

MAT-19961 Calcul matriciel en génie

Solutions - Devoir 5

1.

Méthode de Jacobi

$$A = \begin{bmatrix} 4 & 2 & 1 \\ 1 & 4 & 2 \\ 1 & 0 & 2 \end{bmatrix}, D = \begin{bmatrix} 4 & 0 & 0 \\ 0 & 4 & 0 \\ 0 & 0 & 2 \end{bmatrix}, N = D - A = \begin{bmatrix} 0 & -2 & -1 \\ -1 & 0 & -2 \\ -1 & 0 & 0 \end{bmatrix}, \mathbf{b} = \begin{bmatrix} 12 \\ 10 \\ 6 \end{bmatrix}$$

La récurrence s'écrit donc selon:

$$\begin{bmatrix} 4 & 0 & 0 \\ 0 & 4 & 0 \\ 0 & 0 & 2 \end{bmatrix} \begin{bmatrix} y_1 \\ y_2 \\ y_3 \end{bmatrix} = \begin{bmatrix} 0 & -2 & -1 \\ -1 & 0 & -2 \\ -1 & 0 & 0 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} + \begin{bmatrix} 12 \\ 10 \\ 6 \end{bmatrix}$$

$$y_1 = (-2x_2 - x_3 + 12)/4$$

$$y_2 = (-x_1 - 2x_3 + 10)/4$$

$$y_3 = (-x_1 + 6)/2$$

En posant $\mathbf{x}^{(0)} = \mathbf{0}$, on trouve $y_1 = 12/4 = 3$, $y_2 = 5/2$, $y_3 = 6/2 = 3$, i.e.

$$\mathbf{x}^{(1)} = \begin{bmatrix} 3 \\ 5/2 \\ 3 \end{bmatrix}$$

La seconde itération donne $y_1 = (-5 - 3 + 12)/4 = 1$, $y_2 = (-3 - 6 + 10)/4 = 1/4$, $y_3 = (-3 + 6)/2 = 3/2$, i.e.

$$\mathbf{x}^{(2)} = \begin{bmatrix} 1 \\ 1/4 \\ 3/2 \end{bmatrix}$$

2.

Méthode de Gauss-Seidel:

$$A = \begin{bmatrix} 4 & 2 & 1 \\ 1 & 4 & 2 \\ 1 & 0 & 2 \end{bmatrix}, M = \begin{bmatrix} 4 & 0 & 0 \\ 1 & 4 & 0 \\ 1 & 0 & 2 \end{bmatrix}, N = M - A = \begin{bmatrix} 0 & -2 & -1 \\ 0 & 0 & -2 \\ 0 & 0 & 0 \end{bmatrix}, \mathbf{b} = \begin{bmatrix} 12 \\ 10 \\ 6 \end{bmatrix}$$

La récurrence s'écrit donc selon:

$$\begin{bmatrix} 4 & 0 & 0 \\ 1 & 4 & 0 \\ 1 & 0 & 2 \end{bmatrix} \begin{bmatrix} y_1 \\ y_2 \\ y_3 \end{bmatrix} = \begin{bmatrix} 0 & -2 & -1 \\ 0 & 0 & -2 \\ 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} + \begin{bmatrix} 12 \\ 10 \\ 6 \end{bmatrix}$$

$$y_1 = (-2x_2 - x_3 + 12)/4$$

$$y_2 = (-y_1 - 2x_3 + 10)/4$$

$$y_3 = (-y_1 + 6)/2$$

En posant $\mathbf{x}^{(0)} = \mathbf{0}$, on trouve $y_1 = 12/4 = 3$, $y_2 = (-3 + 10)/4 = 7/4$, $y_3 = (-3 + 6)/2 = 3/2$, i.e.

$$\mathbf{x}^{(1)} = \begin{bmatrix} 3 \\ 7/4 \\ 3/2 \end{bmatrix}$$

La seconde itération donne $y_1 = (-7/2 - 3/2 + 12)/4 = 7/4$, $y_2 = (-7/4 - 3 + 10)/4 = 21/4$, $y_3 = (-7/4 + 6)/2 = 17/8$, i.e.

$$\mathbf{x}^{(2)} = \begin{bmatrix} 7/4 \\ 21/4 \\ 17/8 \end{bmatrix}$$

Le résultat est différent. Il est cependant difficile de dire si la méthode de Gauss-Seidel converge plus rapidement.

3. a)

Méthode de Jacobi

A =

$$\begin{matrix} 4 & 2 & 1 \end{matrix}$$

```
    1    4    2
    1    0    2
```

```
>>D=diag(diag(A))
```

```
D =
```

```
    4    0    0
    0    4    0
    0    0    2
```

```
>>N=D-A
```

```
N =
```

```
    0    -2    -1
   -1     0    -2
   -1     0     0
```

```
>>x0=[0 0 0]'
```

```
x0 =
```

```
    0
    0
    0
```

```
>>x=D\(N*x0+b);x'
```

```
ans =
```

```
    3.0000    2.5000    3.0000
```

```
>>x=D\(N*x+b);x'
```

```
ans =
```

```
    1.0000    0.2500    1.5000
```

Il faut 20 itérations pour arriver à:

```
>> x=D\(N*x+b);x'
```

```
ans =
```

```
    1.9995    0.9995    1.9996
```

b)

Méthode de Gauss-Seidel

```
>>M=tril(A)
```

M =

```
    4    0    0
    1    4    0
    1    0    2
```

```
>>N=M-A
```

N =

```
    0   -2   -1
    0    0   -2
    0    0    0
```

```
>>x=M\ (N*x0+b) ; x'
```

ans =

```
    3.0000    1.7500    1.5000
```

```
>>x=M\ (N*x+b) ; x'
```

ans =

```
    1.7500    1.3125    2.1250
```

Il faut 7 itérations pour arriver à:

```
>>x=M\ (N*x+b) ; x'
```

ans =

```
    1.9993    1.0019    2.0004
```

La méthode de Gauss-Seidel est environ 3 fois plus rapide que le méthode de Jacobi.

4.

Déplacement de (1, 2, -3):

$$S_1 = \begin{bmatrix} 1 & 0 & 0 & 1 \\ 0 & 1 & 0 & 2 \\ 0 & 0 & 1 & -3 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Rotation de 60° autour de l'axe des z :

$$S_2 = \begin{bmatrix} \cos\theta & -\sin\theta & 0 & 0 \\ \sin\theta & \cos\theta & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} = \begin{bmatrix} \frac{1}{2} & -\frac{\sqrt{3}}{2} & 0 & 0 \\ \frac{\sqrt{3}}{2} & \frac{1}{2} & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$S = S_2 S_1 = \begin{bmatrix} \frac{1}{2} & -\frac{\sqrt{3}}{2} & 0 & \frac{1}{2} - \sqrt{3} \\ \frac{\sqrt{3}}{2} & \frac{1}{2} & 0 & 1 + \frac{\sqrt{3}}{2} \\ 0 & 0 & 1 & -3 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

5.

La matrice de projection pour $d = 10$ est donnée par:

$$P = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & -\frac{1}{d} & 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & -\frac{1}{10} & 1 \end{bmatrix}$$

On a donc

$$P \begin{bmatrix} 5 \\ 2 \\ -5 \\ 1 \end{bmatrix} = \begin{bmatrix} 5 \\ 2 \\ 0 \\ \frac{3}{2} \end{bmatrix}, P \begin{bmatrix} 8 \\ 5 \\ 1 \\ 1 \end{bmatrix} = \begin{bmatrix} 8 \\ 5 \\ 0 \\ \frac{9}{10} \end{bmatrix}, P \begin{bmatrix} 6 \\ 3 \\ 2 \\ 1 \end{bmatrix} = \begin{bmatrix} 6 \\ 3 \\ 0 \\ \frac{4}{5} \end{bmatrix}$$

Après normalisation, on obtient les sommets:

$$\begin{bmatrix} \frac{10}{3} \\ \frac{4}{3} \\ 0 \\ 1 \end{bmatrix}, \begin{bmatrix} \frac{80}{9} \\ \frac{50}{9} \\ 0 \\ 1 \end{bmatrix}, \begin{bmatrix} \frac{15}{2} \\ \frac{15}{4} \\ 0 \\ 1 \end{bmatrix}$$

6.

Fonction Matlab

```
function Z=jacoby(A,b,x0,k)
```

```
d=diag(A);
```

```
D=diag(d);
```

```
N=D-A;
```

```
Z=x0;
```

```
x=x0;
```

```
for i=1:k
```

```
    x=(N*x+b)./d;
```

```
    Z = [Z x];
```

```
end
```

```
plot(0:k, Z)
```

```
xlabel('k')
```

```
ylabel('Solutions')
```

```
title('Méthode de Jacoby')
```

Exemples d'utilisation

```
>>A
```

```
A =
```

```
    4    2    1
    1    4    2
    1    0    2
```

```
>> b'
```

```
ans =
```

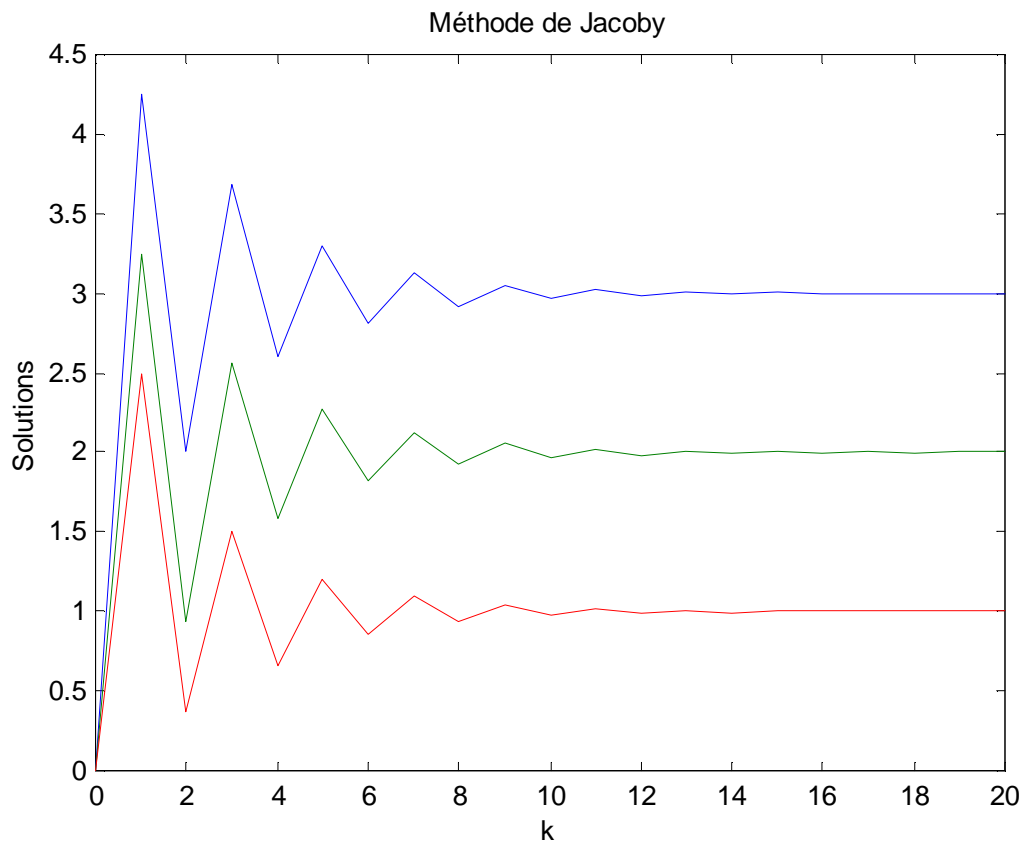
```
17 13 5
```

```
>>x0'
```

```
ans =
```

```
0 0 0
```

```
>>Z=jacoby(A,b,x0,20);
```



```
>>A
```

```
A =
```

```
4 2 1  
1 4 2  
10 0 2
```

```
>>b'
```

```
ans =
```

```
    -3     1    -12
```

```
>>x0'
```

```
ans =
```

```
     0     0     0
```

```
>>Z=jacoby(A,b,x0,10);
```

