```
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.= I There is no need to change row  $\pm$ .

Interchange col 1 and col  $\pm$ .  $A_1 = \begin{pmatrix} 00001 \\ 01000 \\ 00100 \\ 00010 \\ 10000 \end{pmatrix}$ 

o There is no wood to interchange row 2. Pz=I, Interdunge cul2 and cul5 Q2 = (3000)

M2=7-(8) P2 = (01000) M2P2M3 AQQ= (0-2001

o There is no need to interchange row3, P3=I Interchange of 3 and of Q3 = (2000)

P3 M2 P2 M1 P1 f Q1Q2Q3 = (02) 100 M3= I- (8) 63 = (0000) M2 B3 M2 P2 M1P, ARD 2 B3= (02100) 00-201

· There is no need to interchange now 4. P4=I Interdruge col 4 and col 5, Qa = (30) 

Muly M3 P3 M2 P2 M1P, AQ1Q2Q3Q4 =

Then we have PaBBP, ADIO20304 = MT M2 M3 M4 U where Mi = Pi+1 Mi Pi+1 for i=1,23

Note Pa=Pz=B=P4=I, Mi=Mi.

So. PaP3P2P1AQ1Q2Q3Q4=Mitm2tm3tMit y.

P=PaP3P2P,= I-1-1-1=1. Q=Q,Q2Q3Q4= (80088)

L=MTMZMZMJ=(1+(1)eT)(I+(1)eT)(I+(1)eT)(I+(1)eT)(I+(1)eT)(I+(1)eT)(I+(1)eT)

```
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}) \frac{100}{100} \frac{100
                                                                            = \begin{pmatrix} 1 & 0 & 0 \\ 1/2 & 1 & 0 \\ 1/4 & 0 & 1 \end{pmatrix} \begin{pmatrix} 0 & 1 & 0 \\ 0 & 1/2 & 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).  $uv^{T} = A - \hat{A} = \begin{pmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \end{pmatrix} = \begin{pmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \end{pmatrix}^{T}$ .  $u = \begin{pmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \end{pmatrix}$  satisfies

3d) We have 
$$v = \begin{pmatrix} 0 \\ 3 \end{pmatrix} v = \begin{pmatrix} 0 \\ 4 \end{pmatrix}$$

According to Algorithm 2b, we can solve  $Ax = b$  in this may

(1) Solve  $Az = V$ , so  $z = A^{-1}v$ 

Let  $\hat{v} = Pu = \begin{pmatrix} 0 & 3 \\ 4 & 3 \end{pmatrix} \begin{pmatrix} 0 \\ 3 \end{pmatrix} \begin{pmatrix} 0 \\ 4 & 3 \end{pmatrix}$ 

Now we have  $2U = PA = Pv = \hat{v} =$ 

$$= \left(\frac{70/3}{-5}\right) + \left(\frac{1}{-1}\right) = \left(\frac{17/3}{-4}\right)$$