[10 marks]

Consider $A, B, C \in \mathbb{R}^{n \times n}$ and $x, y, z \in \mathbb{R}^n$. Let A, B and C be non-singular (invertible) matrices, and let $I \in \mathbb{R}^{n \times n}$ represent the $n \times n$ identity matrix.

a. Show how to compute

Soln:

$$z = B^{-1}(2A+I)(C^{-1}+A)x$$

without explicitly inverting either B or C. You may use vector addition, matrix-vector multiplication, and/or a routine for solving a system of linear equations. (You may assume the existence of such a routine—you do **not** need to give the details of Gaussian elimination and the PA = LU factorization; i.e., you may assume such a factorization exists and can be computed.)

$$\vec{z} = B^{-1} (2A+I) (C^{-1}+A) \vec{x}$$

$$B\vec{z} = B \cdot B^{-1} (2A+I) (C^{-1}+A) \vec{x}$$

$$B\vec{z} = (2A+I) (C^{-1}+A) \vec{x}$$

$$(2A+I)^{-1} B\vec{z} = (2A+I)^{-1} (2A+I) (C^{-1}+A) \vec{x}$$

$$(2A+I)^{-1} B\vec{z} = (C^{-1}+A) \vec{x}$$

$$(2A+I)^{-1} B\vec{z} = C(C^{-1}+A) \vec{x}$$

$$C(2A+I)^{-1} B\vec{z} = C(C^{-1}+A) \vec{x}$$

$$C(2A+I)^{-1} B\vec{z} = (I+CA) \vec{x}$$

$$Solve \quad C\vec{a} = (I+CA) \vec{x} \quad \text{for } \vec{a} \quad \text{how} \quad \vec{a}$$
then solve $(2A+I)^{-1} B\vec{z} = \vec{a} \quad \text{for } \vec{z}$.

[15 marks]

Consider the functions f(x) = 1 - 1/(2x) and g(x) = 2x(1-x).

a. How many roots does f have? Are the roots of f fixed-points of g? Are there more fixed points of gthan roots of f? Justify your answers.

$$f(x) = 1 - 1/2x = 0$$

$$1 = \frac{1}{2x}$$

$$2x = 1$$

$$x = \frac{1}{2}$$

$$f(x) = 1 - 1/2x = 0$$

$$1 = \frac{1}{2x}$$

$$2x = 1$$

$$x = \frac{1}{2}$$

$$f(x) = 1 - 1/2x = 0$$

$$1 = \frac{1}{2x}$$

$$2x = 1$$

$$x = \frac{1}{2}$$

$$f(x) = 2 + \frac{1}{2}$$

$$f(x) = \frac{1}{2}$$

$$f(x) =$$

by FPT, $\chi = h(\chi_0) = h(\frac{1}{2}) = \frac{1}{2} - 2 \cdot (\frac{1}{2})^2 = \frac{1}{2} - \frac{1}{2} = 0$

b. Using an appropriate theorem proven in lecture, determine the region of local convergence of the fixed-point iteration $x_{k+1} = g(x_k), k = 0, 1, \ldots$, with g(x) as defined above. In other words, find the *largest* interval on the x-axis for which the iteration is guaranteed to converge.

$$\chi_{k+1} = g_1 \chi_k$$

$$g(x) = 2\chi(1-\chi) = 2\chi - 2\chi^2$$
by observation if $\chi \in [0, \frac{1}{2}]$ $g(x) \in [0, \frac{1}{2}]$ 0

$$g'(\chi) = 2 - 4\chi$$

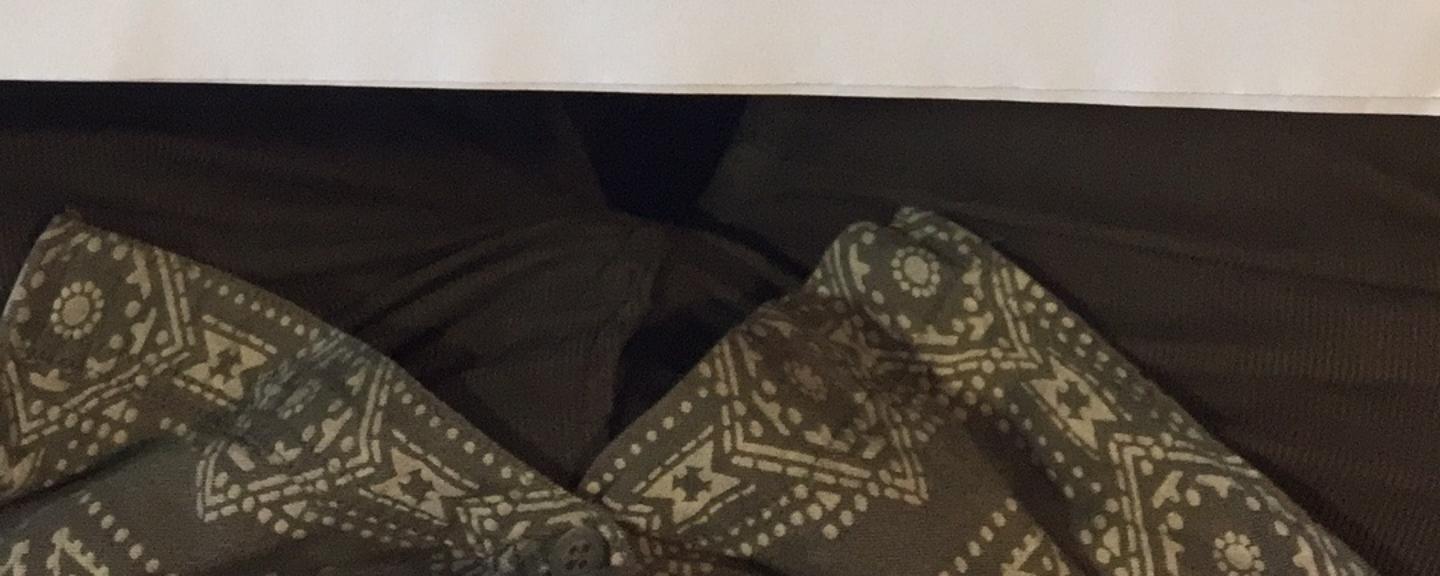
$$|2 - 4\chi| \le |\zeta|$$

$$-|\zeta|^2 - 4\chi < |\varphi|^2 > |\varphi|^2 + |\varphi|^2 + |\varphi|^2 = |\varphi|^2 + |\varphi|^$$

Combining 1 and 1, by FPT

we know that g(x) has a unique fixed-point on $[\frac{1}{4},\frac{1}{2}]$ and the iteration is quaranteed to converge.

[Continue your answer on the next page if necessary ...]



[10 marks]

Let \hat{x} be a computed solution to Ax = b, $A \in \mathbb{R}^{n \times n}$. The following bound for the relative error in \hat{x} was

$$\frac{\|x - \hat{x}\|}{\|x\|} \le \operatorname{cond}(A) \frac{\|r\|}{\|b\|},$$

where $r = b - A\hat{x}$. Starting with the equations Ax = b and $A\hat{x} = b - r$, derive a lower bound for $||x - \hat{x}||/||x||$. What do these bounds tell us about the reliability of \hat{x} ?

$$A\hat{x} = b - r$$

$$A\hat{x} = Ax - r$$

$$\Gamma = Ax - A\hat{x}$$

$$\Gamma = A(x - \hat{x})$$

$$Ax = b$$

$$A^{-1}Ax = A^{-1}b$$

$$x = A^{-1}b$$

$$2 ||x|| = ||A^{-1}b|| \le ||A^{-1}|| ||b||$$

Combining (1) and (2)

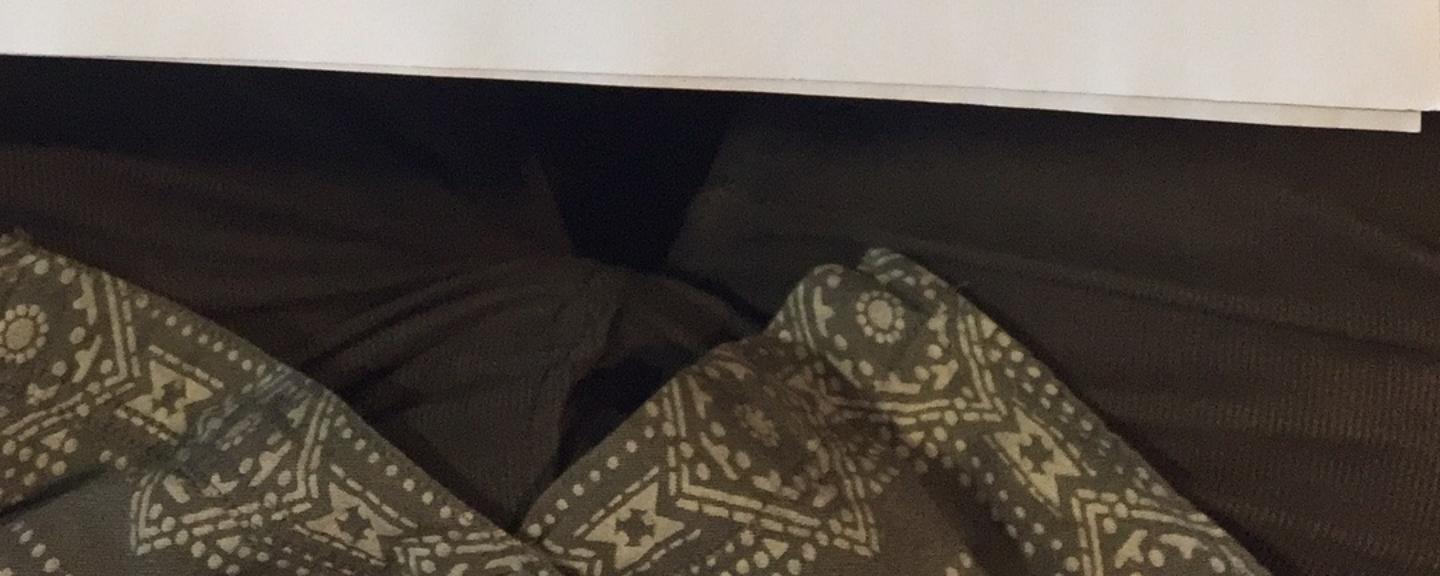
 $\frac{\|x\|\|x\| \le \|x\|\|x\| \le \|x\| \le \|x$

(recall cond(A) = HATIIIA-III)

so the lower bound for $\frac{|1\times -\hat{x}||}{|1\times |1|}$ is $\frac{1}{\text{cond}(A)} \cdot \frac{|1||1|}{|1||b||}$

these bounds tell us that if relative error is small, it does not mean that relative residual is small.

and they depend on cond (A).



b. Use the factorization computed in (a) to solve the system.

$$PA = Lu$$

$$A\vec{x} = \vec{b}$$

$$PA\vec{x} = P\vec{b}$$

$$Lu\vec{x} = P\vec{b}$$

$$Lu\vec{x} = \vec{d} \qquad \vec{d} = \begin{bmatrix} d_1 \\ d_2 \end{bmatrix}$$

$$Srive \qquad L\vec{d} = P\vec{b} \qquad first$$

$$\begin{bmatrix} 1 & 0 & 0 \\ \frac{1}{4} & 1 & 0 \\ \frac{1}{3} & \frac{1}{2} & 1 \end{bmatrix} \begin{bmatrix} d_1 \\ d_2 \end{bmatrix} = \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 \\ 1 & 0 & 0 \end{bmatrix} \begin{bmatrix} 40 \\ 24 \\ 26 \end{bmatrix} = \begin{bmatrix} 24 \\ 26 \\ 40 \end{bmatrix} \qquad \frac{4}{3}d_1 + d_2 = 26 \qquad d_2 = 20$$

$$\vec{a} = \frac{1}{3}d_1 + \frac{1}{3}d_2 + d_3 = 40 \qquad d_3 = 12$$

$$Solve \qquad U\vec{x} = \vec{d}$$

$$\begin{bmatrix} 4 & 4 & 4 \\ 0 & 4 & 4 \\ 0 & 0 & 4 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 24 \\ 20 \\ 12 \end{bmatrix} \qquad 4x_1 + 4x_2 + 4x_3 = 24 \qquad x_1 = 1$$

$$4x_2 + 4x_3 = 20 \qquad x_2 = 2$$

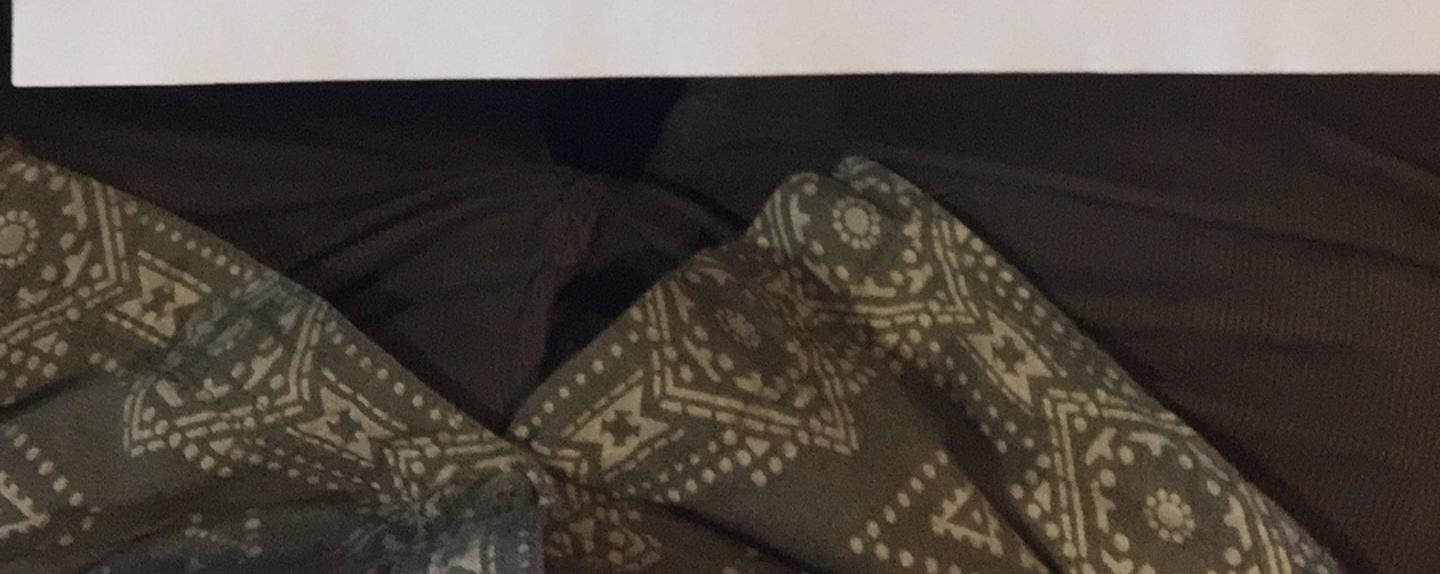
$$4x_3 = 12 \qquad x_3 = 3$$

$$\vec{x} = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}$$

$$\vec{x} = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}$$

c. Why is Gaussian Elimination usually implemented as in this question (i.e., PA = LU is computed separately, and then the factorization is used to solve Ax = b)?

Because if we compute PA = LU separately, we can store the value of P, L, U for further use, such as use them to solve $\overrightarrow{Aq} = \overrightarrow{c}$, $\overrightarrow{Az} = \overrightarrow{d}$,...



[15 marks]

Consider the linear system Ax = b where

$$A = \begin{bmatrix} 3 & 5 & 9 \\ 4 & 4 & 4 \\ 1 & 5 & 5 \end{bmatrix}, \quad b = \begin{bmatrix} 40 \\ 24 \\ 26 \end{bmatrix}.$$

a. Compute the
$$PA = LU$$
 factorization of A . Use exact arithmetic. Show all intermediate calculations, including Gauss transforms and permutation matrices.

$$A = \begin{bmatrix} 3 & 5 & 9 \\ 4 & 4 & 4 \\ 1 & 5 & 5 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1 & 0 & 0 & 7 \end{bmatrix} P_{1} = \begin{bmatrix} 0 & 1 & 0 & 7 \\ 1$$

$$P_{z=[00]} = \begin{bmatrix} 100 \\ 001 \end{bmatrix} P_{z} L_{1} P_{1} A = \begin{bmatrix} 4447 \\ 044 \\ 026 \end{bmatrix} L_{z} = \begin{bmatrix} 100 \\ 010 \end{bmatrix} L_{z} P_{z} L_{1} P_{1} A = \begin{bmatrix} 4447 \\ 044 \\ 026 \end{bmatrix} L_{z} = \begin{bmatrix} 100 \\ 010 \end{bmatrix} L_{z} P_{z} L_{1} P_{1} A = \begin{bmatrix} 4447 \\ 044 \\ 004 \end{bmatrix} = U$$

$$P = P_2 P_1 = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 0 & 1 & 0 \\ 1 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$L_{2}P_{2}L_{1}P_{1}A = U$$

$$L_{2}P_{2}L_{1}P_{2}P_{2}P_{1}A = U$$

$$L_{2}L_{1}P_{2}P_{1}A = U$$

$$L_{2}L_{1}P_{2}P_{1}A = U$$

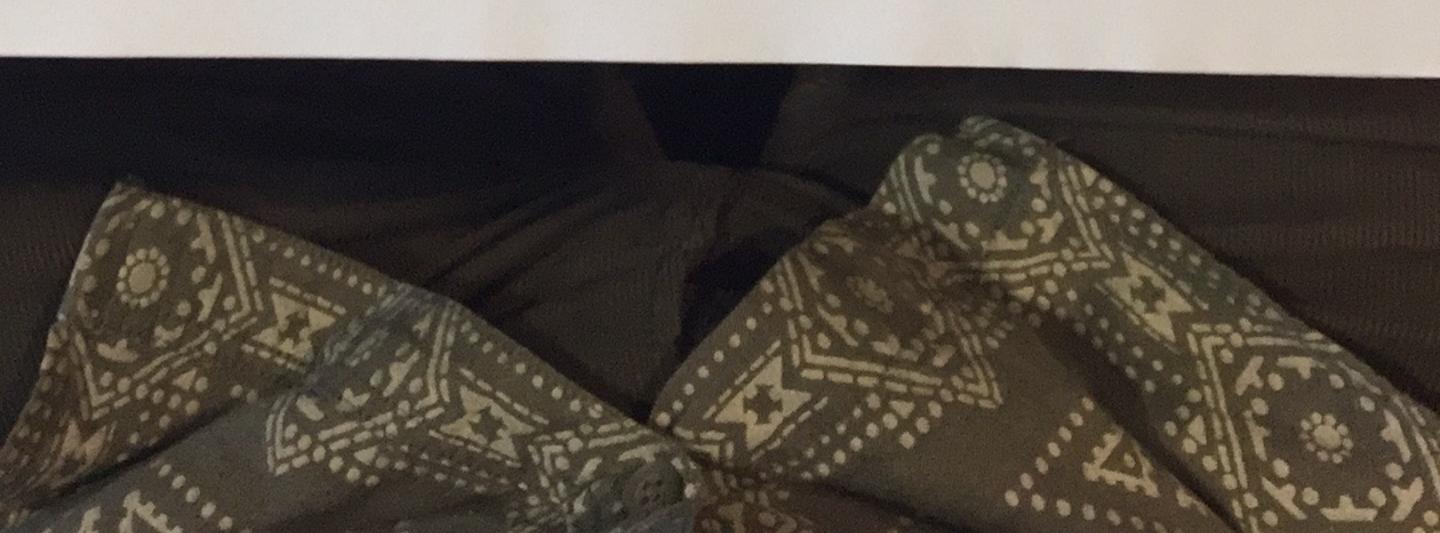
$$P_{3}L_{4} = \begin{bmatrix} 1 & 0 & 0 \\ -\frac{1}{4} & 0 & 1 \\ -\frac{3}{4} & 1 & 0 \end{bmatrix}$$

$$P_{2}P_{1}A = \widetilde{L}_{1}^{-1}L_{2}^{-1}U$$

$$PA = LU$$

$$L_{2}^{-1} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & \frac{1}{2} & 1 \end{bmatrix} \qquad \begin{bmatrix} \widetilde{L}_{1} = P_{2}L_{1}P_{2} = \begin{bmatrix} 1 & 0 & 0 \\ -\frac{1}{4} & 1 & 0 \\ -\frac{3}{4} & 0 & 1 \end{bmatrix} \qquad \begin{bmatrix} \widetilde{L}_{1}^{-1} = \begin{bmatrix} 1 & 0 & 0 \\ \frac{1}{4} & 1 & 0 \\ \frac{3}{4} & 0 & 1 \end{bmatrix}$$

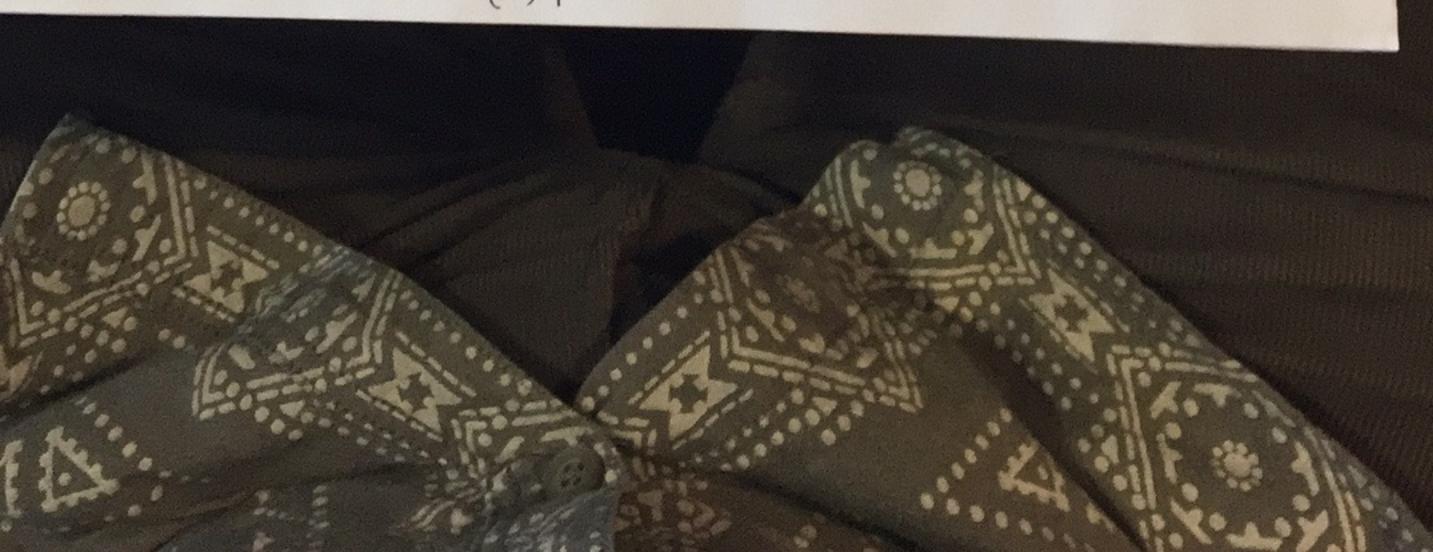
$$L = \tilde{L}_{1}^{-1}L_{2}^{-1} = \begin{bmatrix} 1 & 0 & 0 \\ \frac{1}{4} & 1 & 0 \\ \frac{3}{4} & \frac{1}{2} & 1 \end{bmatrix}$$



[10 marks]

When each of the following expressions is evaluated using floating-point arithmetic, poor results are obtained for a certain range of values of x. In each instance, identify this range and provide an alternate expression that can be used for such values of x.

```
a. \sqrt{1+x} - \sqrt{1-x}
                                                             HWS is not what question asked for
              Assume \hat{x} = x(1+\delta_1)  \hat{j} = 1(1+\delta_2)
              f((1+x)= (1(1+82)+x(1+81))(1+83) f(11-x)= (1(1+82)-x(1+81))(1+84)
                        = (1+82+2+812)(1+63)
                                                              Similarly = (1-x)(1+25)
                        = 1+x+52+81x+83+8283+X83+8183x
  (82<<5, insignificant)
                       = (1+62+63)+(1+81+63)X
                         = (1+x) (1+25)
             fl (1+x) = 1(1+x)(1+25) (1+85)
                                                                similarly fl (11-x)
                                                                     = 1(1-x)(1+48,-)
                       = \((1+x)(1+28)(1+85)2
 (53<<8, also insignificant) = (1+x)(1+25+255+455+ 53+2553)
                       = ((1+x)(1+48+)
                   fl(NI+X - NI-X) = (N(1+X)(1+48.F) - N(1-X)(1+48.F)) (1+86)
                                    = (NIX (NI+485) - NI-X (NI+485)) (1+86)
                                    = (1+86) TI+48x (TI+X) - (1+86) VI+46T (TI-X)
                                    = (J+X - NI-X) NI+68
         b. e^x - 1
                                                                                    S < 16 eps
          Assume ê= e(1+ Se)
              flie.e) = (e(1+Se).e(1+Se))(1+Si)
                    = e.e (1+28e+8e2)(1+81)
(52,53 << S, insignificant) = e.e (1+2Se+Se+Si+2SeSi+Se2Si)
                     = e.e (1+382)
            fl(e3) = (e2(1+382).e(1+8e))(1+81)
                    = e3 ( 1+382 + 28, Se + 68, Se 8, + Se 8, + 38, Se 8,)
                    = 03 (1+ 583)
           f((ex) = ex(1+(2x-1)8)
           fl(ex-1) = (ex(1+12x-1)8) - 1(1+80)) (1+8-)
                     = e^{\times} (1 + 12x - 1)S + S_{-} + 12x - 1)SS_{-}) - (1 + S_{0} + S_{-} + S_{0}S_{-})
CONTINUED...
                     =e^{\times}(1+2\times S)-(1+2S)
                             S < \emptyset S' < 2 eps (2x) eps
```



b. Show how to compute $y = A^{-6}x$ without explicitly inverting A. (Note: $A^{-6} = (A^{-1})^6$.) The same assumptions as in (a) apply.

Solu:
$$\vec{y} = A^{-6}\vec{x}$$

 $A\vec{y} = A \cdot A^{-6}\vec{x}$
 $A\vec{y} = A^{-5}\vec{x}$
 $A^{6}\vec{y} = \vec{x}$
Assume $PA = LU$ ex

$$A^6\vec{y} = \vec{x}$$
 $PA \cdot A^5\vec{y} = P\vec{x}$
 $U \cdot A^5\vec{y} = P\vec{x}$

Let
$$A^5\vec{y} = \vec{y_1}$$
 then solve $u \cdot \vec{y_1} = \vec{x_1}$ for $\vec{y_1}$

Let
$$A^4y = \vec{x_2}$$
 solve $L\vec{x_2} = p\vec{y_1}$, for $\vec{y_2}$ $\vec{x_3}$

Let
$$U\vec{y} = \vec{x_6}$$
 solve $L\vec{x_6} = p\vec{y_5}$ for $\vec{x_6}$ solve $U\vec{y} = \vec{x_6}$ for \vec{y} .