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Output and answers for Q1, Q2c, Q4:

>> Questionia		
gamma	error(1)	error(2)
1.000000e-02	8.881784e-16	0.000000e+00
1.000000e-04	-1.101341e-13	0.000000e+00
1.000000e-06	2.875566e-11	0.000000e+00
1.000000e-08	5.024759e-09	0.000000e+00
1.000000e-10	8.274037e-08	0.000000e+00
1.000000e-12	-2.212172e-05	0.000000e+00
1.000000e-14	-7 . 992778e-04	0.000000e+00
1.000000e-16	1.102230e-01	0.000000e+00
1.000000e-18	-1.000000e+00	0.000000e+00
1.000000e-20	-1.000000e+00	0.000000e+00

The error of the first component is increasing as gamma approaches zero, until the error gets to -1.

The error of the second component is always 0, regardless of the value of gamma.

The computed solution becomes more inaccurate as the absolute value of gamma decreases, until the error of the first component gets to -1. At this time, the computed solution is very inaccurate, as the absolute value of the relative error is 1 if we choose infinity—norm. After this stage, the accuracy will not drop further when gamma decreases.

>> Question1b		
gamma	error(1)	error(2)
1.000000e-02	0.000000e+00	0.000000e+00
1.000000e-04	0.000000e+00	0.000000e+00
1.000000e-06	0.000000e+00	0.000000e+00
1.000000e-08	0.000000e+00	0.000000e+00
1.000000e-10	0.000000e+00	0.000000e+00
1.000000e-12	0.000000e+00	0.000000e+00
1.000000e-14	0.000000e+00	0.000000e+00
1.000000e-16	0.000000e+00	0.000000e+00
1.000000e-18	0.000000e+00	0.000000e+00
1.000000e-20	0.000000e+00	0.000000e+00

The computed solution is very accurate. The relative error of x is always 0 for gamma as small as 10^{-20} . The accuracy is not changed when the absolute value of gamma decreases.

Pivoting avoids the rounding errors caused by extremely small leading digonal entry, making the computed solution much more accurate.

<pre>>> Question1c</pre>		
gamma	error(1)	error(2)
1.000000e-02	0.000000e+00	0.000000e+00
1.000000e-04	0.000000e+00	0.000000e+00
1.000000e-06	0.000000e+00	0.000000e+00
1.000000e-08	0.000000e+00	0.000000e+00
1.000000e-10	0.000000e+00	0.000000e+00

The "better" approximate solution is also accurate. The relative error of x is always 0 for gamma as small as 10^{-20} . The accuracy is not changed when the absolute value of gamma decreases.

The iterative refinement is very effective in this context. It can recover the full accuracy for badly scaled systems by repeatedly reducing the residue.

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>> Question2c The element with largest absolute value in U2 is 2. norm(x-x1, inf) = 1 norm(x-x2, inf) = 0
```

Using infinity-norm, the relative error of the poor approximation x1 is 1, which means some entry of x1 is 100% deviated from the exact solution.

The relative error of the good approximation x2 is 0, which means all entry are exact (i.e. same as the exace solution). x2 corrects all inaccurate entries in x1.

```
>> Question4
y1 =
      3
      5
      9
      4
     10
      8
      7
      1
      2
      6
q =
      3
                      9
                                                                    2
              5
                             4
                                    10
                                             8
                                                    7
                                                            1
                                                                            6
y2 =
      3
      5
      9
      4
     10
      8
      7
      1
      2
```

```
2. a) There is no need to interchange first now.
                                                                P_i = I, P_i A = A.
                                                               There is no need to interchange begand row P_z = T, Q_z = Q_z 
                                                                There is no need to interchange the third tow

P3 = 7

M3 = 7 + (3) est = (2) P38

M3 P3 M2 P2 M1P, A = (0) 00 2
00 00 18
00 00 -18
                                                                                 There is no need to notorchange the forth row
                                                                                          P4=7.

M4 = I+ los e3 = (801) = 00011

M4 P4 M2 P3 M2P2M1P. A= (1002) = U.
                                                                                       Then we have.
P4P3P2P1 A = MT MZ MZ Y.
                                                                                            where Mi = Pin Mi Pin for i= 1,2,3
                                                                                               Note that P4=P3=P2=P1=I,
                                                                                                Mi = Mi
                                                                                                   So, we have P4P3P2P, A = Mit MI MI MI MI W.
                                                                                                                                      P=P4P3 P2P,=I:I·I:I=I.
                                                                                                                                      L= M7 MZ MZ MY
                                                                                                                                                 = (1 - \binom{9}{1}) e^{\frac{7}{1}} (1 - \binom{9}{4}) e^{\frac{7}{1}} (1 - \binom{9}{4}) e^{\frac{7}{1}} (1 - \binom{9}{4}) e^{\frac{7}{1}} (1 - \binom{9}{4}) e^{\frac{7}{1}} - \binom{9}{4} e^{\frac{7}{1}} - \binom{9}{4} e^{\frac{7}{1}} + \binom{9}{4} e^{\frac
```

b) There is no need to change row 1. $P_{12}I$ Interchange col 1 and col I. $Q_{1} = \begin{pmatrix} 00001 \\ 01000 \\ 00010 \\ 0000 \end{pmatrix}$ $P_{1}AQ_{1} = \begin{pmatrix} 1000 \\ 11001 \\ 11011 \\ 11111 \end{pmatrix}$ $M_{1} = I - \begin{pmatrix} 0 \\ 1 \\ 1 \end{pmatrix}Q_{1}^{T} = \begin{pmatrix} 1000 \\ 11000 \\ 11000 \\ 11000 \\ 11000 \end{pmatrix}$ $M_{1}P_{1}AQ_{2} = \begin{pmatrix} 1000 \\ 0100 \\ 11000 \\ 11111 \end{pmatrix}$

There is no need to interchange row 2. $P_2=1$,

Interchange cut 2 and cut 5 $Q_2=\begin{pmatrix} 0.0000 \\ 0.0000 \\ 0.0010 \end{pmatrix}$

P_M, P, AQQ = (0-2001)

M2 = I - (8) R2 = (0-2001)

M2 R2M RAQQ = (0-2001)

The control of the c

There is no need to interchange row3, P3=1. (10000)

Interchange. Col 3 and w/ D3 = (2000)

P3 M2/2 M1P1 f2 Q2Q3 = (2) 2000)

There is no need to intercharge row 4. $P_4 = 1$ Intercharge col 4 and col 5. $Q_4 = \begin{pmatrix} 10000 \\ 10000 \\ 10000 \end{pmatrix}$ $P_4M_3P_3M_4P_2M_1P_1AQ_1Q_2Q_3Q_4 = \begin{pmatrix} 0.2 & 0.00 \\ 0.0010 \\ 0.0010 \end{pmatrix}$ $M_4 = 1 - \begin{pmatrix} 0 \\ 0 \end{pmatrix} e_4 = \begin{pmatrix} 10000 \\ 01000 \\ 00010 \end{pmatrix}$

Then we have
Paps R.P. A. R. D. D. D. A. M. M. M. M. W. where Mi=Pi+1 MiPi+1 for i=1,2,3
Note Pa=Pz=B=P4=I, Mi=Mi.

So. PaP3P2P, A Q1Q2Q3Q4= M7 M2+M3 M4 4.

 $L=M^{\dagger}M^{\dagger}M^{\dagger}M^{\dagger}=(1+\binom{9}{1})e^{\dagger}(1+\binom{$

PAQ = AQ = (1000) (01000) = (11000) (

```
3.a) First Swap tow 1 and 2 P_1 = \begin{pmatrix} 0.00 \\ 0.00 \end{pmatrix} P_1A = \begin{pmatrix} 4.84 \\ 2.05 \end{pmatrix} M_1 = I - \begin{pmatrix} 0.04 \\ 0.02 \end{pmatrix} \cdot e_1^T = \begin{pmatrix} -0.04 \\ 0.02 \end{pmatrix} \cdot M_1P_1A = \begin{pmatrix} 4.84 \\ 0.023 \\ 0.63 \end{pmatrix}
                                Then swap row 2 and 3. P_2 = \begin{pmatrix} 100 \\ 001 \end{pmatrix} P_2 M_1 P_1 A = \begin{pmatrix} 063 \\ 063 \end{pmatrix} M_2 = 1 - \begin{pmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \end{pmatrix} M_2 P_2 M_1 P_1 A = \begin{pmatrix} 484 \\ 063 \\ 002 \end{pmatrix} = U.
                                       Then we have
                                                                      P2 P, A = MTMZY where MI = P2MIP2T = (-1840)
                                           So P=Pz.Pi= (00)
                                                                                                                                                                  Note
                                                                L = M^{-1} M_{z}^{-1}
= (-\frac{1}{2})^{-1} (-
                                                                          = \begin{pmatrix} 1 & 0 & 0 \\ 1/2 & 1 & 0 \\ 1/4 & 0 & 1 \end{pmatrix} \begin{pmatrix} 0 & 1 & 0 \\ 0 & 1 & 0 \\ 0 & 1/3 & 0 \end{pmatrix}
                                                         = (100
V210)
    3. b) - Ax=b, so PAx = Pb
                                                        Let 6 = Pb = (3)(3) = (3)
                                                          Nowhe have LUx = PAx = Pb = b
Let y = Ux, solve Ly = b
                                                                      \begin{pmatrix} 1 & 0 & 0 \\ 1/2 & 1 & 0 \\ 1/4 & 1/3 & 1 \end{pmatrix} \begin{pmatrix} 1/2 \\ 1/3 \\ 1/3 \end{pmatrix} = \begin{pmatrix} 2/3 \\ 2/3 \\ -1 \end{pmatrix}
                                                            we have. Y1=0 Y1=0
                                                          y_{4}y_{1} + \frac{1}{3}y_{2} + y_{3} = -1.
y_{5} = -1 - \frac{1}{4}x_{0} - \frac{1}{3}x_{3} = -2.
y_{6} = -1 - \frac{1}{4}x_{0} - \frac{1}{3}x_{3} = -2.
                                                                                                                    1/2/1+1/2 = 3. So 1/2 = 3-1/2×0= 3.
                                                                 Now solve Ux=4.
                                                             \begin{pmatrix} 484 \\ 063 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} 0 \\ 3 \\ x_1 \end{pmatrix}
                                                                                           4x1 + 8x2 + 4x3 = 0
                                                                                                                                                                                                                                                                                                  Xz= (-2) x/2=-1
                                                                                                                                                                                                                                                                                                   X2=[3-3×1-1)]x1/6=1
                                                                                                                       bx2+3x3 = 3
                                                                                                                                                                                                                                                                                                   X_1 = (0-4\times(-1)-8\times1)\times1/4=-1
                                                    So X= (1)
```

3c). $uv^T = A - \hat{A} = \begin{pmatrix} 0 & 0 & 0 \\ 0 & 5 & 0 \end{pmatrix} = \begin{pmatrix} 0 & 0 \\ 5 & 0 \end{pmatrix} \begin{pmatrix} 0 & 1 \\ 0 & 0 \end{pmatrix}^T$. $u = \begin{pmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \end{pmatrix}$ satisfies

3d) We have
$$u = \begin{pmatrix} 0 \\ 5 \end{pmatrix}$$
 $v = \begin{pmatrix} 0 \\ 5 \end{pmatrix}$

According to Algorithm 2.6, we can solve $Ax = b$ in this nary

(1) Salve $Az = U$, so $z = A^{-1}U$,

Let $u = Pu = \begin{pmatrix} 0 \\ 1 \\ 2 \\ 3 \\ 3 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \\ 2 \\ 3 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \\ 2 \\ 3 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \\ 2 \\ 3 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \\ 2 \\ 3 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \\ 2 \\ 3 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \\ 2 \\ 3 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \\ 2 \\ 3 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \\ 2 \\ 3 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \\ 2 \\ 3 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \\ 2 \\ 3 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \\ 2 \\ 3 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \\ 2 \\ 3 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \\ 2 \\ 3 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \\ 3 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \\ 3 \\ 3 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \\ 3 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \\ 3 \\ 3 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \\ 3 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \\ 3 \\ 3 \end{pmatrix} \begin{pmatrix} 0 \\ 1 \\ 3 \end{pmatrix} \begin{pmatrix} 0 \\$

$$= \frac{\begin{pmatrix} -\frac{1}{3} \\ \frac{1}{3} \\ \frac{1}{5} \end{pmatrix} \begin{bmatrix} (0 \mid 0) \cdot \begin{pmatrix} -\frac{1}{3} \\ \frac{1}{3} \\ \frac{1}{5} \end{pmatrix} \begin{bmatrix} (0 \mid 0) \cdot \begin{pmatrix} -\frac{1}{3} \\ \frac{1}{3} \\ \frac{1}{5} \end{pmatrix} + \begin{pmatrix} -\frac{1}{3} \\ \frac{1}{3} \\ \frac{1}{5} \end{pmatrix} + \begin{pmatrix} -\frac{1}{3} \\ \frac{1}{3} \\ \frac{1}{5} \end{pmatrix} = \begin{pmatrix} \frac{17/3}{3} \\ -\frac{4}{7/2} \end{pmatrix}}{\begin{pmatrix} \frac{17/3}{3} \\ \frac{1}{5} \\ \frac{1}{3} \end{pmatrix} + \begin{pmatrix} -\frac{1}{3} \\ \frac{1}{3} \\ \frac{1}{3} \\ \frac{1}{3} \end{pmatrix} = \begin{pmatrix} \frac{17/3}{3} \\ \frac{1}{3} \\$$

```
MatLab code for Q1, Q2c, Q4:
Question1a.m
function Question1a(~)
    warning('off');
b = [1 1]';
    x = [1 -1]';
    fprintf('%s\t\t%s\n', 'gamma', 'error(1)', 'error(2)');
    for k = 1:10
        gam = 10 ^ (- 2*k);
        A = [gam -1+gam; 2 1];
        L = [1 0; 2/gam 1];
        U = [gam -1+gam ; 0 -1+2/gam];
        y = L \setminus b;
        hat_x= U y;
        err = hat x - x;
        fprintf('%e\t%e\t%e\n', gam, err(1), err(2));
    end
end
Question1b.m
function Question1b(~)
    b = [1 \ 1]';
    x = [1 -1]';
    P = [0 \ 1; \ 1 \ 0];
    tilde_b = P*b;
    fprintf('%s\t\t%s\t%s\n', 'gamma', 'error(1)', 'error(2)');
    for k = 1:10
        gam = 10 ^ (- 2*k);
        A = [gam -1+gam; 2 1];
        L = [10; gam/2 1];
        U = [2 1; 0 -1+gam/2];
        y = L\tilde_b;
        hat_x= U \ y;
        err = hat_x - x;
        fprintf('%e\t%e\n', gam, err(1), err(2));
    end
end
Question1c.m
function Question1c(~)
    b = [1 \ 1]';
    x = [1 - 1]':
    fprintf('%s\t\t%s\n', 'gamma', 'error(1)', 'error(2)');
    for k = 1:10
        gam = 10 ^ (- 2*k);
        A = [gam -1+gam; 2 1];
        L = [1 0; 2/gam 1];
        U = [gam -1+gam ; 0 -1+2/gam];
        y = L \ ;
        hat_x= U y;
```

```
r = b - A*hat_x;
        z = L r;
        e = U \setminus z;
        tilde_x = hat_x + e;
        err = tilde_x - x;
         fprintf('%e\t%e\n', gam, err(1), err(2));
    end
end
Question2c.m
function Question2c(~)
    n = 60;
    A = ones(n,n);
    A = A - triu(A);
    A = eye(n) - A;
    A = A + [ones(n-1,1); 0] * [zeros(1,n-1), 1];
    Q = diag(ones(n-1,1),1);
    Q(n,1) = 1;
    [L1, U1, P1] = lu(A);
    [L2, U2] = lu(A*Q);
    fprintf('%s %d.\n', 'The element with largest absolute value in U2 is',
max(max(abs(U2))));
    x = ones(n,1);
    b = A*x;
    y = L1 \backslash b;
    x1 = U1 \setminus y;
    fprintf('%s %d\n', 'norm(x-x1, inf) =', norm(x-x1, inf));
    y = L2 \b;
    z = U2 \setminus y;
    x2 = 0 * z;
    fprintf('%s %d\n', 'norm(x-x2, inf) =', norm(x-x2, inf));
end
Question4.m
function Question4(∼)
    p = [3 5 9 4 10 8 7 9 10];
    \dot{x} = [1:10]';
    y1 = perm_a(p,x)
    q = perm_b(p)
    y2 = perm_c(q,x)
end
perm_a.m
function y = perm_a(p, x)
```

```
n = length(x);
y = x;
for i = 1:n-1
y([i p(i)]) = y([p(i) i]);
end
end

perm_b.m
function q = perm_b(p)
    n = length(p) + 1;
    q = 1:n;
    for i = 1:n-1
        q([i p(i)]) = q([p(i) i]);
    end
end

perm_c.m
function y = perm_c(q,x)
    n = length(q);
    y = zeros(n,1);
    for i = 1:n
        y(i) = x(q(i));
end
end
```