



Name and section: _____

ID number: _____

E-mail: _____

1. Implement the Gaussian elimination algorithm in MATLAB (or in any other programming language). Subsequently, create a function (or subroutine) stored as `my_linsolver.m`, which utilizes Gaussian elimination and backward substitution to solve a system consisting of n linear equations written in the form of

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

with A being an $n \times n$ non-singular matrix, \mathbf{b} a given n -dimensional column vector, and \mathbf{x} the (n -dimensional) solution vector. Also, the first line of your function (in MATLAB) should read: `function x = my_linsolver(A,b)` and the inputs must be a square matrix A and rhs (right-hand-side) vector \mathbf{b} . Note that the output of your function is just the solution vector \mathbf{x} . Test your code with the 3×3 system:

$$\begin{aligned} 3x_1 + x_2 + 4x_3 &= 6, \\ x_2 - 2x_3 &= -3, \\ x_1 + 2x_2 - x_3 &= -2. \end{aligned}$$

The exact solution is $\mathbf{x} = [1, -1, 1]^T$. Then, use your function in order to solve the 4×4 system:

$$\begin{aligned} x_1 + x_2 + x_4 &= 2, \\ 2x_1 + x_2 - x_3 + x_4 &= 1, \\ 4x_1 - x_2 - 2x_3 + 2x_4 &= 0, \\ 3x_1 - x_2 - x_3 + x_4 &= -3. \end{aligned}$$

Compute the l_2 -norm of the residual $\|\mathbf{b} - A\hat{\mathbf{x}}\|_2$ where $\hat{\mathbf{x}}$ is the solution computed for the 4×4 system. Attach **all** your codes and provide MATLAB output.

2. Write a MATLAB function (or subroutine) stored as `my_linsolver_lu.m` which utilizes the LU decomposition. The first line of your function (in MATLAB) should read: `function x = my_linsolver_lu(A,b)` and internally must employ Gaussian elimination (in order to convert A into U and L) together with forward and backward substitutions (recall the algorithm for solving a linear system by LU decomposition). Then, use your function to solve the 4×4 linear system of Question 1 **only**. Attach your codes and provide MATLAB output.

3. Write a MATLAB function called `trisolve.m` in order to solve the linear system $A\mathbf{x} = \mathbf{f}$ where A is a tridiagonal $n \times n$ matrix of the form of

$$A = \begin{bmatrix} a_1 & c_1 & & & \\ b_2 & a_2 & c_2 & & \\ & \ddots & \ddots & \ddots & \\ & & \ddots & \ddots & c_{n-1} \\ & & & b_n & a_n \end{bmatrix}.$$

Its first line should read: `function x = trisolve(a,b,c,f)`. The inputs here are the n -dimensional vectors: \mathbf{a} , \mathbf{b} , \mathbf{c} and \mathbf{f} , and the output is the solution vector \mathbf{x} . Test your code with the 5×5 system with $a_i = 2$, $b_i = -1$, $c_i = -1$, and rhs vector $\mathbf{f} = [1, 0, 0, 0, 1]^T$. The exact solution is $x = [1, 1, 1, 1, 1]^T$. Attach your code and provide MATLAB output.

4. Consider the second-order, non-homogeneous ordinary differential equation

$$u'' - u = x, \quad (1)$$

where $u = u(x)$ satisfies the boundary conditions: $u(0) = u(1) = 0$. Problems of this sort [cf. (1)] together with boundary conditions on the unknown function $u(x)$ are called **boundary value problems** (BVPs) while the ODE given is called the *Helmholtz equation*.

- (a) Use Taylor series to show that the second derivative of a function $u(x) \in C^4$ at a point x_0 can be approximated by:

$$u''(x_0) \approx \frac{u(x_0 + h) - 2u(x_0) + u(x_0 - h)}{h^2} + O(h^2).$$

This is called a **centered, finite difference approximation of the second derivative**.

- (b) Use the approximation from part (a) and your `trisolve.m` function from question 2 in order to solve the BVP of Eq. (1) with $n = 24$ (see *Hints*, for details). If the exact solution to Eq. (1) is given by

$$u_{\text{exact}}(x) = \frac{e}{e^2 - 1} (e^x - e^{-x}) - x,$$

plot the numerical and exact solutions in the **same** figure using a different marker (say, open circles and solid line, respectively) and include a legend. Finally, calculate the l_2 -norm of the absolute error: $\|u_{\text{exact}} - u_{\text{numerical}}\|_2$.

Include your code, any figure and MATLAB output.

Hints:

- (a) Divide the interval $[0, 1]$ into $n + 1$ equal subintervals and set $x_i = ih$, $i = 0, 1, \dots, n + 1$ such that $(n + 1)h = 1$ holds. This way, you create an one-dimensional computational grid (or mesh).
- (b) Then, we are interested in looking for the approximate solution $u(x_i) \equiv u_i$ with $i = 1, \dots, n$ using the boundary conditions $u_0 = u_{n+1} = 0$.

(c) To do so, the BVP at the discrete level is written as a difference equation:

$$\begin{aligned}\frac{u_{i+1} - 2u_i + u_{i-1}}{h^2} - u_i &= x_i, \Rightarrow \\ u_{i+1} - (2 + h^2) u_i + u_{i-1} &= h^2 x_i, \quad i = 1, \dots, n.\end{aligned}$$

Note that the latter equation is just a linear system of the form of $A\mathbf{x} = \mathbf{f}$ with A being a tridiagonal matrix.