UECM3033 Numerical Methods

Tutorial: Computational Linear Algebra

(Jan 2013)

1. Let
$$\mathbf{A}_1 = \begin{bmatrix} 4 & -1 & 1 \\ -1 & 3 & 0 \\ 1 & 0 & 2 \end{bmatrix}$$
 and $\mathbf{A}_2 = \begin{bmatrix} 164 & 47 & 5 & 18 & 26 \\ 47 & 140 & 13 & 26 & 34 \\ 5 & 13 & 156 & 39 & 47 \\ 18 & 26 & 39 & 172 & 5 \\ 26 & 34 & 47 & 5 & 148 \end{bmatrix}$

- a) Detemine if A_1 and A_2 are (i) symmetric, (ii) strictly diagonally dominant, (iii) positive definite.
- b) Explain if you were using a Gaussian elimination to solve the linear system Ax = b, do you need to perfom partial pivoting? Why?
- c) Explain if iterative methods, such as Jacobi or Gauss-Seidel methods, will converge to the solution \mathbf{x} ?
- 2. Solve the linear system $\mathbf{A}_1\mathbf{x}=\mathbf{b}_1$ and $\mathbf{A}_2\mathbf{x}=\mathbf{b}_2$, for \mathbf{A}_1 and \mathbf{A}_2 in Question 1, while $\mathbf{b}_1=[-1,8,3]^T$ and $\mathbf{b}_2=[1,2,3,4,5]^T$ by using
 - a) LU factorisation.
 - b) $\mathbf{L}\mathbf{D}\mathbf{L}^T$ factorisation.
 - c) $\mathbf{L}\mathbf{L}^T$ factorisation.
 - d) Jacobi method
 - e) Gauss-Seidel method
 - f) (Optional*) Conjugate gradient method
- 3. Let ${\bf C}$ be the matrix $\begin{bmatrix} 2 & -1 & 0 \\ -1 & 2 & -1 \\ 0 & -1 & 2 \end{bmatrix}$.
 - a) Use MATLAB and find the eigenvalues and eigenvectors of C.
 - b) Find also the algebraic and geometric multiplicity of each eigenvalue.
 - c) Is C a defective matrix?
 - d) Write down the Schur decomposition of C.
- 4. Let C be the matrix in Question 3.
 - a) Draw the Geršgorin circles for C.
 - b) Find the largest eigenvalue of C by power methods. (Carry out 10 iterations)
 - c) Use Aitken's Δ^2 to improve the estimates for the largest eigenvalue.
 - d) Find the other eigenvalues by using Inverse Power Method

- e) (Optional*) Rayleigh Quotient method.
- 5. By using MATLAB, repeat Question 3 and 4 for the matrix

```
\begin{bmatrix} 2.2454 & -0.6969 & 2.5569 & -1.6969 & 0.1454 \\ 0.3113 & 0.9719 & 2.9585 & -1.5781 & -0.0637 \\ 0.2953 & -0.0054 & 5.0985 & -2.1054 & -0.0214 \\ 0.1724 & -0.6038 & 0.9538 & 2.4962 & -0.7109 \\ 0.1381 & -0.4408 & 1.5323 & -1.1408 & 2.1881 \end{bmatrix}.
```