

1a)

$$\begin{bmatrix} 10^{-5} & 10^{-5} & 1 \\ 10^{-5} & -10^{-5} & 1 \\ 1 & 1 & 2 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 2 \times 10^{-5} \\ -2 \times 10^{-5} \\ 1 \end{bmatrix}$$

To determine the exact solution I used partial pivoting and "infinite" precision

So the first pivot results in

$$\begin{bmatrix} 1 & 1 & 2 \\ 10^{-5} & -10^{-5} & 1 \\ 10^{-5} & 10^{-5} & 1 \end{bmatrix} \begin{bmatrix} 1 \\ -2 \times 10^{-5} \\ 2 \times 10^{-5} \end{bmatrix}$$

Use GE

$$\begin{bmatrix} 1 & 1 & 2 \\ 0 & -2 \times 10^{-5} & 1 - 2 \times 10^{-5} \\ 0 & 0 & 1 - 2 \times 10^{-5} \end{bmatrix} \begin{bmatrix} 1 \\ -3 \times 10^{-5} \\ 10^{-5} \end{bmatrix}$$

We have an upper triangular form, from which

$$x_3 = \frac{10^{-5}}{1 - 2 \times 10^{-5}}$$

$$x_2 = 2$$

$$x_1 = -\frac{1}{1 - 2 \times 10^{-5}}$$

∴ the exact solution is

$$\begin{bmatrix} -\frac{1}{1-2 \times 10^{-5}} \\ 2 \\ \frac{10^{-5}}{1-2 \times 10^{-5}} \end{bmatrix}$$

b) Partial pivoting with 3 digit arithmetic

$$\Rightarrow \begin{bmatrix} 1 & 1 & 2 \\ 0 & -2 \times 10^{-5} & 1 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 1 \\ -3 \times 10^{-5} \\ 10^{-5} \end{bmatrix}$$

∴ the solution is

$$\begin{bmatrix} -1 \\ 2 \\ 10^{-5} \end{bmatrix}$$

c) Complete pivoting ⇒ pivot is  $a_{33}$ . Therefore

$$\begin{bmatrix} 2 & 1 & 1 \\ 1 & -10^{-5} & 10^{-5} \\ 1 & 10^{-5} & 10^{-5} \end{bmatrix} \begin{bmatrix} 1 \\ -2 \times 10^{-5} \\ 10^{-5} \end{bmatrix}$$

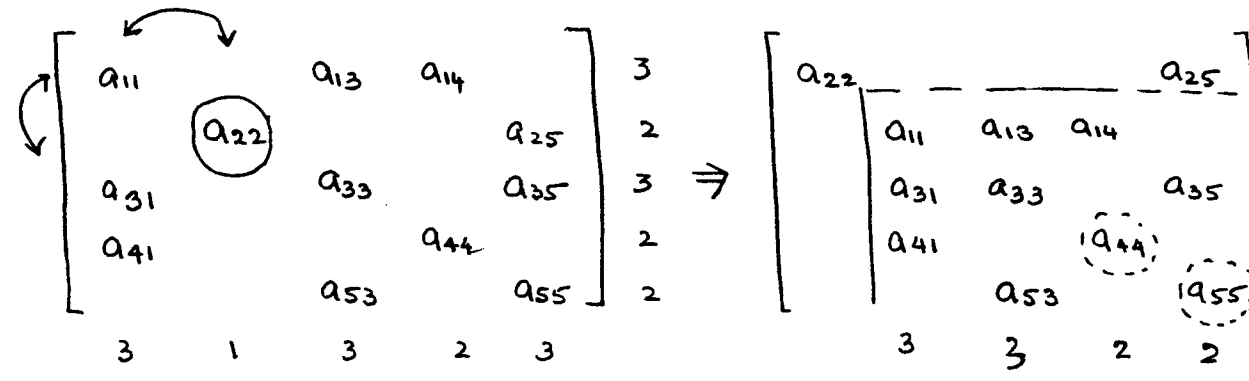
GE

$$\begin{bmatrix} 2 & 1 & 1 \\ 0 & -0.5 & -0.5 \\ 0 & -0.5 & -0.5 \end{bmatrix} \begin{bmatrix} 1 \\ -0.5 \\ -0.5 \end{bmatrix}$$

This is a singular matrix

⇒ cannot obtain a unique solution!

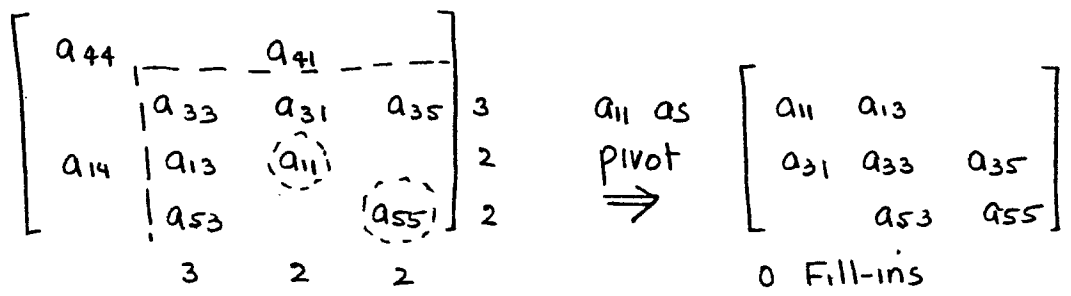
2. Markowitz



Markowitz ( $a_{22}$ ) = 0.

0 Fill-ins; Possible choices  $a_{44}, a_{55}$

Taking  $a_{44}$  as pivot  $\Rightarrow$  0 Fill-ins



The next choices are  $a_{33}$  or  $a_{55}$  and again 0 Fill-ins are generated

$\therefore$  Pivot sequence  $a_{22}, a_{44}, a_{11}, a_{33}, a_{55}$

# Fill-ins 0

Remark

This wasn't a very interesting example since no Fill-ins were created. Furthermore, the tie-break rule didn't help either. So I arbitrarily selected the pivot.

3a) Define  $f(x) = \frac{1}{x} - n = 0$

The solution is  $x^* = \frac{1}{n}$  i.e. the reciprocal of  $n$

Apply Newton's method

$$x_{k+1} = x_k - \frac{f(x_k)}{f'(x_k)}$$

$$f'(x_k) = -\frac{1}{x_k^2}$$

$$\begin{aligned} \therefore x_{k+1} &= x_k + x_k^2 \left( \frac{1}{x_k} - n \right) \\ &= 2x_k - nx_k^2 = x_k(2 - nx_k) \end{aligned}$$

Thus the above recurrence relation will compute the reciprocal of  $n$  provided  $x_0$  is close to  $1/n$ .

$n = \pi ; \Rightarrow \frac{1}{n} = 0.318$	$x_0$	0.1	0.7
	$x_1$	0.169	-0.139
	$x_2$	0.248	-0.339
	$x_3$	0.303	-1.039
	$x_4$	0.318	-5.469

The iteration converges for  $x_0 = 0.1$  but not for  $x_0 = 0.7$ .

b) Here  $f(x) = Ax - b = 0$   
 $J = \frac{\partial f}{\partial x} = A$  i.e. the Jacobian matrix is  $A$

$$\begin{aligned} \text{Newton's method } \Rightarrow x^{k+1} &= x^k - J^{-1} f(x^k) \\ &= x^k - A^{-1} (Ax^k - b) = A^{-1} b \end{aligned}$$

$\therefore$  the iteration converges in exactly 1 iteration regardless of the value of the initial guess  $x_0$ .

4. When plotting errors and function values in an iterative method, it is useful to look at a log plot
- a) Observe quadratic convergence close to the solution. Also note the better the initial guess the faster the convergence
  - b) Here the convergence is linear
  - c) For  $x_0 = 0.3$  &  $0.5$  one gets an overflow/NaN in the evaluation of  $\exp(\text{large number})$ . This indicates the need for limiting or damping during the solution.

For  $x_0 = 0.7$  &  $0.8$  the convergence is rapid with  $0.7$  being a better initial guess

- d) Here the convergence is linear since an approximate derivative is used.

```
#include <stdio.h>
#include <math.h>
#include "macros.h"

#define MAXITER 30

main()
{
    newton(0.8, 0.74834);
}

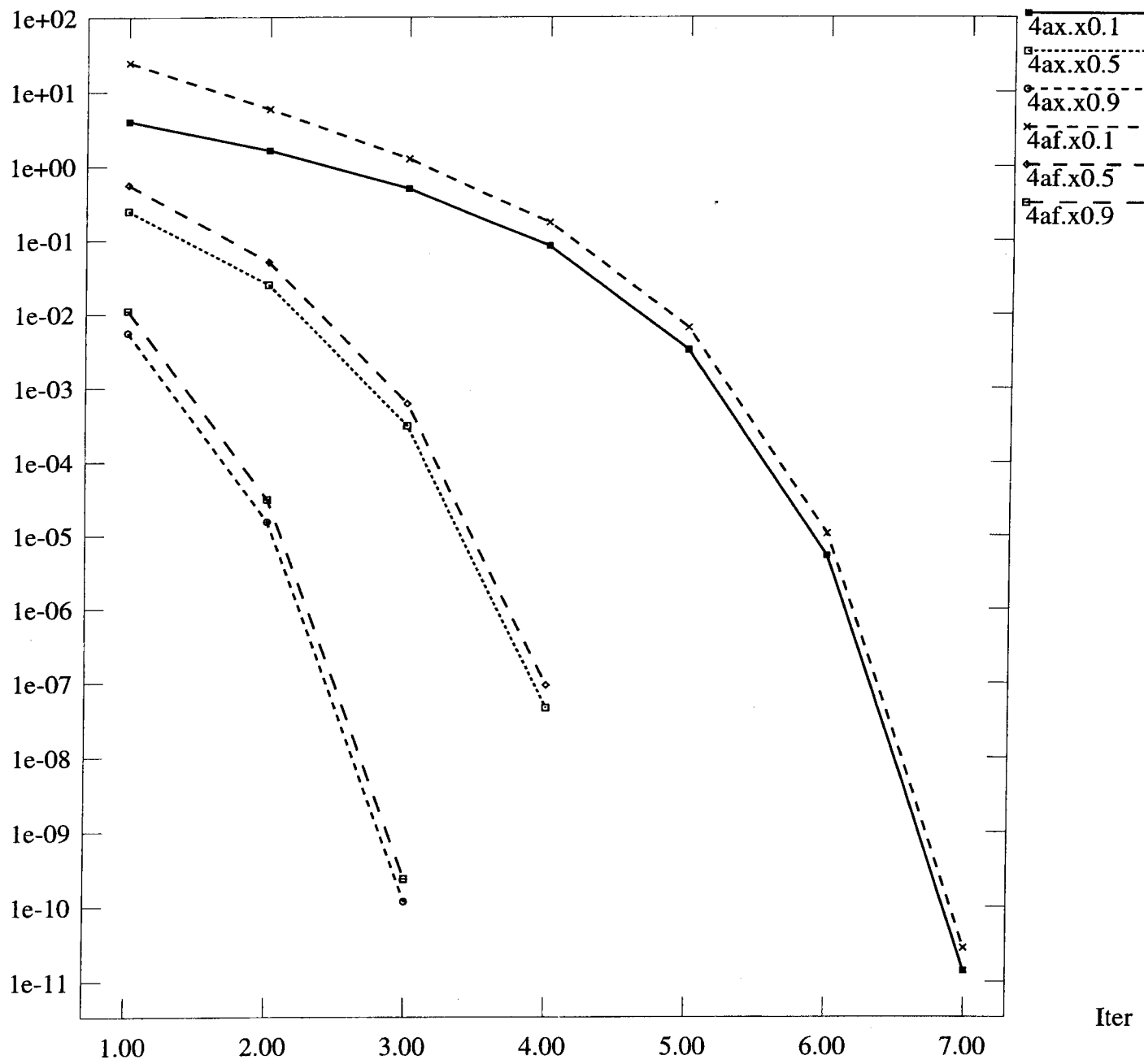
newton(xold, sol)
double xold, sol;
{
    double f(), df();
    double abstol = 1e-6;
    double reltol = 1e-3;
    int numIter = 0;
    int conv = 0;
    double tol, x;
    while (numIter <= MAXITER && NOT conv) {
        numIter++;
        x = xold - f(xold)/df(xold);
        tol = abstol + reltol * MAX(ABS(x), ABS(xold));
        if (ABS(x - xold) < tol ) conv = 1;
        printf("%d %e %e\n", numIter, ABS(x-sol), ABS(f(x)));
        xold = x;
    }
}

double f(x)
double x;
{
    return( 1.0e-3 - 1.0e-16*(exp(40.0*x) -1.0));
}

double df(x)
double x;
{
    return( -40.0e-16*exp(40.0*x));
}
```

4(a)

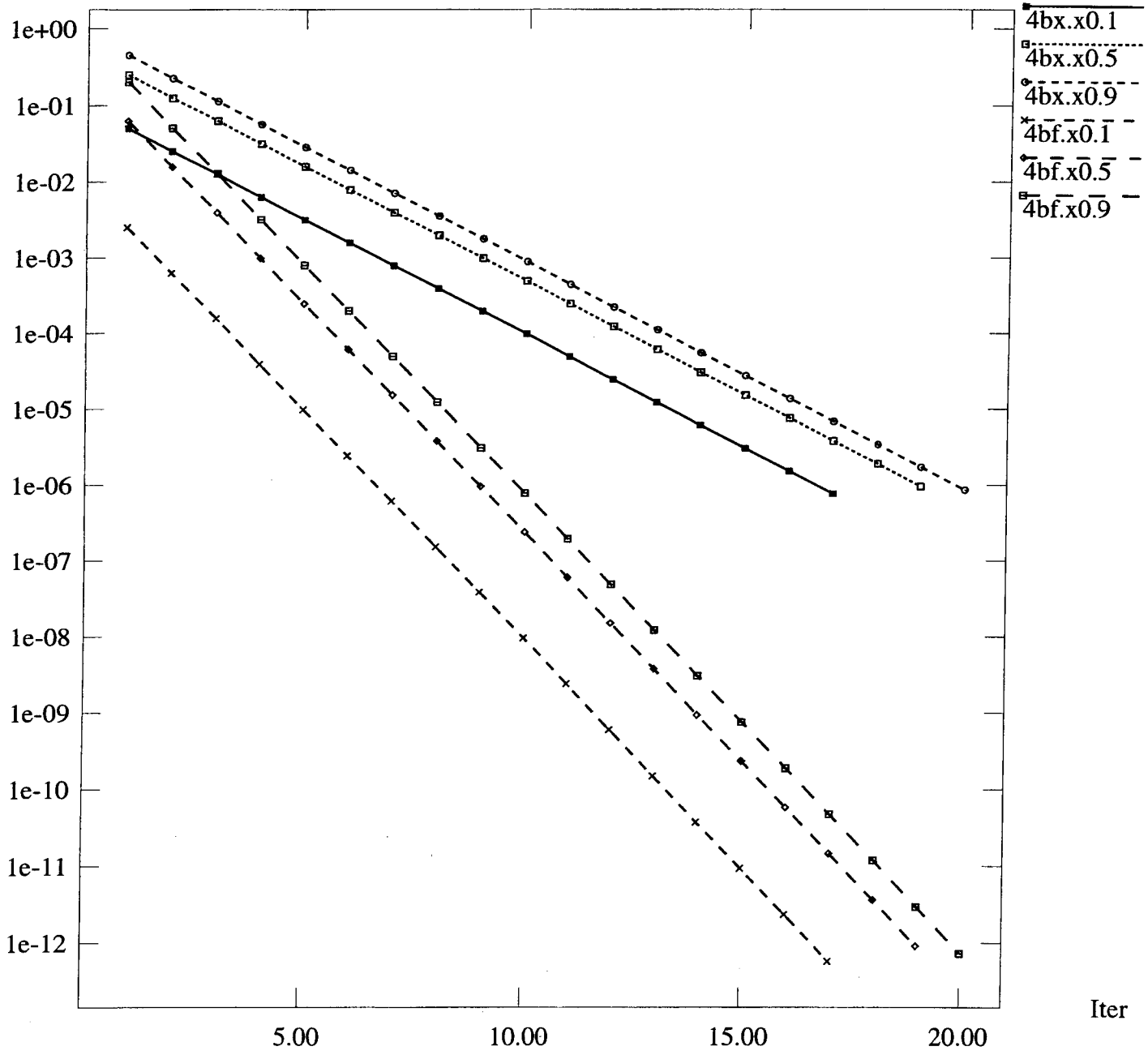
x,f(x)



Iter

4(b)

x,f(x)

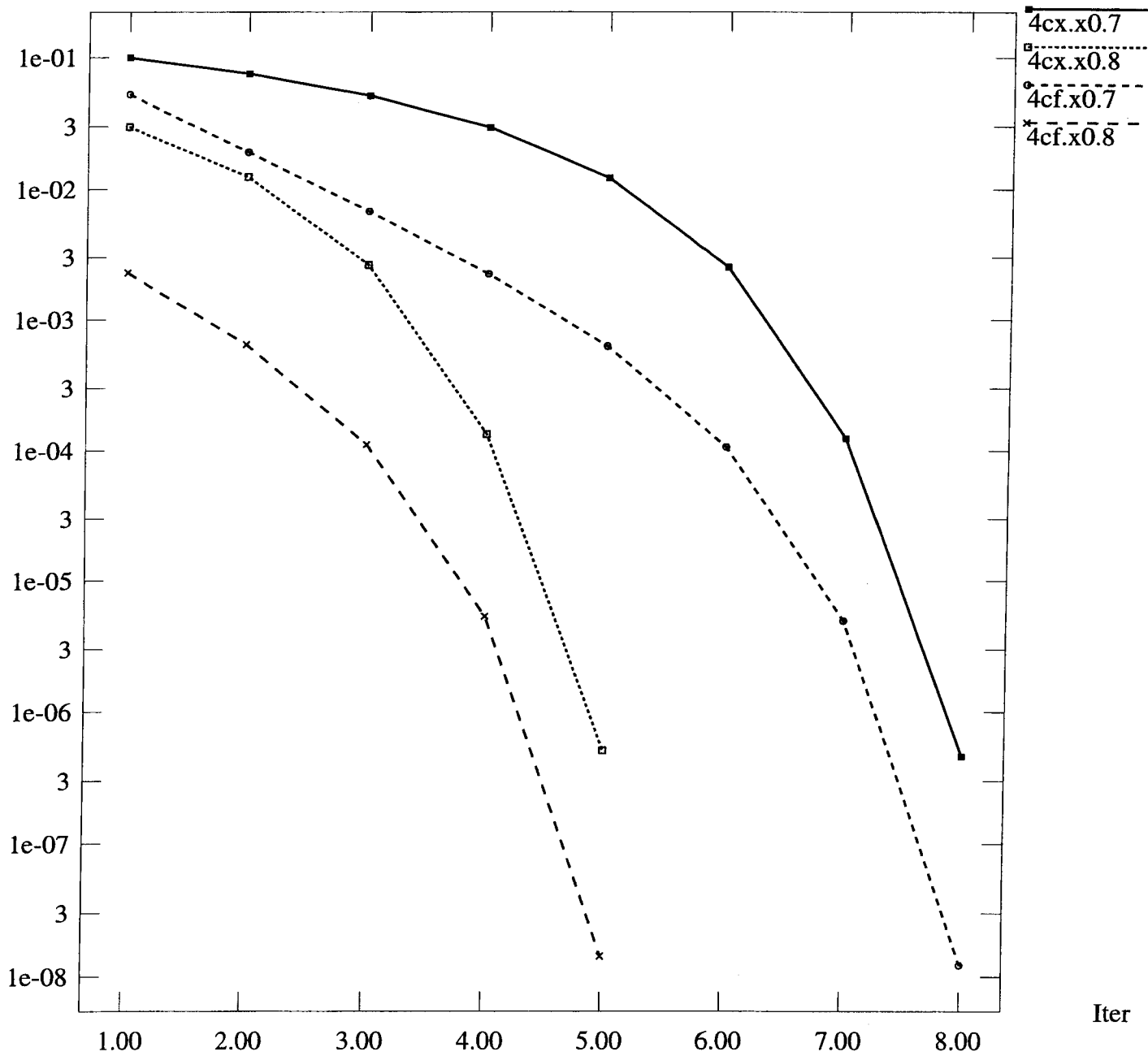


Iter



### 4(c)

x,f(x)



Iter

### 4(d)

fx

