

**Department of Computer Science & Engineering**  
**University of Asia Pacific (UAP)**

**Program: B.Sc. in Computer Science and Engineering**

**Final Examination**

**Fall 2020**

**3<sup>rd</sup> Year 2<sup>nd</sup> Semester**

**Course Code: CSE 313**

**Course Title: Numerical Methods**

**Credits: 3**

**Full Marks: 120\* (Written)**

**Duration: 2 Hours**

\* Total Marks of Final Examination: 150 (Written: 120 + Viva: 30)

**Instructions:**

1. There are **Four (4)** Questions. Answer all of them. All questions are of equal value. Part marks are shown in the margins.
2. Non-programmable calculators are allowed.

1. a) Find the values of  $[x_1, x_2, x_3]$  by solving the following set of linear equations using **LU Decomposition** 20

$$\begin{bmatrix} 2 & 8 & -11 \\ 1 & 6 & 4 \\ 16 & \text{☉} & 3 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 7 \\ -6 \\ 10 \end{bmatrix}$$

**Note:** Please replace the coefficient of  $x_2$  (☉) in the equation (iii) with the multiplication of your roll number (e.g. xxxxxx51) and 0.1 (i.e.  $51 \times 0.1$ ).

- b) Can LU Decomposition be used to find the inverse of the above coefficient matrix presented in question 1. (a)? If yes, then find the inverse of that square matrix using the L and U matrices obtained while answering question 1. (a). 10

2. a) The upward velocity of a rocket is given as a function of time in the Table 1. Find the velocity at  $t = \text{☉}$  seconds using the **Lagrangian method** for Quadratic interpolation. 20

**Table 1: Velocity as a function of time**

$t$ (s)	$v(t)$ (m/s)
8	227.04
36	1004.597
65.75	1902.249
95.5	2799.901
125.25	3697.553
155	4595.205
184.75	5492.857

**Note:** Please replace the value of  $t$  (☉) in the question with the addition of your roll number (e.g. xxxxxx51) and 10 (i.e.  $51 + 10$ ).

- b) How will you calculate the absolute relative approximate error  $|\epsilon_a|$  obtained between the results from the first order (Linear interpolation) and second order (Quadratic interpolation) polynomial? 10

**Note:** You have to solve question 2. (a) using the **Lagrangian method** for Linear interpolation to answer question 2. (b).

3. a) Find the most nearly value of  $\int_a^b x^3 e^x dx$  by using **two-point Gauss quadrature rule**. 20
- Assume that the values of weighting factors are,  $c_1 = 1$ ,  $c_2 = 1$ , and function arguments are,  $x_1 = -0.5773550269$ ,  $x_2 = 0.5773550269$ .
- Note:** Please assume the value of  $a$  is the multiplication of your roll number (e.g. xxxxxx51) and **0.2** (i.e.  $51 \times 0.2$ ), and the value of  $b$  is  $a + 3$ .
- b) Find the true error,  $E_t$  and absolute relative true error,  $|\epsilon_a|$  for question 3. (a). 10
4. a) Given  $2 \frac{dy}{dx} + 7y^2 = \sin x$ ,  $y(0.4) = \bullet$  and using a step size of  $h = 0.4$ , find the most nearly value of  $y(1.2)$  using the Runge-Kutta 2<sup>nd</sup> order method (you can choose anyone among the three methods taught in the class). 20
- Note:** Please replace the initial value of  $y$  ( $\bullet$ ) with the multiplication of your roll number (e.g. xxxxxx51) and **0.2** (i.e.  $51 \times 0.2$ ).
- b) What method of the Runge-Kutta 2<sup>nd</sup> order have you used to solve question 4. (a)? Why have you chosen that method? Justify your answer. 10

OR

- a) Consider Figure 1 below. The cross-sectional area  $A$  of a gutter with equal base and edge length of 2 is given by  $A = 4 \sin \theta (1 + \cos \theta)$ . Using the Golden Section Search method, find the angle  $\theta$  which maximizes the cross-sectional area of the gutter. Using an initial interval of  $\left[0, \frac{\bullet}{2}\right]$ , find the maximum cross-sectional area  $A$  after **3 iterations**. 20

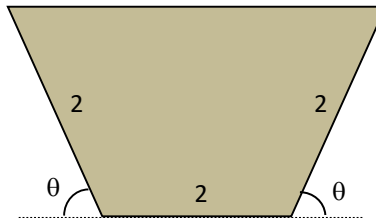


Figure 1

- Note:** Please replace the value of  $\bullet$  in the initial interval with the multiplication of your roll number (e.g. xxxxxx51) and **0.2** (i.e.  $51 \times 0.2$ ).
- b) What would be the scenario if the Equal Interval Search method is applied to solve **OR(a)** of question 4? Explain considering the fundamentals of the Equal Interval Search method. 10