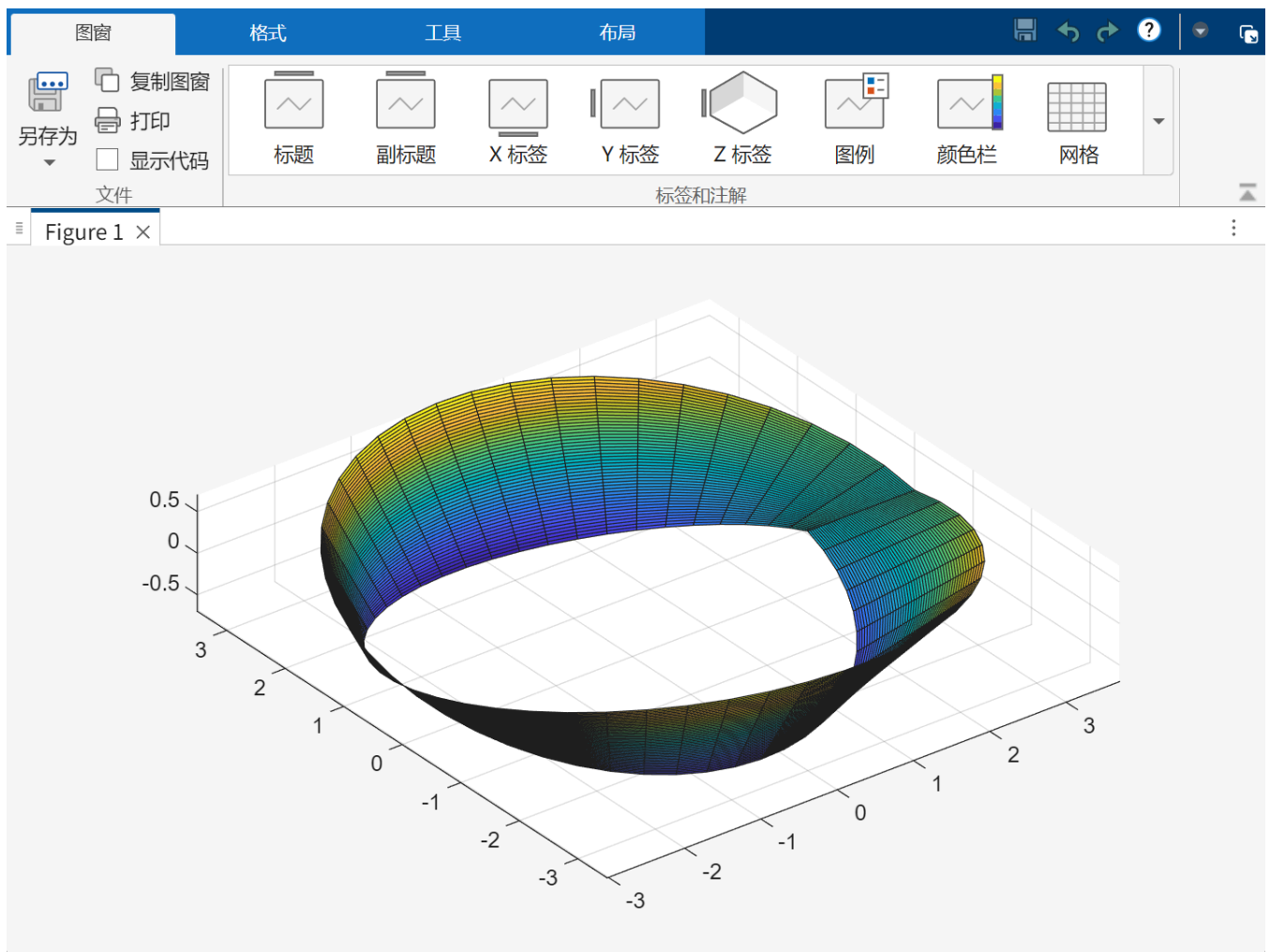
R = 3;
r = 0.7;

u = linspace(-r, r, 50);
v = linspace(0, 2*pi, 50);
[u, v] = meshgrid(u, v);

X = (R + u.*cos(v/2)) .* cos(v);
Y = (R + u.*cos(v/2)) .* sin(v);
Z = u .* sin(v);

surf(X, Y, Z);
axis equal

```



### 3、利用Mathematica

1、求如下无穷级数的和：

```
Sum[Cos[Pi/n]/n^3,{n,1,Infinity}]
```

2、求如下定积分的值

```
Integrate[Sin[x] / (x (Exp[x]+1)^2),{x, 0,nfinity}]
```

```
In[38]:= NSum[Cos[Pi / n] / n ^ 3, {n, 1, Infinity}]
```

```
Out[38]= -0.948855
```

```
In[39]:= NIntegrate[Sin[x] / (x (Exp[x]+1) ^ 2), {x, 0, Infinity}]
```

```
Out[39]= 0.170971
```

## 4、渲染

# Linear Least Squares

Linear least squares (LLS) is the least squares approximation of linear functions to data. It is a set of formulations for solving statistical problems involved in [linear regression](#), including variants for ordinary (unweighted), weighted, and generalized (correlated) residuals. Numerical methods for linear least squares include inverting the matrix of the normal equations and orthogonal decomposition methods.

## Basic Formulation

Consider the linear equation

$$\mathbf{A}\mathbf{x}=\mathbf{b}$$

where  $\mathbf{A} \in R^{m \times n}$  and  $\mathbf{b} \in R^m$  is variable to be computed. When  $m > n$ , it is generally the case that Eq. (1) has no solution. For example, there is no value of  $x$  that satisfies

$$\begin{bmatrix} 1 & 0 \\ 0 & 1 \\ 1 & 1 \end{bmatrix} x = \begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix}$$

because the first two rows require that  $x = (1, 1)$ , but then the third row is not satisfied. Thus, for  $m > n$ , the goal of solving Eq. (1) exactly is typically replaced by finding the value of  $x$  that minimizes some error. There are many ways that the error can be defined, but one of the most common is to define it as  $\|\mathbf{Ax} - \mathbf{b}\|^2$ . This produces a minimization problem, called a least squares problem

$$\text{minimize}_{x \in R^n} \|\mathbf{Ax} - \mathbf{b}\|^2$$

The solution to the least squares problem is computed by solving the *normal equation*

$$\mathbf{A}^T \mathbf{Ax} = \mathbf{A}^T \mathbf{b}$$

where  $\mathbf{A}^T$  denotes the transpose of the matrix  $\mathbf{A}$ .