VINIT KUMAR SINGH: 16PH20036

Assignment – 4

Gauss-Seidel method: Consider the set of algebraic linear equations,

```
a_{11} x_1 + a_{12} x_2 + ... + a_{1n} x_n = b_1

a_{21} x_1 + a_{22} x_2 + ... + a_{2n} x_n = b_2

a_{n1} x_1 + a_{n2} x_2 + ... + a_{nn} x_n = b_n
```

Where the coefficients and constants are given by *A*= [-6 2 1 2 1; 3 8 -4 1 0; -1 1 4 10 1; 3 -4 1 9 2; 2 0 1 3 10]

And the coefficient matrix is given by b = [3; 4; -2; 12; 1].

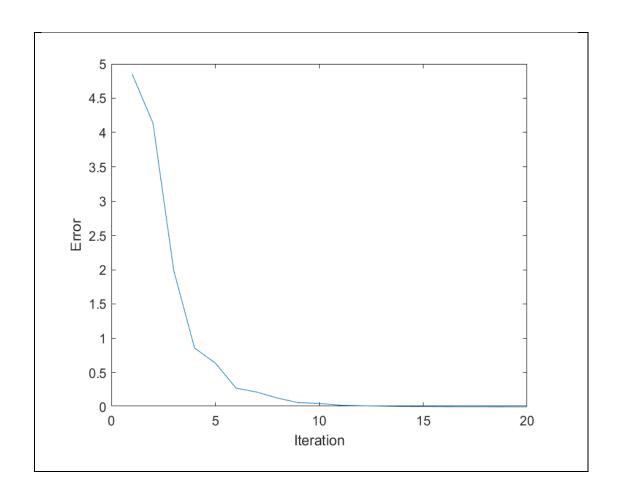
- a) Write a code to see is the matrix *A* is diagonally dominant.
- b) Write a code for solving this equation using Gauss-Seidel method in which

the convergence is achieved if error limit in successive iteration is within 0.001.

ANSWER:

```
%Function that checks whether a matrix is
Diagonally Dominant.
function [] = Diag_mat(A)
%A = [-6 2 1 2 1; 3 8 -4 1 0; -1 1 4 10 1; 3 -4 1 9 2; 2
0 1 3 10];
%B=[18 3 6 -3; 9 13 -5 2; -3 -2 4 9; 6 0 11 3];
disp(A);
for i=1:size(A,1)
if abs(2*A(i,i)) < sum(abs(A(i,:)))
fprintf('Not Diagonally dominant at row%d\n',i);
end
end
end</pre>
```

```
%Gauss-Seidel method
clear;
clc;
A=[-6 2 1 2 1;3 8 -4 1 0;-1 1 4 10 1;3 -4 1 9 2;2 0
1 3 10];
B = [3; 4; -2; 12;1];
Diag mat(A);
n=size(A,1);
D=zeros(n);
L=zeros(n);
U=zeros(n);
for i=1:n
    for j=1:n
         if i>j
             L(i,j) = A(i,j);
         elseif i<j</pre>
             U(i,j) = A(i,j);
         else
              D(i,j) = A(i,j);
         end
    end
end
X=zeros(5,1);
LD=L+D;
k=20;
ERR=zeros(1,k);
for i=1:k
    ERR(i) = norm(X-A \setminus B);
    X=LD\setminus (B-U*X);
    if ERR(i) < 1e - 6</pre>
       break;
    end
end
plot (ERR)
disp(i)
```

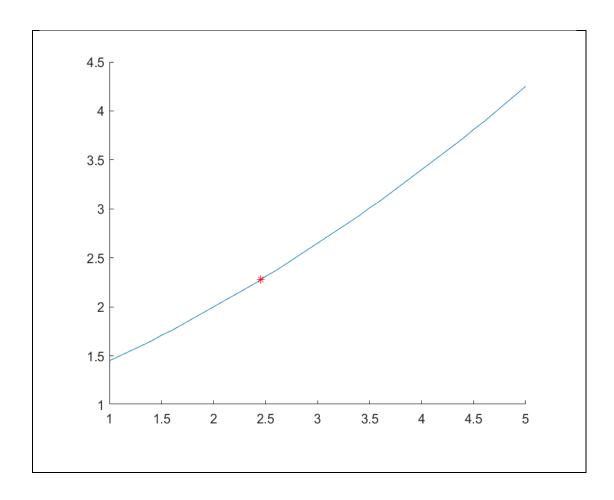


Linear interpolation: Write a code for two point segment linear interpolation

for the dataset given in file points.txt (attached) **ANSWER**:

```
%Function to perform Linear Interpolation
function res = Linear(x)
A = importdata('points.txt');
if x<1 || x>5
    fprintf('Data Out of Bound\n');
else
X=A(:,1);
Y=A(:,2);
i=binary(x);
res=(Y(i+1)*(x-X(i))-Y(i)*(x-X(i+1)))/(X(i+1)-X(i));
```

```
hold on
plot(X,Y)
scatter(x, res, 'r*')
end
end
%This function searches for interval in which the
given point lies using Binary Search Algorithm
function i = binary(x)
A = importdata('points.txt');
X=A(:,1);
a=0;
b=length(X);
while b>a+1
    mid=int64((a+b)/2);
    if X(mid) <x && X(mid+1) >x
        i=mid;
        break;
    elseif X(mid)>x
        b=mid;
    else
        a=mid;
    end
    i=a;
    %fprintf('%d %d\n',a,b);
end
Input: x=2.456
Output: f(x) = 2.2792
```



Polynomial interpolation 1: Given the three data points (x, y) = (1.0, 8.0), (2.1, y) = (2.1, y)

20.6) and (5.0, 13.7), write a program to return the value of y for any arbitrary \boldsymbol{x}

in the range [1.0, 5.0] using $second\ order\ polynomial$. Use Lagrange method

of interpolation to construct the polynomial. **Plot the polynomial** along with the data points.

ANSWER:

```
function res = Poly(x)
A = [1,8;2.1,20.6;5,13.7];

X=A(:,1);
Y=A(:,2);
a=Y(1);
b=(Y(2)-Y(1))/(X(2)-X(1));
```

```
c = (Y(3) - Y(2)) / (X(3) - X(2)) / (X(3) - X(1)) - (Y(2) - Y(2)) / (X(3) - X(2)) / (X(3) - 
Y(1))/(X(3)-X(1))/(X(2)-X(1));
 fprintf('%d %d %d\n',a,b,c);
res=a+b*(x-X(1))+c*(x-X(1))*(x-X(2));
hold on
 scatter(X,Y)
 scatter(x,res,'r*')
a+b*(X-X(i))+c*(X-X).*(X-X(i+1));
P=1:0.1:5;
 plot (P, a+b*(P-X(1))+c*(P-X(1)).*(P-X(2)), 'g.')
hold off
 end
Input: x=3.124
Output: f(x) = 24.8074
Equation: 8 + 11.45*x -3.45*x^2
                              26
                              24
                              22
                               20
                               18
                               16
                               14
                               12
                               10
                                   86
                                                                      1.5
                                                                                                         2
                                                                                                                                      2.5
                                                                                                                                                                                                                                                                     4.5
                                                                                                                                                                                                      3.5
```

```
Instead if we use Quadratic Interpolation on the
previously provided dataset.
function res = Quad(x)
A = importdata('points.txt');
if x<1 || x>5
    fprintf('Data Out of Bound\n');
else
X=A(:,1);
Y=A(:,2);
i=binary(x);
a=Y(i);
b = (Y(i+1) - Y(i)) / (X(i+1) - X(i));
c = (Y(i+2) - Y(i+1)) / (X(i+2) - X(i+1)) / (X(i+2) - X(i)) -
(Y(i+1)-Y(i))/(X(i+2)-X(i))/(X(i+1)-X(i));
fprintf('%d %d %d\n',a,b,c);
res=a+b* (x-X(i))+c*(x-X(i))*(x-X(i+1));
hold on
plot(X,Y)
scatter(x, res, 'r*')
a+b*(X-X(i))+c*(X-X).*(X-X(i+1));
plot(X,a+b*(X-X(i))+c*(X-X(i)).*(X-X(i+1)),'g.')
hold off
end
end
Input: x=2.456
Output: f(x) = 2.2804
```

Approximation of PI: Approximate the value of Pi using two random variables.

```
k=0;
n=1e7;
hold on
for i=1:n
    x=rand()*2-1;
    y=rand()*2-1;
    if x^2+y^2<1
         k=k+1;
    end
end
disp(4*k/n)
hold off
Result: 3.1417
    8.0
    0.6
    0.4
    0.2
    -0.2
    -0.4
    -0.6
    -0.8
                 -0.5
                                       0.5
```