

# Math 170A HW1

Neo Lee

04/07/2023

**Problem 1.** Done.

**Problem 2.** Done.

**Problem 3.** Figure 1 is the function that implements  $AB\vec{x}$  through  $(AB)\vec{x}$ :

```
1 function flops = A_times_B(A, B, x)
2
3 flops = 0;
4 C = A;
5 for i = 1:size(A,1)
6     for j = 1:size(A,2)
7         foo = 0;
8         for k = 1:size(A,2)
9             foo = foo + A(i,k) * B(k,j);
10            flops = flops + 2;
11        end
12        C(i,j) = foo;
13    end
14 end
15
16 y = zeros(size(x));
17 for i = 1:size(C,1)
18     for j = 1:size(x,1)
19         y(i) = y(i) + C(i,j) * x(j);
20         flops = flops + 2;
21     end
22 end
23 end
```

Figure 1:  $(AB)\vec{x}$  function

Figure 2 shows the flop count for the function:

```
Command Window
>> flops = zeros(1,4); j = 1;
for i = [100, 200, 400, 800]
A = rand(i); B = rand(i); x = rand(i,1);
flops(j) = A_times_B(A,B,x);
j = j + 1;
end
flops
flops =
1.0e+09 *
0.0020    0.0161    0.1283    1.0253
```

Figure 2: Flop count for  $(AB)\vec{x}$  function

Figure 3 is the function that implements  $AB\vec{x}$  through  $A(B\vec{x})$ :

```

1 function flops = B_times_x(A, B, x)
2
3     flops = 0;
4     y = zeros(size(x));
5     for i = 1:size(B,1)
6         for j = 1:size(x,1)
7             y(i) = y(i) + B(i,j) * x(j);
8             flops = flops + 2;
9         end
10    end
11
12    z = zeros(size(y));
13    for i = 1:size(A,1)
14        for j = 1:size(y,1)
15            z(i) = z(i) + A(i,j) * y(j);
16            flops = flops + 2;
17        end
18    end
19 end

```

Figure 3:  $A(B\vec{x})$  function

Figure 4 shows the flop count for the function:

```

Command Window
>> flops = zeros(1,4); j = 1;
for i = [100, 200, 400, 800]
    A = rand(i); B = rand(i); x = rand(i,1);
    flops(j) = B_times_x(A,B,x);
    j = j + 1;
end
flops
flops =
    40000    160000    640000   2560000

```

Figure 4: Flop count for  $A(B\vec{x})$  function

We can see apparently that the implementation of  $A(B\vec{x})$  uses significantly fewer flops.

It is because assuming  $n \times n$  matrix  $A$  and  $B$ , the total number flops for  $AB$  is  $2n^3$ . After computing  $C = AB$ , we need to multiply  $C$  with  $\vec{x}$ , which requires another  $2n^2$  flops. Hence,  $(AB)\vec{x}$  requires  $2n^3 + 2n^2$  flops in total with time complexity  $O(n^3)$ .

On the other hand,  $\vec{z} = A(B\vec{x})$  requires  $2n^2$  flops to compute  $\vec{y} = B\vec{x}$ , and  $2n^2$  flops to compute  $\vec{z} = A\vec{y}$ . Hence, in total  $A(B\vec{x})$  requires only  $4n^2$  flops with time complexity  $O(n^2)$ .

#### Problem 4.

- (a)
  - 5-th line initializes matrix  $Z$  of dimension  $m \times m$  with all entries equal 0.
  - 6-th line initializes diagonal matrix  $D$  of dimension  $m \times m$  with diagonal entries equal to  $m$ .
  - 7-th line initializes subdiagonal matrix  $subD$  of dimension  $m \times m$  with subdiagonal entries equal to  $m$ .
  - 8-th line creates a matrix  $A$  of dimension  $m \times m$  with diagonal entries equal to  $m$  and subdiagonal entries equal to  $-m$ . (Note:  $A = D - subD$ ; would do the same work.)
  - 10-th line initializes a row vector  $\vec{v}$  with  $m$  elements, which represents the equally separated points for  $x \in [0, 1]$ .
  - 11-th line creates a vector  $\vec{b}$  by squaring each entry of  $\vec{v}$ , followed by transposing it to a column vector. It represents right hand side of the equation  $x^2$  at each step interval.
  - 13-th line solve the linear system  $A\vec{u} = \vec{b}$  to find  $\vec{u}$ , which is a vector of all the approximations of  $u(x)$  at each step interval.
  - 15-th to 18-th lines plot the analytic solution to the ODE,  $u(x) = \frac{x^3}{3}$ , by plotting the value of  $\frac{x^3}{3}$  at 100 equally separated points between 0 and 1.

- 20-th to 24-th lines plot the approximated solution to the ODE at  $m$  equally separated points between 0 and 1.

(b) Figure 5 shows the plot of *solve\_ODE* for  $m = 3, 10, 50$ :

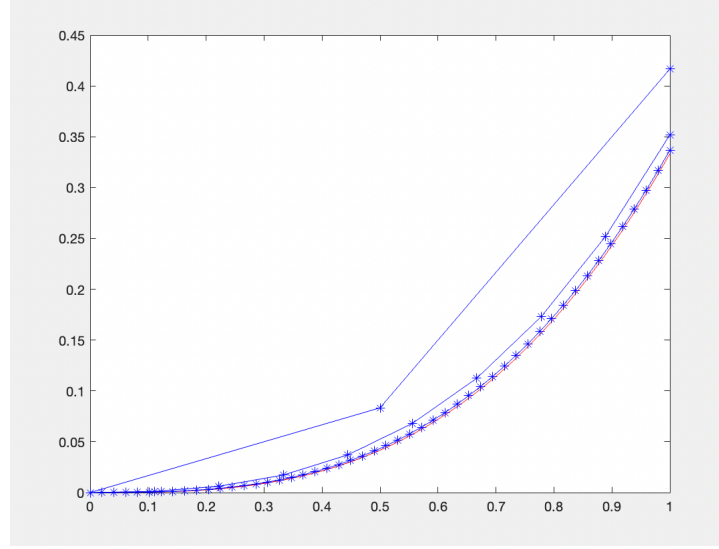


Figure 5: Plot of *solve\_ODE*

We can see the blue curve gets closer and closer to the red curve as  $m$  increases, which means the approximation is getting closer and closer to the analytic solution. It is because as the interval  $m$  gets smaller, the approximation gets more accurate. This agrees with the prediction from finite forward difference approximation where  $u'(x) \approx \frac{u(x+\frac{1}{m})-u(x)}{\frac{1}{m}}$ , and when  $m$  gets bigger, the approximation gets closer to the actual value.

**Problem 5.** Let  $u_i = u(x_i)$  for which  $x_i - x_{i-1} = h = \frac{1}{5}$ . Since  $u''(x) - u(x) = 2$  is true for all  $x \in (0, 1)$ , we can say the following for  $x_i \in (0, 1)$

$$\begin{aligned} u_i'' - 3u_i &= 2 \\ \frac{u_{i+1} - 2u_i + u_{i-1}}{h^2} - 3u_i &\approx 2 \\ 25u_{i+1} - 50u_i + 25u_{i-1} - 3u_i &\approx 2 \\ -\frac{25}{53}u_{i+1} + u_i - \frac{25}{53}u_{i-1} &\approx -\frac{2}{53}. \end{aligned}$$

Then, given  $u_0 = u_5 = 0$ , we can construct the system of linear equations:

$$\begin{bmatrix} 1 & \frac{-25}{53} & 0 & 0 \\ \frac{-25}{53} & 1 & \frac{-25}{53} & 0 \\ 0 & \frac{-25}{53} & 1 & \frac{-25}{53} \\ 0 & 0 & \frac{-25}{53} & 1 \end{bmatrix} \begin{bmatrix} u_1 \\ u_2 \\ u_3 \\ u_4 \end{bmatrix} = \begin{bmatrix} \frac{-2}{53} \\ \frac{-2}{53} \\ \frac{-2}{53} \\ \frac{-2}{53} \end{bmatrix}.$$