

Mathematical Foundations for Data Science

Assignment - I

Q1. Write a code to perform Gauss elimination method with and without pivoting for a 2×2 System, taking the number of significant digits (d) to be considered as user input. Using the code, solve the 2×2 System with random Coefficients for $d = 3, 4, 5, 6$. Display results in tabular form.

Significant digits (d)	Gauss elimination without pivoting	Gauss elimination with Pivoting
3	Equation:- $0.804x + 0.898y = 0.598$ $0.0446x + 0.639y = 0.13$ $x = 0.56 ; y = 0.164$	$x = 0.56 ; y = 0.164$
4	Equation:- $0.3497x + 0.6754y = 0.5517$ $0.7338x + 0.569y = 0.01432$ $x = -1.026 ; y = 1.348$	$x = -1.026 ; y = 1.348$
5	Equation:- $0.82325x + 0.67003y = 0.78329$ $0.16992x + 0.72131y = 0.33422$ $x = 0.71059 ; y = 0.29596$	$x = 0.71059 ; y = 0.29596$
6	Equation:- $0.86742x + 0.0836748y = 0.230635$ $0.202514x + 0.46227y = 0.396468$ $x = 0.191211 ; y = 0.774127$	$x = 0.191211 ; y = 0.774127$

Q2. Write a code to perform

- Gauss Jacobi method
- Gauss Seidel method

for a 3×3 system by checking the convergence criteria using a suitable norm. Test the method on a random 3×3 system, which is diagonally dominant and check your results. A comparison b/w the two methods should be presented in tabular form. The stopping criteria could be taken as the lowest iteration number when the iteration number when the relative percentage error is less than 1%.

Gauss Jacobi				Gauss Seidel			
Equation:-							
$2.1606x + 0.2518y + 0.2912z = 0.6178$							
$0.8586x + 2.24128y + 0.02258z = 0.3601$							
$0.9647x + 0.01258y + 2.21978z = 0.2425$							
Count	x	y	z	Count	x	y	z
1	0.2859	0.1607	0.1092	1	0.2859	0.0511	-0.0153
2	0.2525	0.0500	-0.0159	2	0.2820	0.0528	-0.0136
3	0.2823	0.0641	-0.0008	3	0.2816	0.0529	-0.0134
4	0.2786	0.0525	-0.0138				
5	0.2817	0.0541	-0.0121				
6	0.2813	0.0529	-0.0135				

Generate a random matrix of 3×3 which cannot be made diagonally dominant and check if the iterates ~~converge~~ converge. The random entries generated should be of the form $n.dddd$.

$$\text{matrix } A = \begin{bmatrix} 0.5032 & 0.3849 & 0.6939 & 0.811 \\ 0.7961 & 0.5438 & 0.1128 & 0.2919 \\ 0.6073 & 0.427 & 0.2091 & 0.7019 \end{bmatrix}$$

The equations are divergent. Does not converge. The number of iterations go upto 1300 and the values for x, y and z reaches inf as the program limits only when the tolerance is achieved.