

Problem 8.1

```
> 1+3+4+2;
```

10

(1)

Problem 8.2

```
> with(LinearAlgebra):
```

```
> A:=Matrix([
  [3, 0.1, 0.2, 0.2],
  [0.1, 3*I, 0.2, 0.2],
  [0,0.1,0.4,0.1],
  [0.1, 0.2, 0.2, 1]
]);
```

$$A := \begin{bmatrix} 3 & 0.1 & 0.2 & 0.2 \\ 0.1 & 3I & 0.2 & 0.2 \\ 0 & 0.1 & 0.4 & 0.1 \\ 0.1 & 0.2 & 0.2 & 1 \end{bmatrix}$$

(2)

```
> Norm(A);#default norm is the infinity norm
Norm(A,infinity);
```

3.5

3.5

(3)

```
> Norm(A,2);
```

3.108855598

(4)

```
> Norm(A,1);
```

3.400000000000000036

(5)

```
> Norm(Transpose(A),1);
```

3.500000000000000044

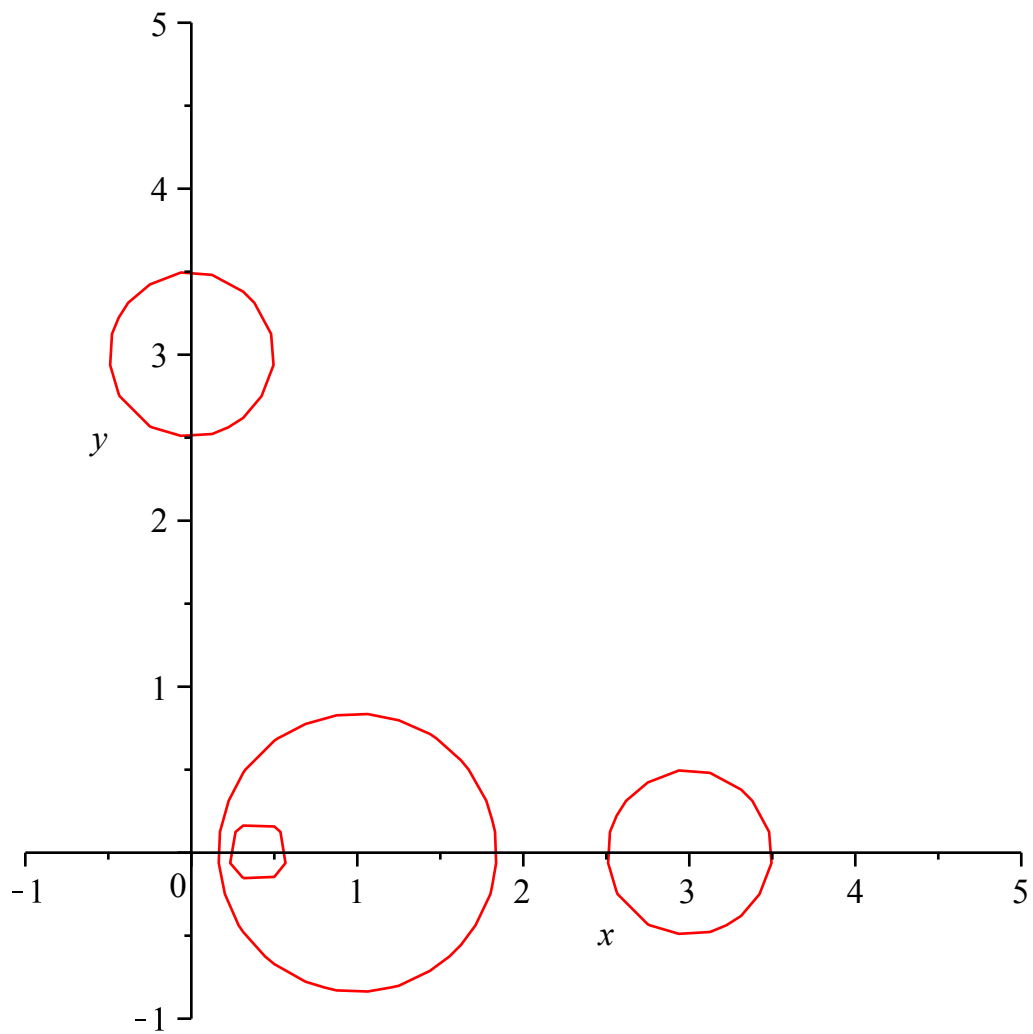
(6)

```
> with(plots);
```

```
[animate, animate3d, animatecurve, arrow, changecoords, complexplot, complexplot3d, conformal,
conformal3d, contourplot, contourplot3d, coordplot, coordplot3d, densityplot, display, dualaxisplot,
fieldplot, fieldplot3d, gradplot, gradplot3d, implicitplot, implicitplot3d, inequal, interactive,
interactiveparams, intersectplot, listcontplot, listcontplot3d, listdensityplot, listplot, listplot3d, loglogplot,
logplot, matrixplot, multiple, odeplot, pareto, plotcompare, pointplot, pointplot3d, polarplot, polygonplot,
polygonplot3d, polyhedra_supported, polyhedraplot, rootlocus, semilogplot, setcolors, setoptions,
setoptions3d, spacecurve, sparsematrixplot, surfdata, textplot, textplot3d, tubeplot]
```

(7)

```
> implicitplot({(x-3)^2+y^2-0.5^2,x^2+(y-3)^2-0.5^2,(x-0.4)^2+y^2-0.2^2,(x-1)^2+y^2-sqrt(0.5)},x=-1..5,y=-1..5,scaling=constrained,view=[-1..5, -1..5],numpoints=1000);
```



It is invertible since $(0,0)$ is inside none of the Gersshorin circles.

> with(LinearAlgebra) :

> Eigenvalues(A) ;#note where the actual eigenvalues are!

$$\begin{bmatrix} 3.01273481809502 + 0.00237511753815189 I \\ -0.00761576760561380 + 2.98065111609742 I \\ 1.02532699207498 + 0.0141384654248454 I \\ 0.369553957435615 + 0.00283530093958180 I \end{bmatrix}$$

(8)

Problem 8.3

> 1;

1

(9)