

```
a)
      >> D = (eye(7) - C)
      D=
        0.8412 -0.0064 -0.0025 -0.0304 -0.0014 -0.0083 -0.1594
       -0.0264 -0.1506 0.6443 -0.0139 -0.0142 -0.0070 -0.0236
       -0.3299 -0.0565 -0.0495 0.6364 -0.0204 -0.0483 -0.0649
       -0.0089 -0.0081 -0.0333 -0.0295 0.6588 -0.0237 -0.0020
       -0.1190 -0.0901 -0.0996 -0.1260 -0.1722 0.7632 -0.3369
       -0.0063 -0.0126 -0.0196 -0.0098 -0.0064 -0.0132 0.9988
      >> xx_vect = rref([D d])
      xx_vect =
       1.0e+05 *
        0.0000
                 0
                      0
                           0
                                0
                                     0
                                          0 0.9958
          0.0000
                      0
                           0
                                0
                                     0
                                          0 0.9770
          0
               0.0000
                           0
                                0
                                     0
                                          0 0.5123
          0
               0
                    0.0000
                                0
                                     0
                                          0 1.3157
          0
               0
                         0.0000
                                     0
                                          0 0.4949
          0
               0
                    0
                         0
                              0.0000
                                          0 3.2955
          0
               0
                    0
                         0
                              0
                                   0 0.0000 0.1384
b)
      >> d=[98756;83627;17625;12220;76534;5463;9677];
      >> xx_vect = rref([D d])
      xx_vect =
       1.0e+05 *
        0.0000
                      0
                           0
                                0
                                          0 1.2735
          0.0000
                      0
                           0
                                0
                                     0
                                          0 1.3280
          0
               0.0000
                           0
                                0
                                     0
                                          0 0.7085
```

0

0

0.0000

0

0

0 1.1673

```
0
            0
               0
                   0.0000
                             0
                                 0 1.3229
        0
            0
               0
                   0
                       0.0000
                                 0 1.0856
        0
            0
               0
                   0
                       0
                           0 0.0000 0.1699
c)
          Program:
     load ps3no1.mat;
     C
     xk=0;
     for k=0:16
        xk=d+C*xk
     end
          Output after 16 iterations:
     k =
          16
     xk =
      1.0e+05 *
      0.9770 0.9770 0.9770 0.9770 0.9770 0.9770 0.9770
      0.5123  0.5123  0.5123  0.5123  0.5123  0.5123
      1.3157 1.3157 1.3157 1.3157 1.3157 1.3157
      0.4949 0.4949 0.4949 0.4949 0.4949 0.4949
      3.2955 3.2955 3.2955 3.2955 3.2955 3.2955
```

Not sure why xk is shown as a 7x7 matrix instead of a column vector



