
Assignment 1

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This is a template file for the first assignment to get started with running and publishing code in Matlab. Each problem has its own section (delineated by `%%`) and can be run in isolation by clicking into the particular section and pressing `Ctrl + Enter` (evaluate current section).

To generate a pdf for submission in your current directory, use the following three lines of code at the command window:

```
>> options.format = 'pdf';
>> options.outputDir = pwd;
>> publish('assignment1.m', options)
```

Problem 1

```
a)

x = 5
% b)
y = 4.2 * 10 ^ (-2)
% c)
r = sqrt(pi)
% d)
rate = 0.01
t = 6
T = 12
money = 1000
interest = money * (exp(rate * t / T) - 1)
% e)
a = 1 + i
b = i
i = 2
e = exp(i * pi)
d = exp(b * pi)
% \texttt{i} is interpreted as the imaginary unit when assigning to a
and b
% until it is defined to 2. In the subsequent expressions \textit{i}
is
% interpreted as 2.
c = exp(1i * pi)
```

```
% Here \textit{1i} is interpreted as the imaginary unit, making $c = 1$
```

```
x =
```

```
5
```

```
y =
```

```
0.0420
```

```
r =
```

```
1.7725
```

```
rate =
```

```
0.0100
```

```
t =
```

```
6
```

```
T =
```

```
12
```

```
money =
```

```
1000
```

```
interest =
```

```
5.0125
```

```
a =
```

```
3
```

```
b =
```

```
2
```

$i =$

2

$e =$

535.4917

$d =$

535.4917

$c =$

-1.0000 + 0.0000i

Problem 2

```
A = [1 -2 0 ; -2 1 -2; 0 -2 1]
Z = zeros(9,9)
B = ones(9,9) * 3
C = (eye(9) - 1) * -1
D = diag([1:5,4:-1:1])
E = repmat(transpose(1:9), 1, 5)
```

$A =$

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

$Z =$

0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0

$B =$

3	3	3	3	3	3	3	3	3
---	---	---	---	---	---	---	---	---

```

3 3 3 3 3 3 3 3 3
3 3 3 3 3 3 3 3 3
3 3 3 3 3 3 3 3 3
3 3 3 3 3 3 3 3 3
3 3 3 3 3 3 3 3 3
3 3 3 3 3 3 3 3 3
3 3 3 3 3 3 3 3 3
3 3 3 3 3 3 3 3 3

```

$C =$

```

0 1 1 1 1 1 1 1 1
1 0 1 1 1 1 1 1 1
1 1 0 1 1 1 1 1 1
1 1 1 0 1 1 1 1 1
1 1 1 1 0 1 1 1 1
1 1 1 1 1 0 1 1 1
1 1 1 1 1 1 0 1 1
1 1 1 1 1 1 1 0 1
1 1 1 1 1 1 1 1 0

```

$D =$

```

1 0 0 0 0 0 0 0 0
0 2 0 0 0 0 0 0 0
0 0 3 0 0 0 0 0 0
0 0 0 4 0 0 0 0 0
0 0 0 0 5 0 0 0 0
0 0 0 0 0 4 0 0 0
0 0 0 0 0 0 3 0 0
0 0 0 0 0 0 0 2 0
0 0 0 0 0 0 0 0 1

```

$E =$

```

1 1 1 1 1
2 2 2 2 2
3 3 3 3 3
4 4 4 4 4
5 5 5 5 5
6 6 6 6 6
7 7 7 7 7
8 8 8 8 8
9 9 9 9 9

```

Problem 3

```

A = fliplr(A)
B(2, :) = repmat(1, 1, 9)

```

Assignment 1

```
C(1, :) = []  
F = E(1:2, 1:2)  
E(:, 1) = flipud(E(:, 1))
```

A =

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

B =

```
    3     3     3     3     3     3     3     3     3  
    1     1     1     1     1     1     1     1     1  
    3     3     3     3     3     3     3     3     3  
    3     3     3     3     3     3     3     3     3  
    3     3     3     3     3     3     3     3     3  
    3     3     3     3     3     3     3     3     3  
    3     3     3     3     3     3     3     3     3  
    3     3     3     3     3     3     3     3     3  
    3     3     3     3     3     3     3     3     3
```

C =

```
    1     0     1     1     1     1     1     1     1  
    1     1     0     1     1     1     1     1     1  
    1     1     1     0     1     1     1     1     1  
    1     1     1     1     0     1     1     1     1  
    1     1     1     1     1     0     1     1     1  
    1     1     1     1     1     1     0     1     1  
    1     1     1     1     1     1     1     0     1  
    1     1     1     1     1     1     1     1     0
```

F =

```
    1     1  
    2     2
```

E =

```
    9     1     1     1     1  
    8     2     2     2     2  
    7     3     3     3     3  
    6     4     4     4     4  
    5     5     5     5     5  
    4     6     6     6     6  
    3     7     7     7     7  
    2     8     8     8     8  
    1     9     9     9     9
```

Problem 4

```
geteps
getxmin
getxmax

function myeps = geteps
    y = 1;
    x = 2 * y;
    while 1 + y ~= 1
        x = y;
        y = y / 2;
    end
    myeps = x;
end

function xmin = getxmin
    y = 1;
    x = 2 * y;
    while y ~= 0
        x = y;
        y = y / 2;
    end
    xmin = x;
end

function xmax = getxmax
    y = 1;
    x = y;
    while y ~= +inf
        x = y;
        y = y * 2;
    end
    xmax = typecast(bitor(typecast(x, 'uint64'),
    0x000FFFFFFFFFFFFFFF), ...
    'double');
end

% geteps does not differ from eps, as getxmax does not differ from
% realmax.
% However, getxmin returns the nearest positive floating point value
% to 0
% including denormalized numbers, while realmin returns the smallest
% (ignoring sign) non denormalized floating point number.

ans =

    2.2204e-16

ans =
```

4.9407e-324

ans =

1.7977e+308

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