

COMPUTATIONAL TECHNIQUES : QUIZ-1 SOLUTIONS

PROBLEM 1

1. (a) JACOBI ITERATION
2. (b) QUADRATIC
3. (c) REGULI FALSI
4. (c) THOMAS ALGORITHM does not use partial pivoting.
5. (c) LINEAR REGRESSION

PROBLEM 2

1. $-2, -2, 3$ (-2 is REPEATED ROOT)
2. |Eigenvalues of Γ | < 1
3. There are two answers based on how one interprets the question.
If 0 in sign digit is positive, else negative, we have
 $\underline{-1024}$ and $\underline{1023}$
If we use the full extent of sign digit, we have
 $\underline{-2048}$ and $\underline{2047}$
BOTH are acceptable
4. Since 11 digits are used for mantissa, PRECISION = $\underline{2.38 \times 10^{-7}}$

PROBLEM 3

1. $A = \begin{bmatrix} 2 & 1 & 1 \\ 1 & 3 & 1 \\ 1 & -1 & 3 \end{bmatrix} \quad b = \begin{bmatrix} 4 \\ 0 \\ 6 \end{bmatrix}$

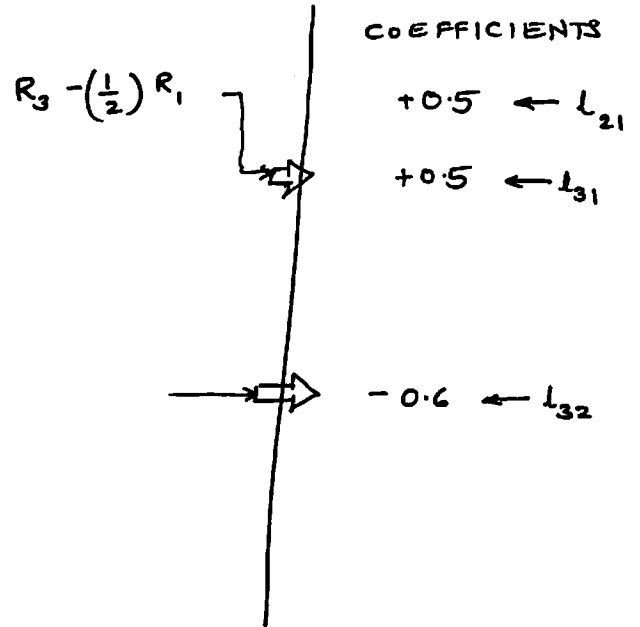
2. GAUSS ELIMINATION

STEP 1 : $R_2 - (\frac{1}{2})R_1$

$$\begin{bmatrix} 2 & 1 & 1 \\ 0 & 2.5 & 0.5 \\ 0 & -1.5 & 2.5 \end{bmatrix}$$

STEP 2 : $R_3 - (\frac{-1.5}{2.5})R_2$

$$\begin{bmatrix} 2 & 1 & 1 \\ 0 & 2.5 & 0.5 \\ 0 & 0 & 2.8 \end{bmatrix}$$



2. & 3. Thus :

$$U = \begin{bmatrix} 2 & 1 & 1 \\ 0 & 2.5 & 0.5 \\ 0 & 0 & 2.8 \end{bmatrix}$$

$$L = \begin{bmatrix} 1 & 0 & 0 \\ 0.5 & 1 & 0 \\ 0.5 & -0.6 & 1 \end{bmatrix}$$

4. $\underbrace{LU}_{y}x = b$

$$\begin{bmatrix} 1 & 0 & 0 \\ 0.5 & 1 & 0 \\ 0.5 & -0.6 & 1 \end{bmatrix} y = \begin{bmatrix} 4 \\ 0 \\ 6 \end{bmatrix}$$

$$\Rightarrow \begin{aligned} y_1 &= 4 \\ 0.5y_1 + y_2 &= 0 \Rightarrow y_2 = -2 \\ 0.5y_1 - 0.6y_2 + y_3 &= 6 \Rightarrow y_3 = 2.8 \end{aligned}$$

$$\therefore \underbrace{\begin{bmatrix} 2 & 1 & 1 \\ 0 & 2.5 & 0.5 \\ 0 & 0 & 2.8 \end{bmatrix}}_U x = \underbrace{\begin{bmatrix} 4 \\ -2 \\ 2.8 \end{bmatrix}}_y$$

$$\Rightarrow \begin{aligned} 2.8x_3 &= 2.8 \Rightarrow x_3 = 1 \\ 2.5x_2 + 0.5x_3 &= -2 \Rightarrow x_2 = -1 \\ 2x_1 + x_2 + x_3 &= 4 \Rightarrow x_1 = 2 \end{aligned}$$

SOLUTION : $[2 \quad -1 \quad 1]^T$

PROBLEM 4

$$\frac{1}{\sqrt{f}} = -0.4 + \sqrt{3} \ln(\text{Re} \sqrt{f})$$

$$x = \sqrt{f} \quad \text{Re} = 10^5$$

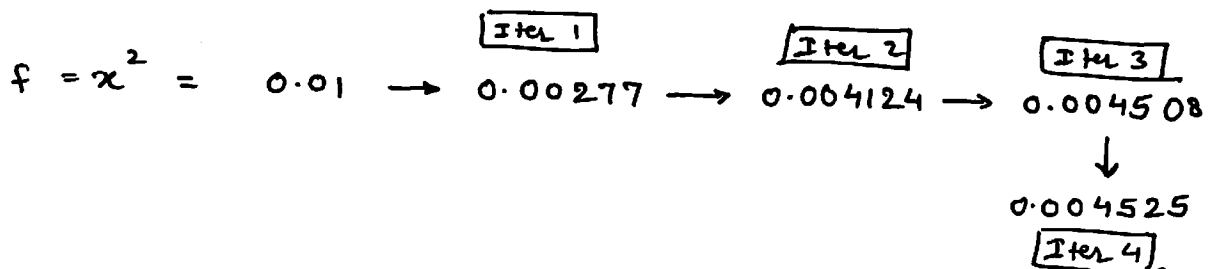
$$F(x) = \frac{1}{x} + 0.4 - \sqrt{3} \ln(\text{Re}) - \sqrt{3} \ln(x) = 0$$

$$\frac{1}{x} - 19.541 - \sqrt{3} \ln(x) = 0$$

$$F'(x) = -\left(\frac{1}{x^2} + \frac{\sqrt{3}}{x}\right)$$

NEWTON - RAPHSON with $f = 0.01 \Rightarrow x^{(0)} = 0.1$

ITER	x	$F(x)$	$F'(x)$	$-\frac{F(x)}{F'(x)}$
0	0.1	-5.5528	-117.32	-0.04733
1	0.05267	4.5439	-393.358	+0.01155
2	0.06422	0.7854 0.7854	-269.432 -633.539	0.0029
3	0.06714	0.0324	-247.663	1.309×10^{-4}
4	0.06727			



PROBLEM 5

$$x = \frac{k [s]}{K_m + [s]}$$

$$\frac{1}{x} = \frac{K_m}{k[s]} + \frac{[s]}{k[s]}$$

$$\underbrace{\frac{1}{x}}_y = \frac{1}{k} + \frac{K_m}{k} \underbrace{\frac{1}{[s]}}_x$$

$$y = a_0 + a_1 x$$

$$a_0 = \frac{1}{k}$$

$$a_1 = \frac{K_m}{k}$$

$$k = \frac{1}{a_0}$$

$$K_m = \frac{a_1}{a_0}$$

[s]	0.0975	0.278	0.547	0.632	
$x = \frac{1}{[s]}$	10.256	3.5971	1.8282	1.5823	⇒ $\sum x_i$ 17.264
x	0.0280	0.0531	0.0691	0.0721	
$y = \frac{1}{x}$	35.714	18.832	14.472	13.870	⇒ $\sum y_i$ 82.888
x^2	105.186	12.939	3.3423	2.5037	⇒ $\sum x_i^2$ 123.971
xy	366.283	67.741	26.458	21.947	⇒ $\sum x_i y_i$ 482.429

$$4a_0 + 17.264 a_1 = 82.888$$

$$17.264 a_0 + 123.971 a_1 = 482.429$$

$$\underline{a_0 = 9.842}$$

$$\underline{a_1 = 2.521}$$

Hence

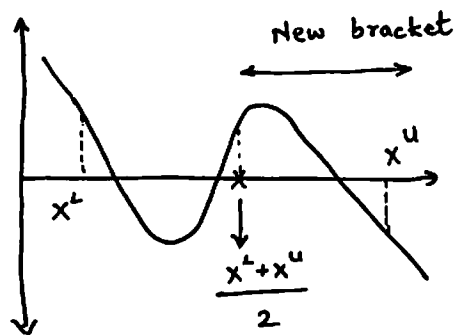
$$\underline{k = 0.1016}$$

$$\underline{K_m = 0.2561}$$

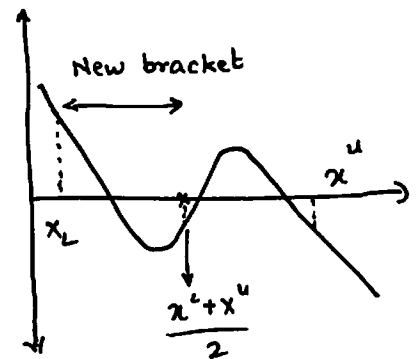
PROBLEM 6

SAANVI IS CORRECT

For an arbitrary choice of x^l and x^u , we will be able to get \bar{x}_1 or \bar{x}_3 , but usually not \bar{x}_2 .



New bracket will either contain \bar{x}_1 , \bar{x}_2 , \bar{x}_3 or will only contain \bar{x}_3



New bracket will either contain \bar{x}_1 , \bar{x}_2 , \bar{x}_3 or will only contain \bar{x}_1

↓
We will usually not encounter a situation where the two guesses will only bracket \bar{x}_2

PROBLEM 7.

$$x + 2y = 1 \Rightarrow x = 1 - 2y$$

$$x - y = 4 \Rightarrow y = x - 4$$

Gauss Siedel Method

$$x^{(k+1)} = 1 - 2y^{(k)}$$

$$y^{(k+1)} = x^{(k+1)} - 4$$

k	$x^{(k)}$	$y^{(k)}$	$1 - 2y^{(k)}$	$x^{(k+1)}$	$x^{(k+1)} - 4$
0	1	1	-1	-1	-5
1	-1	-5	11	11	7
2	11	7	-21	-21	-25
3	-21	-25	51	51	47
4	47	51	-93	-93	-97

GAUSS SIEDEL iterations are diverging.

In order to make them converge, the system should be made DIAGONALLY DOMINANT.

We can do so by "switching" rows 1 & 2.

PROBLEM 8

Square Root of c

$$x = c^{1/2}$$

$$f(x) = x^2 - c = 0$$

$$f'(x) = 2x$$

$$x^{(i+1)} = x^{(i)} - \frac{f(x^{(i)})}{f'(x^{(i)})}$$

$$= x^{(i)} - \frac{(x^{(i)})^2 - c}{2x^{(i)}} = x^{(i)} - \frac{(x^{(i)})^2}{2x^{(i)}} + \frac{c}{2x^{(i)}}$$

$$= \frac{1}{2} x^{(i)} + \frac{1}{2} \frac{c}{x^{(i)}}$$

$$= \frac{1}{2} \left[x^{(i)} + \frac{c}{x^{(i)}} \right]$$

PROBLEM 9

$$c_1 = \frac{\lambda_1}{(s_1 - s_2)(s_1 - s_3)(s_1 - s_4)} = -0.6457$$

$$c_2 = \frac{\lambda_2}{(s_2 - s_1)(s_2 - s_3)(s_2 - s_4)} = 3.0893$$

$$c_3 = \frac{\lambda_3}{(s_3 - s_1)(s_3 - s_2)(s_3 - s_4)} = -6.7232$$

$$c_4 = \frac{\lambda_4}{(s_4 - s_1)(s_4 - s_2)(s_4 - s_3)} = 4.4830$$

$$P(0.5) = c_1 (0.5 - s_2)(0.5 - s_3)(0.5 - s_4) + c_2 (0.5 - s_1)(0.5 - s_3)(0.5 - s_4) \\ + c_3 (0.5 - s_1)(0.5 - s_2)(0.5 - s_4) + c_4 (0.5 - s_1)(0.5 - s_2)(0.5 - s_3)$$

$$\underline{P(0.5) = 0.0673}$$

PROBLEM 10

$$\begin{aligned}g(x) &= x + \beta G(x) \\ &= x + \beta(2 - x + \ln(x)) \\ &= 2\beta + x(1 - \beta) + \beta \ln(x)\end{aligned}$$

$$\frac{dg}{dx} = 1 - \beta + \frac{\beta}{x}$$

Sufficient condition } $\left| 1 - \beta + \frac{\beta}{x} \right| < 1$
for convergence

let us choose $\beta = 1$

$$\left| \frac{1}{x} \right| < 1 \quad \text{or } |x| > 1$$

let $x^{(0)} = 1.5$

$x^{(i)}$	$g = 2 + \ln(x)$	ERROR
1.5	2.4055	
←	2.8778	
←	3.0570	
←	3.1174	
←	3.1370	
←	3.1432	→ 0.0020
←	3.1452	→ 0.0006
←	3.1458	

SOLUTION : $\bar{x} = 3.1458$

PROBLEM 11

$$x^{(L)} = 2 \quad x^{(u)} = 4$$

Iter 1 $x^{(3)} = \frac{4+2}{2} = 3 \quad \Delta x = 1$

Iter 2 $x^{(4)} = 2.5 \text{ or } 3.5$
Irrespective of $f(x) \quad \Delta x = 0.5$

⋮

Iter n $\Delta x = 2^{1-n}$

We want $\Delta x \leq 10^{-3}$

$$2^{(1-n)} \leq 10^{-3}$$

$$(1-n) \log(2) \leq \log(10^{-3})$$

$$(1-n) \leq \frac{\log(10^{-3})}{\log(2)}$$

$$n \geq 1 - \frac{\log(10^{-3})}{\log(2)}$$

Hence, it will take 11 ITERATIONS of bisection method