

13.002
Introduction to Numerical Methods for Engineers

Problem set 4

Issued: Mar. 3, 2005

Due: Mar. 10, 2005

Problem 1.

Certain wave propagation problems lead to systems of linear equations of the form,

$$\begin{bmatrix} e^{-\alpha} & 1 & 0 \\ -1 & e^{-\alpha} & -1 \\ 1 & e^{-\alpha} & -2 \end{bmatrix} \begin{Bmatrix} x_1 \\ x_2 \\ x_3 \end{Bmatrix} = \begin{Bmatrix} 1 \\ e^{-\alpha} \\ e^{-\alpha} \end{Bmatrix} \quad (1)$$

1. Determine the solution in the limits $\alpha = 0$ and $\alpha \rightarrow \infty$.
2. Make a set of subroutines (or matlab functions) for the following subtasks associated with solving a general $n \times n$ system of equations:
 - Gaussian elimination without pivoting
 - Back-substitution
3. Make a program (C, Fortran or Matlab) using these subroutines to solve Eq. (1) for $\alpha = [0, 5, 10, 20, 40]$ and discuss the behavior of the solution for large α .
4. Modify your subroutines to use partial pivoting and redo the solution for the above series of values of α . Check the solution with the limits determined in Question 1.
5. Suggest a rearrangement of the unknowns which yields a stable solution with your original solver routines without pivoting. Demonstrate the stability using the series of α used above.

Amendment to Problem Set 4

The previous equation has been changed to be:

$$\begin{bmatrix} e^{-\alpha} & 1 & 0 \\ -1 & e^{-\alpha} & -1 \\ 1 & -2 & e^{-\alpha} \end{bmatrix} \begin{Bmatrix} x_1 \\ x_2 \\ x_3 \end{Bmatrix} = \begin{Bmatrix} 1 \\ e^{-\alpha} \\ e^{-\alpha} \end{Bmatrix}$$

1. $\alpha = 0$

$$\begin{bmatrix} 1 & 1 & 0 \\ -1 & 1 & -1 \\ 1 & -2 & 1 \end{bmatrix} \begin{Bmatrix} x_1 \\ x_2 \\ x_3 \end{Bmatrix} = \begin{Bmatrix} 1 \\ 1 \\ 1 \end{Bmatrix}$$

$$x_1 = 3$$

$$x_2 = -2$$

$$x_3 = -6$$

$$\alpha = \infty$$

$$\begin{bmatrix} 0 & 1 & 0 \\ -1 & 0 & -1 \\ 1 & -2 & 0 \end{bmatrix} \begin{Bmatrix} x_1 \\ x_2 \\ x_3 \end{Bmatrix} = \begin{Bmatrix} 1 \\ 0 \\ 0 \end{Bmatrix}$$

$$x_1 = 2$$

$$x_2 = 1$$

$$x_3 = -2$$

2.

clear

clc

alfa=100;

A=[exp(-alfa) 1 0; -1 exp(-alfa) -1; 1 -2
exp(-alfa)];

%A=[1 exp(-alfa) 0; exp(-alfa) -1 -1; -2 1
exp(-alfa)];

oA=A;

B=[1; exp(-alfa); exp(-alfa)];

oB=B;

```

[mm,n]=size(A);
A=[A B];
L=zeros(mm,n);

for i=1:mm-1
    for j=i+1:mm
        m(j,i)=A(j,i)/A(i,i);
        L(j,i)=m(j,i);
        for k=i:n+1
            A(j,k)=A(j,k)-m(j,i)*A(i,k);
        end
    end
end
U=A(:,1:n);
L=L+eye(mm,n);
B=A(:,n+1);

x=zeros(n,1);
for j=mm:-1:1
    x(j)=(B(j)-A(j,j+1:n)*x(j+1:n))/A(j,j);
end
x

```

$$B - \alpha A^* x$$

3.

$$\alpha = 0$$

$$x_1 = 3$$

$$x_2 = -2$$

$$x_3 = -6$$

$B - Ax = 0$ The solutions are exactly correct.

$$\alpha = 5$$

$$x_1 = 1.9933$$

$$x_2 = 0.9866$$

$$x_3 = -1.9934$$

$B - Ax \approx 0$ Solutions are very good approximation.

$$\alpha = 10$$

$$x_1 = 2$$

$$x_2 = 0.9999$$

$$x_3 = -2$$

$B - Ax \approx 0$ Solutions are very good approximation

$$\alpha = 20$$

$$x_1 = 2$$

$$x_2 = 1$$

$$x_3 = -2$$

$B - Ax \approx 0$ Solutions are very good approximation

$$\alpha = 40$$

$$x_1 = 0$$

$$x_2 = 1$$

$$x_3 = 0$$

$B - Ax = \begin{bmatrix} 0 \\ 0 \\ 2 \end{bmatrix}$ Big errors exist. Without pivoting, it's not stable now.

4.

```
clear
```

```
clc
```

```
alfa=40;
```

```
%A=[1 exp(-alfa) 0; exp(-alfa) -1 -1; -2 1  
exp(-alfa)];
```

```
A=[exp(-alfa) 1 0; -1 exp(-alfa) -1; 1 -2  
exp(-alfa)]; %original one.
```

```
oA=A;
```

```
B=[1; exp(-alfa); exp(-alfa)];
```

```
oB=B;
```

```
[mm,n]=size(A);
```

```
A=[A B];
```

```
L=zeros(mm,n);
```

```
for i=1:mm-1
```

```
    %pivoting begins from here.
```

```
    [Y I]=max(abs(A(i:mm,i)));
```

```
    temp_store1=A(I,:);
```

```
    temp_store2=B(I);
```

```
    A(I,:)=A(i,:);
```

```
    B(I)=B(i);
```

```
    A(i,:)=temp_store1;
```

```
    B(i)=temp_store2;
```

```
    %pivoting ends from here.
```

```
    for j=i+1:mm
```

```
        m(j,i)=A(j,i)/A(i,i);
```

```
        L(j,i)=m(j,i);
```

```
        for k=i:n+1
```

```
            A(j,k)=A(j,k)-m(j,i)*A(i,k);
```

```
        end
```

```
    end
```

```
end
```

```
U=A(:,1:n);
```

```
L=L+eye(mm,n);
```



```
B=A(:,n+1);
```

```
x=zeros(n,1);
```

```
for j=mm:-1:1
```

```
    x(j)=(B(j)-A(j,j+1:n)*x(j+1:n))/A(j,j);
```

```
end
```

```
x
```

```
oB-oA*x
```

5. switch x_1 and x_2