

```

1 -----EXERCICE-----
2 art,maple_mode(0);cas_setup(0,0,0,1,0,1e-10,25,[1,50,0,25],0,0,0);//radians,pas de cmplx, pas de Sqrt
  [], Warning: some commands like subs might change arguments order      , 0, 0, 0, 1, 0, 0.1000000000C
3 v1:=seq(j,j=1..4);
  [ 1, 2, 3, 4 ]
4 v2:=a,b,c,d;
  [ a, b, c, d ]
5 M:=[[1,2,3,4],[5,6,7,8]];
  [ 1, 2, 3, 4 ]
  [ 5, 6, 7, 8 ]
6 M[0];
  [ 1, 2, 3, 4 ]
7 M
  [ 1, 2, 3, 4 ]
  [ 5, 6, 7, 8 ]
8 [v1]; // une matrice ligne
  [ 1, 2, 3, 4 ]
9 M*v1; //est bien un vecteur.
  [ 30, 70 ]
10 diag(seq(1,4)); diag(1$4);
  ( [ 1, 0, 0, 0 ] [ 1, 0, 0, 0 ]
    [ 0, 1, 0, 0 ] [ 0, 1, 0, 0 ]
    [ 0, 0, 1, 0 ] [ 0, 0, 1, 0 ]
    [ 0, 0, 0, 1 ] [ 0, 0, 0, 1 ] )
11 diag(seq(j,j=1..4));
  [ 1, 0, 0, 0 ]
  [ 0, 2, 0, 0 ]
  [ 0, 0, 3, 0 ]
  [ 0, 0, 0, 4 ]
12 A:=matrix(4,4)+1;v:=seq(1,j=1..4);
  ( [ 1, 0, 0, 0 ] [ 1, 1, 1, 1 ]
    [ 0, 1, 0, 0 ]
    [ 0, 0, 1, 0 ]
    [ 0, 0, 0, 1 ] )
13 [op(A),op(v)]; //ajoute une ligne facilement.
  [[ 1, 0, 0, 0 ], [ 0, 1, 0, 0 ], [ 0, 0, 1, 0 ], [ 0, 0, 0, 1 ], 1, 1, 1, 1 ]
14 A*v;// Attention il retourne une ligne,pour xcas les vecteurs sont en ligne

```

```

15 V:=matrix(6,6,(k,l)->x[k]^l);
// Attention: x, declaree(s) comme variable(s) globale(s)
1, x[0], (x[0])^2, (x[0])^3, (x[0])^4, (x[0])^5
1, x[1], (x[1])^2, (x[1])^3, (x[1])^4, (x[1])^5
1, x[2], (x[2])^2, (x[2])^3, (x[2])^4, (x[2])^5
1, x[3], (x[3])^2, (x[3])^3, (x[3])^4, (x[3])^5
1, x[4], (x[4])^2, (x[4])^3, (x[4])^4, (x[4])^5
1, x[5], (x[5])^2, (x[5])^3, (x[5])^4, (x[5])^5

16 dv:=det(V);
Evaluation time: 3.64
Done

17 factor(dv);
(-(x[4]+ x[5])*(x[3]-(x[4]))*(x[3]-(x[5]))*(x[2]-(x[3]))*(x[2]-(x[5]))*(x[2]-(x[4]))*(x[1]-(x[2]))*(x[1]-(x[4]))

18 purge(a);
No such variable a

19 f:=(ii,j)->if (ii=j) then 0 else if (ii<j) then a[ii,j] else -a[j,ii] fi;
// Attention: a, declaree(s) comme variable(s) globale(s)
// End defining f
(ii, j )-> if ((ii==j)) 0;; else if (ii<j) a[ii,j];; else -(a[j,ii]);; ;;

20 matrix(4,4,f); d:=det(matrix(4,4,f));
( 0, a[(0, 1)], a[(0, 2)], a[(0, 3)],
-a[(0, 1)], 0, a[(1, 2)], a[(1, 3)], Done
-a[(0, 2)], -a[(1, 2)], 0, a[(2, 3)],
-a[(0, 3)], -a[(1, 3)], -a[(2, 3)], 0, a[(3, 4)], a[(3, 5)], a[(3, 6)], a
-a[(0, 4)], -a[(1, 4)], -a[(2, 4)], -a[(3, 4)], 0, a[(4, 5)], a[(4, 6)], a
-a[(0, 5)], -a[(1, 5)], -a[(2, 5)], -a[(3, 5)], -a[(4, 5)], 0, a[(5, 6)], a
-a[(0, 6)], -a[(1, 6)], -a[(2, 6)], -a[(3, 6)], -a[(4, 6)], -a[(5, 6)], 0, a
-a[(0, 7)], -a[(1, 7)], -a[(2, 7)], -a[(3, 7)], -a[(4, 7)], -a[(5, 7)], -a[(6, 7)], 0

21 factor(d);//c'est toujours un carre
((a[(0, 1)])*(a[(2, 3)])-a[(0, 2)])*(a[(1, 3)])+ (a[(0, 3)])*(a[(1, 2)]))^2

22 M:=matrix(8,8,f);
0, a[(0, 1)], a[(0, 2)], a[(0, 3)], a[(0, 4)], a[(0, 5)], a[(0, 6)], a
-a[(0, 1)], 0, a[(1, 2)], a[(1, 3)], a[(1, 4)], a[(1, 5)], a[(1, 6)], a
-a[(0, 2)], -a[(1, 2)], 0, a[(2, 3)], a[(2, 4)], a[(2, 5)], a[(2, 6)], a
-a[(0, 3)], -a[(1, 3)], -a[(2, 3)], 0, a[(3, 4)], a[(3, 5)], a[(3, 6)], a
-a[(0, 4)], -a[(1, 4)], -a[(2, 4)], -a[(3, 4)], 0, a[(4, 5)], a[(4, 6)], a
-a[(0, 5)], -a[(1, 5)], -a[(2, 5)], -a[(3, 5)], -a[(4, 5)], 0, a[(5, 6)], a
-a[(0, 6)], -a[(1, 6)], -a[(2, 6)], -a[(3, 6)], -a[(4, 6)], -a[(5, 6)], 0, a
-a[(0, 7)], -a[(1, 7)], -a[(2, 7)], -a[(3, 7)], -a[(4, 7)], -a[(5, 7)], -a[(6, 7)], 0

23 Methode type pivot, contre m'ethode de Laplace,... mais ici la matrice
est antisymetrique.

24 d1:=det(M);
Evaluation time: 5.52
Done

25 d2:=det_minor(M);

```

```
26 normal(d1-d2);
Evaluation time: 1.94
0
```

27 -----EXERCICE-----

```
28 fjj:=(ii,j)->if(ii=j-1) then 1 else 0 fi;
// Success
// End defining fjj
(ii, j )> if ((ii==(j-1))) 1;
```

```
29 JJ(n):=matrix(n,n,fjj);//forme classique d'ordre 8.
// Interprete JJ
// Attention: fjj, declaree(s) comme variable(s) globale(s) compiling JJ
n -> matrix( n,n,fjj)
```

```
30 J(L):=diag([seq(JJ(l),l=L)]);//l parcourt la liste L
// Interprete J
// Attention: l, declaree(s) comme variable(s) globale(s) compiling J
L -> diag( [ seq( JJ(l),l= L ) ])
```

```
31 N:=[[0,-1,1,0,0,0,0,0],[0,-2,1,0,0,0,0,0],[0,-4,2,0,0,0,0,0],[0,0,0,1,1,-2,0,0],[0,0,0,0,1,-2,0,0],[0,0,0,0,0,0,2,0],[0,0,0,0,0,0,0,1],[0,0,0,0,0,0,0,0]]
```

0	-1	1	0	0	0	0	0
0	-2	1	0	0	0	0	0
0	-4	2	0	0	0	0	0
0	0	0	0	1	1	-2	0
0	0	0	0	0	1	-2	0
0	0	0	0	0	0	0	2
0	0	0	0	0	0	0	1
0	0	0	0	0	0	0	0

32 On a maintenant trouve un bel exercice: Trouver la forme de jordan de N et une matrice de passage pour l'obtenir. On calcule N^2 et son noyau.

```
33 N,N^2;
```

0	-1	1	0	0	0	0	0
0	-2	1	0	0	0	0	0
0	-4	2	0	0	0	0	0
0	0	0	0	1	1	-2	0
0	0	0	0	0	1	-2	0
0	0	0	0	0	0	0	2
0	0	0	0	0	0	0	1
0	0	0	0	0	0	0	0

```
34 N2:=nullspace(N^2);
```

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

35 on choisit a et b independants modulo ker N^2 (qui est aussi im N). (attention a et b hors de ker N^2 est insuffisant).

```
36 a:=[0,0,1,0,0,0,0,0];b:=[0,0,0,0,0,1,0,0];
( Done , Done )
```

```
37 rank(matrix([op(N2),a,b]));// doit etre dim ker N^2 +2.
8
```

```
38 N1:=nullspace(N);
-1, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, -1, 0, 0, 0, 0
0, 0, 0, 0, 0, -2, -1, 0
```

39 dim ker N^2 -dim ker N= 6-3=2+1 donc N.a,N.b doit etre complete par c tq N.a,N.b,c indep modulo ker N. Par exemple on prend celui la:

```
40 c:=[0,0,0,0,0,0,0,1];
Done
```

41 On verifie qu'il convient:

```
42 rank(matrix([op(N1),N*a,N*b,c]));
6
```

43 dim ker N - dim ker N^0=3 c'est donc engendr'e par N^2.a,N^2.b,N.c. Il n'y a plus rien a faire, et l'on prend la base suivante: (Attention pour xcas N*a... sont des lignes, on prend donc la transposee)

```
44 Q:=transpose(matrix([(N^2)*a,N*a,a,(N^2)*b,N*b,b,N*c,c]));
1, 1, 0, 0, 0, 0, 0, 0
0, 1, 0, 0, 0, 0, 0, 0
0, 2, 1, 0, 0, 0, 0, 0
0, 0, 0, 1, 1, 0, 0, 0
0, 0, 0, 0, 1, 0, 0, 0
0, 0, 0, 0, 0, 1, 2, 0
0, 0, 0, 0, 0, 0, 1, 0
0, 0, 0, 0, 0, 0, 0, 1
```

45 On sait maintenant que Q^(-1)*N*Q doit donner J. verification:

```
46 Q^(-1)*N*Q;
0, 1, 0, 0, 0, 0, 0, 0
0, 0, 1, 0, 0, 0, 0, 0
0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 1, 0, 0, 0
0, 0, 0, 0, 0, 1, 0, 0
0, 0, 0, 0, 0, 0, 0, 0
0, 0, 0, 0, 0, 0, 0, 1
0, 0, 0, 0, 0, 0, 0, 0
```

47 -----

48 -----Illustration de la reduction de Jordan-----
Construction de l'exemple: on veut une reponse de ce type:

49 On veut faire un changement de base simple. Ex $\det=1$ pour garder des coeffs entiers.
on cree une transvection:

```
50 f:=(ii,j)->if(ii=j) then 1 else 0 fi;  
// Success  
// End defining f  
  
( ii, j )> if ((ii==j)) 1;
```

```
51 T:=proc(ii,j,a)  
local A;  
A:=matrix(8,8,f);A[ii-1,j-1]:=a;A;  
end proc;  
// Attention: f, declaree(s) comme variable(s) globale(s)  
// End defining T  
  
(ii,j,a)->  
{ local A;  
A:=matrix(8,8,f);  
A[ii-1,j-1]:=a;  
A;  
}
```

```
52 B:=matrix(8,8,b);
```

0, 0, 0, 0, 0, 1, 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

53 faire $L_i \leftarrow L_i + aL_j$ c'est multiplier a gauche par $T(i,j,a)$.
Par exemple $L_3 \leftarrow L_3 + aL_2$ c'est multiplier a GAUCHE par: $T(3,2,a)$;

```
54 purge(a);
```

[0, 0, 1, 0, 0, 0, 0, 0]

```
55 T(3,2,a)*B;
```

0, 0, 0, 0, 0, 1, 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

56 En revanche: $C_2 \leftarrow C_2 + aC_3$ c'est multiplier a DROITE par $T(3,2,a)$

57 $B \cdot T(3,2,a)$;

0, 0, 0, 0, 0, 0, 1, 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

58 Remarque que l'inverse de $T(i,j,a)$ est $T(i,j,-a)$

59 $T(3,2,a)^{-1}$;

1, 0, 0, 0, 0, 0, 0, 0, 0
0, 1, 0, 0, 0, 0, 0, 0, 0
0, -a, 1, 0, 0, 0, 0, 0, 0
0, 0, 0, 1, 0, 0, 0, 0, 0
0, 0, 0, 0, 1, 0, 0, 0, 0
0, 0, 0, 0, 0, 1, 0, 0, 0
0, 0, 0, 0, 0, 0, 1, 0, 0
0, 0, 0, 0, 0, 0, 0, 1, 0
0, 0, 0, 0, 0, 0, 0, 0, 1

60 Donc conjuguer par $T(i,j,a)$ c'est faire:
 $L_i \leftarrow L_i + aL_j$ et $C_j \leftarrow C_j - aC_i$

61 $P := T(6,7,2) \cdot T(4,5,1) \cdot T(3,2,2) \cdot T(1,2,1)$;

Done

62 $P \cdot P^{-1}$;

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

63 Donc faire a l'ordinateur:

64 $N := P \cdot J([3,3,2]) \cdot P^{-1}$

0, -1, 1, 0, 0, 0, 0, 0
0, -2, 1, 0, 0, 0, 0, 0
0, -4, 2, 0, 0, 0, 0, 0
0, 0, 0, 0, 1, 1, -2, 0
0, 0, 0, 0, 0, 1, -2, 0
0, 0, 0, 0, 0, 0, 0, 2
0, 0, 0, 0, 0, 0, 0, 1
0, 0, 0, 0, 0, 0, 0, 0

65 est identique a faire a la main a partir de J:

L1 <- L1+L2 ; C2<-C2 - C1 puis

L3 <- L3+2L2 ; C2 <- C2 -2C3

L4 <- L4+L5 ; C5 <- C5 -C4

L6 <- L6 +2 L7; C7 <- C7 -2 C6