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Maple 9 (IBM INTEL LINUX)
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Type ? for help.

> interface(screenwidth=120);
> with(linalg):with(LinearAlgebra):
> a:=`a`;
> coefs(a^2+2,a);# il n'affiche pas les nuls.
a := a
2, 1

> mescoeffs:=proc(P,a)
> [seq(coeff(P,a,i),i=0..degree(P,a))];
> end proc;
mescoeffs := proc(P, a) [seq(coeff(P, a, i), i = 0 .. degree(P, a))] end proc

> #astuce, a retenir
> M:=Matrix(2,3)+1;N:=Matrix(2,4)+2;OO:=Matrix(3,3)+3;Matrix([[M,N]]);Matrix([[M],[OO]]);
M := [
[1 0 0]
[0 1 0]
]
N := [
[2 0 0 0]
[0 2 0 0]
]
OO := [
[3 0 0]
[0 3 0]
[0 0 3]
]

> #A retenir: plot sur un meme dessin...
> with(plottools);
animate, animate3d, animatecurve, arrow, changecoords, complexplot, complexplot3d, conformal, conformal3d, contourplot,
contourplot3d, coordplot, coordplot3d, cylinderplot, densityplot, display, display3d, fieldplot, fieldplot3d,
gradplot, gradplot3d, graphplot3d, implicitplot, implicitplot3d, inequal, interactive, listcontplot, listcontplot3d,
listdensityplot, listplot, listplot3d, loglogplot, logplot, matrixplot, odeplot, pareto, plotcompare, pointplot,
pointplot3d, polarplot, polygonplot, polygonplot3d, polyhedra_supported, polyhedraplot, replot, rootlocus,
semilogplot, setoptions, setoptions3d, spacecurve, sparsematrixplot, sphereplot, surfdata, textplot, textplot3d,
tubeplot)

[arc, arrow, circle, cone, cuboid, curve, cutin, cutout, cylinder, disk, dodecahedron, ellipse, ellipticArc, hemisphere,
hexahedron, homothety, hyperbola, icosahedron, line, octahedron, pieslice, point, polygon, project, rectangle,
reflect, rotate, scale, semitorus, sphere, stellate, tetrahedron, torus, transform, translate, vrml]

> l1:= line([0,0], [30,40], color=red, linestyle=3);
l1 := CURVES([[[0., 0.], [30., 40.]], COLOUR(RGB, 1.0000000, 0., 0.), LINESTYLE(3)))

> l2 := line([0,0], [1,-1], color=blue, linestyle=2);
l2 := CURVES([[[0., 0.], [1., -1.]], COLOUR(RGB, 0., 0., 1.0000000), LINESTYLE(2))

> display([l1,l2],view=[-5..5,-5..5]);

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A      A      DD   A      A      DDD  A      *      DD   A      A      DDD  A      A      DD
A      A      DDD  A      A      ADDD A      *      DDD  A      A      DD   A      A      DD
A      ADDD A      *      DD   A      A      ADDD A      *      DD   A      A      ADDD A      A      ADDD
*****  

A      DD-4    A      DDD-2   A      D0*    A      DDD2  A      DDD4
A      DD   A      A      DD   A      A      DDD  *    A      DD   A      A      DDD  A
A      DDD  A      A      DDD  A      A      DD   *    A      DDD  A      A      DD   A
ADD   A      *D    A      ADDD A      ADD-2*   ADD   A      ADDD A      ADD  A
*****  

A      A      DDD  A      A      DDD  A      *      DDD  A      A      DDD  A      A      D
A      A      DD   A      A      DD   A      *      DD   A      A      DD   A      A      DD
A      A      DDD  A      A      DDD  A      -4*    DDD   A      A      DDD  A      A      DD
*****  

A      DD*    A      DDDA  A      DD*    A      DDDA  A      DDDA  A      DDDA
bytes used=48006456, alloc=5831636, time=1.49
> #base de R: (1,a,a^2,a^3) ou a5(1/4). Il faut une famille
> #generatrice de I comme Z-module. I=(2,1-a^2). R:=Z[a]/(a^4-5)
> M:=Matrix(4)+2*N:=Matrix([[1,0,-5,0],[0,1,0,-5],[-1,0,1,0],[0,-1,0,1]]);  

> M := [ [ 2 0 0 0 ]
          [ 0 2 0 0 ]
          [ 0 0 2 0 ]
          [ 0 0 0 2 ]
          [ 1 0 -5 0 ]
          [ 0 1 0 -5 ]
          [-1 0 1 0 ]
          [ 0 -1 0 1 ] ]  

#verification:  

> a:='a';  

> a := a  

> Transpose(Matrix(4,1,(i,j)->a^(i-1))).N;  

> seq(rem(a^(i)*(1-a^2),a^4-5,a),i=0..3);  

> M:=Matrix([M,N]);#est generatrice de I comme Z module  

> issmith(M);# Donc R/I est de cardinal 4.  

> z:=i+j*a+k*a^2+l*a^3;  

> MM:=Transpose(Matrix([seq(mescoeffs(rem(expand(a^(u)*z),a^4-5,a),a),u=0..3)]));  

> normez:=det(MM);
normez := i4 - 20 i2 l2 j + 20 i k j2 + 100 i k l2 - 10 k2 i2 + 50 l2 j2 - 5 j4 - 100 j k2 l + 25 k4 - 125 l4  

> normez mod 5; # -1=x^4 mod 5 n'a pas de solutions, donc on ne peut pas avoir N(I)=N(z) puisque c'est impossible
> A:=Matrix([[2*4,4,15*4,0],[8,12,18,36],[16,16,32,32],[32,32,32,32]]);  

> B:=ismith(A,U,V);  


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B := [0   4   0   0]
      [0   0   16  0]
      [0   0   0   672]

> evalm(U.A.V-B);#verification.
      [0   0   0   0]
      [0   0   0   0]
      [0   0   0   0]
      [0   0   0   0]
      [0   0   0   0]

> evalm(U^(-1)),evalm(U^(-1).B);#est une base de M resp N;
      [ 2    -1    0   0] [ 4     -4    0   0]
      [-1    -3    1   0] [-2    -12   16  0]
      [ 0    -4    1   0] [ 0    -16   16  0]
      [496   160   44  1] [992   640   704  672]

> M:=Matrix(7,7,(i,j)->if i=j-1 then 1 else 0 fi):M[1,1]:=1:M[2,2]:=1:M[2,3]:=0:M[4,5]:=0:M;
      [1   1   0   0   0   0   0]
      [0   1   0   0   0   0   0]
      [0   0   1   0   0   0   0]
      [0   0   0   1   0   0   0]
      [0   0   0   0   0   0   0]
      [0   0   0   0   0   1   0]
      [0   0   0   0   0   0   1]
      [0   0   0   0   0   0   0]

> smith(M-x,x);
      [1   0   0   0   0   0   0]
      [0   1   0   0   0   0   0]
      [0   0   1   0   0   0   0]
      [0   0   0   1   0   0   0]
      [0   0   0   0   1   0   0]
      [0   0   0   0   0   x^2   0]
      [0   0   0   0   0   0   x^5 - 2x^4 + x^3]

> quit
bytes used=50667732, alloc=5831636, time=1.54

```