

MAS3114 MATLAB Assignment 3

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WARNING: You will receive a zero on this assignment if you fail to enter your name, UF ID, and the seed in the random number generator.

```
clear
% Initialize the random number generator by typing the command
rng(#####, 'twister')
% where ##### must be your 8-digit UF ID number
```

Exercise 1 -- Solving a linear system $Ax = b$, where A is 3×3

Extra Credit (3 points): Do research online and compare two commands $A \backslash b$ and $\text{inv}(A) * b$.

```
n = randi([5,10]);
n = n*1000;
A = randi([-8, 8], n, n);
b = randi([-8, 8], n, 1);
% Elapsed time for A\b
tic
A\b;
toc
```

Elapsed time is 20.267601 seconds.

```
% Elapsed time for inv(A)*b
tic
inv(A)*b;
toc
```

Elapsed time is 78.902776 seconds.

- When A is an $n \times n$ invertible matrix, which command is faster and which command is more accurate when calculating the unique solution?
- In general, $A \backslash b$ returns ...

1A

```
A = [1 2 3; 4 5 6; 7 8 9]
```

```
A = 3x3
     1     2     3
     4     5     6
     7     8     9
```

```
rref(A)
```

```
ans = 3x3
```

1	0	-1
0	1	2
0	0	0

A is not invertible because $\text{rref}(A)$ does not have a pivot position in each column and row ($\text{rank}(A)$ does not equal n).

Conclusion: $\det(A) = 0$

```
% check determinant of A using MATLAB
det(A)
```

```
ans = 6.6613e-16
```

```
det(sym(A))
```

```
ans = 0
```

```
% Use MATLAB code to find the determinant of A transpose
AT = [1 4 7; 2 5 8; 3 6 9];
det(sym(AT))
```

```
ans = 0
```

Conclusion:

- $\det A^T = \det A = 0$
- A^T is singular when A is not invertible. Provide a reason based on the matrix A (see the property mentioned in the lecture). Since $\det(A) = 0$, A is singular. Since $\det(A) = \det(A^T)$, $\det(A^T) = 0$. Therefore, A^T is singular as well.

1B

```
A1 = [1 2 2; 0 1 4; 1 1 -2]
```

```
A1 = 3x3
     1     2     2
     0     1     4
     1     1    -2
```

```
b1 = [5; 5; 0]
```

```
b1 = 3x1
     5
     5
     0
```

```
% Solve the system A1x = b1 using RREF
Partic_Sol(A1, b1)
```

```
Ax = b has infinitely many solutions, and below is
the particular solution by setting free variables as zeros
ans = 3x1
    -5
```

5
0

```
% Solve the system using x=A^(-1)*b  
x = A1\b1
```

Warning: Matrix is singular to working precision.

```
x = 3x1  
NaN  
NaN  
NaN
```

```
% Solve the system using Cramer's rule  
CramersRule3x3(A1, b1)
```

Matrix A is singular, so Cramer's rule cannot be applied.

Conclusion: The system $A_1x = b_1$ is consistent, and its solution is $x_3 \begin{bmatrix} 6 \\ -4 \\ 1 \end{bmatrix} + \begin{bmatrix} -5 \\ 5 \\ 0 \end{bmatrix}$.

1C

```
% repeat the process for A1x = b2  
b2 = [5; 1; 0]
```

```
b2 = 3x1  
5  
1  
0
```

```
Partic_Sol(A1, b2)
```

Ax = b has no solution.

```
ans =  
  
[]
```

```
x = A1\b2
```

Warning: Matrix is singular to working precision.

```
x = 3x1  
NaN  
Inf  
-Inf
```

```
CramersRule3x3(A1, b2)
```

Matrix A is singular, so Cramer's rule cannot be applied.

Conclusion: The system $A_1x = b_2$ is inconsistent, and its solution is N/A (has no solution).

1D

```
% repeat the process for A2x = b2  
A2 = [1 2 2; 0 1 4; 1 1 2]
```

```
A2 = 3x3
     1     2     2
     0     1     4
     1     1     2
```

```
Partic_Sol(A2, b2)
```

$Ax = b$ has a unique solution.

```
ans = 3x1
     -3
      5
     -1
```

```
x = A2\b2
```

```
x = 3x1
     -3
      5
     -1
```

```
CramersRule3x3(A2, b2)
```

```
ans = 3x1
    -3.0000
     5.0000
    -1.0000
```

Conclusion: The system $A_2x = b_2$ is consistent, and its solution is $\begin{bmatrix} -3 \\ 5 \\ -1 \end{bmatrix}$.

Exercise 2 -- Solving a linear system $Ax = b$, where A is $m \times n$

2A see the file CramersRule.m

2B

```
% Create three random systems and solve each system using the three methods
```

```
A1 = randi([-8,8],6,3)
```

```
A1 = 6x3
      4     -5      6
     -1      8     -5
     -5      8     -4
     -2     -8      4
     -8     -5      8
      8      2      7
```

```
b1 = randi([-8,8],6,1)
```

```
b1 = 6x1
     -7
      5
      8
      7
      8
     -3
```

```
A2 = randi([-8,8],3,6)
```

```
A2 = 3×6
    -1     2     1     2     7     2
     4     4     0    -5     8    -1
     6     0    -7    -2     4    -8
```

```
b2 = randi([-8,8],3,1)
```

```
b2 = 3×1
     5
     4
     8
```

```
A3 = randi([-8,8],4,4)
```

```
A3 = 4×4
     8    -3    -2    -7
    -3    -6     2    -4
    -5    -5    -7     5
    -7    -5    -6    -7
```

```
b3 = randi([-8,8],4,1)
```

```
b3 = 4×1
     8
    -3
     2
     4
```

```
% Solve system A1x = b1
Partic_Sol(A1, b1)
```

Ax = b has no solution.

```
ans =

[]
```

```
x = A1\b1
```

```
x = 3×1
   -1.0788
    0.3879
    0.3382
```

```
CramersRule(A1, b1)
```

Matrix A is not square, so Cramer's rule cannot be applied.

```
% Solve system A2x = b2
Partic_Sol(A2, b2)
```

Ax = b has infinitely many solutions, and below is the particular solution by setting free variables as zeros

```
ans = 6×1
   -1.9333
```

```

2.9333
-2.8000
0
0
0

```

```
x = A2\b2
```

```

x = 6x1
    0
    0
    0
    0.5787
    0.7665
   -0.7614

```

```
CramersRule(A2, b2)
```

Matrix A is not square, so Cramer's rule cannot be applied.

```

% Solve system A3x = b3
Partic_Sol(A3, b3)

```

```

Ax = b has a unique solution.
ans = 4x1
    0.5119
    0.1375
   -0.9884
   -0.3343

```

```
x = A3\b3
```

```

x = 4x1
    0.5119
    0.1375
   -0.9884
   -0.3343

```

```
CramersRule(A3, b3)
```

```

ans = 4x1
    0.5119
    0.1375
   -0.9884
   -0.3343

```

2C Observe all results from both Exercises 1 and 2.

- When A is invertible, which method(s) returns a unique solution \mathbf{x} ? Cramer's Rule, $\mathbf{x} = \mathbf{A}/\mathbf{b}$ (dividing matrix A by matrix b to solve for x, using the equation $\mathbf{Ax} = \mathbf{b}$), partic_soln: using $\text{rank}(\mathbf{A}) == n$ or the number of pivots columns == number of columns in a matrix, find where the matrix have no solutions, infinite solutions, or one solution. Then finding the solution, if the matrix only has one, by making a vector of just the last column once the matrix is in rref (the answers).
- When $\mathbf{Ax} = \mathbf{b}$ is consistent where A is an $n \times n$ noninvertible matrix, , which method(s) returns a correct solution \mathbf{x} ? partic soln: specifics are stated above

- When $A\mathbf{x} = \mathbf{b}$ is consistent where A is not a square matrix ($m \times n$), , which method(s) returns a correct solution \mathbf{x} ? partic soln: specifics are stated above

Exercise 3 -- The Rank Theorem

3A

```
A1 % display A1 first
```

```
A1 = 6x3
     4    -5     6
    -1     8    -5
    -5     8    -4
    -2    -8     4
    -8    -5     8
     8     2     7
```

```
N1 = null(A1, 'r') % each column represents a vector in a basis for Nul A1
```

```
N1 =

3x0 empty double matrix
```

```
[B, pivcol] = rref(A1)
```

```
B = 6x3
     1     0     0
     0     1     0
     0     0     1
     0     0     0
     0     0     0
     0     0     0
pivcol = 1x3
     1     2     3
```

```
% write a single command for column space of A1 so that each column represents a vector in a basis for Col A1
C1 = A1(:, pivcol)
```

```
C1 = 6x3
     4    -5     6
    -1     8    -5
    -5     8    -4
    -2    -8     4
    -8    -5     8
     8     2     7
```

```
% write a single command for row space of A1so that each row represents a vector in a basis for Row A1
R1 = B(1:rank(A1), :)
```

```
R1 = 3x3
     1     0     0
     0     1     0
     0     0     1
```

3B

```
% repeat the process for A2 and A3
```

```
%
A = [1 0 -3 0 0 2; 1 0 0 0 0 6; 0 0 0 0 0 4; 0 0 3 0 0 0]
```

```
A = 4×6
    1     0    -3     0     0     2
    1     0     0     0     0     6
    0     0     0     0     0     4
    0     0     3     0     0     0
```

```
% repeat the process for A
N1 = null(A, 'r') % each column represents a vector in a basis for Nul A1
```

```
N1 = 6×3
    0     0     0
    1     0     0
    0     0     0
    0     1     0
    0     0     1
    0     0     0
```

```
[B, pivcol] = rref(A)
```

```
B = 4×6
    1     0     0     0     0     0
    0     0     1     0     0     0
    0     0     0     0     0     1
    0     0     0     0     0     0
pivcol = 1×3
    1     3     6
```

```
% write a single command for column space of A1 so that each column represents a vector in a basis for Col A1
C1 = A(:, pivcol)
```

```
C1 = 4×3
    1    -3     2
    1     0     6
    0     0     4
    0     3     0
```

```
% write a single command for row space of A1 so that each row represents a vector in a basis for Row A1
R1 = B(1:rank(A), :)
```

```
R1 = 3×6
    1     0     0     0     0     0
    0     0     1     0     0     0
    0     0     0     0     0     1
```

```
A2;
N2 = null(A2, 'r') % each column represents a vector in a basis for Nul A2
```

```
N2 = 6×3
    1.9667    1.6667    0.6333
   -0.7167   -3.6667   -0.3833
    1.4000    2.0000   -0.6000
    1.0000         0         0
         0    1.0000         0
         0         0    1.0000
```

```
[B2, pivcol] = rref(A2)
```



```

B2 = 3x6
    1.0000         0         0   -1.9667   -1.6667   -0.6333
         0    1.0000         0    0.7167    3.6667    0.3833
         0         0    1.0000   -1.4000   -2.0000    0.6000

pivcol = 1x3
         1         2         3

```

```

% write a single command for column space of A1 so that each column represents a vector in a basis for Col A1
C2 = A2(:, pivcol)

```

```

C2 = 3x3
    -1         2         1
     4         4         0
     6         0        -7

```

```

% write a single command for row space of A1 so that each row represents a vector in a basis for Row A1
R2 = B2(1:rank(A2), :)

```

```

R2 = 3x6
    1.0000         0         0   -1.9667   -1.6667   -0.6333
         0    1.0000         0    0.7167    3.6667    0.3833
         0         0    1.0000   -1.4000   -2.0000    0.6000

```

```

A3;
N3 = null(A3, 'r') % each column represents a vector in a basis for Nul A1

```

```

N3 =

4x0 empty double matrix

```

```

[B3, pivcol] = rref(A3)

```

```

B3 = 4x4
     1     0     0     0
     0     1     0     0
     0     0     1     0
     0     0     0     1

pivcol = 1x4
         1         2         3         4

```

```

% write a single command for column space of A1 so that each column represents a vector in a basis for Col A1
C3 = A3(:, pivcol)

```

```

C3 = 4x4
     8     -3     -2     -7
    -3     -6     2     -4
    -5     -5     -7     5
    -7     -5     -6     -7

```

```

% write a single command for row space of A1 so that each row represents a vector in a basis for Row A1
R3 = B3(1:rank(A3), :)

```

```

R3 = 4x4
     1     0     0     0
     0     1     0     0
     0     0     1     0
     0     0     0     1

```

3C

rank(A1)

ans = 3

Verify the rank theorem:

1. $\dim(\text{Col } A1) = \dim(\text{Row } A1) = 3$
2. $\text{rank}(A1) + \dim(\text{Nul } A1) = 3$ Is the sum equal to n ? yes, since $\dim(\text{Nul } A1) = 0$ and $\text{rank}(A1) = 3$

rank(A2)

ans = 3

Verify the rank theorem:

1. $\dim(\text{Col } A2) = \dim(\text{Row } A2) = 3$
2. $\text{rank}(A2) + \dim(\text{Nul } A2) = 6$ Is the sum equal to n ? yes, since $\dim(\text{Nul } A2) = 3$ and $\text{rank}(A2) = 3$

rank(A3)

ans = 4

Verify the rank theorem:

1. $\dim(\text{Col } A3) = \dim(\text{Row } A3) = 4$
2. $\text{rank}(A3) + \dim(\text{Nul } A3) = 5$ Is the sum equal to n ? yes, since $\dim(\text{Nul } A3) = 1$ and $\text{rank}(A3) = 4$

rank(A)

ans = 3

Verify the rank theorem:

1. $\dim(\text{Col } A) = \dim(\text{Row } A) = 3$
2. $\text{rank}(A) + \dim(\text{Nul } A) = 6$ Is the sum equal to n ? yes, since $\dim(\text{Nul } A) = 3$ and $\text{rank}(A) = 3$

Extra Credit (3 points):

A = randi([-8,8],4,6)

A = 4×6

-3	0	7	-1	5	6
-3	-3	-5	-7	-3	-4
7	1	6	-6	8	-5
4	-2	-5	6	-4	5

b = randi([-8,8],4,4)

b = 4×4

-1	2	-3	5
-4	-3	4	-2

8	5	-2	-8
-7	-6	-3	3

```
Partic_Sol(A, b)
```

$Ax = b$ has infinitely many solutions, and below is the particular solution by setting free variables as zeros

```
ans = 6x1
    0.3318
    2.5623
   -0.0873
   -0.6065
         0
         0
```

```
N = null(A, 'r')
```

```
N = 6x2
   -0.2810    0.2821
    0.1063    2.2220
   -0.8033   -0.8812
    0.2200   -1.0151
    1.0000         0
         0    1.0000
```

```
% Does the system have infinitely many solutions?
% If not, generate another random system Ax = b until it has infinitely many
%solutions.
```

The general solution to $Ax = b$ is (using the output from Partic_Sol and N)