



```

> T(4,1,3/2).T(3,1,1/2).B.A;
      [-2  0  1  4]
      [ 0  0  1 -3]
      [ 0  0 1/2  3]
      [ 0  1 3/2  6]

> F:=Matrix(4):F[1,1]:=1:F[3,3]:=1:F[2,4]:=1:F[4,2]:=1:F;
      [1  0  0  0]
      [0  0  0  1]
      [0  0  1  0]
      [0  1  0  0]

> #On compose les transpositions
> F.T(4,1,3/2).T(3,1,1/2).B.A;
      [-2  0  1  4]
      [ 0  1 3/2  6]
      [ 0  0 1/2  3]
      [ 0  0  1 -3]

> L:=LUDecomposition(A);L[1].L[2].L[3]-A;
      [0  0  0  1] [ 1  0  0  0] [-2  0  1  4]
      [1  0  0  0] [-3/2 1  0  0] [ 0  1 3/2  6]
      [0  0  1  0] [-1/2 0  1  0] [ 0  0 1/2  3]
      [0  1  0  0] [ 0  0  2  1] [ 0  0  0 -9]

      [0  0  0  0]
      [0  0  0  0]
      [0  0  0  0]
      [0  0  0  0]

> # il faut deplacer les transpositions:
#{\e}galit{\e} pour i=\sigma(i'),j=\sigma(j')
> U:=T(4,3,-2).F.T(4,1,3/2).T(3,1,1/2).B.A;
      [-2  0  1  4]
      [ 0  1 3/2  6]
      [ 0  0 1/2  3]
      [ 0  0  0 -9]

> L:=(F.T(3,1,-1/2).F^(-1)).(F.T(4,1,-3/2).F^(-1)).T(4,3,2);
bytes used=80024408, alloc=5700588, time=2.34
      [ 1  0  0  0]
      [-3/2 1  0  0]
      [-1/2 0  1  0]
      [ 0  0  2  1]

> S:=B.F^(-1);
      [0  0  0  1]
      [1  0  0  0]
      [0  0  1  0]
      [0  1  0  0]

> S.L.U-A;
      [0  0  0  0]
      [0  0  0  0]
      [0  0  0  0]
      [0  0  0  0]

> Digits:=2; #Pb avec MatrixInverse, il n'en tient pas compte! utiliser linalg(inverse)
      Digits := 2

> a:=1./3;a*3;
      a := 0.33
      0.99

> r:=rand(-10..10);
r := proc()
local t;
global _seed;
_seed := irem(a*_seed, p);
t := _seed;
to concats do _seed := irem(a*_seed, p); t := s*t + _seed end do;
irem(t, divisor) + offset

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end proc
> A:=matrix(4,4,r*1.);
      [-7.  5.  -5.  -2.]
      [ 2.  7.  2.  10.]
      [-4.  4.  0.  10.]
      [10. -8.  7.  -5.]

> #selon la doc de linalg, en taille <=4, il n'utilise pas LU.
> inverse(A),evalm(inverse(A).A);
      [-0.33  0.11  -0.30  -0.27] [1.0  0.2  -0.1  0.2 ]
      [0.26  0.15  -0.020  0.14 ] [0.  1.1  -0.02  0.08]
      [0.60  -0.  0.40  0.59 ] [0.1  -0.1  1.1  -0.2]
      [-0.24  -0.020  -0.  -0.16] [0.1  0.  0.1  1.1 ]

# Non, la mutiplication des flottants est commutative mais pas associative.
> quit
bytes used=80854616, alloc=5700588, time=2.38

```