Assignment 2

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1. I use Matlab to complete the process of Gaussian elimination with partial pivoting. To do partial pivoting, I select the row with the largest magnitude on or below diagonal and switch rows if needed. After pivoting, do Gaussian elimination.

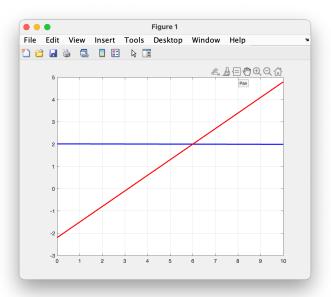
```
function x = gaussian_pivot(A,b)
    % Form augmented matrix
   aug = [A,b];
    % Forward elimination with partial pivoting
    for k = 1:n-1
        % Partial pivoting
        [~, max_row] = max(abs(aug(k:n, k))); % [max number. max row]
       max_row = max_row + k - 1;
        if max_row ~= k
            % swap max_row and k
            aug([max_row,k], :) = aug([k, max_row], :);
        end
        % Forward elimination
        for i = k+1:n
            factor = aug(i,k) / aug(k,k);
            aug(i,k:n+1) = aug(i,k:n+1) - factor * aug(k,k:n+1);
        end
   end
    % Back substitution
   x = zeros(n,1);
    for k = n:-1:1
        x(k) = (aug(k,n+1) - aug(k,k+1:n) * x(k+1:n)) / aug(k,k);
end
```

gaussian_pivot.m

The result: No row interchange needed.

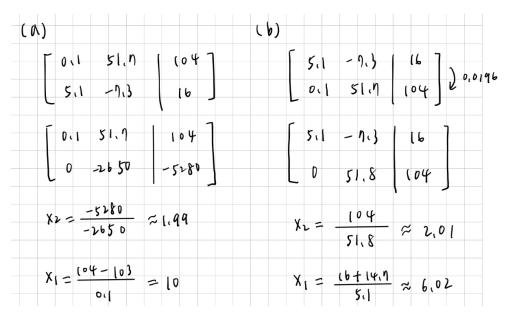
>> problem1 x1=3.2099 x2=0.23457 x3=0.71605

2. I first graph the system using Matlab. It is clear that the system intersects at (6, 2).



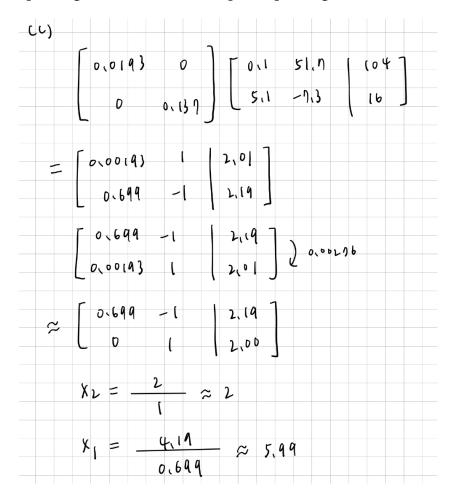
Then I calculated the system by hand.

- (a) x = [10, 1.99]
- (b) x = [6.02, 2.01]

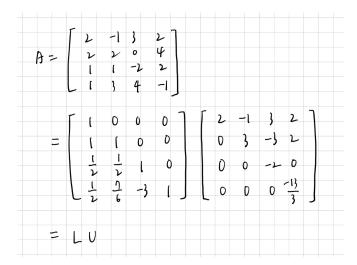


(c) x = [5.99, 2]

The result of (c) match neither (a) nor (b), but is much closer to that of (b). The result after pivoting is more accurate than the result without pivoting. The result after scaled partial pivoting is more accurate than partial pivoting.



3. Do the LU factorization by hand. Do calculation row by row to get the result.



Times 2 to L to make its diagonal all 2's. Times $\frac{1}{2}$ to U to make the result remain the same.

Then

$$A = \begin{bmatrix} 2 & 0 & 0 & 0 \\ 2 & 2 & 0 & 0 \\ 1 & 1 & 2 & 0 \\ 1 & \frac{7}{3} & -6 & 2 \end{bmatrix} \begin{bmatrix} 1 & \frac{-1}{2} & \frac{1}{2} & 1 \\ 0 & 0 & -1 & 0 \\ 0 & 0 & 0 & \frac{-13}{6} \end{bmatrix}$$

4. Use Matlab to implement a function to perform the Jacobi method. Implement the process of ensuring diagonally dominance in the function for convenience. Then iterate until accuracy to 5 significant digits.

```
function [x,iter] = jacobi(A, b, x0, max_iter)
    % Initialize variables
    n = length(b);
    x = x0;
    iter = 0;
    x_prev = x0;
    for i=1:(n-1)
                        % Check if diagonally dominant
         [\sim, max\_row] = max(abs(A(i:n, i)));
        \max_{row} = \max_{row} +i -1;
         if max_row ~= i
             % swap max_row and i
             A([max_row,i], :) = A([i, max_row], :);
b([max_row,i], :) = b([i, max_row], :);
         end
    end
    % Iterate until convergence or max iterations
    while iter < max_iter</pre>
         for j = 1 : n
            x(j) = (b(j)/A(j,j)) - ((A(j,[1:j-1,j+1:n]) * x_prev([1:j-1,j+1:n])) / A(j,j));
         % Check for convergence
        x_prev_r = round(x_prev,5,'significant');
         rounded_x = round(x,5,'significant');
         if x_prev_r == rounded_x
             break
        iter = iter + 1; % increment iteration counter
        x_prev = x;
    end
end
```

```
The result: x =
-0.1433
-1.3746
0.7199

iterations used: 32
```

5. Use Matlab to implement a function to perform the Gauss-Seidel method. Implement the process of ensuring diagonally dominance in the function for convenience. Then iterate until accuracy to 5 significant digits.

```
function [x,iter] = gauss_seidel(A, b, x0, max_iter)
    n = length(b);
   x = x0;
    iter = 0;
    x_prev = x0;
    for i=1:(n-1)
        [\sim, max\_row] = max(abs(A(i:n, i)));
        max_row = max_row +i -1;
        if max_row ~= i
            % swap max_row and i
            A([max_row,i], :) = A([i, max_row], :);
            b([max_row,i], :) = b([i, max_row], :);
        end
    end
    % Iterate until convergence or max iterations
    while iter < max_iter</pre>
        for j = 1 : n
           x(j) = (b(j)/A(j,j)) - ((A(j,[1:j-1,j+1:n]) * x([1:j-1,j+1:n])) / A(j,j));
        % Check for convergence
        x_prev_r = round(x_prev,5,'significant');
        rounded_x = round(x,5,'significant');
        if x_prev_r == rounded_x
            break
        % Increment iteration counter
        iter = iter + 1;
        x_prev = x;
    end
end
```

gauss_seidel.m

The function only differs from the previous one in the timing the new value of x is used. In Gauss-Seidel, x is updated once it is calculated. In Jacobi, we wait until one iteration is completed to update the value of x.

The result: Gauss-Seidel method uses fewer iterations than Jacobi method.

```
x =
    -0.1433
    -1.3746
    0.7199

iterations used: 13
```

```
6. Let s1 = [1;1]; and get the results as x1,x2,x3,x4,x5 accordingly.

s2 = [1;-1];

s3 = [-1;1];

s4 = [2;5];

s5 = [5;2];
```

(a) Use the function jacobi to get the results. Compare between the results of max iteration = 1000 and 1001.

```
x1=
                                          x1=
iterations: 0
                                          iterations: 0
x2=
                                          x2=
    -1
iterations: 1000
                                          iterations: 1001
    -1
                                               1
iterations: 1000
                                          iterations: 1001
                                          iterations: 1001
iterations: 1000
iterations: 1000
                                          iterations: 1001
          max iter=1000
                                                   max iter=1001
```

Since s1 already satisfies x = y, it does not need any iteration.

The other starting vectors s=[a,b] iterate repeatedly between [b,a] and [a,b], which means the process will not converge.

(b) Use the function gauss_seidel to get the results.

iterations: 1

```
x1= \frac{1}{1} Since x can be updated immediately after calculation, it only take iterations: 0 one iteration for s2, s3, s4, s5 to get a feasible pair. x2= \frac{-1}{-1} No iteration is required for s1 because it already satisfies x=y. iterations: 1 x3= \frac{1}{1} \frac{1}{1} iterations: 1 x4= \frac{5}{5} \frac{5}{5} iterations: 1 x5= \frac{2}{2} \frac{2}{2}
```

(c) Use Jacobi method to get the results:

x1=	x1=	x1=
0.0067	0.0066	1.0e-321 *
0.0067		0.7327
0.0007	0.0066	0.7327
iterations: 1000	iterations: 1001	
x2=	x2=	x2= 1.0e-321 *
0.0067	-0.0066	1100 521 "
-0.0067	0.0066	0.7327
		-0.7327
iterations: 1000	iterations: 1001	iterations: 1000000
x3=	x3=	х3=
-0.0067	0.0066	1.0e-321 *
0.0067	-0.0066	-0.7327
010007	-0.0000	0.7327
iterations: 1000	iterations: 1001	***************************************
x4=		iterations: 1000000 x4=
0.0133	x4=	1.0e-321 *
	0.0331	
0.0333	0.0132	0.7327 0.7327
		0.7327
iterations: 1000	iterations: 1001	iterations: 147825
x5=	x5=	x5=
0.0333	0.0132	1.0e-321 *
0.0133	0.0331	0.7327
		0.7327
iterations: 1000	iterations: 1001	iterations: 147825
max iter = 1000	max_ite	r = 1001 max iter = 1000000
111ax_1tc1 = 1000	IIIaX_Ittel	- 1001 IIIax_Itc1 - 1000000

Results for s1, s4, s5 converge to a very small value at 147504,147825 and 147825 iterations. I think the results for s2 and s3 will not converge, since the values in the vector have opposite sign.

Use Gauss-Seidel method to get the results:

```
1.0e-04 *
                                            1.0e-321 *
    0.4450
                                              0.7327
    0.4428
iterations: 1000
                                           iterations: 73753
x2=
1.0e-04 *
                                            1.0e-321 *
   -0.4450
                                             -0.7327
   -0.4428
                                             -0.7327
iterations: 1000
                                           iterations: 73753
                                            1.0e-321 *
   1.0e-04 *
    0.4450
                                              0.7327
    0.4428
                                              0.7327
iterations: 1000
                                           iterations: 73753
  1.0e-03 *
                                            1.0e-321 *
    0.2225
                                              0.7327
    0.2214
                                              0.7327
                                           iterations: 73913
iterations: 1000
                                            1.0e-321 *
   1.0e-04 *
                                              0.7327
    0.8900
                                              0.7327
    0.8855
                                           iterations: 73822
iterations: 1000
         max_iter = 1000
                                              max_iter = 1000000
```

All results converge at around 73700 to 74000 iterations.