Smart Products Lab 1 & 2

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Section 1.

a) Data Structures Vectors are formed as vectors of floats using the STL container vector<int>. Matrices are vectors of vectors (i.e. vector<vector<int>>).

b) Extra Functions

- float dotv(const VecF_t, const VecF_t): Dot product of two vectors.
- MatF_t initIdent(const unsigned int): Initialize an identity matrix.
- void swapRows(MatF_t&, const int, const int): Swap two rows of a matrix.
- float detm(const MatF_t): Compute determinant of a matrix. (Gauss-based)
- void fwdElim(MatF_t&): Conduct forward elimination on matrix. (Gauss-based)
- void bckElim(MatF_t&): Conduct backward elimination on matrix. (Gauss-based)
- void rref(MatF_t&): Get reduced row-echelon form of matrix. (Gauss-based)
- int rankm(const MatF_t): Get rank of a matrix. (Gauss-based)
- c) Implementation of SPMath functions in SPmatrix The matrix class in SPmatrix calls functions from SPmath whenever it can so that functions are not redefined. For example:

Section 2.

- a) Matrix inversion algorithm To do matrix inversion, I used the forward elimination algorithm from Wikipedia: Gaussian elimination, and completed the backward elimination myself.
- b) Technique name An algorithm for Gauss-Jordan elimination with pivots selected by numerical magnitude was used because it has relatively low complexity compared to other methods $(\mathcal{O}(n^3))$ and good numerical stability for poorly conditioned matrices.
- c) Invertible check method A check was added to invertm() to determine if, after forward elimination, the left hand side of the composite matrix has any zeros in the diagonal.

If there are zeros, it throws a runtime error for a non-invertible matrix, otherwise it continues onto backward elimination.

Section 3.

- a) What info do you think would have helped you to better complete the lab? Nothing that I can think of right now. The suggestion to practice on HackerRank helped me get a handle on C++.
- b) Output from labone.cpp and labtwo.cpp Included below are the outputs of the compiled programs as they were piped out of the command line.

Program 1: Output of labone.cpp

```
Adding Vectors (C=A+B): C =
 2
   5
 3
   5
 4
   5
 5
   5
 6
   5
   5
 7
 8
   5
   5
 9
10
   5
11
12
   error!: addv(): Cannot add vectors of different dimensions!
13
14
   Fat Matrix: Am =
15
     2.000
                 2.000
                              2.000
                                           2.000
                                                        2.000
                                                                     2.000
                                                                                  2.000
                                                                                              2.000
                2.000
   2.000
                                                                                              3.000
16
     3.000
                  3.000
                              3.000
                                           3.000
                                                        3.000
                                                                     3.000
                                                                                  3.000
   3.000
                3.000
    5.000
                 5.000
                              5.000
                                           5.000
                                                        5.000
                                                                     5.000
                                                                                  5.000
                                                                                              5.000
17
    5.000
                5.000
18
19
    transposed: Am =
20
     2.000
                 3.000
                              5.000
21
     2.000
                 3.000
                              5.000
22
     2.000
                              5.000
                 3.000
23
     2.000
                 3.000
                              5.000
24
     2.000
                 3.000
                              5.000
25
     2.000
                 3.000
                              5.000
26
     2.000
                 3.000
                              5.000
27
     2.000
                              5.000
                 3.000
28
     2.000
                 3.000
                              5.000
29
     2.000
                  3.000
                              5.000
30
31
    Skinny Matrix: Bm =
32
     1.000
                  1.000
                              1.000
33
     2.000
                  2.000
                              2.000
34
     3.000
                 3.000
                              3.000
     4.000
                  4.000
                              4.000
35
36
     5.000
                 5.000
                              5.000
```

```
37
38
   transposed: Bm =
39
                             3.000
                                          4.000
                                                      5.000
    1.000
                 2.000
40
     1.000
                 2.000
                             3.000
                                          4.000
                                                      5.000
     1.000
                                          4.000
                                                      5.000
41
                 2.000
                             3.000
42
43
   Square Matrix: Cm =
    1.000
44
                 1.000
                             1.000
45
    2.000
                 2.000
                             2.000
46
    3.000
                 3.000
                             3.000
47
48
   transposed: Cm =
49
     1.000
                 2.000
                             3.000
50
    1.000
                 2.000
                             3.000
    1.000
51
                 2.000
                             3.000
52
53
   Cm resized with pointer
54
    1.000
                 2.000
                             3.000
                 2.000
55
    1.000
                             3.000
56
     1.000
                 2.000
                             3.000
     0.0000
57
                 0.0000
                             0.0000
    0.0000
58
                 0.0000
                             0.0000
```

Program 2: Output of labtwo.cpp

```
1
   Matrix A =
 2
            5
                     3.3
                               2.34
 3
          6.7
                    7.32
                                9.3
 4
        8.123
                   7.345
                              22.34
 5
 6
   Matrix Ainv = inverse(A)
 7
      0.4589
                 -0.2725
                            0.06536
                            -0.1486
 8
      -0.3573
                 0.4468
9
      -0.0494
               -0.04781
                            0.06984
10
11
   Matrix B = A * Ainv
12
            1 -7.451e-08 7.451e-08
13
   -8.941e-08
                        1 5.96e-08
14
            0 1.192e-07
                                  1
15
16
   Matrix C = inverse((transpose(A) * Ainv + A - B) * A)
17
        2.089
                  -1.786
                              0.524
18
       -2.216
                    1.94
                            -0.5782
19
    -0.01374 -0.007176
                          0.007603
```