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Maple 9 (IBM INTEL LINUX)
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Type ? for help.
> interface(screenwidth=120);
with(LinearAlgebra);
[&x, Add, Adjoint, BackwardSubstitute, BandMatrix, Basis, BezoutMatrix, BidiagonalForm, BilinearForm,
CharacteristicMatrix, CharacteristicPolynomial, Column, ColumnDimension, ColumnOperation, ColumnSpace,
CompanionMatrix, ConditionNumber, ConstantMatrix, ConstantVector, Copy, CreatePermutation, CrossProduct,
DeleteColumn, DeleteRow, Determinant, Diagonal, DiagonalMatrix, Dimension, Dimensions, DotProduct,
EigenConditionNumbers, Eigenvalues, Eigenvectors, Equal, ForwardSubstitute, FrobeniusForm, GaussianElimination,
GenerateEquations, GenerateMatrix, GetResultDataType, GetResultShape, GivensRotationMatrix, GramSchmidt,
HankelMatrix, HermiteForm, HermitianTranspose, HessenbergForm, HilbertMatrix, HouseholderMatrix, IdentityMatrix,
IntersectionBasis, IsDefinite, IsOrthogonal, IsSimilar, IsUnitary, JordanBlockMatrix, JordanForm, LA_Main,
LUDecomposition, LeastSquares, LinearSolve, Map, Map2, MatrixAdd, MatrixExponential, MatrixFunction, MatrixInverse,
MatrixMatrixMultiply, MatrixNorm, MatrixPower, MatrixScalarMultiply, MatrixVectorMultiply, MinimalPolynomial, Minor,
Modular, Multiply, NoUserValue, Norm, Normalize, NullSpace, OuterProductMatrix, Permanent, Pivot, PopovForm,
QRDecomposition, RandomMatrix, RandomVector, Rank, RationalCanonicalForm, ReducedRowEchelonForm, Row, RowDimension,
RowOperation, RowSpace, ScalarMatrix, ScalarMultiply, ScalarVector, SchurForm, SingularValues, SmithForm, SubMatrix,
SubVector, SumBasis, SylvesterMatrix, ToeplitzMatrix, Trace, Transpose, TridiagonalForm, UnitVector,
VandermondeMatrix, VectorAdd, VectorAngle, VectorMatrixMultiply, VectorNorm, VectorScalarMultiply, ZeroMatrix,
ZeroVector, Zip]
> #with(Modular);
> # pour pouvoir faire Mod d'une matrice. Pb ca n'existe pas avec maple7
> # pour maple7 on recree Mod, k ne sert que pour etre compatible avec
> # le Mod demaple9
> Mod:=proc(n,A,k)
> B:=Dimensions(A);
> if nops([B])=1 then Vector(B,i->A[i] mod n) else
> Matrix(B,(i,j)->A[i,j] mod n) fi
> end proc;
Mod := proc(n, A, k)
local B;
B := LinearAlgebra:-Dimensions(A);
if nops([B]) = 1 then Vector(B, i -> A[i] mod n) else Matrix(B, (i, j) -> A[i, j] mod n) end if
end proc
> #jeul du jury
> m:=Vector(7,0);
[0]
[ ]
[0]
[ ]
[ ]
[ ]
[ ]
m := [0]
[ ]
[0]
[ ]
[ ]
[ ]
[0]
> # ou bien m:=Matrix(7,1,0); et on rentre m[k,1]:=
> H:=Matrix([[1,0,1,0,1,0,1],[0,1,1,0,0,1,1],[0,0,0,1,1,1,1]]);
[1 0 1 0 1 0 1]
H := [0 1 1 0 0 1 1]
[ ]
[0 0 0 1 1 1 1]
> # entrer les valeurs non nulles (1=oui) selon les reponses Ex: m[1]:=1;
> m[1]:=1;m[4]:=1;m[7]:=1;
m[1] := 1
m[4] := 1
m[7] := 1
> w:=Mod(2,H.m,integer);#ok avec maple9
[0]
[ ]
w := [1]
[ ]
[0]
> k:=4*w[3]+2*w[2]+w[1];
k := 2
> if k<>0 then print("menti a la question:",k);m[k]:=m[k]+1 mod 2 else
> print("pas menti"); fi:
"menti a la question:", 2
> r:=m[4]+m[3]*2+m[2]*4+m[1]*8:print("votre nombre est:",r);

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"votre nombre est:", 13
> #le meme dans une procedure:
> #m est le vecteur reponse: 1 pour oui a la question
> jeu:=proc(m)
> H:=Matrix([[1,0,1,0,1,0,1],[0,1,1,0,0,1,1],[0,0,0,1,1,1,1]]);
> w:=Mod(2,H.m,integer);
> k:=4*w[3]+2*w[2]+w[1];
> if k<>0 then print("menti a la question:",k);m[k]:=m[k]+1 mod 2 else
> print("pas menti"); fi:
> r:=m[4]+m[3]*2+m[2]*4+m[1]*8:print("votre nombre est:",r);
> end proc;
jeu := proc(m)
local H, w, k, r;
H := Matrix([[1, 0, 1, 0, 1, 0, 1], [0, 1, 1, 0, 0, 1, 1], [0, 0, 0, 1, 1, 1, 1]]);
w := Mod(2, H . m, integer);
k := 4*w[3] + 2*w[2] + w[1];
if k <> 0 then print("menti a la question:", k); m[k] := (m[k] + 1) mod 2 else print("pas menti") end if;
r := m[4] + 2*m[3] + 4*m[2] + 8*m[1];
print("votre nombre est:", r)
end proc
> f:=(i,j)->floor(j/2^(i-1)) mod 2;
f := (i, j) -> floor(-----) mod 2
j
(i - 1)
> H:=Matrix(3,7,f);
[1 0 1 0 1 0 1]
H := [0 1 1 0 0 1 1]
[ ]
[0 0 0 1 1 1 1]
> #On trouve une famille generatrice du code:
> noyau:=Nullspace(H) mod 2;
[1] [1] [0] [1]
[ ] [ ] [ ] [ ]
[1] [0] [1] [1]
[ ] [ ] [ ] [ ]
[1] [0] [0] [0]
[ ] [ ] [ ] [ ]
noyau := {[0], [1], [1], [1]}
[ ] [ ] [ ] [ ]
[0] [1] [0] [0]
[ ] [ ] [ ] [ ]
[0] [0] [1] [0]
[ ] [ ] [ ] [ ]
[0] [0] [0] [1]
> #On converti le resultat en une matrice.
> C:=Matrix(convert(noyau,list));
[1 1 0 1]
[ ]
[1 0 1 1]
[ ]
[1 0 0 0]
[ ]
C := [0 1 1 1]
[ ]
[0 1 0 0]
[ ]
[0 0 1 0]
[ ]
[0 0 0 1]
> #On verifie:
> Mod(2,H.C,integer);
[0 0 0 0]
[ ]
[0 0 0 0]
[ ]
[0 0 0 0]
> subs({y=1,x=3},{x,y});
[3, 1]
#Nullspace,Linsolve() mod 2,subs
> f:=(i,j)->if i=j then 1 else 0 fi;
f := proc(i, j) option operator, arrow; if i = j then 1 else 0 end if end proc
> #On insere H dans une matrice plus grande.
> syst:=proc(i)
> HE:=Matrix(4,3,f).H;
> HE[4,i]:=1;
> HE;
> end proc;
syst := proc(i) local HE; HE := (Matrix(4, 3, f)) . H; HE[4, i] := 1; HE end proc
> sol:=proc(k)
> j:=1;
> X:=Linsolve(syst(k),Vector([0,0,0,1])) mod 2;
> for i from 1 to 7 do if (X<>subs_t[i]=0,X) then X:=subs_t[i]=_t[j],X;
> j:=j+1; fi; od;
> X;
> end proc;
sol := proc(k)
local j, X, i;
j := 1;
X := Linsolve(syst(k), Vector([0, 0, 0, 1])) mod 2;

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