

NUMERICAL METHODS

PROJECT

Spring Semester 2017



Team Members¹

*Aia Lotfy
Fady Nabil
Salma Mohammed
Helana Mansour
Yassmin Barakat*

¹ Names are arranged in English alphabetical order.

Part I

***Comparison and Analysis of Different
Numerical Methods Behavior***

1. Methods' Pseudo Codes

I. Bisection Method

The function takes 5 parameters which are:

- The equation
- Initial x_L
- Initial x_U
- Max iterations number
- Allowed relative error

The function returns 3 values which are:

- Iteration Matrix
- Number of iterations
- Error message

```
bisection
if equation( $x_L$ ) * equation( $x_U$ ) > 0
    return
for i=1 to Max_Iterations
    insert values in the output matrix
     $x_R = (x_L+x_U)/2$ 
    if equation( $x_R$ ) * equation( $x_U$ ) < 0
         $x_U=x_R$ 
    else
         $x_L=x_R$ 
    end if
    relative_error = abs(( $x_U-x_L$ )/ $x_L$ )
    if relative_error <= allowed_relative_error
        break loop
    end if
end for
if not valid equation then
    error terminate operation
end if
end bisection
```

II. Regula-Falsi Method

The function takes 5 parameters which are:

- The equation
- Initial x_L
- Initial x_U
- Max iterations number
- Allowed relative error

The function returns 3 values which are:

- Iteration Matrix
- Number of iterations
- Error message

```
false_position
if equation is valid
    if equation( $x_L$ ) * equation( $x_U$ ) > 0
        return
    for i=1 to Max_Iterations
        insert values in the output matrix
         $x_R = ((x_L * \text{equation}(x_U)) - (x_U * \text{equation}(x_L))) / (\text{equation}(x_L) - \text{equation}(x_U))$ 
        if equation( $x_R$ ) * equation( $x_U$ ) < 0
             $x_U = x_R$ 
             $x = x_U$ 
        else
             $x_L = x_R$ 
             $x = x_L$ 
        end
        relative_error = abs(( $x_U - x_L$ ) /  $x_L$ )
        if relative_error <= allowed_relative_error
            break loop
    end for
else if not valid equation
    error message, terminate program
end false_position
```

III. Fixed Point Iteration Method

The function takes 4 parameters which are:

- The equation
- Initial x (x_0)
- Max iterations number
- Allowed relative error

The function returns 4 values which are:

- Iteration Matrix (x_R)
- Number of iterations
- $g(x)$ equation
- Error message

```
fixed_point
X=x0
XR=X
if equation is valid then
for i=2 to Max_Iterations
    x=xR(i-1,1)
    xR(i,2)=x
    xR(i,1) =equation+xR(i,2)
    xR(i,3) =abs((xR(i,1)-xR(i,2))/xR(i,2))
    if xR < allowed_relative_error
        break
    end if
end for
else if not valid equation
    error message, terminate program
g(x) = strcat(equation,'+x')
end false_position
```

IV. Secant Method

The function takes 5 parameters which are:

- The equation
- Initial x (x_0)
- Zero x x_{zero}
- Max iterations number

- Allowed relative error

The function returns 6 values which are:

- Iteration Matrix (x_R)
- ReturnEquation
- $g(x)$ equation
- Iterations number
- Delta
- Error message

```

secant_method
ReturnEquation(1)=equation(xo)
numerator = equation(xo)*(xo -xzero)
denominator= equation(xo)-equation(xzero)
currentValue=xo -(numerator/denominator)
relativeError =abs((currentValue-x)/currentValue)*100
error(1)=relativeError // inserting relative error in error array
counter=1
if function is valid then
while relativeError > validError or counter < maxIterations
    if counter = 1
        x=xR(counter)
        ReturnEquation(counter+1)=equation(xo)
        numerator = equation(xo)*(currentValue - xo)
        denominator= equation(xo)-equation(xzero)
        currentValue=currentValue -(numerator/denominator)
        relativeError =abs((currentValue-x)/currentValue)*100
        counter= counter+1
        error(counter)=relativeError // store current iteration
relative error
        xR(counter)=currentValue // store current iteration
calculated root
    else if counter ≠1
        ReturnEquation(counter+1)=equation(xo)
        numerator = equation(xo)*(currentValue -xR(counter -1))
        denominator= equation(xo)-equation(xzero)
        currentValue=currentValue -(numerator/denominator)

```

```

        relativeError =abs((currentValue-x)/currentValue)*100
        counter= counter+1
        error(counter)=relativeError
        xR(counter)=currentValue
    end if
end while
else if not valid equation
    error message, terminate program
end secant_method

```

V. Newton-Raphson Method

The function takes 4 parameters which are:

- The equation
- Initial x (x_0)
- Max iterations number
- Allowed relative error

The function returns 4 values which are:

- Iteration Matrix (x_R)
- ReturnEquation
- ReturnEquationDerivative
- $g(x)$ equation

```

newton_raphson
numerator=equation(x0)
denominator= subs(df)
xi= x0 -(numerator/denominator)
xR(1)=xi
relativeError =abs((xi-x)/xi)*100
error(1)=relativeError
counter=1
if equation is valid then:
while relativeError> validError AND counter < maxIterations
    x=xR(counter)
    numerator=subs(f(x))
    denominator= subs(df)

```

```

ReturnEquation(counter)=numerator
ReturnEquationDerivative(counter)=denominator
xi= x -(numerator/denominator)
relativeError =abs((xi-x)/xi)*100
counter=counter+1
xR(counter)=xi
error(counter)=relativeError
end while
x=xR(counter)
numerator=subs(f(x))
denominator= subs(df)
ReturnEquation(counter)=numerator
ReturnEquationDerivative(counter)=denominator
else if not valid equation
    error message, terminate program
end newton_raphson

```

VI. Bierge Vieta Method

```

function [ xR,sendOrder,A,B,C ,error]
The function takes 4 parameters which are:
• The equation
• Initial x ( $x_0$ )
• Max iterations number
• Allowed relative error
%%%%%

```

The function returns 4 values which are:

- Iteration Matrix (x_R)
- ReturnEquation
- ReturnEquationDerivative
- $g(x)$ equation

```

Bierge_Vieta
// initialize variables and matrices
// initializing matrices a,b and c
if function is valid then:
while abs(stop) >=0.00001AND iterate <= maxIterations
    iterate= iterate+1

```

```

while(counter > 0 )
    counter = counter-1
    if counter = 1
        coffCounter= coffCounter+1
        order(coffCounter)=counter-1
        a(counter)= coff(coffCounter)
        b(counter)=a(counter)+ xIterate*b(counter+1)
        xR(iterate)=xIterate - (b(1)/c(2))
        stop= b(1)

        if iterate = 2
        // flipping columns order for matches A,B and C
            sendOrder = order'
        else
        // flipping columns order for matches A,B and C
            sendOrder =[sendOrder order']
        end if
    else if counter >1
        coffCounter= coffCounter+1//increment coeffCounter
        order(coffCounter)=counter-1
        a(counter)= coff(coffCounter)
        b(counter)=a(counter)+ xIterate*b(counter+1)
        c(counter)=b(counter)+ xIterate*c(counter+1)
    end if
end while
coffCounter=1
// calculate errors and final a,b and c
error(iterate)=abs((xR(iterate) -xR(iterate-1))/xR(iterate))
xIterate = xR(iterate)
else if not valid equation
    error message, terminate program
end Bierge_Vieta

```

2. General Method

I. Explanation

A “brute force” based algorithm used to get *all* the real roots of the entered equation (polynomial or non-polynomial), an [-100, 100] interval is divided to sub-intervals each of length = 0.5 (i.e $x_{i+1} - x_i = 0.5$).

To guarantee convergence of the answer, bisection method (a well known bracketing method) was used to obtain the root, as we apply this method on each interval from our sub-intervals, where if there exists a root we store it and all its iterations, errors ...etc, in a matrix indicating that root, if not, the next sub-interval is tested till all the sub intervals are tested, if there exists an error some where through the operations, processing terminates and an error message appears to the user.

An array of matrices is used to store the answer and be returned, where each cell of the array contains the iterations matrix of one of the obtained roots.

II. Pseudo Code

The function takes 1 parameter which is:

- The equation

The function returns 3 values which are:

- Array of roots Matrices (x_R)
- Number of roots
- Error message

```
general_method
initializing variables
for i=1 to numberOfIntervals
    lower = addInterval+0.001
    upper = addInterval+0.5
    addInterval = upper
        // call to bisection method to obtain expected roots in this
        // interval
    if b ≠ 0 AND isNumber(a(b))
        store root (a) in the matrix
    index = index + 1
```

```
    end if
end for
size = index - 1
else
    error occurred terminate program
end if
end general_method
```

3. Data Structures Used

I. Matrices

Matrices where the most important data structure used through this part of the assignment, they were used to store the values and errors ... etc to allow:

- The next iteration to be implemented easily
- Printing a table of iterations in the output file
- Helps in drawing the plot

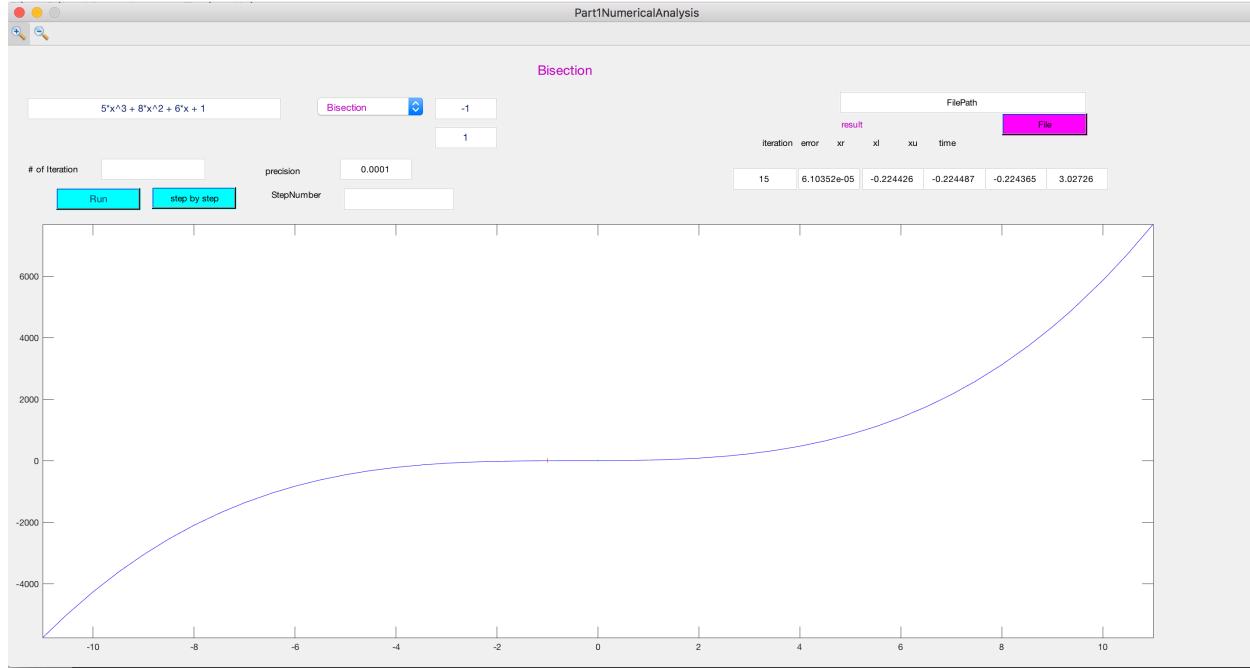
II. Structures (struct)

Since reading data from an external .txt file was one of the main requirements of this project after following the necessary instructions to read from the file, structures were used as a container for the data parsed / traversed from the .txt file containing the required data to be input.

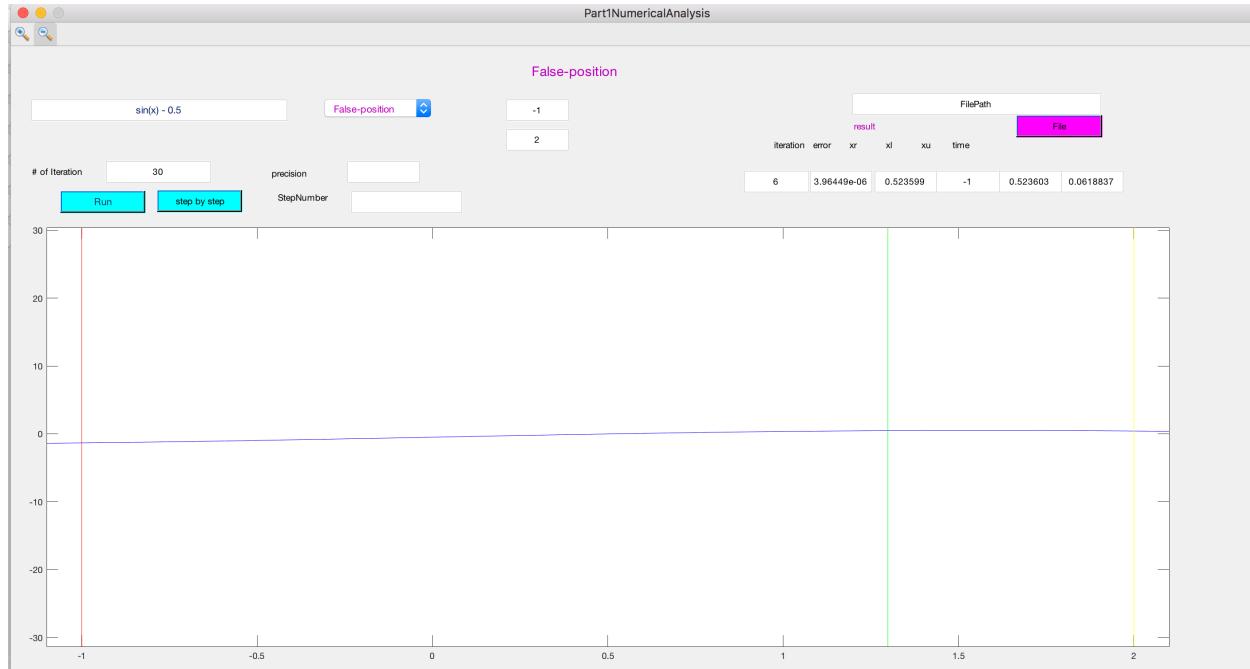
4. Sample Tests

I. Via GUI Operations

- **Bisection Method²**



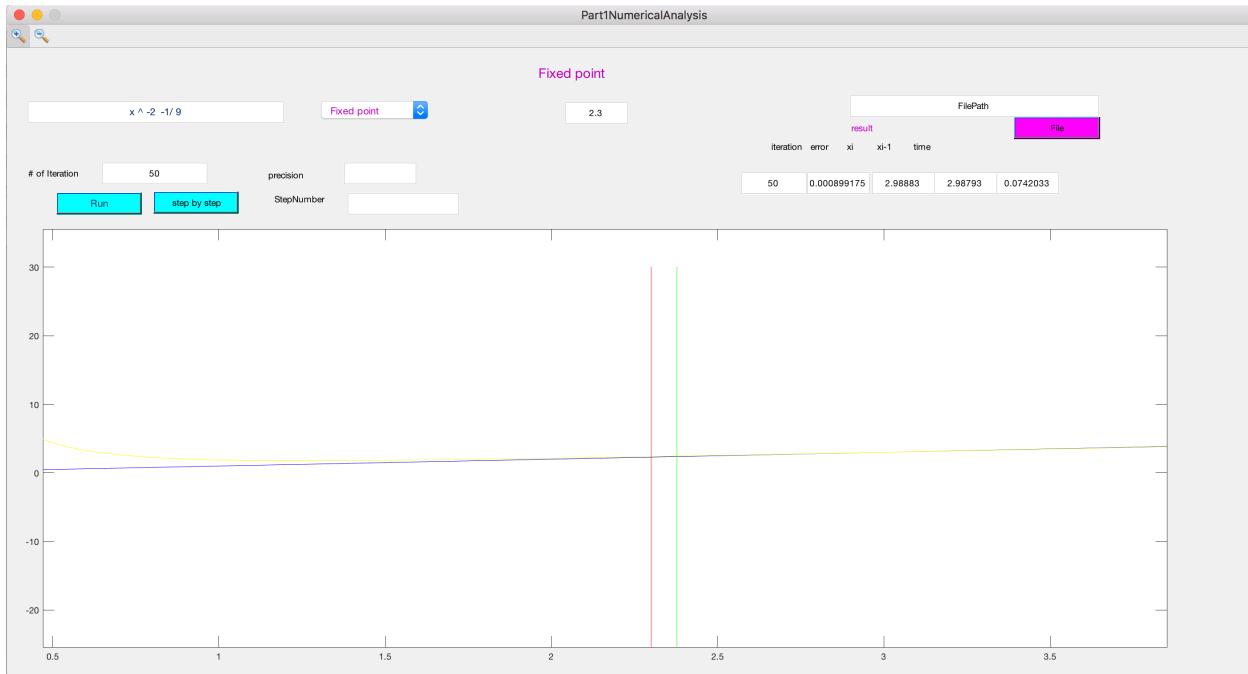
- **False Position³**



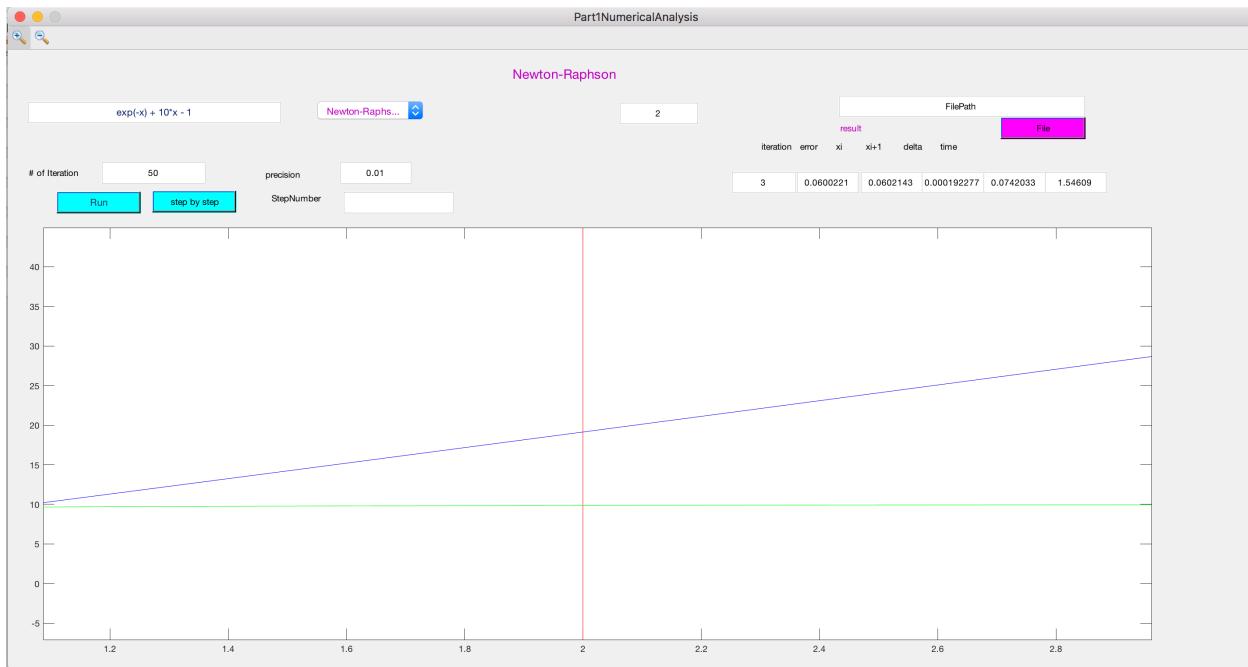
² Empty iterations' number box indicates default iterations value.

³ Empty precision box indicates default allowed error value.

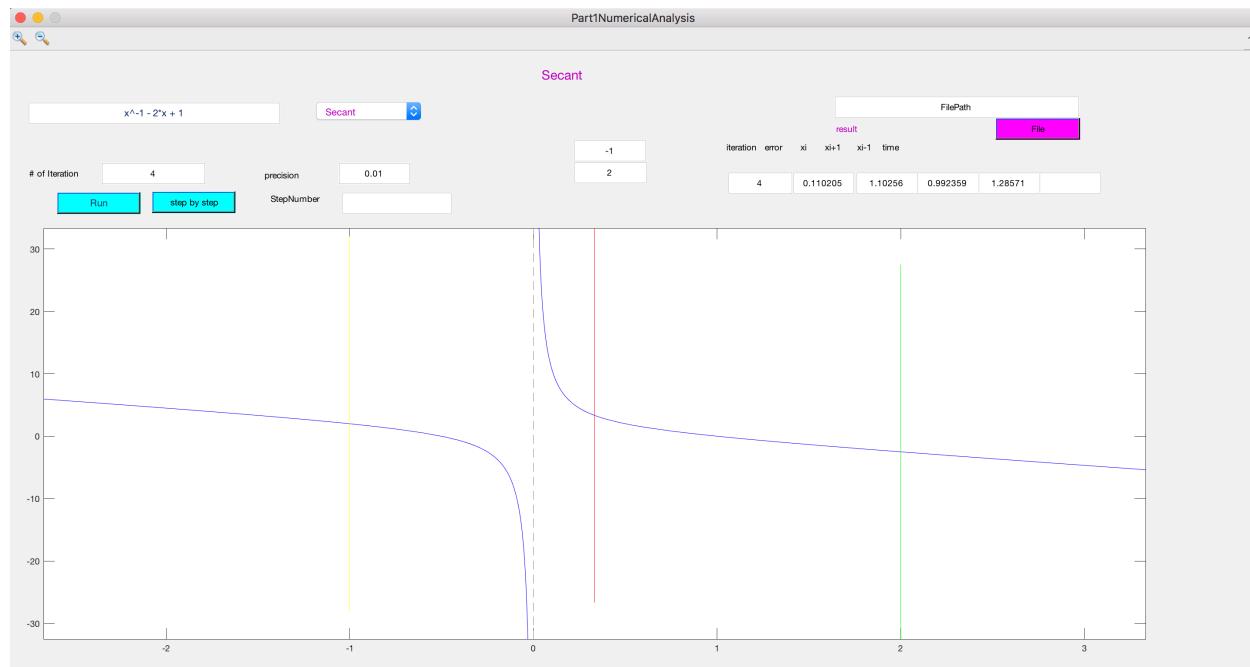
► Fixed Point



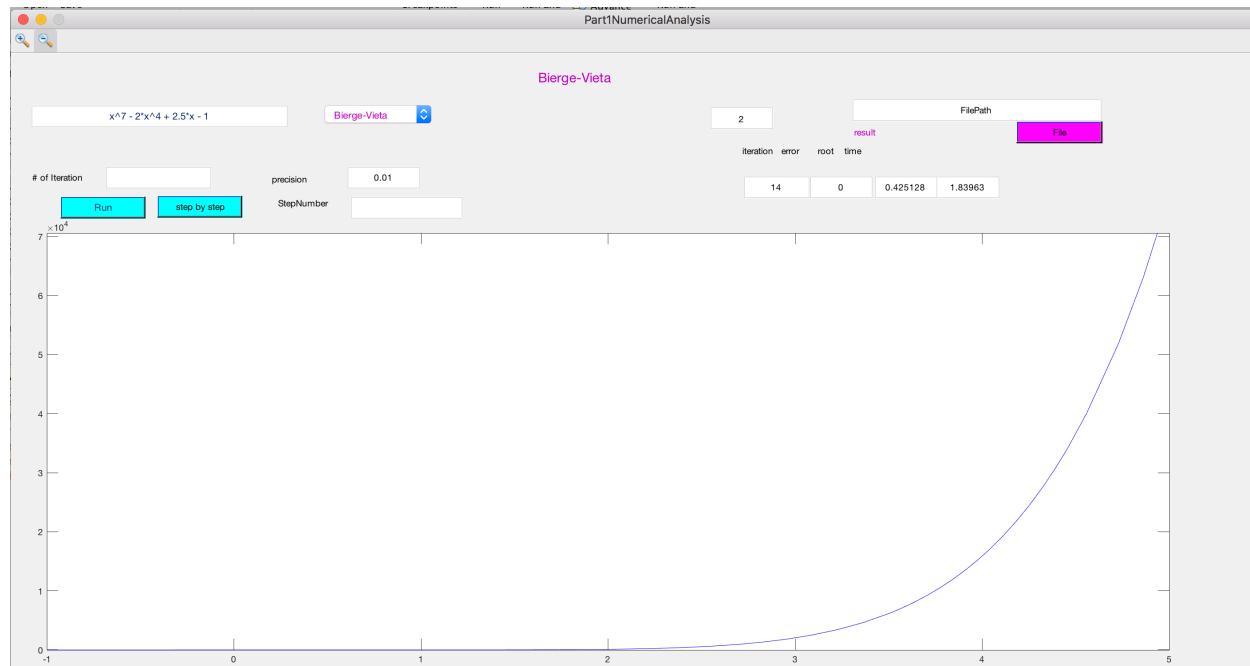
► Newton-Raphson



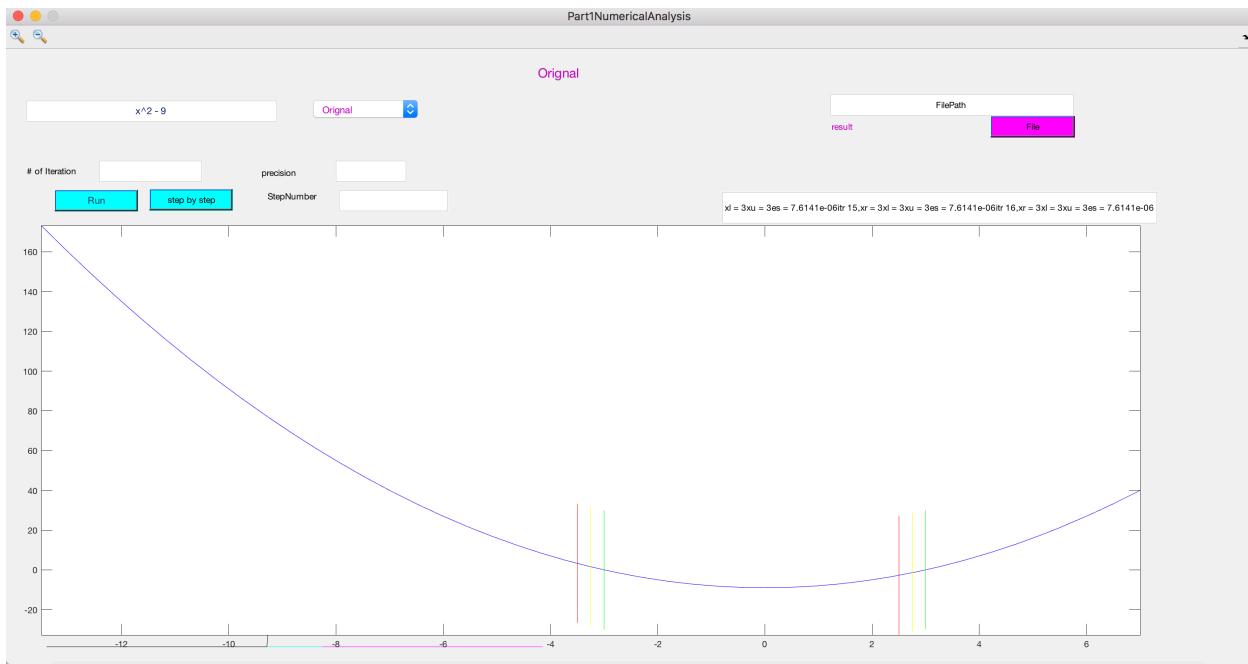
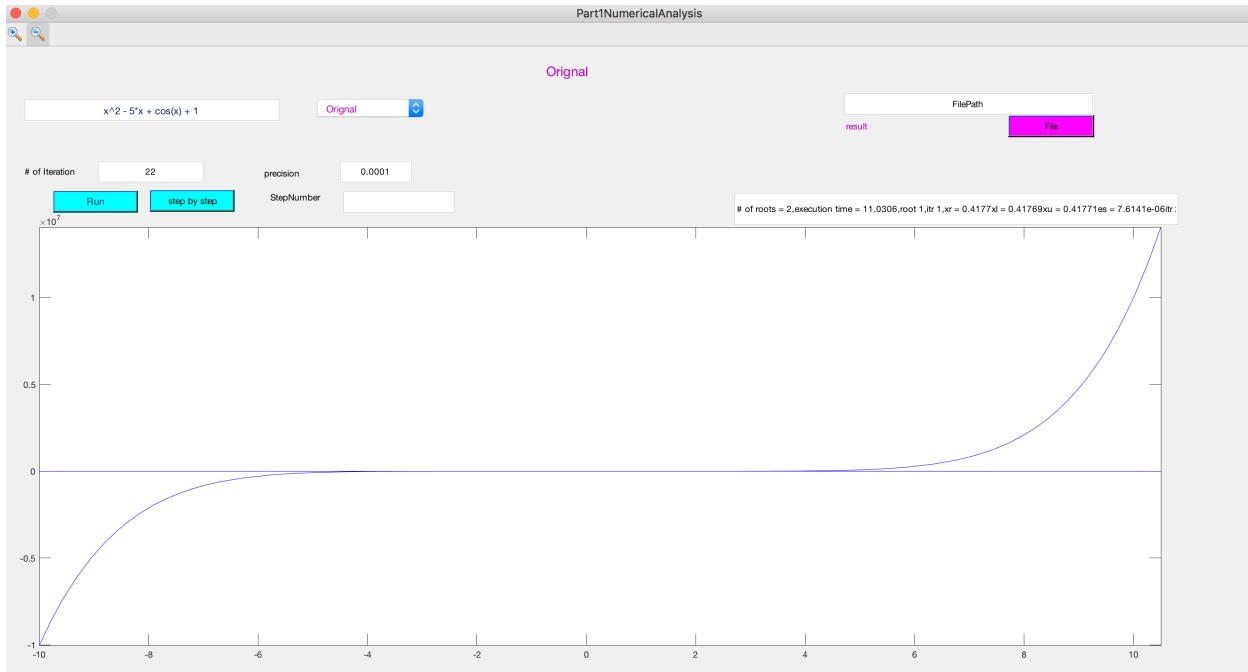
► Secant Method



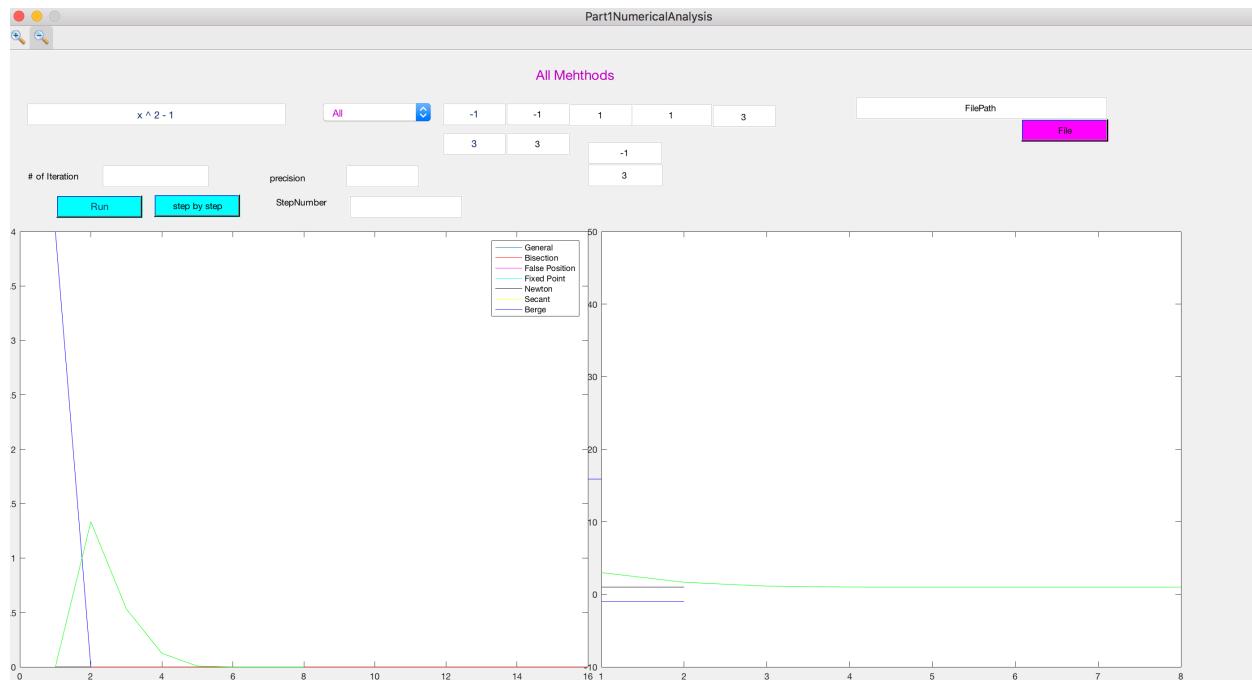
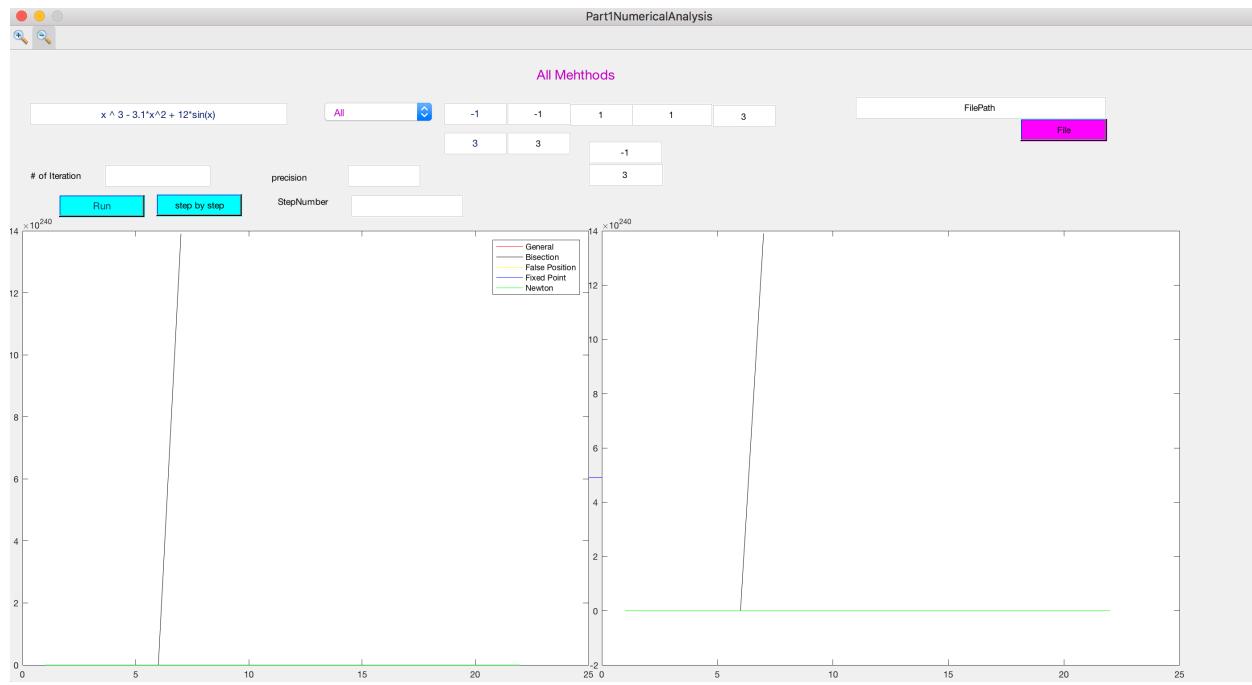
► Bierge Vieta



► General Method

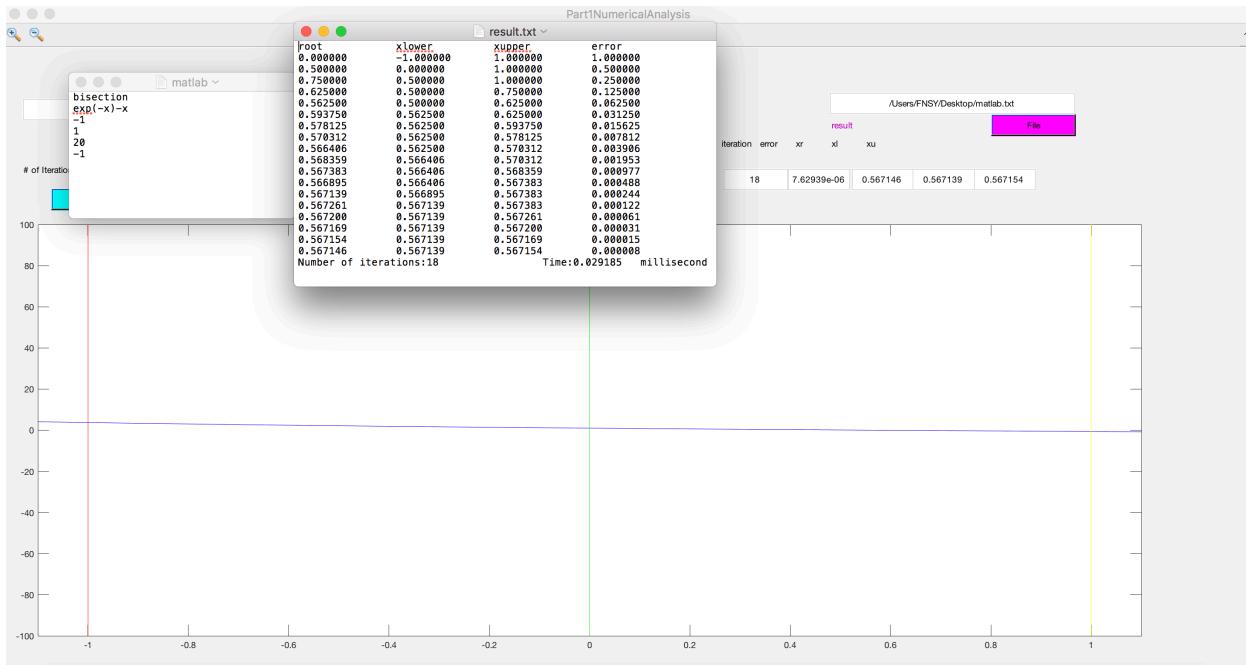


► All methods

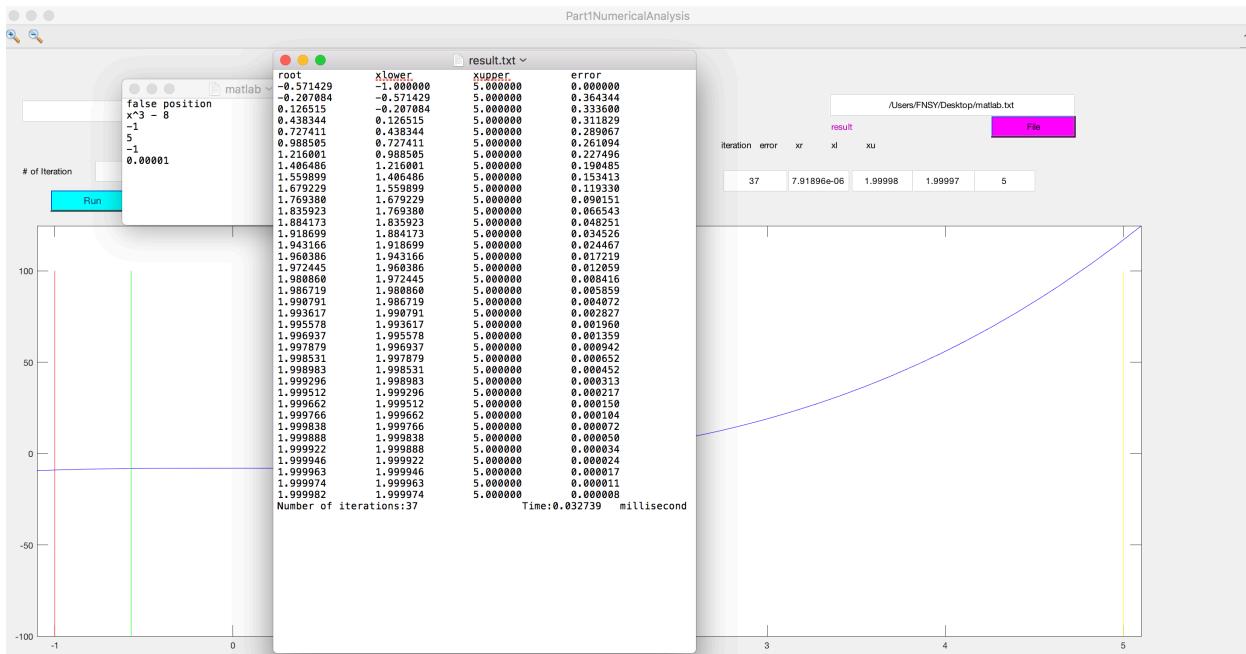


II. Via Files Operations

► Bisection Method⁴

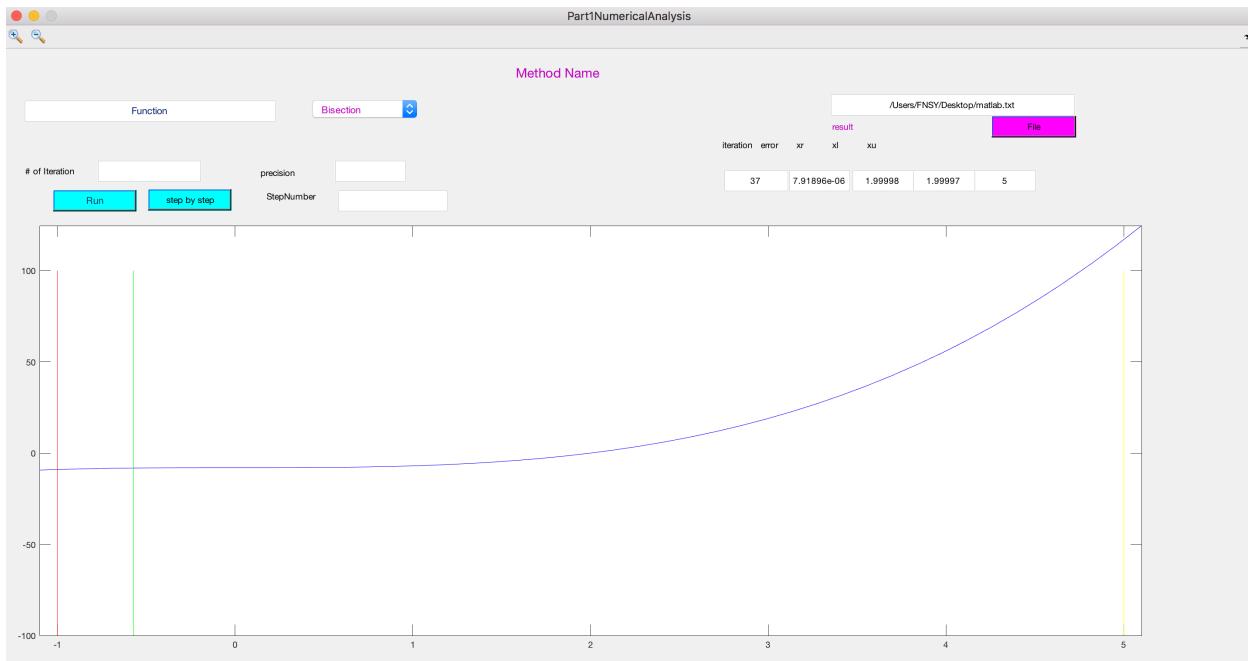


► False Position⁵

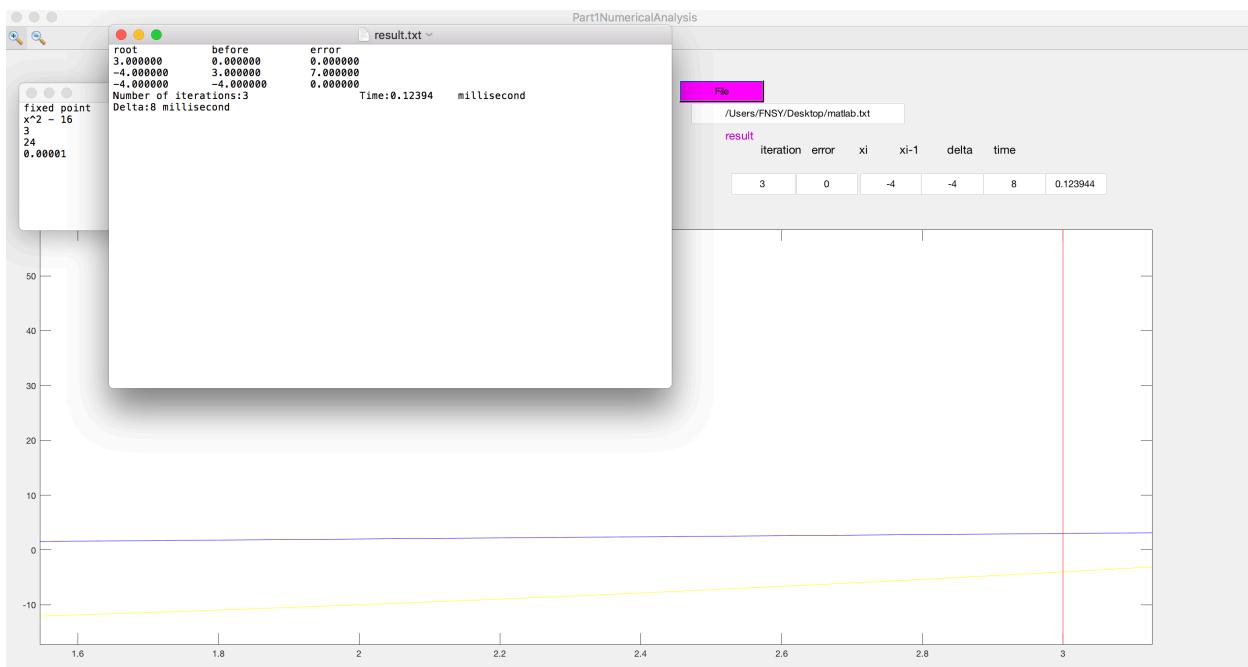


⁴ Negative accepted error indicates default value.

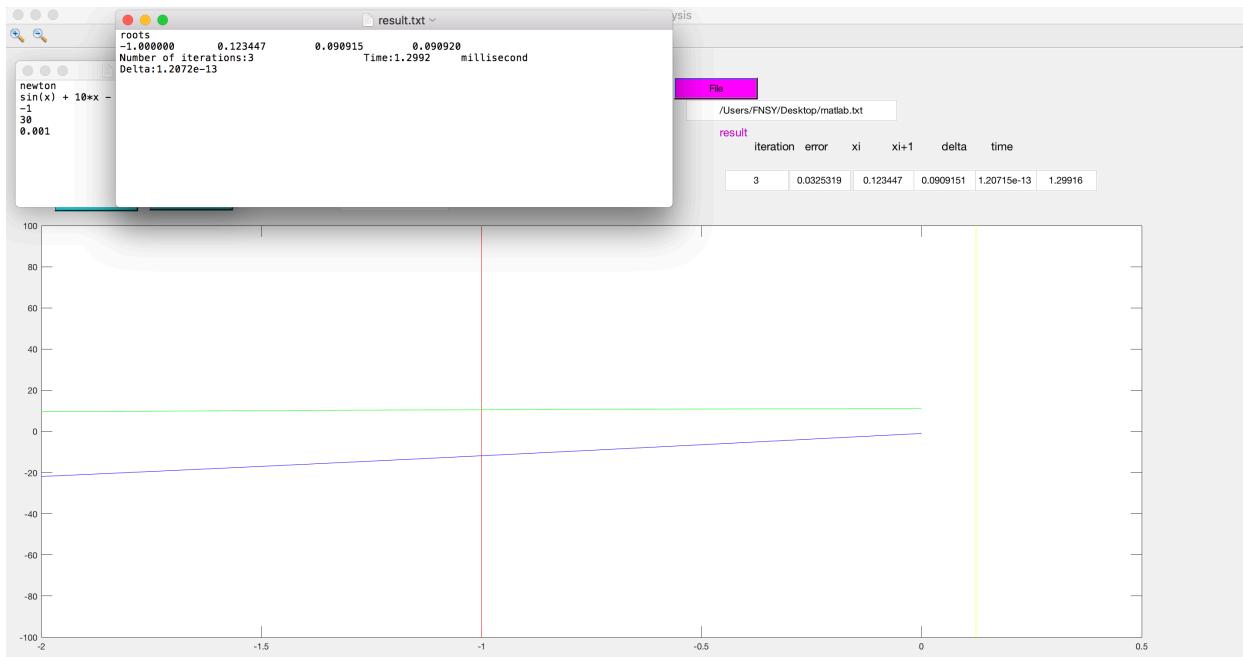
⁵ Negative iterations' number indicates default value.



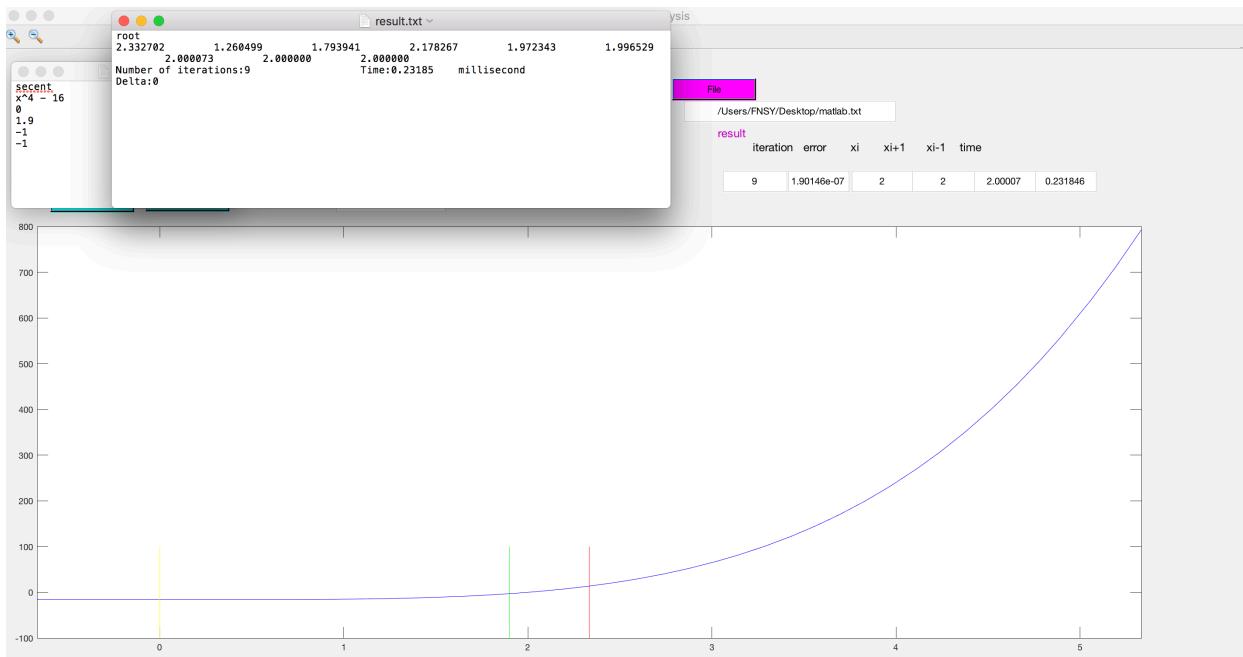
► Fixed Point



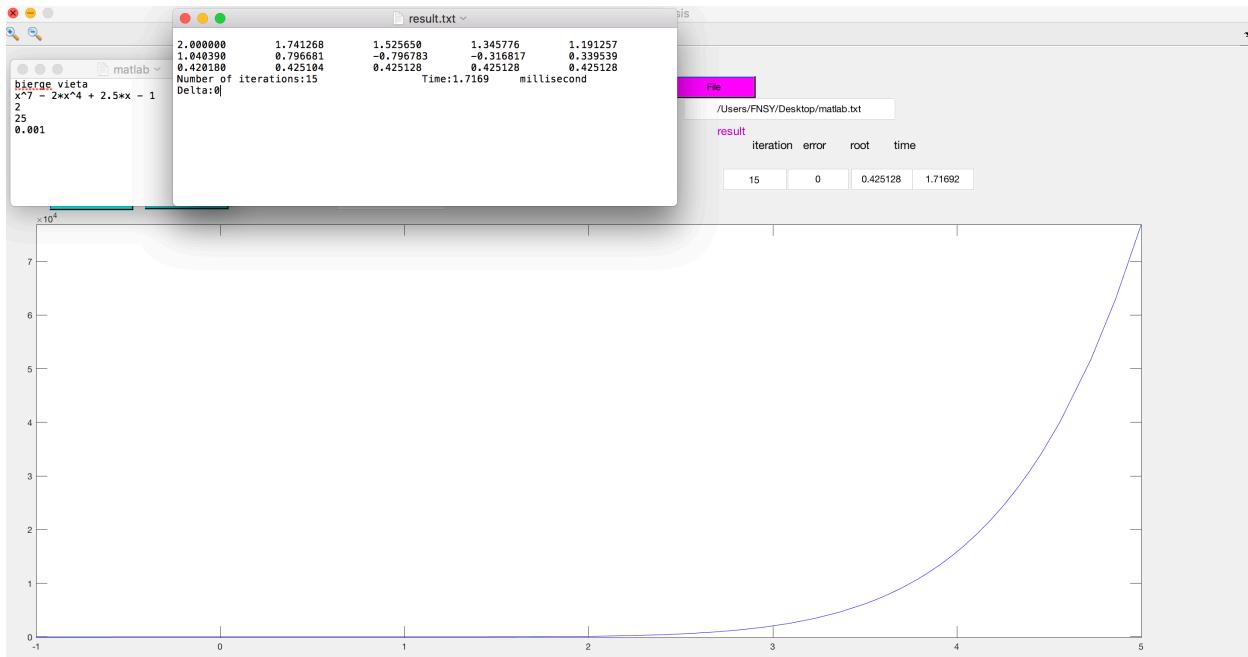
► Newton-Raphson



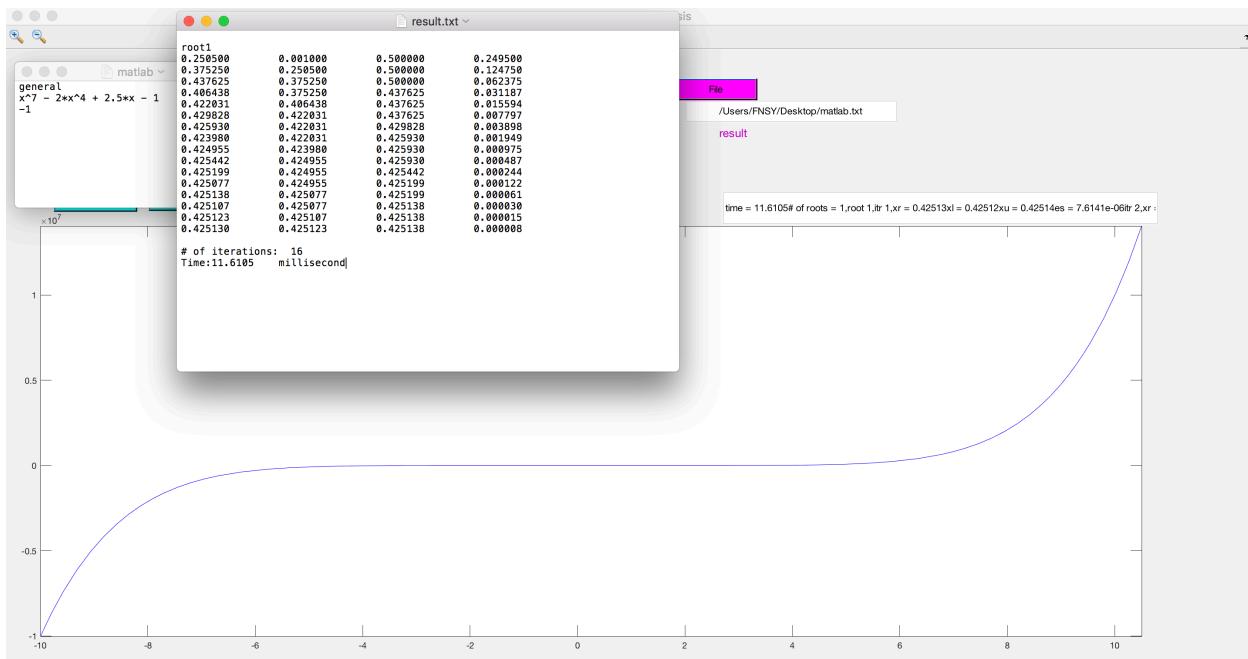
► Secant



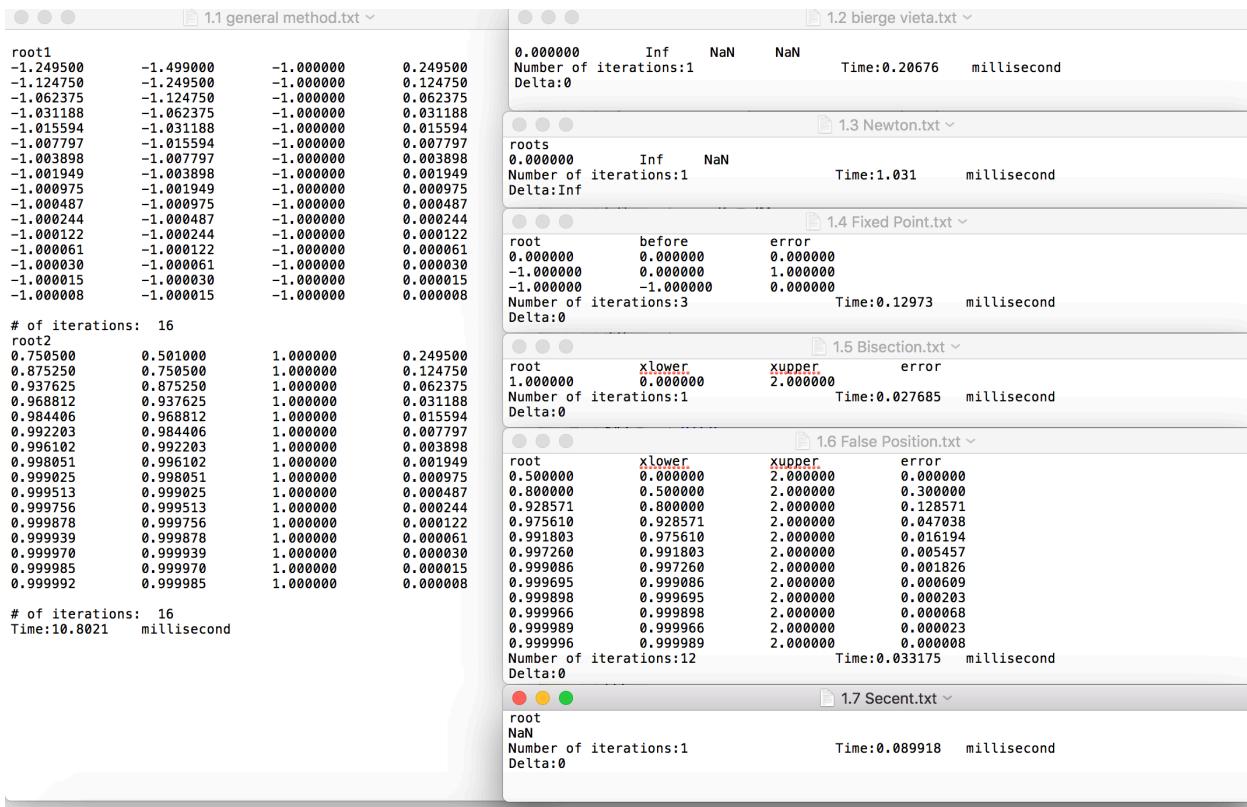
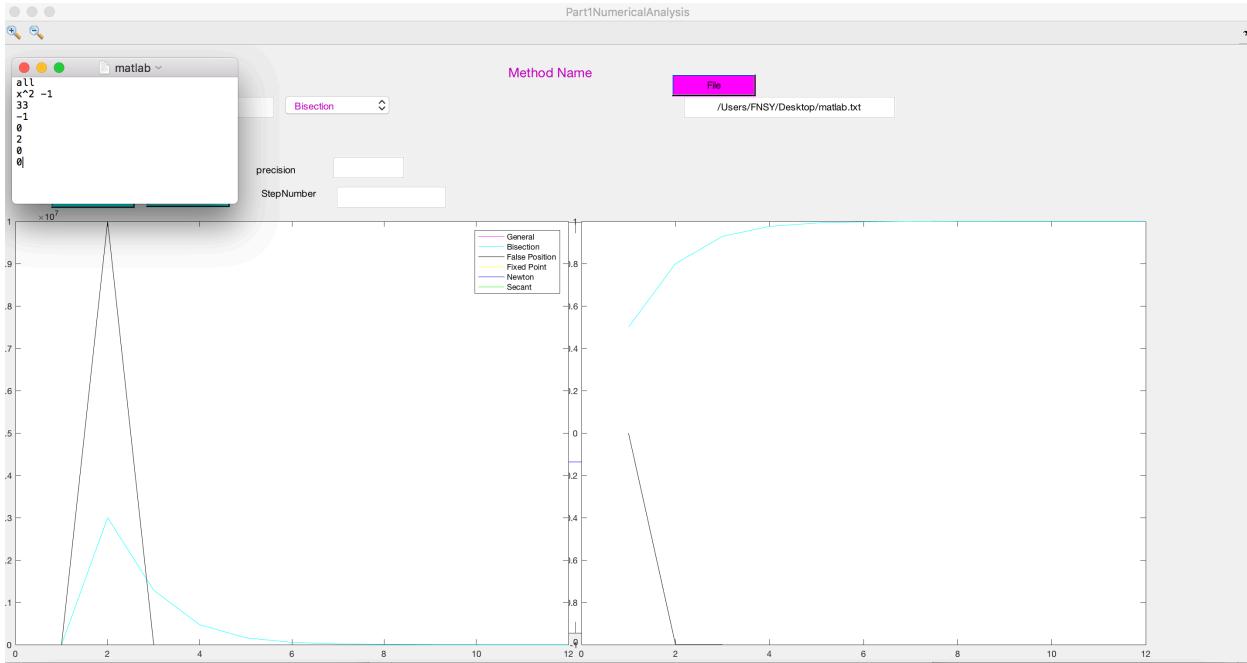
► Bierge Vieta



► General Method



► All Methods



5. Pitfalls

I. Bisection Method

- Can't detect multiple roots where if an interval has an even number of roots *bisection method* cannot detect any of them. Example: $Y(x) = x^2 - 4x + 4$ on $[0,4]$.

```
>> [arr,siz,msg] = biSection('x^2-4*x+4','0','4',50,0.00001);

arr =
[]

siz =
0

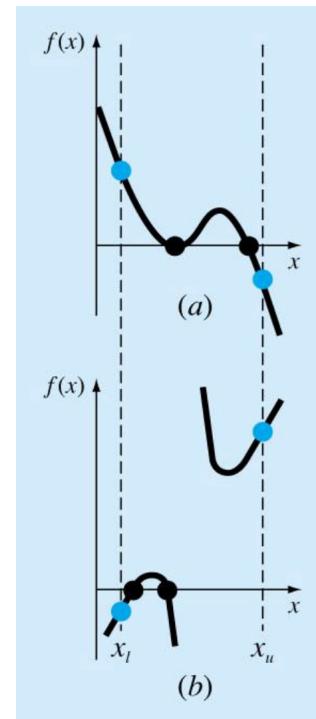
msg =
%error in xl and xu%
```

- If : function is not continuous, *bisection method* will detect a root that is not true.

```
>> [arr,siz,msg] = biSection('x^3','-1','1',50,0.00001)

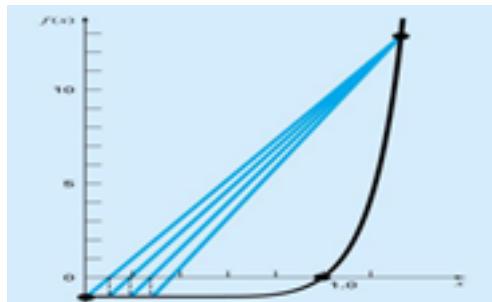
arr =
0    -1.0000    1.0000    1.0000
-0.5000   -1.0000      0    0.5000
-0.2500   -0.5000      0    0.2500
-0.1250   -0.2500      0    0.1250
-0.0625   -0.1250      0    0.0625
-0.0313   -0.0625      0    0.0313
-0.0156   -0.0313      0    0.0156
-0.0078   -0.0156      0    0.0078
-0.0039   -0.0078      0    0.0039
-0.0020   -0.0039      0    0.0020
-0.0010   -0.0020      0    0.0010
-0.0005   -0.0010      0    0.0005
-0.0002   -0.0005      0    0.0002
-0.0001   -0.0002      0    0.0001
-0.0001   -0.0001      0    0.0001
-0.0000   -0.0001      0    0.0000
-0.0000   -0.0000      0    0.0000
-0.0000   -0.0000      0    0.0000

siz =
```



II. False Position Method

- Can't detect multiple roots (like bisection's behavior) where if an interval has an even number of roots *false position method* cannot detect any of them.

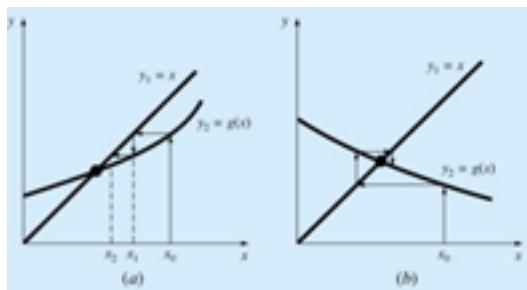


Solution: make an algorithm to detect this , then use bracketing method formula to get root.

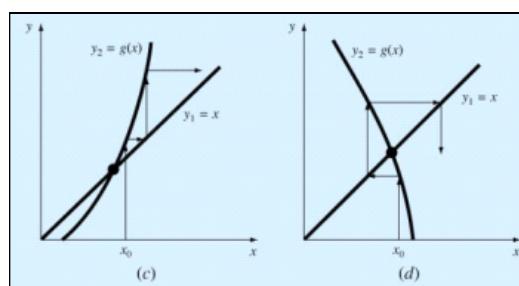
Example : $y(x) = x^3 - 6x^2 + 11x - 6$, on interval [1,2].

III. Fixed Point Method

- As we get $g(x)$ from main equation and construct a magic formula , $X_{i+1} = g(X_i)$, the function, $g(x)$ will converge if $|g'(x)| < 1$ as the error decreases with each iteration.



and will diverge if $|g'(x)| > 1$ as the error increase with each iteration .



iteration	error	xi	xi-1	delta	time
50	NaN	inf	inf	-inf	0.131043

- The algorithm we used to get $g(x)$, is to detect the existence of ax^1 and remove it from equation but if it not found we add x then subtract x .
- example $y(x) = x^2+2x^3$

```
>> [arr, siz, mesg] = fixedPoint('x^2+2*x-3', '0', 50, 0.00001)

arr =

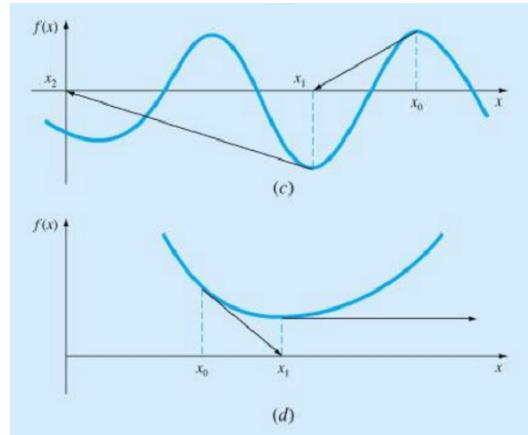
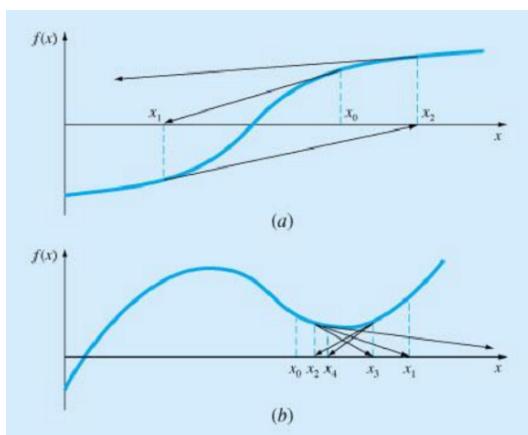
    0         0         0
1.5000      0     1.5000
0.3750    1.5000    1.1250
1.4297    0.3750    1.0547
0.4780    1.4297    0.9517
1.3858    0.4780    0.9078
0.5398    1.3858    0.8459
1.3543    0.5398    0.8145
0.5830    1.3543    0.7713
1.3301    0.5830    0.7471
0.6154    1.3301    0.7146
1.3106    0.6154    0.6952
0.6411    1.3106    0.6695
1.2945    0.6411    0.6533
0.6622    1.2945    0.6323
1.2808    0.6622    0.6186
0.6798    1.2808    0.6009
1.2689    0.6798    0.5891
0.6949    1.2689    0.5740
1.2585    0.6949    0.5636
0.7080    1.2585    0.5505
1.2493    0.7080    0.5413
```

2.0000	0	0
-0.5000	2.0000	2.5000
1.3750	-0.5000	1.8750
0.5547	1.3750	0.8203
1.3462	0.5547	0.7915
0.5939	1.3462	0.7522
1.3236	0.5939	0.7297
0.6240	1.3236	0.6996
1.3053	0.6240	0.6813
0.6481	1.3053	0.6572
1.2900	0.6481	0.6419
0.6680	1.2900	0.6220
1.2769	0.6680	0.6090
0.6847	1.2769	0.5922
1.2656	0.6847	0.5808
0.6992	1.2656	0.5664
1.2556	0.6992	0.5564
0.7118	1.2556	0.5438
1.2467	0.7118	0.5349
0.7229	1.2467	0.5238

Method diverges as $g'(x) = -x$ and at $x = 2$, $g'(x) = -2 < 1$

IV. Newton

- › An inflection point ($f''(x)=0$) at the vicinity of a root causes divergence.
- › A local maximum or minimum causes oscillations.
- › It may jump from one location close to one root to a location that is several roots away.
- › A zero slope causes division by zero.
- › No general convergence criteria for Newton Raphson method.
- › it diverges when the root is a multiple roots.



V. Bierge Vieta

- it detects only one root even though there are multiple roots -same behavior obtained from bracketing methods-.
- Able to deal *only* with polynomial functions and cannot deal with exponential or trigonometric functions.

VI. General Method

- General Method depends mainly on bisection method therefore it is simply expectable to have the same pitfalls like that one previously discussed.

Part II

***System of linear equations solving
techniques***

1. Methods' Pseudo Codes

I. Removing Lower Triangle Function

Although we are implementing 4 different methods / techniques to solve systems of linear equations, 3 of them have the same core of using gauss' technique to remove the lower triangle of the coefficients matrix, these techniques are:

- Gauss Elimination
- Gauss - Jordan
- LU Decomposition⁶

The function takes 3 parameters which are:

- The matrix to eliminate its lower triangle (gaussMatrix)
- Values after equal sign matrix (answer)
- Number of rows / columns of the square matrix (dimension)

The function returns the same 2 input after changes:

- The matrix to eliminate its lower triangle (gaussMatrix)
- Values after equal sign matrix (answer)

```
removeLowerTriangle
row = 2 // starting by the second row
for diagonal = 1 to dimension
    pivotVector = the pivot's row
    pivotAnswerVector = answerdiagonal
    while row <= dimension
        delta = (element value)row,diagonal / (pivot value)diagonal,diagonal
        toBeAddedVector = delta * pivotVector
        toBeAddedAnswerVector = delta * pivotAnswerVector
        gaussMatrixrow = gaussMatrixrow - toBeAddedVector
        answerrow = answerrow - toBeAddedAnswerVector
        row = row + 1
    end while
    row = the following pivot's row number
end for
end removeLowerTriangle
```

⁶ At this case we store the values of delta at the lower triangle matrix.

II. Ordinary Gauss Elimination⁷

The function takes 2 parameters which are:

- Coefficient's 2D array (inputArray)
- Values after equal sign matrix (answer)

The function returns 1 Column matrix containing the values of unknowns.

Gauss

```
dimension = number of rows / columns of the matrix
call to removeLowerTriangle function (explained above)
finalAnswerlast column = answerlast column / gaussMatrix(dimension,dimension)
rowNum = dimension - 1 // starting from the row before last.
while rowNum > 0
    sigma = 0 // reset value of the sum each time
    for nextRows = rowNum + 1 to dimension
        sigma = sigma + gaussMatrix(rowNum, nextRows) *
finalAnswer(nextRows)
    end for
    finalAnswer(rowNum) = (answer(rowNum) - sigma) / pivot
    rowNum = rowNum - 1
end while
end Gauss
```

III. Gauss - Jordan

The function takes 2 parameters which are:

- Coefficient's 2D array (inputArray)
- Values after equal sign matrix (answer)

The function returns 1 Column matrix containing the values of unknowns.

Gauss-Jordan

```
dimension = number of rows / columns of the matrix
call to removeLowerTriangle function
row = 1
for diagonal = 1 to dimension
```

⁷ i.e. No pivoting process

```

pivot = 1 / gaussMatrixdiagonal,diagonal
gaussMatrixRowrow = pivot * gaussMatrixRowrow
answerrow = pivot * answerrow
row = row + 1
end for
flip gaussMatrix vertically
flip gaussMatrix horizontally
flip answer matrix horizontally
remove the lower triangle of gaussMatrix again
call to removeLowerTriangle function
re-flip answer matrix horizontally
end Gauss-Jordan

```

IV. LU Decomposition

The function takes 2 parameters which are:

- Coefficient's 2D array (inputArray)
- Values after equal sign matrix (answer)

The function returns 1 Column matrix containing the values of unknowns.

LU-Decomposition

Initializing the matrices.

call to removeLowerTriangle function

getting upper and lower triangles matrices

stage1 = zeros(dimension,1)

stage1(1) = answer(1)

for i = 2 to dimension

 sigma = 0

 for j = 1 to i - 1

 sigma = sigma + lower(i,j) * stage1(j)

 end

 stage1(i) = answer(i) - sigma

end

finalAnswer = zeros(dimension,1)

finalAnswer(dimension) = stage1(dimension) /

upper(dimension,dimension)

i = dimension - 1

```

while i > 0
    sigma = 0
    for j = i + 1 : dimension
        sigma = sigma + upper(i,j) * finalAnswer(j)
    end for
    finalAnswer(i) = (stage1(i) - sigma ) / upper(i,i)
    i = i - 1
end while
end LU-Decomposition

```

V. Gauss Seidel

The function takes 5 parameters which are:

- Coefficient's 2D array (inputArray)
- Values after equal sign matrix (answer)
- Initial values matrix (initialMatrix)
- Max iterations
- Allowed error (epsilon)

The function returns 2 items which are:

- Answer Matrix
- Errors

```

GaussSeidel
initialize variables and matrices
// check the first condition of convergence
for diagonal= 1 : dimension
    dominant = abs(coffMatrix(diagonal,diagonal))
    dominantCounter= 1
    sum=0
    while( dominantCounter <= dimension)
        if dominantCounter ≠ diagonal
            sum = sum+abs(coffMatrix(diagonal,dominantCounter))
            dominantCounter = dominantCounter+1
        else
            dominantCounter = dominantCounter+1
        end
    end if

```

```

if dominant< sum
    error
elseif dominant > sum
    checkSecondConditon=checkSecondConditon+1
end if
end while

// check the second condition of convergence
if checkSecondConditon = 0
    error
end
initialize error = 100, iterate = 1
while iterate <= maxIterations AND maxError > epsilon
    for diagonal= 1 to dimension
        numerator= answerMatrix(diagonal)
        counter=1
        // calculate numerator for the current variable
        while counter<=dimension
            if counter > diagonal
                numerator=numerator-coffMatrix(diagonal,counter) * prevCalculatedRoots(counter)
                counter= counter+1
            elseif counter < diagonal
                numerator=numerator-coffMatrix(diagonal,counter) * calculatedRoots(counter)
                counter= counter+1
            else
                counter= counter+1
            end if
        end while
        // end calculating numerator for the current variable
        calculatedRoots(diagonal)= numerator / coffMatrix(diagonal,diagonal)
        errorColumn(diagonal)= abs(calculatedRoots(diagonal)-
prevCalculatedRoots(diagonal))
    end for
    maxError= max(errorColumn)
    prevCalculatedRoots= calculatedRoots
    if iterate==1
        rootsMatrix = calculatedRoots
        errors=errorColumn
    else
        rootsMatrix =[rootsMatrix  calculatedRoots']
        errors=[ errors errorColumn']
    end if
    iterate= iterate+1
end while
end GaussSeidel

```

2. Data Structures Used

I. Matrices

Matrices were used broadly in this part of the assignment, since, we deal with the input equations coefficients as matrices to perform the desired processes on them in almost all methods.

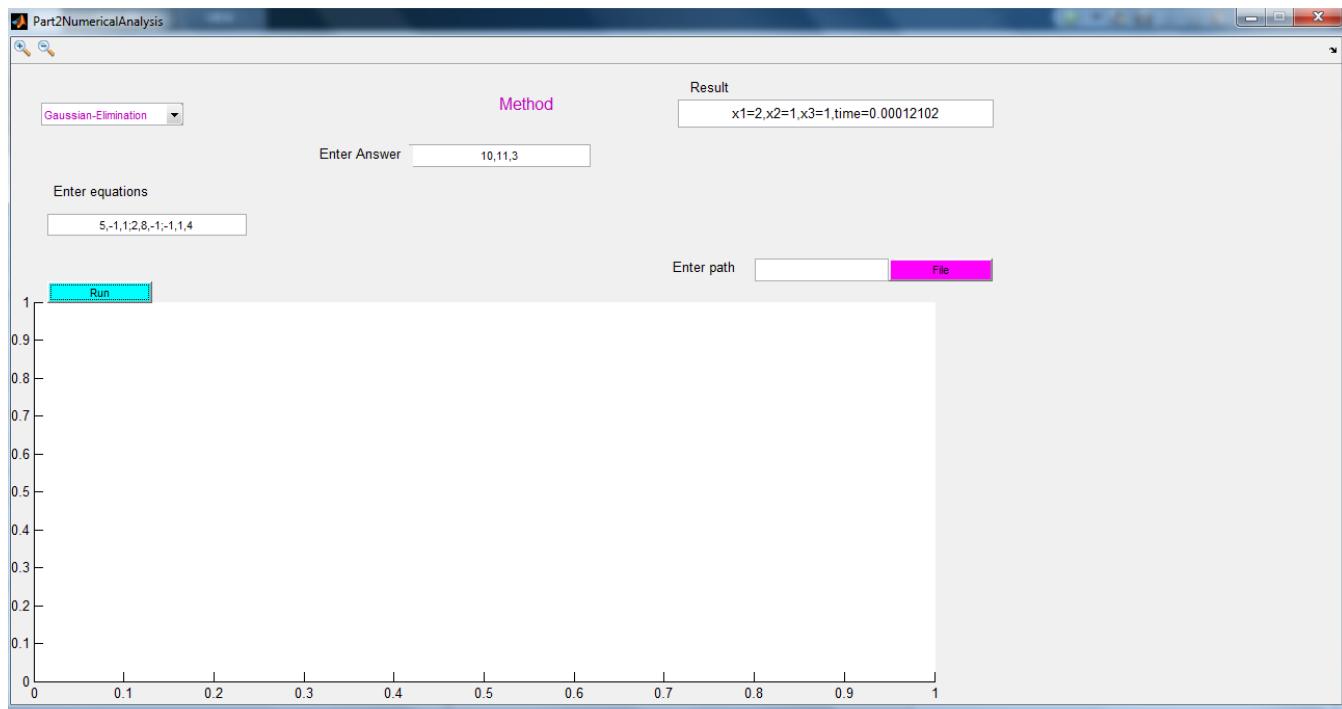
II. Arrays

Arrays were used in a tiny scope to export the final answers of the input equations.

3. Sample Tests

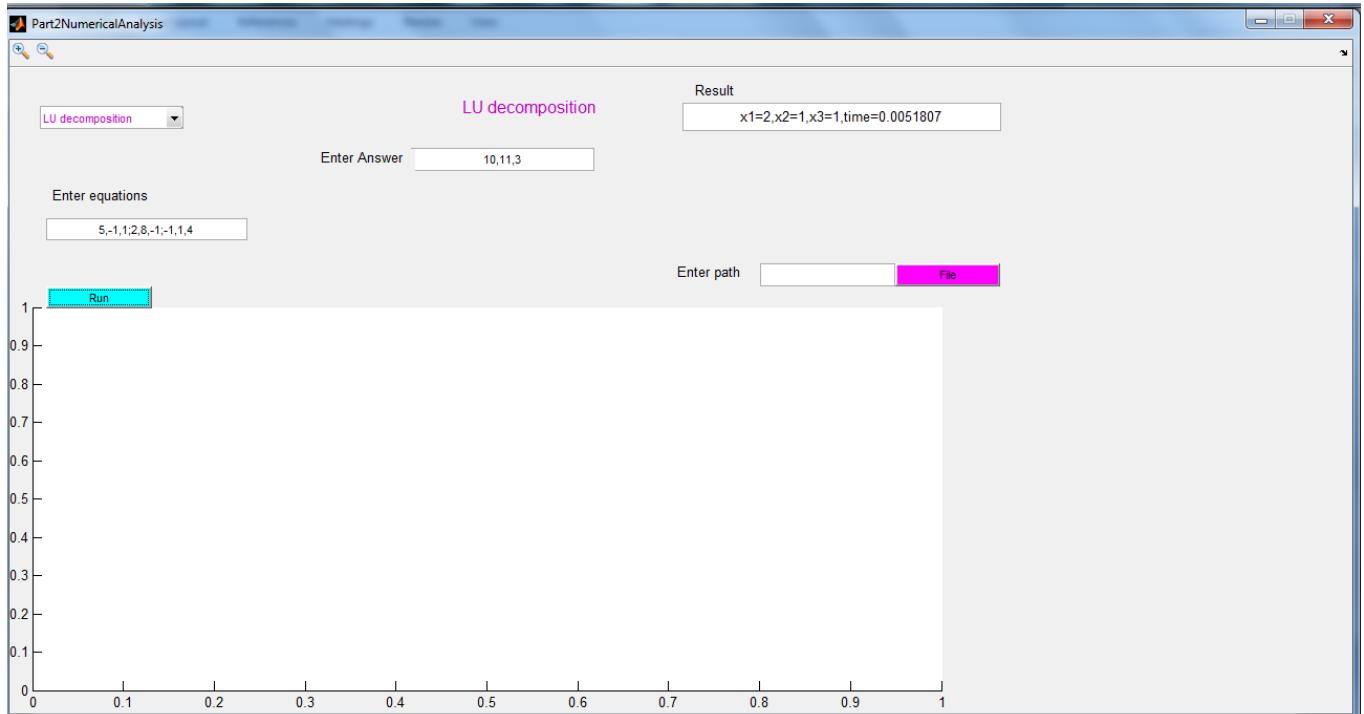
I. Via GUI Operations

- **Gaussian Elimination**



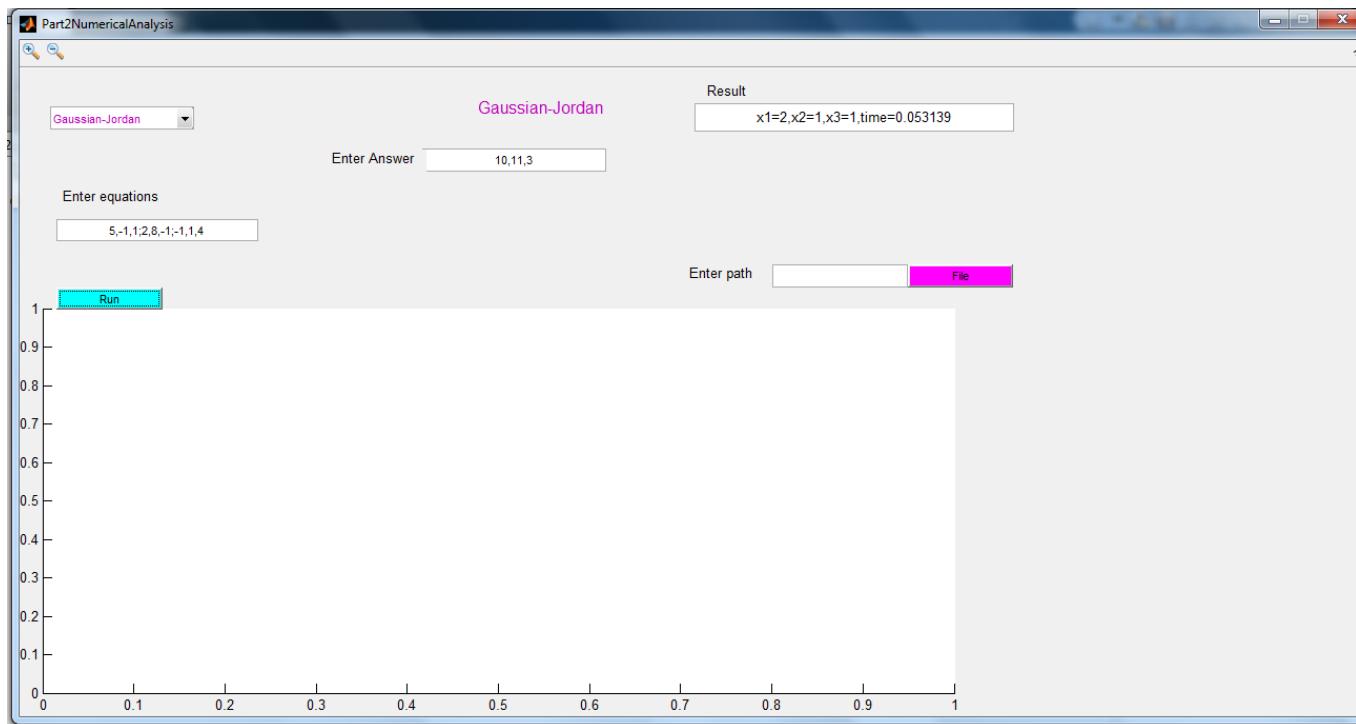
```
1 Gauss Elimination
2 execution time = 0.000121
3      X 1 = 2.000000
4      X 2 = 1.000000
5      X 3 = 1.000000
6
```

► Lower-Upper Decomposition



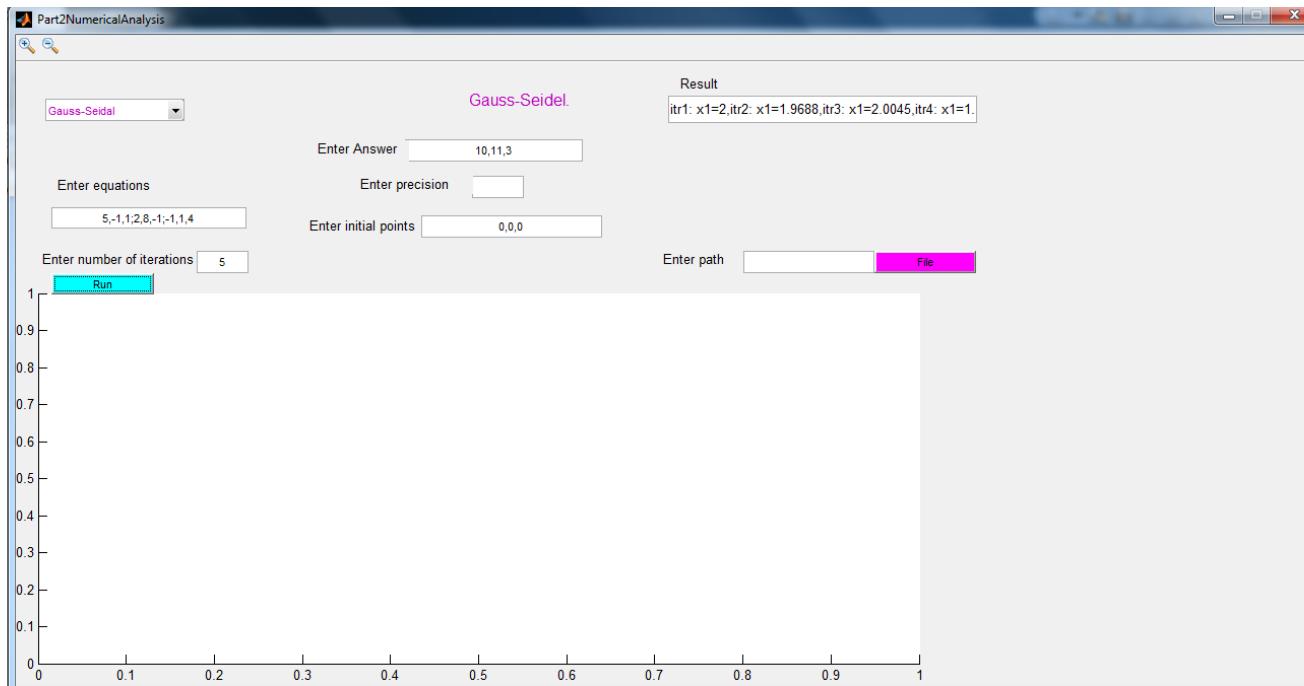
```
1 LU Decomposition
2 execution time = 0.005181
3      X 1 = 2.000000
4      X 2 = 1.000000
5      X 3 = 1.000000
6
```

► Gauss Jordan



```
1 Gauss_Jordan
2 execution time = 0.053139
3     X 1 = 2.000000
4     X 2 = 1.000000
5     X 3 = 1.000000
6
```

► **Gauss Seidel**

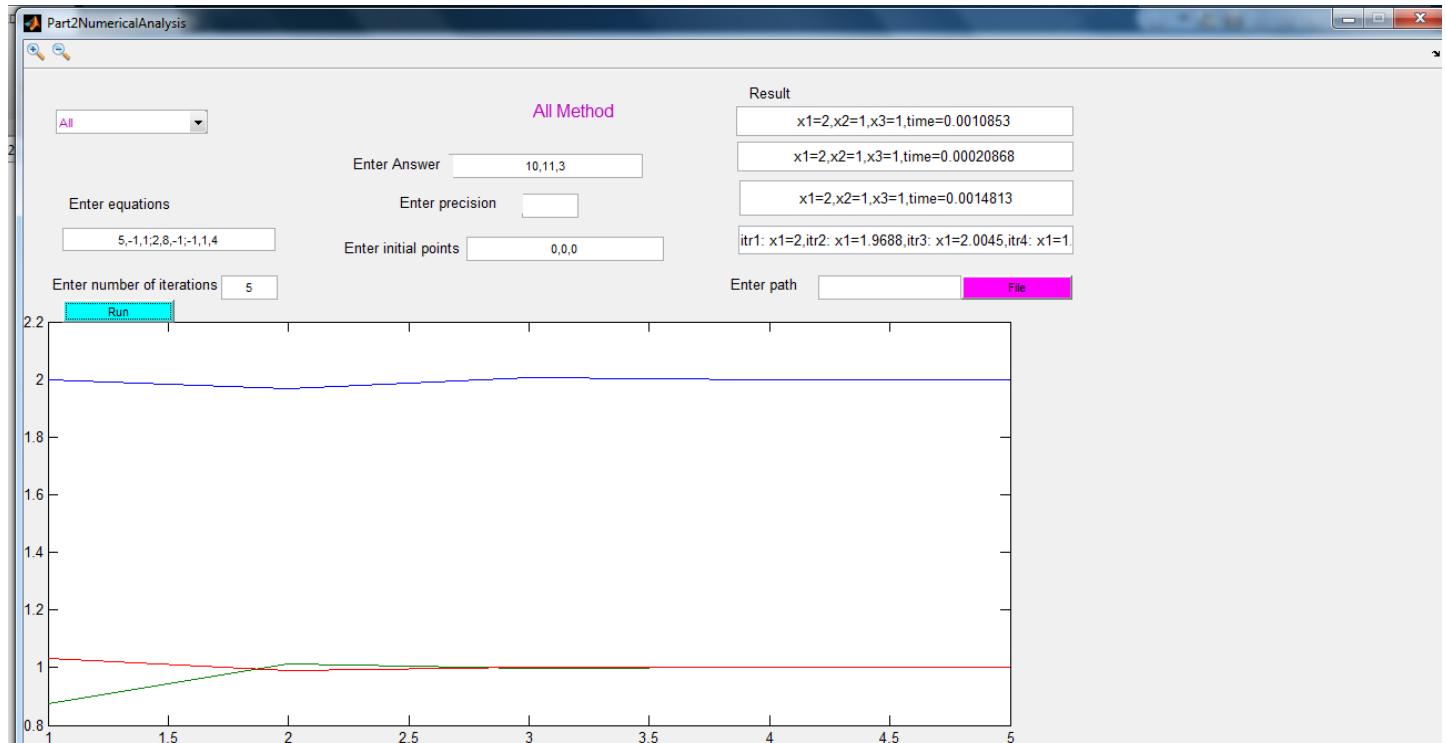


```

1 Gauss_Seidel
2 execution time =  0.011846
3 rootsMatrix
4 2.000000   1.968750   2.004492   1.999159   2.000149
5 0.875000   1.011719   0.997534   1.000428   0.999923
6 1.031250   0.989258   1.001740   0.999683   1.000056
7 errors
8 2.000000   0.031250   0.035742   0.005333   0.000990
9 0.875000   0.136719   0.014185   0.002894   0.000505
10 1.031250   0.041992   0.012482   0.002057   0.000374

```

► All Methods



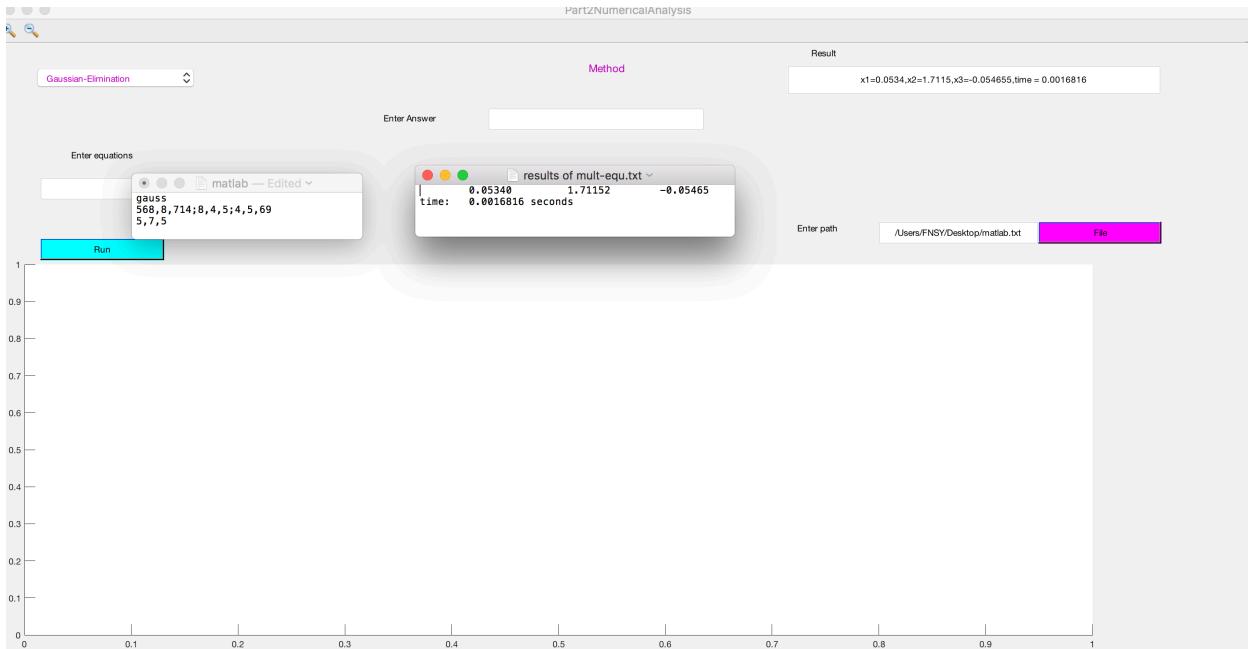
```

1 Gauss Elimination
2 execution time = 0.001085
3      X 1 = 2.000000
4      X 2 = 1.000000
5      X 3 = 1.000000
6
7 LU Decomposition
8 execution time = 0.000209
9      X 1 = 2.000000
10     X 2 = 1.000000
11     X 3 = 1.000000
12
13 Gauss_Jordan
14 execution time = 0.001481
15      X 1 = 2.000000
16      X 2 = 1.000000
17      X 3 = 1.000000
18
19 Gauss_Seidel
20 execution time = 0.000342
21 rootsMatrix
22 2.000000  1.968750  2.004492  1.999159  2.000149
23 0.875000  1.011719  0.997534  1.000428  0.999923
24 1.031250  0.989258  1.001740  0.999683  1.000056
25 errors
26 2.000000  0.031250  0.035742  0.005333  0.000990
27 0.875000  0.136719  0.014185  0.002894  0.000505
28 1.031250  0.041992  0.012482  0.002057  0.000374
29

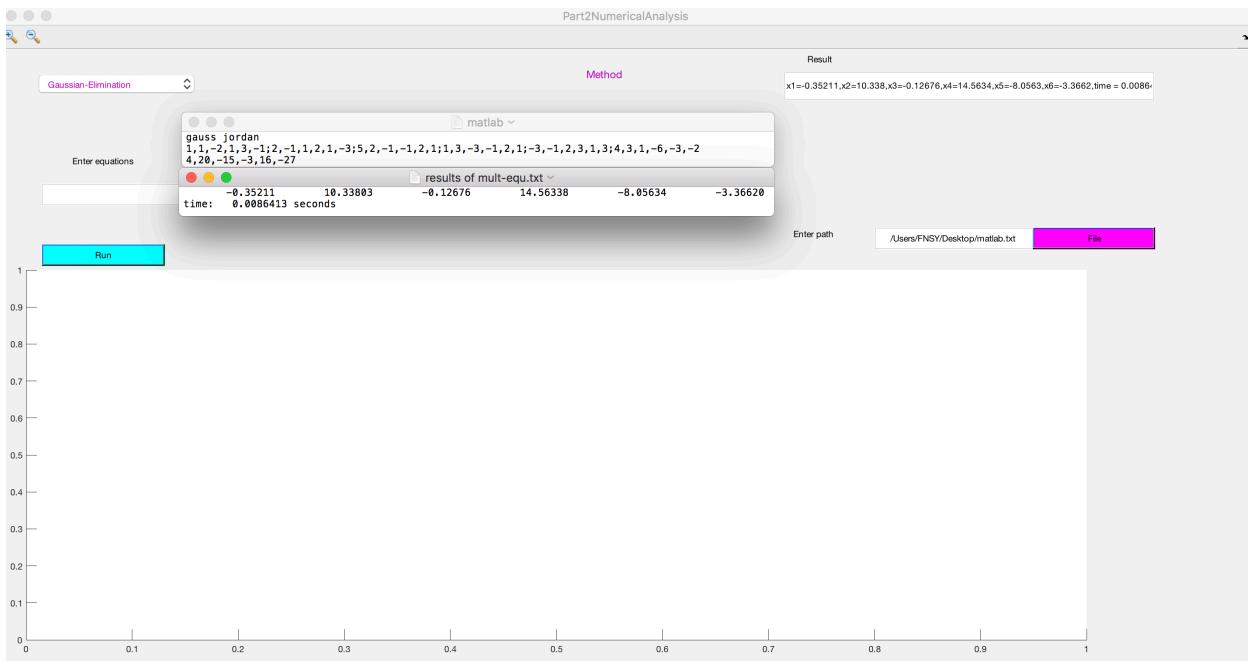
```

I. Via Files Operations

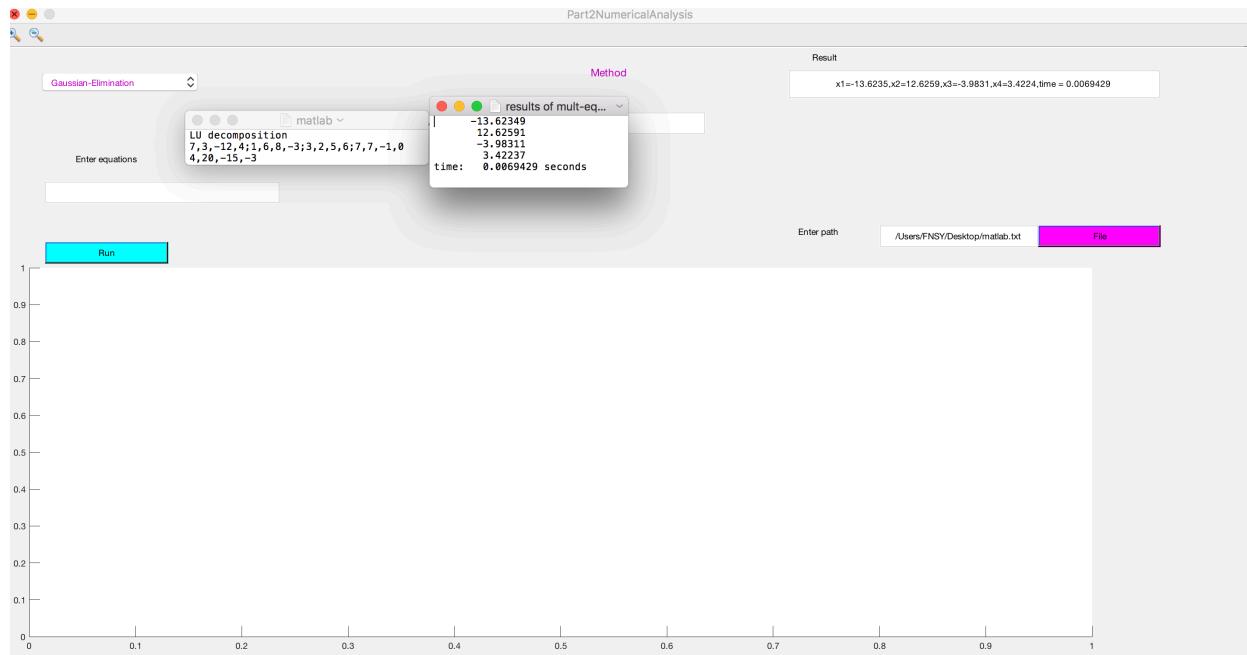
► Gaussian Elimination



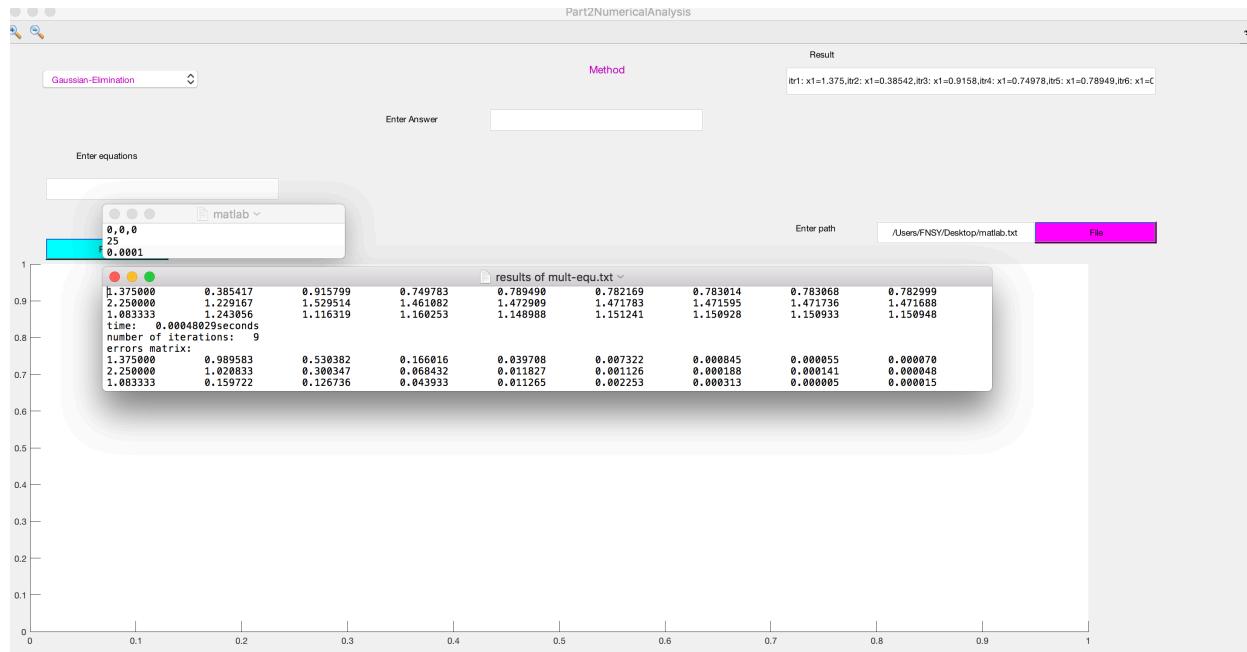
► Gauss Jordan



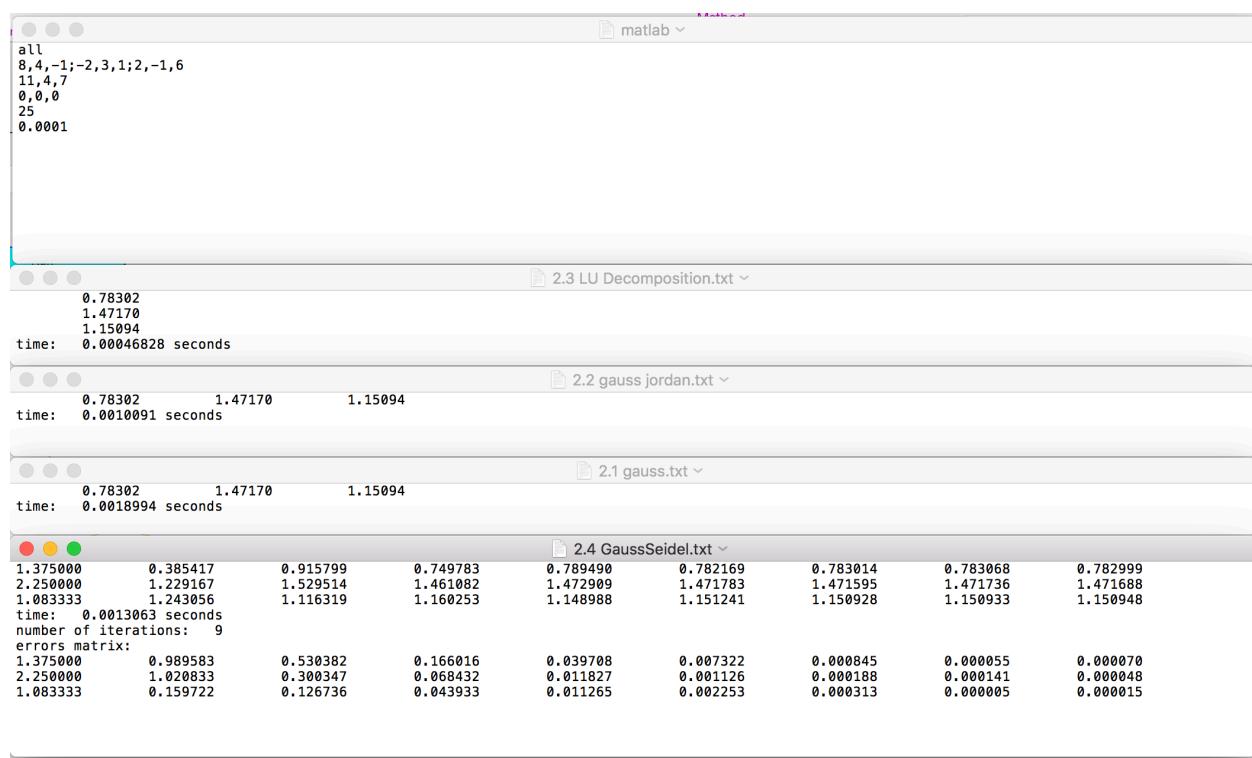
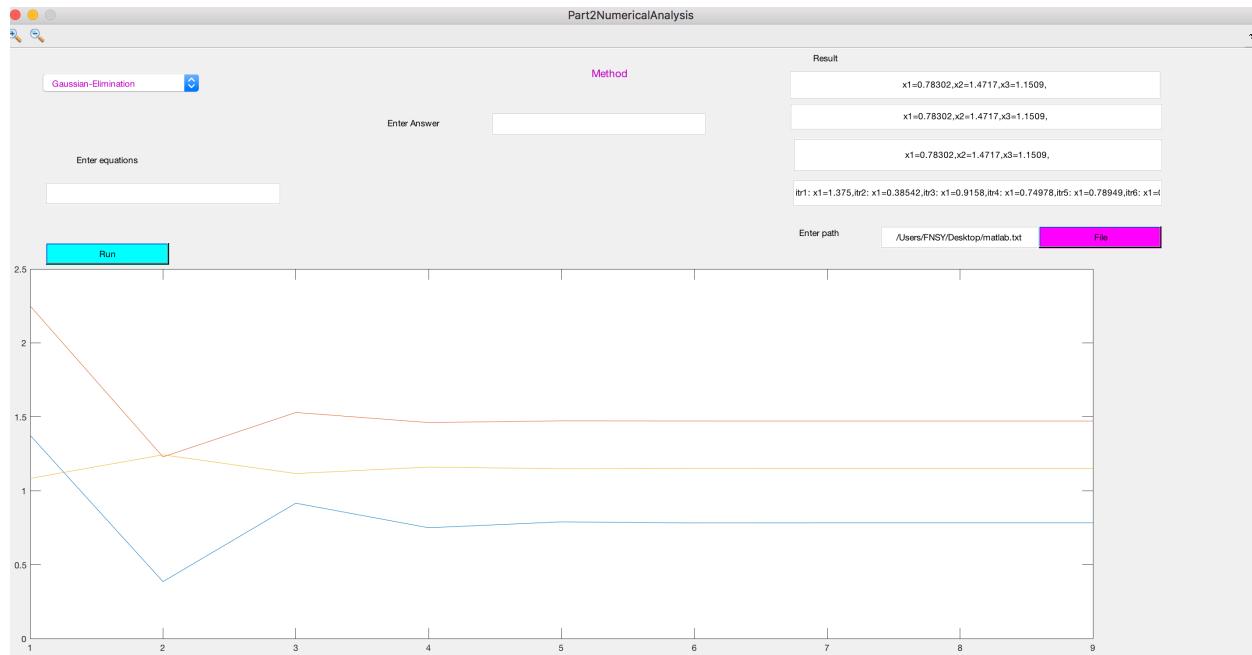
► Lower-Upper Decomposition



► Gauss Seidel



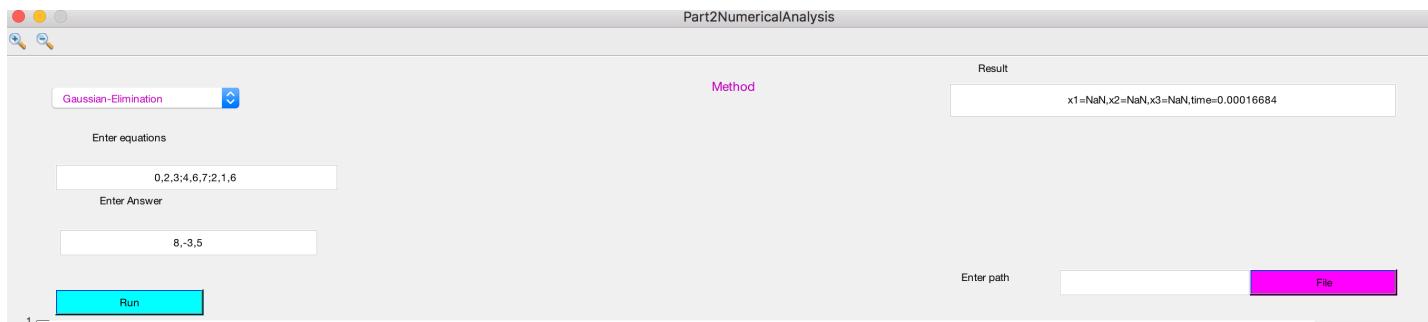
► All Methods



4. Pitfalls

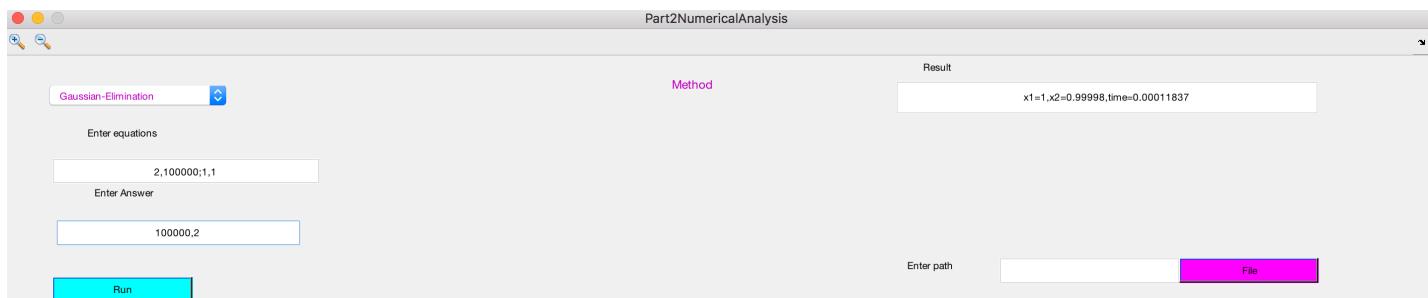
I. Gaussian Elimination / Gauss Jordan

- Dividing by zero is one of the most irritative pitfalls of the *naive gaussian elimination* and *gauss-jordan technique*, if the starting pivot is zero or one of the internal pivots tended to be zero during calculations; a division by zero occurs and the whole process is demolished.
- Example:
 - $2y + 3z = 8$
 - $4x + 6y + 7z = -3$
 - $2x + y + 6z = 5$



Solution: pivoting is used to resolve this pitfall, where the largest element's row in the pivot column substitutes the current ill-pivot.

- Large round-off errors may cause catastrophic errors.
- Example
 - $2x + 100000y = 100000$
 - $x + y = 2$



- You can easily notice that the *naive gaussian elimination* returned values of [x = 1 & y = 0.99998], where the real values should be [x = 1.00002 & y = 0.99998]

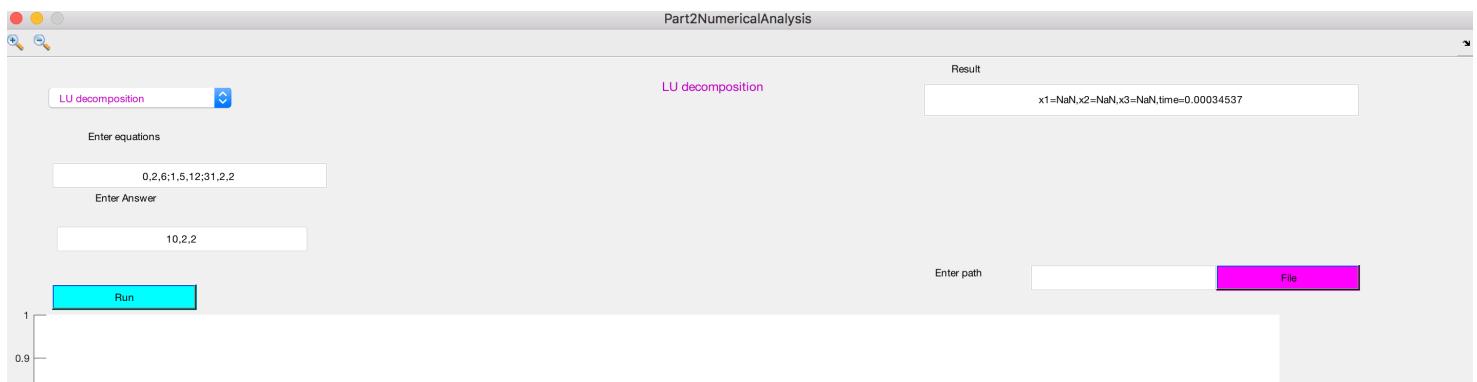
Solution: Apply scaling techniques on the coefficients to avoid the catastrophic errors.

- Ill conditioned system of equations is another irritative pitfall for both methods, where the determinant of the matrix of coefficients is **not** zero but approaches zero.

Solution: after calculations, substitute using the obtained values and check the answers.

II. Lower-Upper Decomposition

- Zero pivot issue, same as gauss and gauss jordan.



Solution: same trend of solution followed in gauss . gauss-jordan techniques which is the LU Decomposition with pivoting.

III. Gauss Seidel

- The coefficient on the diagonal must be at least equal to the sum of the other coefficients in that row and at least one row with a diagonal coefficient greater than the sum of the other coefficients in that row.
 - Example:
 - $2x + 5.81y + 34z = 10$
 - $45x + 43y + z = 2$
 - $123x + 16y + z = 2$

Part2NumericalAnalysis

Gauss-Seidel

Enter equations

2.5,81,34;45,43,1;123,16,1

Enter Answer

10,2,2

Enter number of iterations

Run

Enter precision

Enter initial points

Enter path

Result

Gauss-Seidel.

x1=NaN,x2=NaN,x3=NaN,time=0.00034537

File

0.8
0.9
1

Thank You