

Wk10:

$$\begin{matrix} Ax = b \\ \downarrow \\ A_{n \times n} \end{matrix}$$

Gaussian Elimination
is slow if n is large.

$$O(n^3), n=10^3$$

operations very large

We can reduce $O(n^3)$ to $O(n^2)$
by LU Decomposition.

Gaussian Elimination: (Forward Elimination & Backward Substitution)

$$\begin{array}{l} \textcircled{1} \quad x_1 + x_2 + x_3 = 1 \\ \textcircled{2} \quad 2x_1 + 4x_2 + 4x_3 = 2 \\ \textcircled{3} \quad 3x_1 + 11x_2 + 14x_3 = 6 \end{array}$$

$$A \ x = b$$

↓ convert
to

upper triangular

$$\left[\begin{matrix} * & * & * \\ 0 & * & * \\ 0 & 0 & * \end{matrix} \right] \left[\begin{matrix} x_1 \\ x_2 \\ x_3 \end{matrix} \right] = \left[\begin{matrix} * \\ * \\ * \end{matrix} \right]$$

$$\left[\begin{array}{ccc|c} R_1 & 1 & 1 & 1 \\ R_2 & 2 & 4 & 2 \\ R_3 & 3 & 11 & 6 \end{array} \right] \xrightarrow{\sim} \left[\begin{array}{ccc|c} R_1 & 1 & 1 & 1 \\ R_2 & 0 & 2 & 0 \\ R_3 & 0 & 8 & 3 \end{array} \right] \xrightarrow{\sim} \left[\begin{array}{ccc|c} R_1 & 1 & 1 & 1 \\ R_2 & 0 & 2 & 0 \\ R_3 & 0 & 0 & 3 \end{array} \right]$$

$$R_3 \left[\begin{array}{ccc|c} 3 & 11 & 2 & \\ \end{array} \right]$$

$R_2 \rightarrow R_2 - m_{21} R_1$, $m_{21} = \frac{a_{21}}{a_{11}} = 2$

$$R_3 \rightarrow R_3 - m_{31} R_1$$

$m_{31} = a_{31}/a_{11} = 3$

m_{21} & m_{31} are called
MULTIPLIERS.

$$\begin{array}{l} R_1 \\ R_2 \\ R_3 \end{array} \left[\begin{array}{ccc|c} 1 & 1 & 1 & 1 \\ 0 & 2 & 2 & 0 \\ 3-3=0 & 11-3 \cdot 8 & 14-3 \cdot 11 & 6-3 \cdot 3 \\ \downarrow & O? & & \end{array} \right]$$

$$R_3 \rightarrow R_3 - m_{32} R_2$$

$m_{32} = \frac{a_{32}}{a_{22}} = 4$

$$\left[\begin{array}{ccc|c} 1 & 1 & 1 & 1 \\ 0 & 2 & 2 & 0 \\ 0 & 0 & 11-8=3 & 3-0=3 \end{array} \right]$$

$$\left[\begin{array}{ccc} 1 & 1 & 1 \\ 0 & 2 & 2 \\ 0 & 0 & 3 \end{array} \right] \left[\begin{array}{c} x_1 \\ x_2 \\ x_3 \end{array} \right] = \left[\begin{array}{c} 1 \\ 0 \\ 3 \end{array} \right]$$

U forward-elimination.

Backward Substitution:

$$\begin{array}{rcl} x_1 + x_2 + x_3 & = & 1 \\ 2x_2 + 2x_3 & = & 0 \\ 3x_3 & = & 3 \end{array}$$

$$x_3 = 1 \rightarrow 2x_2 + 2x_3 = 0 \Rightarrow x_2 = -1$$

\dots

$$x_3 = 1 \rightarrow \begin{matrix} x_1 \\ x_2 \\ x_3 \end{matrix} = \begin{matrix} 1 \\ 2 \\ 6 \end{matrix}$$

$$x_1 = 1 \text{ using } x_1 + x_2 + x_3 = 1$$

$\begin{bmatrix} 1 \\ -1 \\ 1 \end{bmatrix}$ as solution.

check $\sqrt{\begin{bmatrix} 1 & 1 & 1 \\ 2 & 4 & 4 \\ 3 & 11 & 14 \end{bmatrix} \begin{bmatrix} 1 \\ -1 \\ 1 \end{bmatrix}} = \begin{bmatrix} 1 \\ 2 \\ 6 \end{bmatrix}$.

Gaussian Elimination $\rightarrow O(n^3)$

Infeasible for large n .

$$A = LU$$

And instead solve the foll. 2 systems:

Solve for y : $Ly = b$. $\begin{bmatrix} 1 & 0 & 0 \\ * & 1 & 0 \\ * & * & 1 \end{bmatrix} = L$

Solve for x : $Ux = y$.

$O(n^2)$ flops \rightarrow reduce the complexity
of solving $Ax = b$ for v. large n .

$$Ax = b \xrightarrow{\text{forward Elim.}}$$

$$\begin{bmatrix} A & | & b \end{bmatrix}$$

$$Ux = \hat{b}$$

↓ Backward sub.
 x

$$A = \begin{matrix} LU \\ \downarrow \wedge \end{matrix} \rightarrow$$

$$\boxed{Ly = b, \quad Ux = y}$$

$$\boxed{\begin{array}{l} L\hat{y} = \hat{b} \\ Ux = \hat{y} \end{array}}$$

$$A = \begin{bmatrix} 1 & 1 & 1 \\ 2 & 4 & 4 \\ 3 & 11 & 14 \end{bmatrix}$$

$$m_{21} = 2$$

$$m_{31} = 3 \quad m_{32} = 4$$

$$U = \begin{bmatrix} 1 & 1 & 1 \\ 0 & 2 & 2 \\ 0 & 0 & 3 \end{bmatrix}$$

$$\begin{aligned} L &= \begin{bmatrix} 1 & 0 & 0 \\ m_{21} & 1 & 0 \\ m_{31} & m_{32} & 1 \end{bmatrix} \\ &= \begin{bmatrix} 1 & 0 & 0 \\ 2 & 1 & 0 \\ 3 & 4 & 1 \end{bmatrix} \end{aligned}$$

$$\boxed{A = LU}$$

Note: Solving for $x = \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix}$ amounts to:

Solving $y = \begin{bmatrix} y_1 \\ y_2 \\ y_3 \end{bmatrix}$ satisfying

$$Ly = b$$

$$\begin{bmatrix} 1 & 0 & 0 \\ 2 & 1 & 0 \\ 3 & 4 & 1 \end{bmatrix} \begin{bmatrix} y_1 \\ y_2 \\ y_3 \end{bmatrix} = \begin{bmatrix} 1 \\ 2 \\ 6 \end{bmatrix}$$

forward substitution

= 1

forward substitution

$$\begin{array}{l} y_1 \\ 2y_1 + y_2 \\ 3y_1 + 4y_2 + y_3 \end{array} \begin{array}{l} = 1 \\ = 2 \\ = 6 \end{array}$$

$y_1 = 1$
 $y_2 = 0 \rightarrow b$ after forward elimination

$$y_3 = 3$$

$$\begin{bmatrix} 1 & 1 & 1 \\ 0 & 2 & 2 \\ 0 & 0 & 3 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \\ 3 \end{bmatrix}$$

$$\begin{array}{l} x_1 = 1 \\ x_2 = -1 \\ x_3 = 1 ! \end{array}$$

same as forward elimination!

MATLAB: $[L, U] = lu(A)$.

What happens when finite representation of numbers is taken into consideration?

Assume that you are using a calculator with 3 digits significant.

$$\frac{801}{800} \quad y_3$$

... with 2 significant

Solve the System with 3 significant digits.

$$0.001x_1 - x_2 = -1$$

$$x_1 + 2x_2 = 3$$

$$\begin{array}{c} R_1 \\ R_2 \end{array} \left[\begin{array}{ccc|c} 0.001 \times 10^3 & -1 & ; & -1 \\ 1 & 2 & ; & 3 \end{array} \right]$$

$$R_2 \rightarrow R_2 - 10^3 R_1$$

$$\left[\begin{array}{ccc|c} 0.001 & -1 & ; & -1 \\ 1-1=0 & 2+10^3 & ; & 3+10^3 \\ 1002 & & & 1003 \end{array} \right]$$

$$U \rightarrow \left[\begin{array}{ccc|c} 0.001 & -1 & ; & -1 \\ 0 & 1002 & ; & 1003 \end{array} \right]$$

$$\begin{array}{l} 0.001x_1 - x_2 = -1 \\ 1002x_2 = 1003 \end{array}$$

Backward Substitution :

$$x_2 = \frac{1003}{1002} = \underline{\underline{1.000998004}}$$

$$x_2 = 1 \text{ and } 0.001x_1 - x_2 = -1$$

$$0.001x_1 = -1 + x_2 = 0$$

$$x_1 = 0$$

$$x_1 = 0$$

$x_1=0$ and $x_2=1$ does not satisfy
 $x_1 + 2x_2 = 3$.

This can be remedied by switching the
equations : $x_1 + 2x_2 = 3$

Solve
 $x_1 + 2x_2 = 3$
 $0.001x_1 - x_2 = -1$

instead!

$$\left[\begin{array}{cc|c} 1 & 2 & 3 \\ 0.001 & -1 & -1 \end{array} \right] \rightarrow \text{right solution}$$

$$x_1 = 1 \text{ and } x_2 = 1$$

this satisfies: $x_1 + 2x_2 = 3$

and $0.001x_1 - x_2 = 0.001 - 1 = -1$

(Round off &
3 digits significance).

Worksheet 13: Solve

$$x_1 - \frac{800}{801} x_2 = 10,$$
$$-x_1 + x_2 = 50.$$

with $\frac{800}{801} = 0.9987515605$.

(a) $x_1 = 48010$, $x_2 = 48060$ solve the
given system. (Easy to verify)

significant $2 \text{ and } -0.99 \text{ n } 1$

(b) Assume 2 significant digits. $\frac{800}{801} = 0.99 \approx 1$

$$\textcircled{1} \leftarrow x_1 - x_2 = 10$$

$$\textcircled{2} \leftarrow -x_1 + x_2 = 50$$

$$\textcircled{1} + \textcircled{2} \quad 0 = 60 \text{ inconsistent system!}$$

(c) Assume 3 digits $\frac{801}{801} = 0.998 \approx 1 = \frac{800}{801}$.

$$801 * \left(x_1 - \frac{800}{801} x_2 = 10 \right)$$

$$-x_1 + x_2 = 50$$

$$801 x_1 - 800 x_2 = 8010$$

$$-x_1 + x_2 = 50$$

solving the "scaled" system instead
leads to the right solution!

Remark: $x_1 - \frac{801}{800} x_2 = 10$

$$-x_1 + x_2 = 50$$

$\frac{801}{800} = 1.00125$ poses a smaller risk
 \therefore admits exact rep.

$Ax = b$	
$n \times n$	$n \times 1$

$n \times n$ $n \times 1$

$n \leq 10^5$

Direct methods LU Decomp " $O(n^2)$ "

Indirect methods take advantage of
structure of A and solves the
system in fewer than $O(n^2)$ operations.

→ Iterative Method : $f(x) = 0$ (1D)

$$x_0 \rightarrow x_1 = x_0 - \frac{f(x_0)}{f'(x_0)}$$

⋮

$$A = (a_{ij})_{n \times n}$$

$$x = \begin{pmatrix} x_1 \\ \vdots \\ x_n \end{pmatrix} \leftarrow \text{components of } x$$

$$x^{(0)} = \begin{pmatrix} x_1^{(0)} \\ x_2^{(0)} \\ \vdots \\ x_n^{(0)} \end{pmatrix} \quad \text{Initial guess to } Ax = b.$$

$$x^{(1)} = \begin{bmatrix} x_1^{(1)} \\ x_2^{(1)} \\ \vdots \\ x_n^{(1)} \end{bmatrix} \dots \rightarrow A^{-1}b$$

Issue 1: $x^{(1)} = \begin{bmatrix} x_1^{(1)} \\ x_2^{(1)} \\ \vdots \\ x_n^{(1)} \end{bmatrix}$

how do I measure error ?

$$x^* = A^{-1}b = \text{vector } n \times 1$$

$$\| \cdot \| \rightarrow \| x^* - x^{(1)} \| ? \text{ vector norm (magnitude)}$$

$\| \cdot \|$ $\rightarrow \| x^* - x^{(1)} \|$? vector norm (magnitude of vector)

Issue 2: measuring the quality of A.

Ans. to issue 1:

$$x = \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix}$$
$$\| x \|_2 = \sqrt{x_1^2 + x_2^2 + x_3^2} \quad (\text{Norm/magnitude of } x).$$

$$\| Ax \| = ?$$