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問 1

```
In [12]: using LinearAlgebra, SymPy
```

```
In [8]: A = [ 1.0 3 5
             2 4 6
             8 10 12]
          b = [ 1.0, 2, 8 ]
```

```
Out [8]: 3-element Vector{Float64}:
 1.0
 2.0
 8.0
```

行列 A は正則ではないことを確認.

```
In [10]: det(A)
```

```
Out [10]: 0.0
```

手で求めた解

```
In [14]: @vars p
          x = [1, 0, 0] + p * [1, -2, 1]
```

```
Out [14]: 3-element Vector{Sym}:
 p + 1
 -2*p
 p
```

Ax を計算して, 確かに b に一致するか?

```
In [15]: A * x
```

```
Out [15]: 3-element Vector{Sym}:
 1.0000000000000000
 2.0000000000000000
 8.0000000000000000
```

問 6

```
In [16]: A = [ 13 -1 1
               3 9 3
               -1 1 11]
```

```
Out [16]: 3x3 Matrix{Int64}:
 13 -1 1
 3 9 3
```

```
-1  1 11
```

```
In [18]: eigen(A)
```

```
Out [18]: Eigen{Float64, Float64, Matrix{Float64}, Vector{Float64}}
values:
3-element Vector{Float64}:
 9.000000000000005
11.999999999999998
12.0
vectors:
3×3 Matrix{Float64}:
-0.301511  0.784465  0.22126
-0.904534  0.588348  0.791279
 0.301511 -0.196116  0.570019
```

固有値 12 に対する固有ベクトルは平面中の2ベクトルなので一意性はない。そこで確認。

```
In [19]: v2, v3 = [ 1, 1, 0 ], [-1, 0, 1]
```

```
Out [19]: ([1, 1, 0], [-1, 0, 1])
```

```
In [21]: A * v2
```

```
Out [21]: 3-element Vector{Int64}:
 12
 12
  0
```

```
In [22]: A * v3
```

```
Out [22]: 3-element Vector{Int64}:
-12
  0
 12
```

問 8

3^{100} とか桁数がひどいことになって通常計算だと値が正しくないので、多倍長計算を用いる。

```
In [30]: A = [ big(5) -1
              2  2 ]
```

```
Out [30]: 2×2 Matrix{BigInt}:
 5 -1
 2  2
```

Julia による計算

```
In [33]: R8 = A^(100)
```

```
Out [33]: 2×2 Matrix{BigInt}:
3213876088517465173563192173351288743914640366292883563080751 ...
-1606938044258474898021230081010126141392437372510090727779375
321387608851694979604246016202025228278487474502018145558750
-1606938044257959520500498069679089680262671751237388620257374
```

```
In [29]: a3, a4 = big(3)^100, big(4)^100
```

```
Out [29]: (515377520732011331036461129765621272702107522001,
1606938044258990275541962092341162602522202993782792835301376)
```

手で求めた解

```
In [34]: B = a4 * [ 2 -1
                2 -1 ] +
a3 * [ -1 1
      -2 2 ]
```

```
Out [34]: 2x2 Matrix{BigInt}:
 3213876088517465173563192173351288743914640366292883563080751 ...
-1606938044258474898021230081010126141392437372510090727779375
 3213876088516949796042460162020252282784874745020181455558750
-1606938044257959520500498069679089680262671751237388620257374
```

引き算してみて差を見ている。完璧。

```
In [35]: R8 - B
```

```
Out [35]: 2x2 Matrix{BigInt}:
 0 0
 0 0
```

問 9

```
In [36]: A = [ 13 -1 1
              3 9 3
              -1 1 11]
```

```
Out [36]: 3x3 Matrix{Int64}:
 13 -1 1
 3 9 3
 -1 1 11
```

```
In [37]: P = [ -1 1 -1
              -3 1 0
               1 0 1]
```

```
Out [37]: 3x3 Matrix{Int64}:
 -1 1 -1
 -3 1 0
 1 0 1
```

$P^{-1}AP$ を計算して、対角成分が 9, 12, 12 の対角行列になれば OK.

```
In [38]: inv(P) * A * P
```

```
Out [38]: 3x3 Matrix{Float64}:
 9.0 -8.88178e-16 0.0
 0.0 12.0 -1.77636e-15
 1.77636e-15 0.0 12.0
```

問 10

Julia で計算した $\exp(A)$

```
In [39]: As = exp(A)
```

```
Out [39]: 3x3 Matrix{Float64}:
  2.14305e5 -51550.6  51550.6
  1.54652e5  8103.08  1.54652e5
 -51550.6   51550.6  1.11204e5
```

手で計算した U'

```
In [40]: a,b = exp(9), exp(12)
c = (a-b)

V = [ b-(c/3) -c c/3
      c/3 a -c/3
      -c/3 -c b+(c/3)]
```

```
Out [40]: 3x3 Matrix{Float64}:
  2.14305e5  1.54652e5 -51550.6
 -51550.6   8103.08  51550.6
  51550.6   1.54652e5  1.11204e5
```

これが手で計算した $\exp(A)$

```
In [41]: U = V'
```

```
Out [41]: 3x3 adjoint{::Matrix{Float64}} with eltype Float64:
  2.14305e5 -51550.6  51550.6
  1.54652e5  8103.08  1.54652e5
 -51550.6   51550.6  1.11204e5
```

引き算して比較する。OK だろう。

```
In [42]: As - U
```

```
Out [42]: 3x3 Matrix{Float64}:
  5.82077e-10 -3.63798e-11  1.30967e-10
  5.82077e-11  1.81899e-12 -5.82077e-11
 -1.23691e-10 -2.18279e-11 -1.16415e-10
```

Hey there! If you have any feedback for this tool - issues, ideas for improvement, or you want to just tell me about your use case for this, I'd love to know. [E-mail me](#) or [tweet at me](#).