

1 Algorithmes

```
#!/usr/bin/env python
```

```
from copy import deepcopy
from numpy import array, identity
```

```
def dilatation(A, i, ):
```

```
    """
```

```
    >>> mat = array([[1, 2, 3], [3, 4, 6], [1, 0, -1]], dtype=float)
```

```
    >>> dilatation(mat, 1, 4)
```

```
    array([[ 1.,  2.,  3.],
           [12., 16., 24.],
           [ 1.,  0., -1.]])
```

```
    """
```

```
    A[i] *=
```

```
    return A
```

```
def permutation(A, i, j):
```

```
    """
```

```
    >>> mat = array([[1, 2, 3], [3, 4, 6], [1, 0, -1]], dtype=float)
```

```
    >>> permutation(mat, 1, 2)
```

```
    array([[ 1.,  2.,  3.],
           [ 1.,  0., -1.],
           [ 3.,  4.,  6.]])
```

```
    """
```

```
    A[[i, j]] = A[[j, i]]
```

```
    return A
```

```
def transvection(A, i, j, ):
```

```
    """
```

```
    >>> mat = array([[1, 2, 3], [3, 4, 6], [1, 0, -1]], dtype=float)
```

```
    >>> transvection(mat, 0, 1, 2)
```

```
    array([[ 7., 10., 15.],
           [ 3.,  4.,  6.],
           [ 1.,  0., -1.]])
```

```
    """
```

```
    A[i] += * A[j]
```

```
    return A
```

```
def inversion_mat():
```

```
    transvection(mat, 0, -3)
```

```
    transvection(mat, 0, -1)
```

```
    transvection(mat, 1, -1)
```

```
def recherche_pivot(A, b, j):
```

```
    pivot = j
```

```
    for i in range(j, A.shape[0]):
```

```
        if abs(A[pivot, j]) < abs(A[i, j]):
```

```

        pivot = i
    if pivot != j:
        permutation(A, pivot, j)
        permutation(b, pivot, j)

def elimination_bas(A, b, j):
    for i in range(j + 1, A.shape[0]):
        c = -A[i, j]/A[j, j]
        A[i] += A[j] * c
        b[i] += b[j] * c

def descente(A, b):
    for j in range(A.shape[1] - 1):
        recherche_pivot(A, b, j)
        elimination_bas(A, b, j)

def elimination_haut(A, b, j):
    for i in range(j + 1, A.shape[0]):
        c = -A[i, j]/A[j, j]
        A[i] += A[j] * c
        b[i] += b[j] * c

def remontee(A, b):
    for j in range(A.shape[0] - 1, 0, -1):
        elimination_haut(A, b, j)

def solve_diagonal(A, b):
    for j in range(A.shape[0]):
        b[j] /= A[j, j]
        A[j, j] = 1
    return b

def gauss(A, b):
    descente(A, b)
    remontee(A, b)
    return solve_diagonal(A, b)

def inversion(A):
    """
    >>> mat = array([[1, 2, 3], [3, 4, 6], [1, 0, -1]], dtype=float)
    >>> inversion(mat)
    array([[ 0.          ,  0.33333333,  0.          ],
           [-0.          , -0.          , -0.75        ],
           [-2.          , -0.          , -0.          ]])
    """
    A_1 = deepcopy(A)
    return gauss(A_1, identity(A_1.shape[0]))

```

2 Complexité de la méthode

2.1 Coût de descente

- On itère sur chaque colonne (n)
 - `recherche_pivot`: On itère sur chaque ligne (n)
 - `elimination_bas`: On itère sur chaque ligne (n)
 - * On transvecte sur chaque ligne (n)

D'où $O(n^3)$

2.2 Coût de remontée

- On itère sur chaque colonne (n)
 - `elimination_haut`: On itère sur chaque ligne (n)

D'où $O(n^2)$

2.3 Coût de `pivot_partiel`

oui (on l'a pas fait)

3 Peut-on faire mieux que $O(n^3)$?