

LINEAR EQATIONS [1.1] + (CONTINUED)

Gaussian Elimination

- Back to arbitrary linear systems.

Principle of the method: Since triangular systems are easy to solve, we will transform a linear system into one that is triangular. Main operation: combine rows so that zeros appear in the required locations to make the system triangular.

Notation.

$$\begin{cases} 2x_1 + 4x_2 + 4x_3 = 2 \\ x_1 + 3x_2 + 1x_3 = 1 \\ x_1 + 5x_2 + 6x_3 = -6 \end{cases} \quad \text{Notation: } \begin{array}{ccc|c} 2 & 4 & 4 & 2 \\ 1 & 3 & 1 & 1 \\ 1 & 5 & 6 & -6 \end{array}$$

- Main operation used: scaling and adding rows.

► Examples of such operations.

Example: : Replace row 2 by: row 2 + row 1:

$$\begin{array}{ccc|c} 2 & 4 & 4 & 2 \\ 1 & 3 & 1 & 1 \\ 1 & 5 & 6 & -6 \end{array} \rightarrow \begin{array}{ccc|c} 2 & 4 & 4 & 2 \\ 3 & 7 & 5 & 3 \\ 1 & 5 & 6 & -6 \end{array}$$

Example: : Replace row 3 by: 2 times row 3 - row 1:

$$\begin{array}{ccc|c} 2 & 4 & 4 & 2 \\ 3 & 7 & 5 & 3 \\ 1 & 5 & 6 & -6 \end{array} \rightarrow \begin{array}{ccc|c} 2 & 4 & 4 & 2 \\ 3 & 7 & 5 & 3 \\ 0 & 6 & 8 & -14 \end{array}$$

Example: : Replace row 1 by: (0.5 * row 1)

$$\begin{array}{ccc|c} 2 & 4 & 4 & 2 \\ 3 & 7 & 5 & 3 \\ 0 & 6 & 8 & -14 \end{array} \rightarrow \begin{array}{ccc|c} 1 & 2 & 2 & 1 \\ 3 & 7 & 5 & 3 \\ 0 & 6 & 8 & -14 \end{array}$$

Gaussian Elimination (cont.)

- Go back to original system. Step 1 must **eliminate** x_1 from equations 2 and 3, i.e.,
- It must transform:

$$\begin{array}{ccc|c} 2 & 4 & 4 & 2 \\ 1 & 3 & 1 & 1 \\ 1 & 5 & 6 & -6 \end{array} \text{ into: } \begin{array}{ccc|c} * & * & * & * \\ 0 & * & * & * \\ 0 & * & * & * \end{array}$$

$$row_2 := row_2 - \frac{1}{2} \times row_1: \quad row_3 := row_3 - \frac{1}{2} \times row_1:$$

$$\begin{array}{ccc|c} 2 & 4 & 4 & 2 \\ 0 & 1 & -1 & 0 \\ 1 & 5 & 6 & -6 \end{array}$$


$$\begin{array}{ccc|c} 2 & 4 & 4 & 2 \\ 0 & 1 & -1 & 0 \\ 0 & 3 & 4 & -7 \end{array}$$

➤ Step 2 must now transform:

$$\begin{array}{ccc|c} 2 & 4 & 4 & 2 \\ 0 & 1 & -1 & 0 \\ 0 & 3 & 4 & -7 \end{array} \text{ into: } \begin{array}{ccc|c} * & * & * & * \\ 0 & * & * & * \\ 0 & 0 & * & * \end{array}$$

$$row_3 := row_3 - 3 \times row_2 : \rightarrow \begin{array}{ccc|c} 2 & 4 & 4 & 2 \\ 0 & 1 & -1 & 0 \\ 0 & 0 & 7 & -7 \end{array}$$

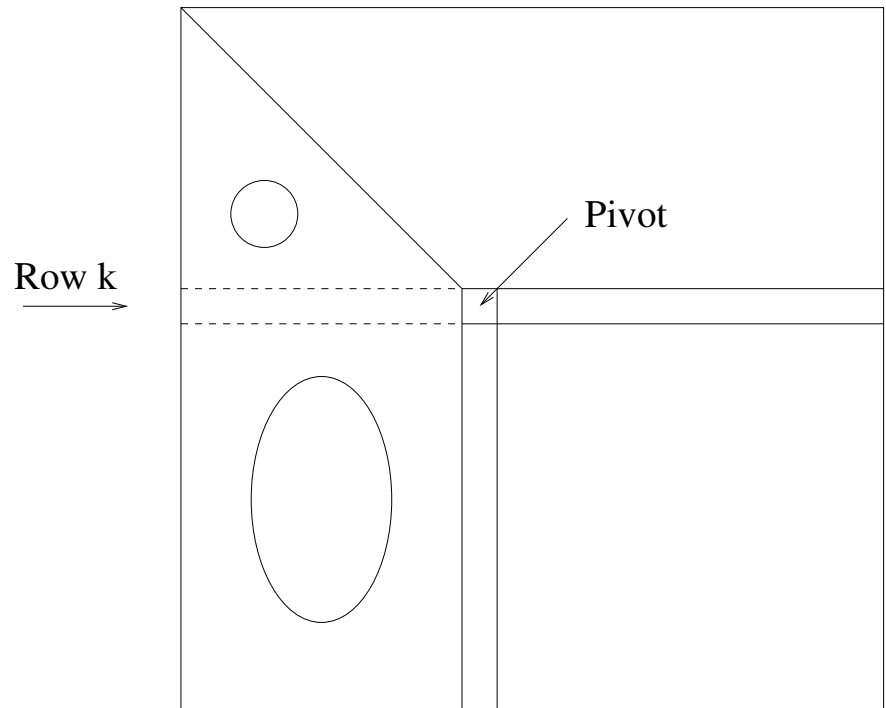
➤ System is now triangular $\left\{ \begin{array}{l} 2x_1 + 4x_2 + 4x_3 = 2 \\ \quad x_2 - x_3 = 0 \\ \quad \quad 7x_3 = -7 \end{array} \right. \rightarrow \text{Solve it}$

 Find the solution of the above triangular system and verify that it is a solution of the original system

Gaussian Elimination: The algorithm

Recall: an algorithm is a sequence of operations (a 'recipe') to be performed by a computer.

- General step of Gaussian elimination :
- At step k subtract multiples of row k from rows $k + 1, k + 2, \dots, n$ in order to zero-out entries below a_{kk} in column k .
- Repeat this step for $k = 1, 2, \dots, n - 1$



Step k in words: for row $k + 1$ to row n do: subtract $piv * \text{row } k$ from row i (where $piv = a_{ik}/a_{kk}$).

ALGORITHM : 1. *Gaussian Elimination*

1. *For $k = 1 : n - 1$ Do:*
2. *For $i = k + 1 : n$ Do:*
3. $piv := a_{ik}/a_{kk}$
4. *For $j := k + 1 : n + 1$ Do :*
5. $a_{ij} := a_{ij} - piv * a_{kj}$
6. *End*
6. *End*
7. *End*

Matlab Script:

```
function [x] = gauss (A, b)
% function [x] = gauss (A, b)
% solves A x = b by Gaussian elimination
n = size(A,1) ;
A = [A,b];
for k=1:n-1
    for i=k+1:n
        piv = A(i,k) / A(k,k) ;
        A(i,k+1:n+1)=A(i,k+1:n+1)-piv*A(k,k+1:n+1);
    end
end
x = backslash(A,A(:,n+1));
```

-
- Input: matrix A and right-hand side b . Output: solution x .
 - Invokes `backslash.m` to solve final triangular system.

Gaussian Elimination: Pivoting

Consider again Gaussian Elimination for the linear system

$$\begin{cases} 2x_1 + 2x_2 + 4x_3 = 2 \\ x_1 + x_2 + x_3 = 1 \\ x_1 + 4x_2 + 6x_3 = -5 \end{cases} \quad \text{Or:} \quad \begin{array}{ccc|c} 2 & 2 & 4 & 2 \\ 1 & 1 & 1 & 1 \\ 1 & 4 & 6 & -5 \end{array}$$

$$\text{row}_2 := \text{row}_2 - \frac{1}{2} \times \text{row}_1: \quad \text{row}_3 := \text{row}_3 - \frac{1}{2} \times \text{row}_1:$$

$$\begin{array}{ccc|c} 2 & 2 & 4 & 2 \\ 0 & 0 & -1 & 0 \\ 1 & 4 & 6 & -5 \end{array}$$

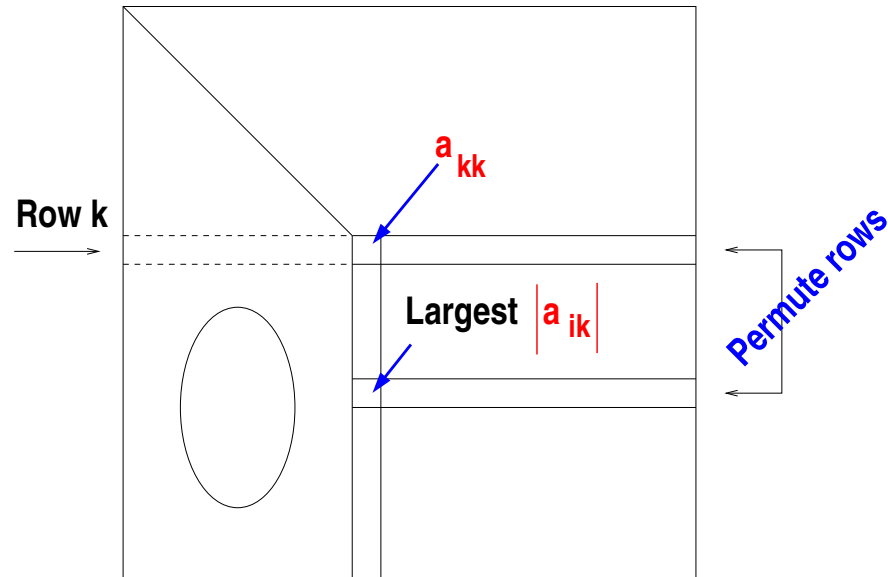
$$\begin{array}{ccc|c} 2 & 2 & 4 & 2 \\ 0 & 0 & -1 & 0 \\ 0 & 3 & 4 & -6 \end{array}$$

➤ Pivot a_{22} is zero. Solution :
permute rows 2 and 3 \longrightarrow

$$\begin{array}{ccc|c} 2 & 2 & 4 & 2 \\ 0 & 3 & 4 & -6 \\ 0 & 0 & -1 & 0 \end{array}$$

Gaussian Elimination: Partial Pivoting

General situation



- Partial Pivoting: *Always* Permute row k with row l such that

$$|a_{lk}| = \max_{i=k, \dots, n} |a_{ik}|$$

- More 'stable' algorithm.

Gauss-Jordan Elimination

Principle of the method: We will now transform the system into one that is even easier to solve than a triangular system, namely a **diagonal** system. The method is very similar to Gaussian Elimination. It is just a bit more expensive.

Back to original system (P. 2-2). Step 1 must transform:

$$\begin{array}{ccc|c} 2 & 4 & 4 & 2 \\ 1 & 3 & 1 & 1 \\ 1 & 5 & 6 & -6 \end{array} \text{ into: } \begin{array}{cccc} x & x & x & x \\ 0 & x & x & x \\ 0 & x & x & x \end{array}$$

➤ Same step as Gaussian Elimination.

$$row_2 := row_2 - 0.5 \times row_1: \quad row_3 := row_3 - 0.5 \times row_1:$$

2	4	4	2
0	1	-1	0
1	5	6	-6

2	4	4	2
0	1	-1	0
0	3	4	-7

Step 2:

2	4	4	2
0	1	-1	0
0	3	4	-7

 into:

x	0	x	x
0	x	x	x
0	0	x	x

$$row_1 := row_1 - 4 \times row_2: \quad row_3 := row_3 - 3 \times row_2:$$

2	0	8	2
0	1	-1	0
0	3	4	-7

2	0	8	2
0	1	-1	0
0	0	7	-7

There is now a third step:

To transform:
$$\left[\begin{array}{ccc|c} 2 & 0 & 8 & 2 \\ 0 & 1 & -1 & 0 \\ 0 & 0 & 7 & -7 \end{array} \right] \text{ into: } \left[\begin{array}{ccc|c} x & 0 & 0 & x \\ 0 & x & 0 & x \\ 0 & 0 & x & x \end{array} \right]$$

$row_1 := row_1 - \frac{8}{7} \times row_3:$ $row_2 := row_2 - \frac{-1}{7} \times row_3:$

$$\left[\begin{array}{ccc|c} 2 & 0 & 0 & 10 \\ 0 & 1 & -1 & 0 \\ 0 & 0 & 7 & -7 \end{array} \right]$$

$$\left[\begin{array}{ccc|c} 2 & 0 & 0 & 10 \\ 0 & 1 & 0 & -1 \\ 0 & 0 & 7 & -7 \end{array} \right]$$

Final System:
$$\left\{ \begin{array}{lcl} 2x_1 & = & 10 \\ x_2 & = & -1 \\ 7x_3 & = & -7 \end{array} \right. \quad \text{Solution: } \left\{ \begin{array}{l} x_1 = 5 \\ x_2 = -1 \\ x_3 = -1 \end{array} \right.$$

Gauss-Jordan - variants

Common variant: Before an elimination step is started divide the row by diagonal entry a_{kk}

➤ At the end all diagonal entries are ones \rightarrow solution = rhs

 Redo the previous example with this variant.

 Is this more or less costly than the original method?

NOTE: unless otherwise specified Gauss-Jordan will refer to this scaled version.

➤ Also: Pivoting can be implemented just like Gaussian elimination.

Important: Never swap a pivot row with a row above it! (destroys structure)

```

function x = gaussj (A, b)
%-----
% function x = gaussj (A, b)
% solves A x = b by Gauss-Jordan elimination
% this version scales rows.
%-----
n = size(A,1) ;
A = [A,b] ;
for k=1:n
    A(k,k:n+1) = A(k,k:n+1)/A(k,k);
    for i=1:n
        if (i ~= k)
            piv = A(i,k) ;
            A(i,k:n+1)=A(i,k:n+1)-piv*A(k,k:n+1);
        end
    end
end
x = A(:,n+1);

```

Linear systems – summary of complexity results

- The number of operations needed to solve a **triangular linear system** with n unknowns is

$$C_T(n) = n^2$$

- The number of operations required to solve a linear system with n unknowns by **Gaussian elimination** is

$$C_G(n) \approx \frac{2}{3}n^3$$

- The number of operations required to solve a linear system with n unknowns by **Gauss-Jordan elimination** is

$$C_{GJ}(n) \approx n^3$$

- Note: remember that Gauss-Jordan costs 50% more than Gauss.