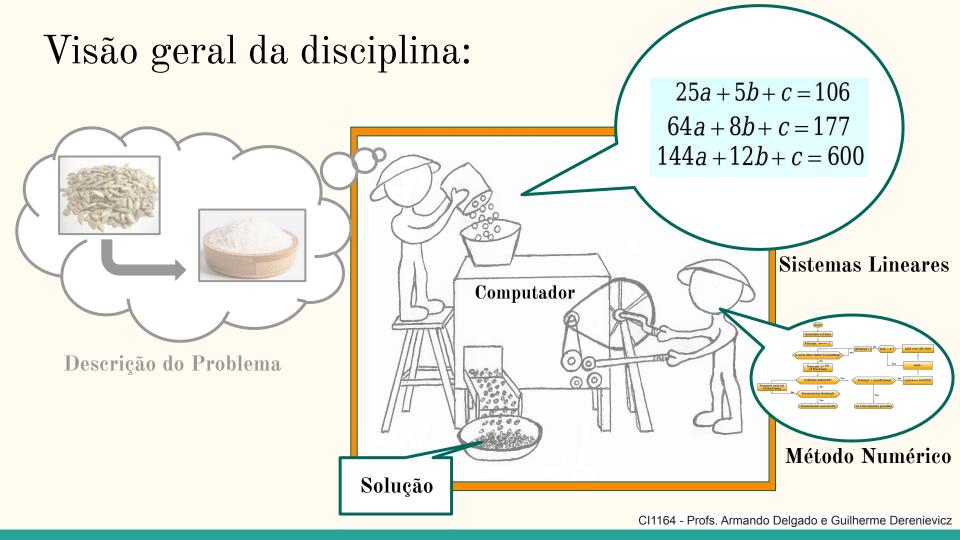
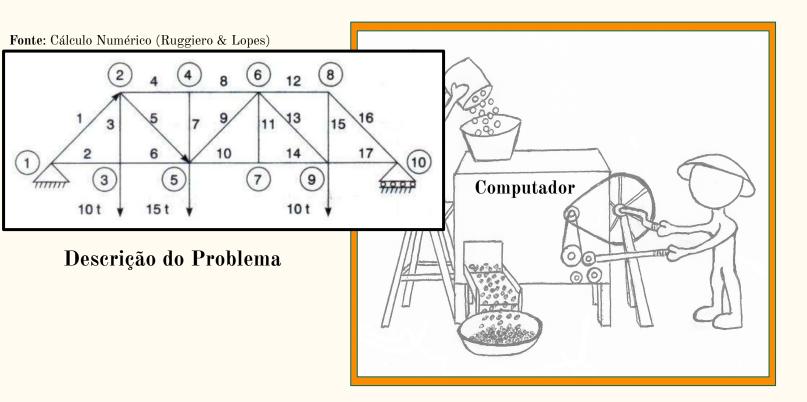
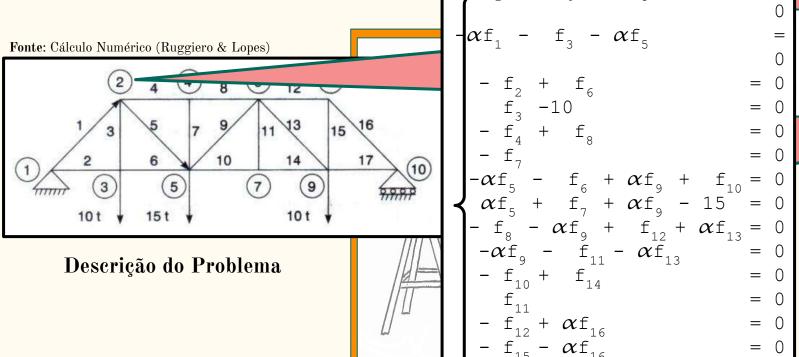
Parte 4

Resolução de Sistemas Lineares - 2

CI1164 - Introdução à Computação Científica Profs. Armando Delgado e Guilherme Derenievicz Departamento de Informática - UFPR

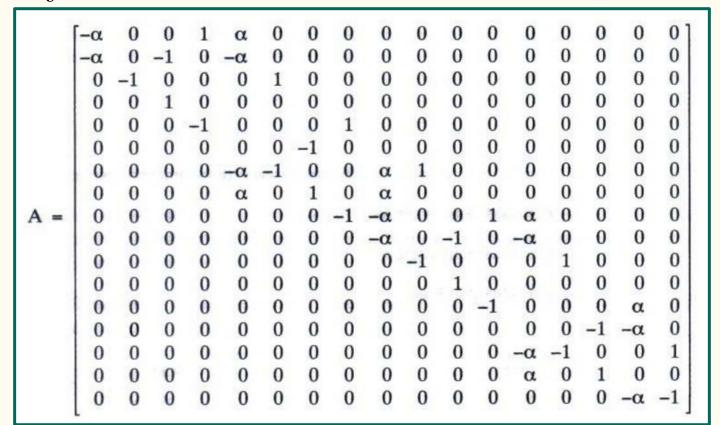


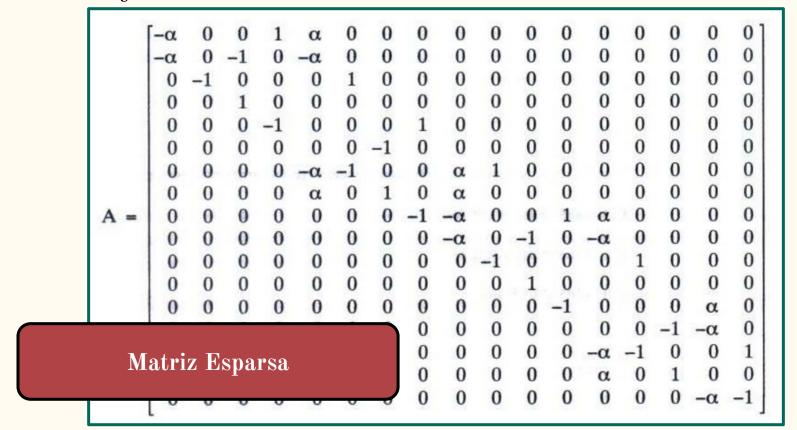


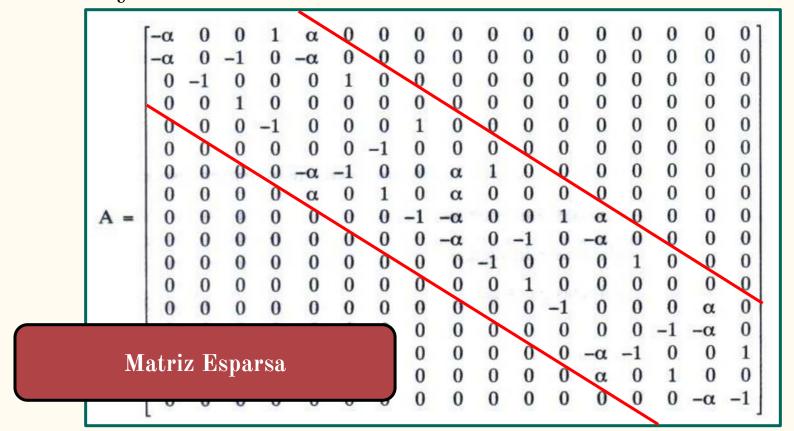


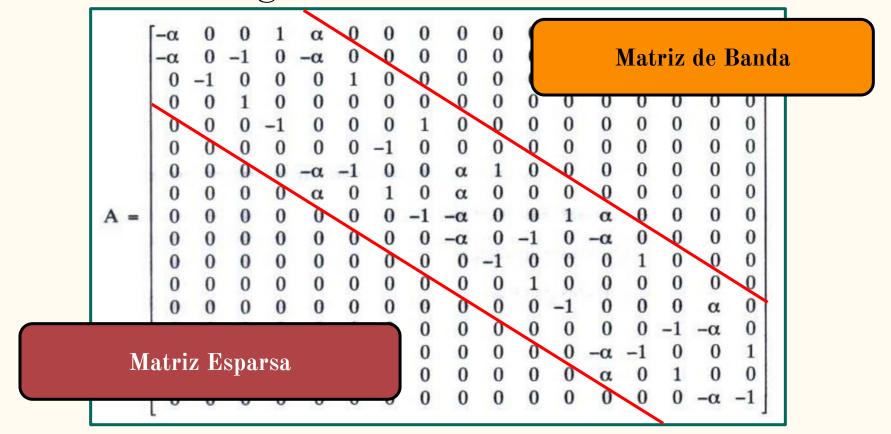
 $\alpha f_5 = 0$ $\alpha f_c = 0$

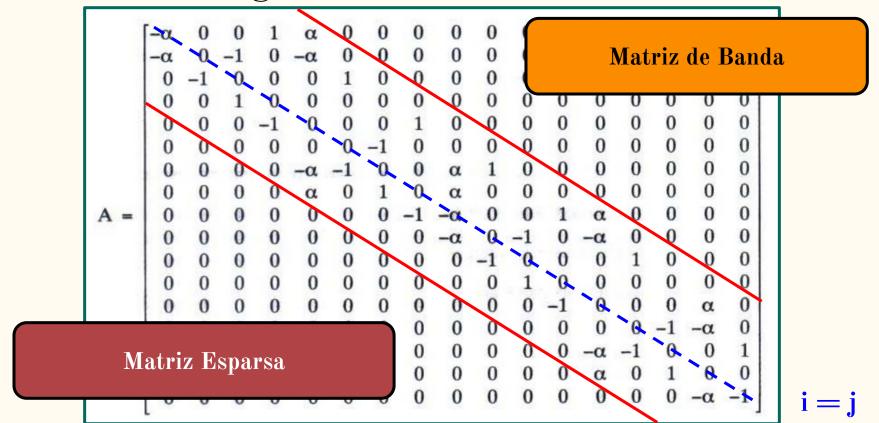
ido e Guilherme Derenievio

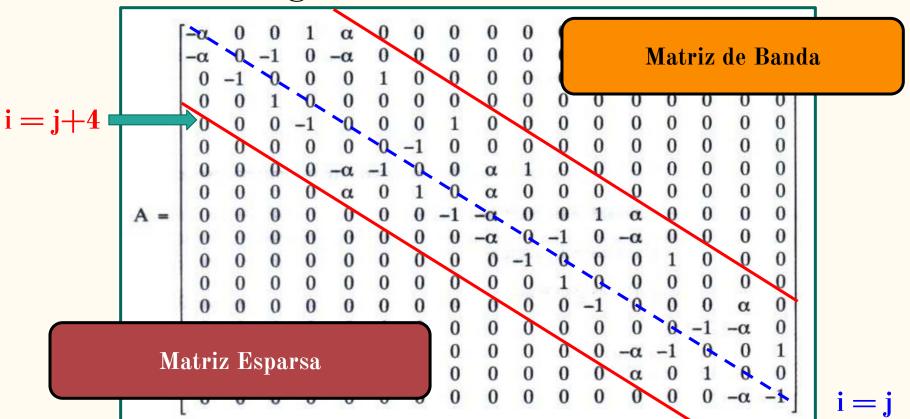


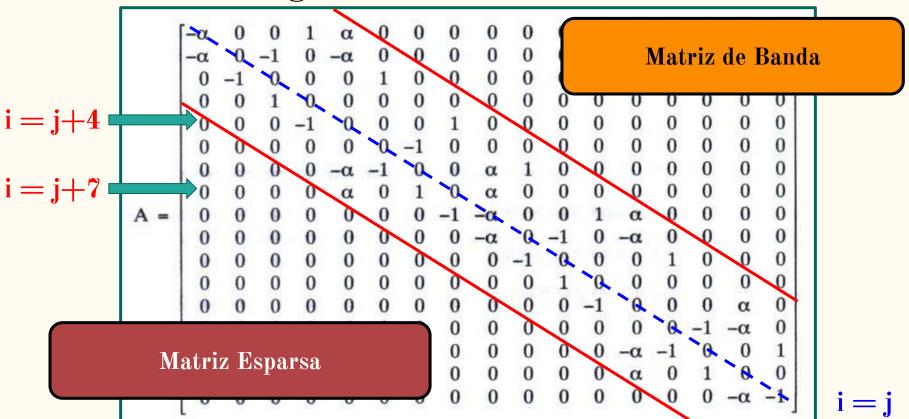


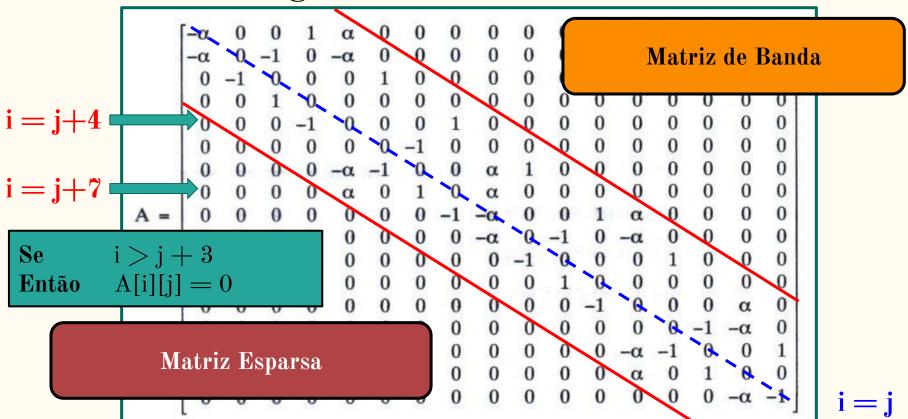


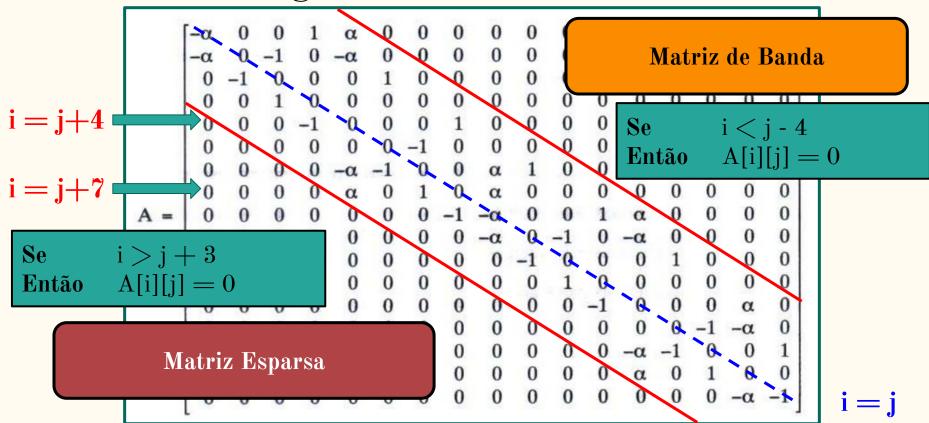


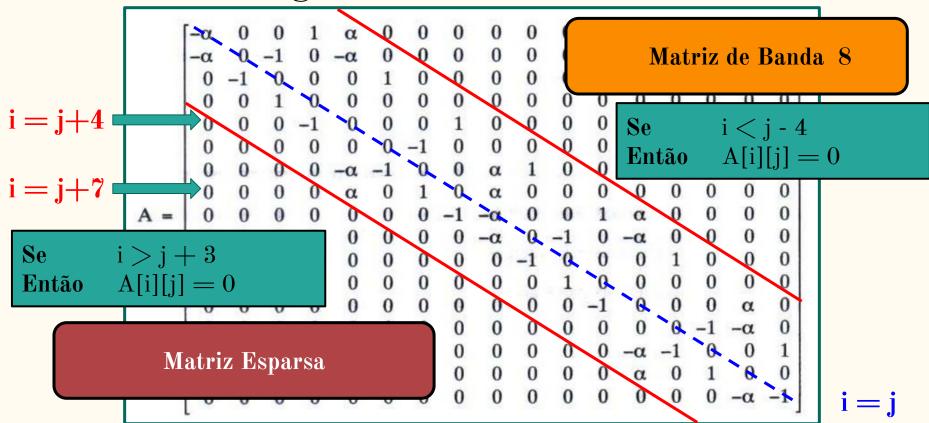


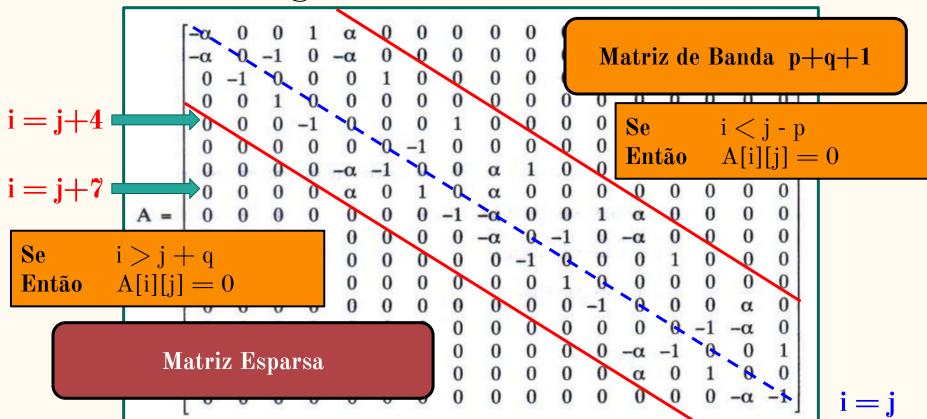


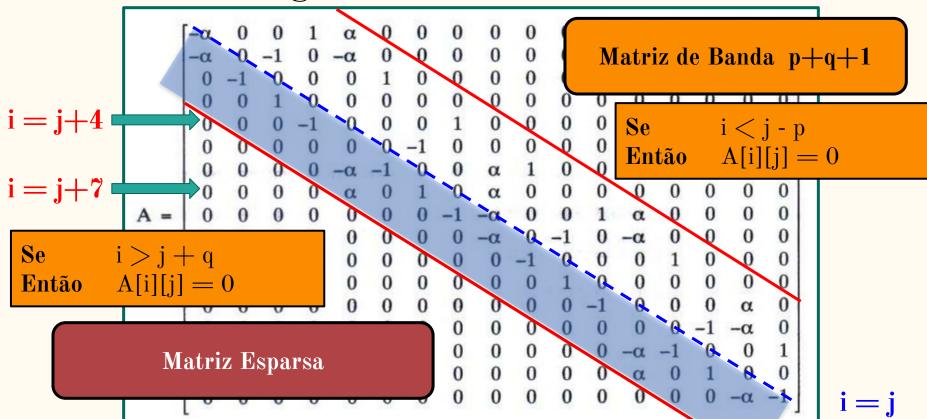


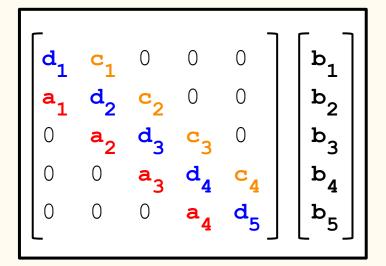












```
\begin{bmatrix} \mathbf{d_1} & \mathbf{c_1} & 0 & 0 & 0 \\ \mathbf{a_1} & \mathbf{d_2} & \mathbf{c_2} & 0 & 0 \\ 0 & \mathbf{a_2} & \mathbf{d_3} & \mathbf{c_3} & 0 \\ 0 & 0 & \mathbf{a_3} & \mathbf{d_4} & \mathbf{c_4} \\ 0 & 0 & 0 & \mathbf{a_4} & \mathbf{d_5} \end{bmatrix} \begin{bmatrix} \mathbf{b_1} \\ \mathbf{b_2} \\ \mathbf{b_3} \\ \mathbf{b_4} \\ \mathbf{b_5} \end{bmatrix}
```

```
/* Seja um S.L. de ordem 'n'
void eliminacaoGauss( double **A, double *b, u
  /* para cada linha a partir da primeira */
   for (int i=0; i < n; ++i) {
      for(int k=i+1; k < n; ++k) {
         double m = A[k][i] / A[i][i];
         A[k][i] = 0.0:
         for(int j=i+1; j < n; ++j)
            A[k][i] -= A[i][i] * m;
         b[k] -= b[i] * m;
```

```
\begin{bmatrix} d_1 & c_1 & 0 & 0 & 0 \\ a_1 & d_2 & c_2 & 0 & 0 \\ 0 & a_2 & d_3 & c_3 & 0 \\ 0 & 0 & a_3 & d_4 & c_4 \\ 0 & 0 & 0 & a_4 & d_5 \end{bmatrix} \begin{bmatrix} b_1 \\ b_2 \\ b_3 \\ b_4 \\ b_5 \end{bmatrix}
```

```
/* Seja um S.L. de ordem 'n'
void eliminacaoGauss( double **A, double *b, u
  /* para cada linha a partir da primeira */
   for (int i=0; i < n; ++i) {
      for(int k=i+1; k < n; ++k) {
         double m = A[k][i] / A[i][i];
         A[k][i] = 0.0:
         for(int j=i+1; j < n; ++j)
            A[k][i] -= A[i][i] * m;
         b[k] -= b[i] * m;
```

```
\begin{bmatrix} \mathbf{d_1} & \mathbf{c_1} & 0 & 0 & 0 \\ \mathbf{a_1} & \mathbf{d_2} & \mathbf{c_2} & 0 & 0 \\ 0 & \mathbf{a_2} & \mathbf{d_3} & \mathbf{c_3} & 0 \\ 0 & 0 & \mathbf{a_3} & \mathbf{d_4} & \mathbf{c_4} \\ 0 & 0 & 0 & \mathbf{a_4} & \mathbf{d_5} \end{bmatrix} \begin{bmatrix} \mathbf{b_1} \\ \mathbf{b_2} \\ \mathbf{b_3} \\ \mathbf{b_4} \\ \mathbf{b_5} \end{bmatrix}
```

```
/* Seja um S.L. de ordem 'n'
void eliminacaoGauss( double **A, double *b, u
  /* para cada linha a partir da primeira */
   for (int i=0; i < n; ++i) {
      for(int k=i+1; k < n; ++k) {
         double m = A[k][i] / A[i][i];
         A[k][i] = 0.0:
         for(int j=i+1; j < n; ++j)
            A[k][j] -= A[i][j] * m;
         b[k] -= b[i] * m;
```

```
\begin{bmatrix} d_1 & c_1 & 0 & 0 & 0 \\ a_1 & d_2 & c_2 & 0 & 0 \\ 0 & a_2 & d_3 & c_3 & 0 \\ 0 & 0 & a_3 & d_4 & c_4 \\ 0 & 0 & 0 & a_4 & d_5 \end{bmatrix} \begin{bmatrix} b_1 \\ b_2 \\ b_3 \\ b_4 \\ b_5 \end{bmatrix}
```

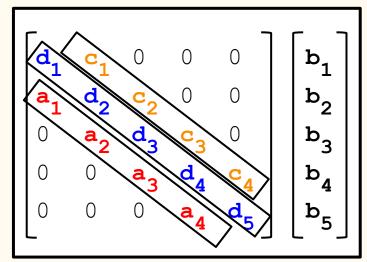
```
/* Seja um S.L. de ordem 'n'
void eliminacaoGauss( double **A, double *b, u
  /* para cada linha a partir da primeira */
   for (int i=0; i < n; ++i) {
      for(int k=i+1; k < n; ++k) \{ k=i+1 \}
         double m = A[k][i] / A[i][i];
         A[k][i] = 0.0:
         for(int j=i+1; j < n; ++j)
            A[k][i] -= A[i][i] * m;
         b[k] -= b[i] * m;
```

```
\begin{bmatrix} d_1 & c_1 & 0 & 0 & 0 \\ a_1 & d_2 & c_2 & 0 & 0 \\ 0 & & d_3 & c_3 & 0 \\ 0 & 0 & a_3 & d_4 & c_4 \\ 0 & 0 & 0 & a_4 & d_5 \end{bmatrix} \begin{bmatrix} b_1 \\ b_2 \\ b_3 \\ b_4 \\ b_5 \end{bmatrix}
```

```
′* Seja um S.L. de ordem 'n'
void eliminacaoGauss( double **A, double *b, u
  /* para cada linha a partir da primeira */
   for (int i=0; i < n; ++i) {
             k=i+1; k < n; ++k)  k=i+1
         double m = A[k][i] / A[i][i];
        A[k][i] = 0.0;
         for(int j=i+1; j < n; ++j)
            A[k][j] -= A[i][j] * m;
         b[k] -= b[i] * m;
```

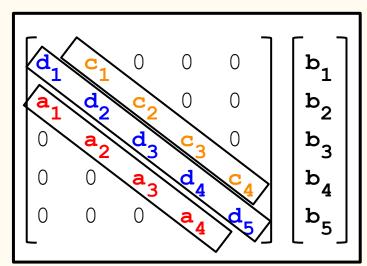
```
\begin{bmatrix} d_1 & c_1 & 0 & 0 & 0 \\ a_1 & d_2 & c_2 & 0 & 0 \\ 0 & & d_3 & c_3 & 0 \\ 0 & 0 & a_3 & d_4 & c_4 \\ 0 & 0 & 0 & a_4 & d_5 \end{bmatrix} \begin{bmatrix} b_1 \\ b_2 \\ b_3 \\ b_4 \\ b_5 \end{bmatrix}
```

```
′* Seja um S.L. de ordem 'n'
void eliminacaoGauss( double **A, double *b, u
   /* para cada linha a partir da primeira */
   for (int i=0; i < n; ++i) {
              k=i+1; k < n; ++k)  k=i+1
         double m = A[k][i] / A[i][i];
         f<del>or(int j=i+1; j < n; ++j)</del>
            A[k][j] -= A[i][j] * m;
         b[k] -= b[i] * m;
```



```
double b[5];
double d[5];
double a[4];
double c[4];
```

```
'* Seja um S.L. de ordem 'n'
void eliminacaoGauss( double **A, double *b, u
  /* para cada linha a partir da primeira */
   for (int i=0; i < n; ++i) {
     for(int k=i+1; k < n; ++k) { k=i+1
         double m = A[k][i] / A[i][i];
         A[k][i] = 0.0;
         for(int j=i+1; j < n; ++j)
           A[k][i] -= A[i][i] * m;
         b[k] -= b[i] * m;
```



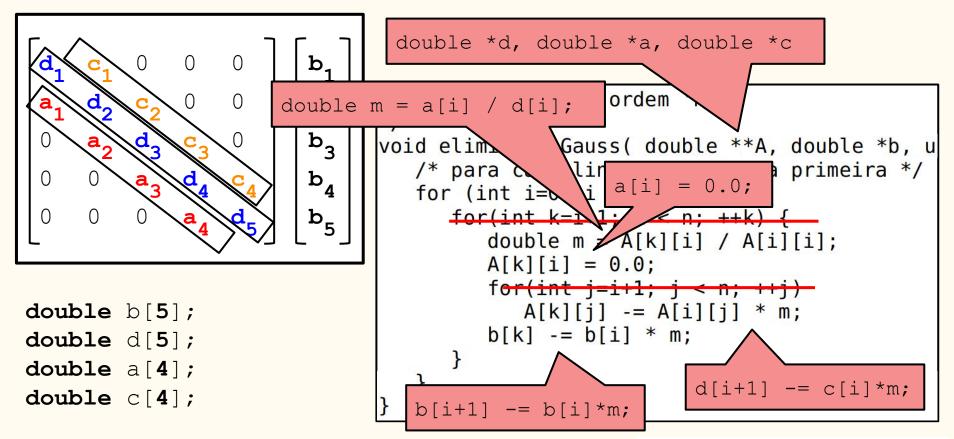
```
double b[5];
double d[5];
double a[4];
double c[4];
```

```
double *d, double *a, double *c
 '* Seja um S.L. de ordem
void eliminacaoGauss( double **A, double *b, u
   /* para cada linha a partir da primeira */
   for (int i=0; i < n; ++i) {
      for(int k=i+1: k < n: ++k) {
         double m = A[k][i] / A[i][i];
         A[k][i] = 0.0;
         for(int j=i+1; j < n; ++j)
            A[k][j] -= A[i][j] * m;
         b[k] -= b[i] * m;
```

```
double *d, double *a, double *c
                                              ordem
                0
                    double m = a[i] / d[i];
                            void elim
                                          Gauss( double **A, double *b, u
                                           linha a partir da primeira */
                              /* para
                               for (int i = (i < n; ++i) {
                                 for (int k=1) {
                                    double m = A[k][i] / A[i][i];
                                    A[k][i] = 0.0;
                                    for(int j=i+1; j < n; ++j)
double b[5];
                                       A[k][j] -= A[i][j] * m;
                                    b[k] -= b[i] * m;
double d[5];
double a [4];
double c[4];
```

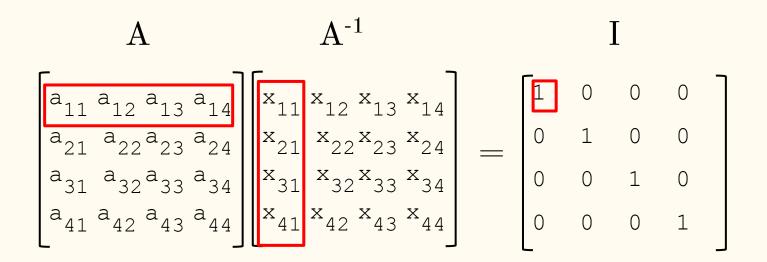
```
double *d, double *a, double *c
                                               ordem
                0
                     double m = a[i] / d[i];
                            void elim
                                           Gauss( double **A, double *b, u
                               /* para
                                                              primeira */
                                               a[i] = 0.0;
                                for (int i=
                                     double m A[k][i] / A[i][i];
                                     A[k][i] = 0.0;
                                      for(int j=i+1; j < n; ++j)
double b[5];
                                        A[k][j] -= A[i][j] * m;
                                     b[k] -= b[i] * m;
double d[5];
double a [4];
double c[4];
```

```
double *d, double *a, double *c
                                               ordem
                0
                     double m = a[i] / d[i];
                            void elim
                                           Gauss( double **A, double *b, u
                               /* para
                                                              primeira */
                                               a[i] = 0.0;
                               for (int i=
                                     double m A[k][i] / A[i][i];
                                     A[k][i] = 0.0;
                                      for(int j=i+1; j < n; ++j)
double b[5];
                                        A[k][j] -= A[i][j] * m;
                                     b[k] -= b[i] * m;
double d[5];
double a [4];
                                                       d[i+1] -= c[i]*m;
double c[4];
```

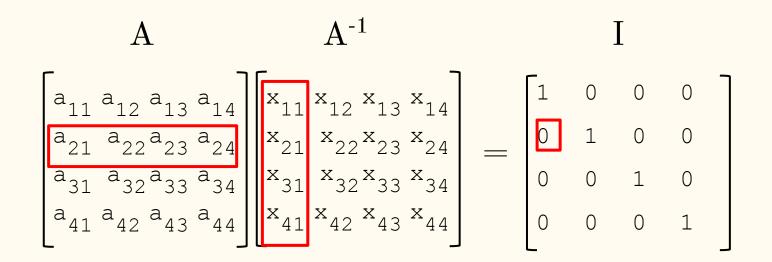


\mathbf{A}	$\mathrm{A}^{\text{-}1}$	I				
a 11 a 12 a 13 a 14 a 21 a 22 a 24 a 24 a 31 a 32 a 34 a 34 a 41 a 42 a 43 a 44	x ₁₁ x ₁₂ x ₁₃ x ₁₄	[1	0	0	0	7
a ₂₁ a ₂₂ a ₂₃ a ₂₄	$\begin{bmatrix} x_{21} & x_{22}x_{23} & x_{24} \end{bmatrix}$	0	1	0	0	
a ₃₁ a ₃₂ a ₃₃ a ₃₄	x ₃₁ x ₃₂ x ₃₃ x ₃₄	0	0	1	0	
a ₄₁ a ₄₂ a ₄₃ a ₄₄	$\begin{bmatrix} x_{41} & x_{42} & x_{43} & x_{44} \end{bmatrix}$	0	0	0	1	

$$a_{11}x_{11} + a_{12}x_{21} + a_{13}x_{31} + a_{14}x_{41} = 1$$



 $a_{11}x_{11} + a_{12}x_{21} + a_{13}x_{31} + a_{14}x_{41} = 1$ $a_{21}x_{11} + a_{22}x_{21} + a_{23}x_{31} + a_{24}x_{41} = 0$



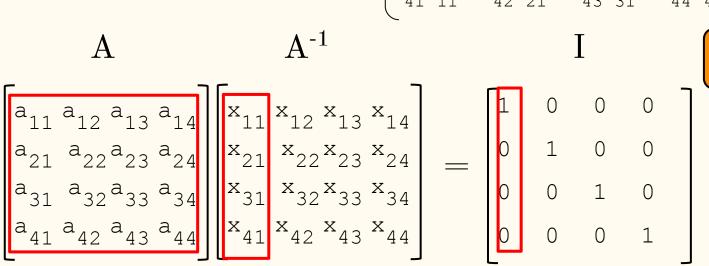
$$a_{11}x_{11} + a_{12}x_{21} + a_{13}x_{31} + a_{14}x_{41} = 1$$

$$a_{21}x_{11} + a_{22}x_{21} + a_{23}x_{31} + a_{24}x_{41} = 0$$

$$a_{31}x_{11} + a_{32}x_{21} + a_{33}x_{31} + a_{34}x_{41} = 0$$

$$\begin{cases} a_{11}x_{11} + a_{12}x_{21} + a_{13}x_{31} + a_{14}x_{41} = 1 \\ a_{21}x_{11} + a_{22}x_{21} + a_{23}x_{31} + a_{24}x_{41} = 0 \\ a_{31}x_{11} + a_{32}x_{21} + a_{33}x_{31} + a_{34}x_{41} = 0 \\ a_{41}x_{11} + a_{42}x_{21} + a_{43}x_{31} + a_{44}x_{41} = 0 \end{cases}$$

$$\begin{pmatrix} a_{11}x_{11} + a_{12}x_{21} + a_{13}x_{31} + a_{14}x_{41} = 1 \\ a_{21}x_{11} + a_{22}x_{21} + a_{23}x_{31} + a_{24}x_{41} = 0 \\ a_{31}x_{11} + a_{32}x_{21} + a_{33}x_{31} + a_{34}x_{41} = 0 \\ a_{41}x_{11} + a_{42}x_{21} + a_{43}x_{31} + a_{44}x_{41} = 0 \end{pmatrix}$$



$$\begin{cases} a_{11}x_{11} + a_{12}x_{21} + a_{13}x_{31} + a_{14}x_{41} = 1 \\ a_{21}x_{11} + a_{22}x_{21} + a_{23}x_{31} + a_{24}x_{41} = 0 \\ a_{31}x_{11} + a_{32}x_{21} + a_{33}x_{31} + a_{34}x_{41} = 0 \\ a_{41}x_{11} + a_{42}x_{21} + a_{43}x_{31} + a_{44}x_{41} = 0 \end{cases}$$

Refinamento

Algoritmo:

Basta aplicar em **r** todas as transformações que foram aplicadas em **b**

- 1 Obter solução inicial $\mathbf{x}^{(0)}$ resolvendo $\mathbf{A}\mathbf{x} = \mathbf{b}$ e inicializar $\mathbf{i} = \mathbf{0}$;
- 2 Calcular o resíduo $\mathbf{r} = \mathbf{b} \mathbf{A}\mathbf{x}^{(i)}$ e testar critério de parada (a);
- 3 Obter w resolvendo $\mathbf{A}\mathbf{w} = \mathbf{r}$;
- 4 Obter nova solução $\mathbf{x^{(i+1)}} = \mathbf{x^{(i)}} + \mathbf{w}$ e testar critério de parada (b);
- 5 Incrementar i e voltar ao passo 2;

 $Ax_4 = i_4$

Decompor A em duas matrizes triangulares A = LU.

Ax = b

Decompor A em duas matrizes triangulares A = LU.

Ax = b

LUx = b

$$Ax = b$$

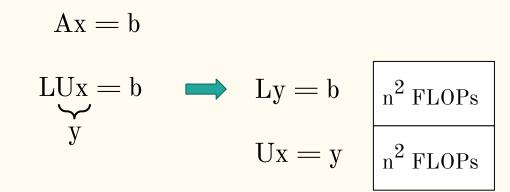
$$L\underbrace{Ux}_{V} = b$$

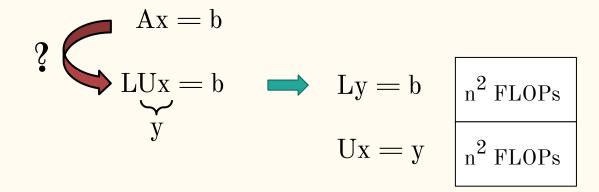
$$Ax = b$$

$$LUx = b$$

$$y$$

$$Ux = y$$





Decompor A em duas matrizes triangulares A = LU.

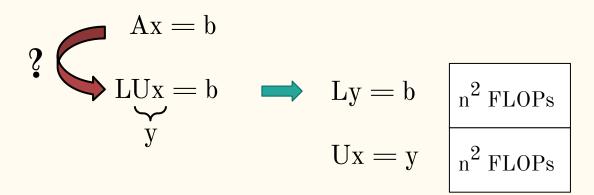
 $\mathbf{Ax}_1 = \mathbf{i}_1$

 $Ax_2 = i_2$

 $Ax_3 = i_3$

:

 $Ax_k = i_k$



custo(decomposição) $+ 2 \text{kn}^2 \text{ FLOPs}$

Decompor A em duas matrizes triangulares A = LU.

A

```
a<sub>11</sub> a<sub>12</sub> a<sub>13</sub> a<sub>14</sub>
a<sub>21</sub> a<sub>22</sub> a<sub>23</sub> a<sub>24</sub>
a<sub>31</sub> a<sub>32</sub> a<sub>33</sub> a<sub>34</sub>
a<sub>41</sub> a<sub>42</sub> a<sub>43</sub> a<sub>44</sub>
```

Decompor A em duas matrizes triangulares A = LU.

m₂₁ m₃₁

A

$$a_{11}$$
 a_{12}
 a_{13}
 a_{14}
 a_{21}
 a_{22}
 a_{23}
 a_{24}
 a_{21}
 a_{21}
 a_{21}
 a_{21}
 a_{31}
 a_{32}
 a_{33}
 a_{34}
 a_{31}
 a_{31}
 a_{41}
 a_{42}
 a_{43}
 a_{44}
 a_{42}
 a_{43}
 a_{44}
 a_{42}
 a_{43}
 a_{44}
 a_{42}
 a_{43}
 a_{44}
 a_{44}

m₂₁

Decompor A em duas matrizes triangulares A = LU.

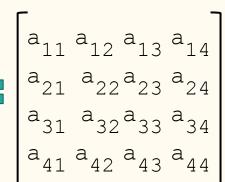
 m_{21} m_{31} m_{32} m_{41}

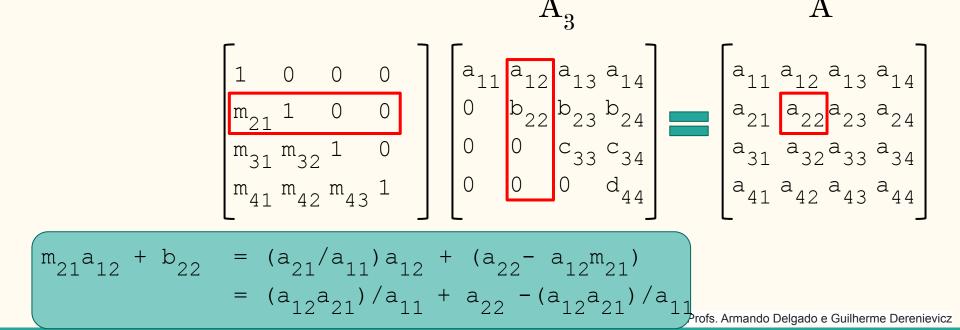
Decompor A em duas matrizes triangulares A = LU.

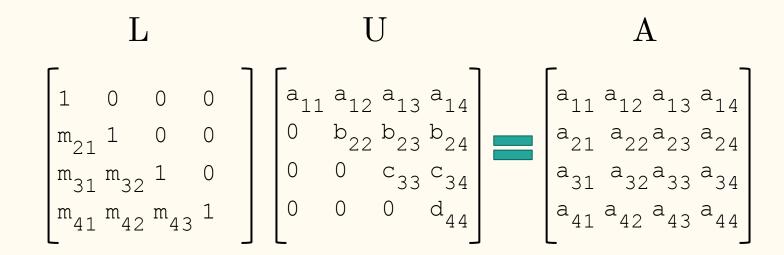
 m_{21} m_{31} m_{32} m_{41} m_{42} m_{43}

Decompor A em duas matrizes triangulares A = LU.

 m_{21} m_{31} m_{32} m_{41} m_{42} m_{43}







Exemplo: encontrar a inversa da matriz A.

A

```
\begin{bmatrix} 25 & 5 & 1 \\ 64 & 8 & 1 \\ 144 & 12 & 1 \end{bmatrix}
```

	A			X				В		
25 64	5 8	1 1	$\begin{bmatrix} x_{11} \\ x_{21} \end{bmatrix}$	x ₁₂ x ₂₂	x ₁₃ x ₂₃	=	1 0	0 1	0 0	
144	12	1	X ₃₁	X_{32}	X33		0	0	1	

```
\begin{bmatrix} 25 & 5 & 1 \\ 64 & 8 & 1 \\ 144 & 12 & 1 \end{bmatrix} m_{21} = 2.56 \\ m_{31} = 5.76
```

$$\begin{bmatrix} 25 & 5 & 1 \\ 64 & 8 & 1 \\ 144 & 12 & 1 \end{bmatrix} \begin{array}{c} m_{21} = 2.56 \\ m_{31} = 5.76 \end{array} \qquad \begin{bmatrix} 25 & 5 & 1 \\ 0 & -4.8 & -1.56 \\ 0 & -16.8 & -4.76 \end{bmatrix}$$

$$\begin{bmatrix} 25 & 5 & 1 \\ 0 & -4.8 & -1.56 \\ 0 & 0 & 0.7 \end{bmatrix}$$

$$\begin{bmatrix} 25 & 5 & 1 \\ 0 & -4.8 & -1.56 \\ 0 & 0 & 0.7 \end{bmatrix}$$

Exemplo: encontrar a inversa da matriz A.

 $\begin{array}{ccc} Ax = b \\ L \underbrace{Ux} = b & \longrightarrow & Ly = b \\ y & & Ux = y \end{array}$

$$\begin{bmatrix} 25 & 5 & 1 \\ 0 & -4.8 & -1.56 \\ 0 & 0 & 0.7 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 2.56 & 1 & 0 \\ 5.76 & 3.5 & 1 \end{bmatrix}$$

$$U$$

$$L$$

Exemplo: encontrar a inversa da matriz A.

 $L\underbrace{Ux}_{y} = b \qquad \Longrightarrow \qquad Ly = b$ Ux = y

$$\mathbf{L}$$

$$\begin{bmatrix} 1 & 0 & 0 \\ 2.56 & 1 & 0 \\ 5.76 & 3.5 & 1 \end{bmatrix} \begin{bmatrix} y_1 \\ y_2 \\ y_3 \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} \longrightarrow \begin{bmatrix} y_1 \\ y_2 \\ y \end{bmatrix} = \begin{bmatrix} 1 \\ -2.56 \\ 3.2 \end{bmatrix}$$
 Aplica o mesmo escalonamento no vetor b

$$\begin{bmatrix} 25 & 5 & 1 \\ 0 & -4.8 & -1.56 \\ 0 & 0 & 0.7 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 1 \\ -2.56 \\ 3.2 \end{bmatrix} \longrightarrow \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 0.04762 \\ -0.9524 \\ 4.571 \end{bmatrix}$$

Exemplo: encontrar a inversa da matriz A.

Ux = y

$$\mathbf{L}$$

 $\begin{bmatrix} 1 & 0 & 0 \\ 2.56 & 1 & 0 \\ 5.76 & 3.5 & 1 \end{bmatrix} \begin{bmatrix} y_1 \\ y_2 \\ v \end{bmatrix} = \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} \longrightarrow \begin{bmatrix} y_1 \\ y_2 \\ v \end{bmatrix} = \begin{bmatrix} 0 \\ 1 \\ -3.5 \end{bmatrix}$ Aplica o mesmo escalonamento no vetor b

$$\begin{bmatrix} 1 \\ 2 \end{bmatrix} = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

$$\begin{bmatrix} 25 & 5 & 1 \\ 0 & -4.8 & -1.56 \\ 0 & 0 & 0.7 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 0 \\ 1 \\ -3.5 \end{bmatrix} \longrightarrow \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} -0.08333 \\ 1.417 \\ -5.000 \end{bmatrix}$$

Exemplo: encontrar a inversa da matriz A.

Ax = b $L\underbrace{Ux}_{y} = b \qquad \Longrightarrow \qquad Ly = b$ Ux = y

$$\mathbf{L}$$

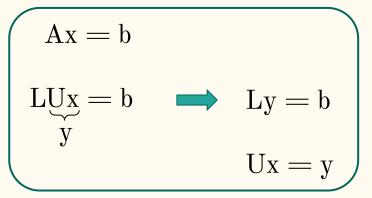
$$\begin{bmatrix} 1 & 0 & 0 \\ 2.56 & 1 & 0 \\ 5.76 & 3.5 & 1 \end{bmatrix} \begin{bmatrix} y_1 \\ y_2 \\ y \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \longrightarrow \begin{bmatrix} y_1 \\ y_2 \\ y \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$
 Aplica o mesmo escalonamento no vetor b

U

$$\begin{bmatrix} 25 & 5 & 1 \\ 0 & -4.8 & -1.56 \\ 0 & 0 & 0.7 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \longrightarrow \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 0.03571 \\ -0.4643 \\ 1.429 \end{bmatrix}$$

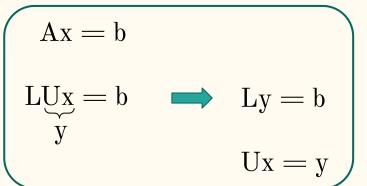
$$A^{-1}$$

$$\begin{bmatrix} 0.04762 & -0.08333 & 0.03571 \\ -0.9524 & 1.417 & -0.4643 \\ 4.571 & -5.000 & 1.429 \end{bmatrix}$$



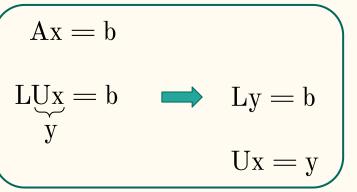
Exemplo: encontrar a inversa da matriz A.

Para pivoteamento parcial, efetuar as mesmas trocas de linhas no vetor **b**.

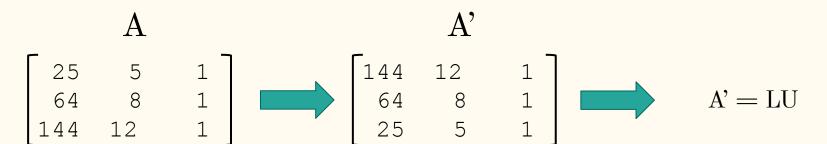


Exemplo: encontrar a inversa da matriz A.

Para pivoteamento parcial, efetuar as mesmas trocas de linhas no vetor **b**.



Exemplo:



Exemplo: encontrar a inversa da matriz A

Para pivoteamento parcial, efetuar as m de linhas no vetor **b**.

Exemplo:

$$Ax = b$$

$$LU \begin{bmatrix} x_{11} & x_{12} & x_{13} \\ x_{21} & x_{22} & x_{23} \\ x_{31} & x_{32} & x_{33} \end{bmatrix} = \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 0 \\ 1 & 0 & 0 \end{bmatrix}$$

	A			A'		
25 64 144	5 8 12	1 1 1	144 64 25	12 8 5	1 1 1	A' = LU

Exemplo: encontrar a inversa da matriz A

Para pivoteamento parcial, efetuar as m de linhas no vetor **b**.

Exemplo:

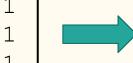
$$\begin{bmatrix} 25 & 5 & 1 \\ 64 & 8 & 1 \\ 144 & 12 & 1 \end{bmatrix}$$



Ax = b

$$LU \begin{bmatrix} x_{11} & x_{12} & x_{13} \\ x_{21} & x_{22} & x_{23} \\ x_{31} & x_{32} & x_{33} \end{bmatrix} = \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 0 \\ 1 & 0 & 0 \end{bmatrix}$$

Atenção: além do vetor **b**, as mesmas trocas de linhas devem ser feitas <u>a cada</u> <u>iteração</u> na matriz **L**.



$$A' = LU$$

Exemplo:

Exemplo:

$\begin{bmatrix} 25 & 5 & 1 \\ 64 & 8 & 1 \\ 144 & 12 & 1 \end{bmatrix}$

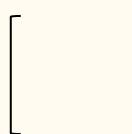
Exemplo:

A

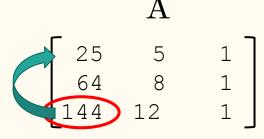
25	5	1
64	8	1
144	12	1

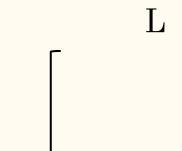
Escolhendo o primeiro pivô: trocar as linhas 1 e 3.

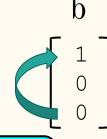
 \mathbf{L}



Exemplo:

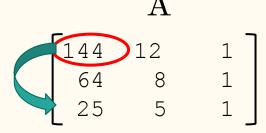


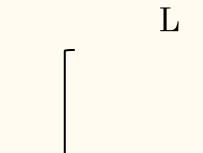


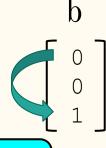


A mesma troca deve ser feita no vetor **b**.

Exemplo:



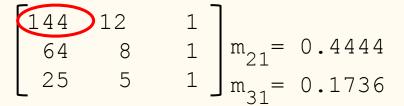




A mesma troca deve ser feita no vetor **b**.

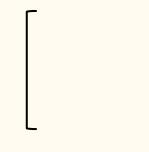
Exemplo:

Α



Definindo multiplicadores da primeira iteração.

${ m L}$



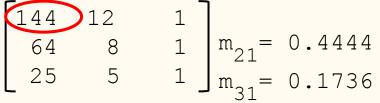
b

Exemplo:

Armazenando na matriz L.

Exemplo:

A





Aplicando operações sobre as equações.

$$\begin{bmatrix} 144 & 12 & 1 \\ 0 & 2.6672 & 0.5556 \\ 0 & 2.9168 & 0.8264 \end{bmatrix}$$

${ m L}$

b



Exemplo:

A

1

0.4444 0.1736

Na segunda iteração é necessário trocar as linhas 2 e 3.

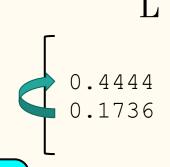
$$\begin{bmatrix} 144 & 12 & 1 \\ 0 & 2.6672 & 0.5556 \\ 0 & 2.9168 & 0.8264 \end{bmatrix}$$

b

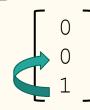
0 0 1

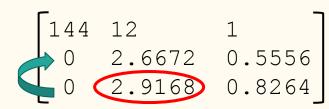


Α



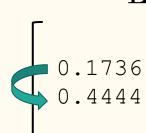
A mesma troca deve ser feita no vetor **b** e nos elementos já preenchidos da matriz **L**.



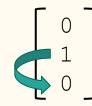


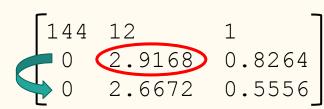


Α



A mesma troca deve ser feita no vetor \mathbf{b} e nos elementos já preenchidos da matriz \mathbf{L} .





Exemplo:

 \mathbf{A}

 \mathbf{L}

Definindo multiplicadores da segunda iteração.

$$\begin{bmatrix} 144 & 12 & 1 \\ 0 & 2.9168 & 0.8264 \\ 0 & 2.6672 & 0.5556 \end{bmatrix} m_{32} = 0.9144$$

b

Exemplo:

Α

Armazenando na matriz L.

 ${
m L}$

0.1736 0.4444 0.9144

```
      144
      12
      1

      0
      2.9168
      0.8264

      0
      2.6672
      0.5556
```

 $\left[\begin{array}{c}0\\1\\0\end{array}\right]$

Exemplo:

A

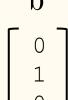
$$\begin{bmatrix} 144 & 12 & 1 \\ 0 & 2.9168 & 0.8264 \\ 0 & 0 & -0.2001 \end{bmatrix}$$



Aplicando operações sobre as equações.

$$\begin{bmatrix} 144 & 12 & 1 \\ 0 & 2.9168 & 0.8264 \\ 0 & 2.6672 & 0.5556 \end{bmatrix} m_{32} = 0.914$$

${ m L}$



Exemplo:

Α

$$\begin{bmatrix} 144 & 12 & 1 \\ 0 & 2.9168 & 0.8264 \\ 0 & 0 & -0.2001 \end{bmatrix}$$

Completando matriz L.

\mathbf{L}



Na prática: efetuar as trocas no(s) vetor(es) **b** posteriormente. No momento da fatoração, apenas armazenar as trocas em uma estrutura de dados.

C

1

Métodos de Resolução de Sistemas Lineares

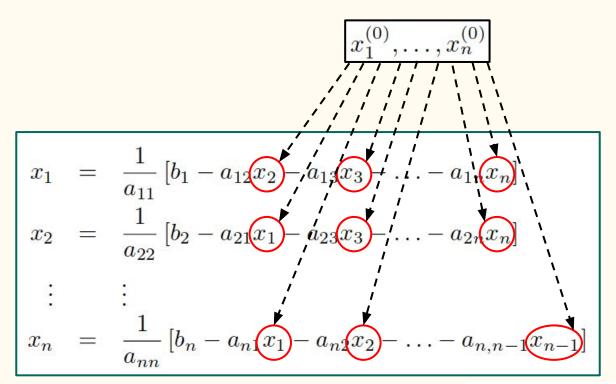
- <u>Métodos Exatos ou Diretos</u>: permitiram a solução exata com um número finito de operações, se não fosse por erros numéricos.
- <u>Métodos Iterativos</u>: permitem uma solução aproximada através de um processo infinito convergente.

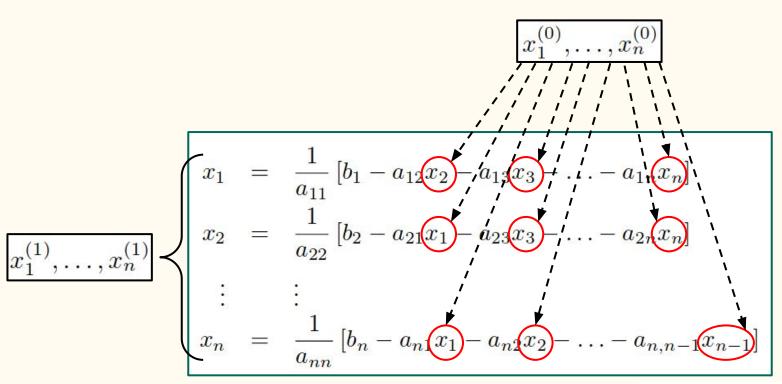
```
\begin{cases} a_{11}x_1 & + & a_{12}x_2 & + & a_{13}x_3 & + & \dots & + & a_{1n}x_n & = & b_1 \\ a_{21}x_1 & + & a_{22}x_2 & + & a_{23}x_3 & + & \dots & + & a_{2n}x_n & = & b_2 \\ \vdots & \vdots & & \vdots & & \vdots & & \vdots & & \vdots \\ a_{n1}x_1 & + & a_{n2}x_2 & + & a_{n3}x_3 & + & \dots & + & a_{nn}x_n & = & b_n \end{cases}
```

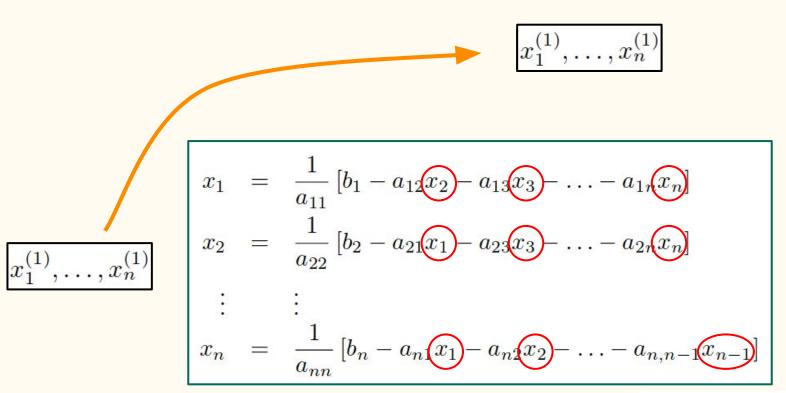
```
\begin{bmatrix} a_1 (x_1) & + & a_{12}x_2 & + & a_{13}x_3 & + & \dots & + & a_{1n}x_n & = & b_1 \\ a_{21}x_1 & + & a_{22}(x_2) & + & a_{23}x_3 & + & \dots & + & a_{2n}x_n & = & b_2 \\ \vdots & \vdots \\ a_{n1}x_1 & + & a_{n2}x_2 & + & a_{n3}x_3 & + & \dots & + & a_{nn}(x_n) & = & b_n \end{bmatrix}
```

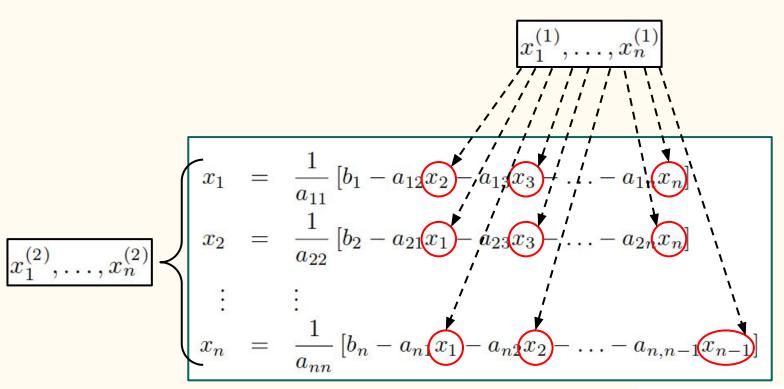
$$\begin{bmatrix} a_1 (x_1) & + & a_{12}x_2 & + & a_{13}x_3 & + & \dots & + & a_{1n}x_n & = & b_1 \\ a_{21}x_1 & + & a_{22}(x_2) & + & a_{23}x_3 & + & \dots & + & a_{2n}x_n & = & b_2 \\ \vdots & \vdots \\ a_{n1}x_1 & + & a_{n2}x_2 & + & a_{n3}x_3 & + & \dots & + & a_{nn}(x_n) & = & b_n \end{bmatrix}$$

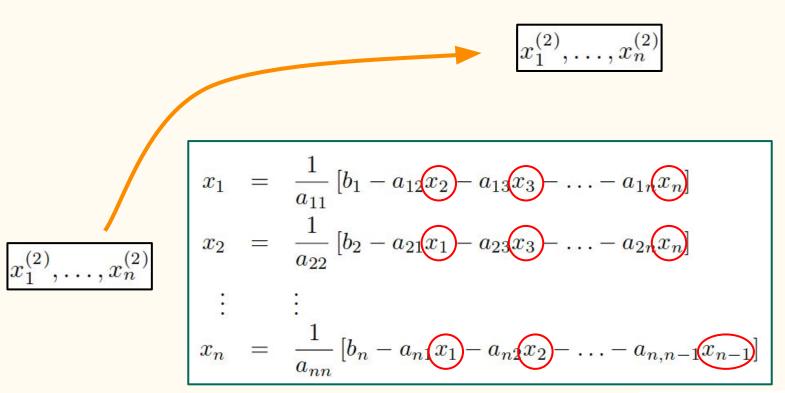
$$\begin{array}{rcl}
\overbrace{x_1} & = & \frac{1}{a_{11}} \left[b_1 - a_{12} x_2 - a_{13} x_3 - \dots - a_{1n} x_n \right] \\
\overbrace{x_2} & = & \frac{1}{a_{22}} \left[b_2 - a_{21} x_1 - a_{23} x_3 - \dots - a_{2n} x_n \right] \\
\vdots & \vdots & \vdots \\
\overbrace{x_n} & = & \frac{1}{a_{nn}} \left[b_n - a_{n1} x_1 - a_{n2} x_2 - \dots - a_{n,n-1} x_{n-1} \right]
\end{array}$$

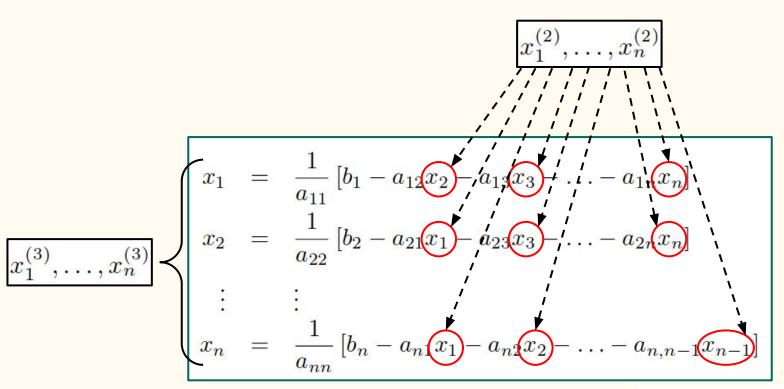




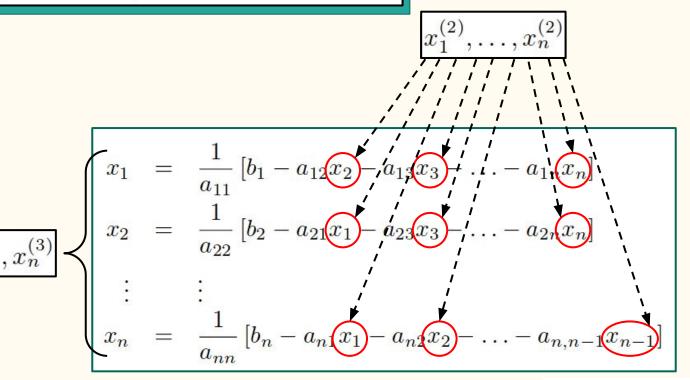








$$Max \left\{ \left| x_i^{(k+1)} - x_i^{(k)} \right| \right\} \le \varepsilon$$
 $i = 1, 2, 3, ..., n$



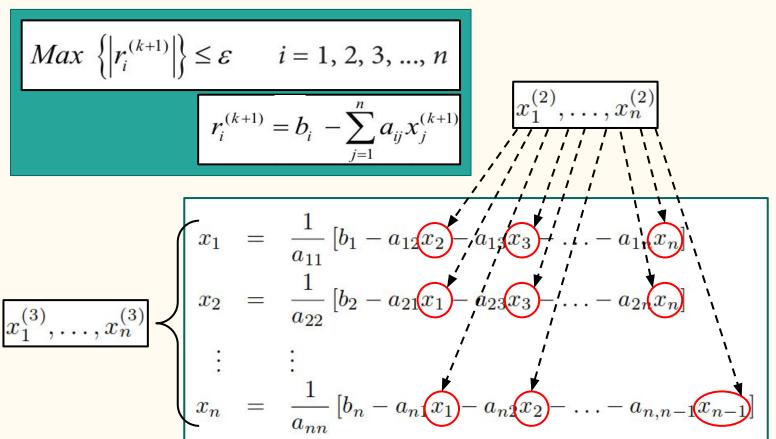
$$Max \left\{ \left| \frac{x_i^{(k+1)} - x_i^{(k)}}{x_i^{(k+1)}} \right| \right\} \le \varepsilon \qquad i = 1, 2, 3, ..., n$$

$$x_1^{(2)}, \dots, x_n^{(2)}$$

$$x_2^{(3)}, \dots, x_n^{(3)}$$

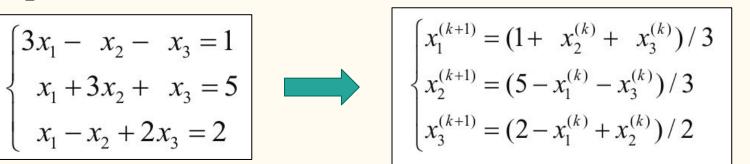
$$\vdots \qquad \vdots$$

$$x_n^{(3)} = \frac{1}{a_{22}} [b_2 - a_{21}(x_1) - a_{23}(x_3) - \dots - a_{2n}(x_n)]$$



$$\begin{cases} 3x_1 - x_2 - x_3 = 1 \\ x_1 + 3x_2 + x_3 = 5 \\ x_1 - x_2 + 2x_3 = 2 \end{cases}$$

$$\begin{cases} 3x_1 - x_2 - x_3 = 1 \\ x_1 + 3x_2 + x_3 = 5 \\ x_1 - x_2 + 2x_3 = 2 \end{cases}$$



$$\begin{cases} 3x_1 - x_2 - x_3 = 1 \\ x_1 + 3x_2 + x_3 = 5 \\ x_1 - x_2 + 2x_3 = 2 \end{cases}$$



$\int x_1^{(k+1)} = (1 + x_2^{(k)} + x_3^{(k)}) / 3$
$\begin{cases} x_1^{(k+1)} = (1 + x_2^{(k)} + x_3^{(k)})/3 \\ x_2^{(k+1)} = (5 - x_1^{(k)} - x_3^{(k)})/3 \\ x_3^{(k+1)} = (2 - x_1^{(k)} + x_2^{(k)})/2 \end{cases}$
$x_3^{(k+1)} = (2 - x_1^{(k)} + x_2^{(k)}) / 2$

k	$X_1^{(k)}$	$x_{2}^{(k)}$	$x_3^{(k)}$	$ x_1^{(k+1)} - x_1^{(k)} $	$ x_2^{(k+1)} - x_2^{(k)} $	$ x_3^{(k+1)}-x_3^{(k)} $
0	0	0	0	-	-	-
1	0.333	1.667	1	0.333	1.667	1
2	1.222	1.222	1.667	0.889	0.555	0.667
3	1.296	0.704	1	0.074	0.518	0.667
4	0.901	0.901	0.704	0.395	0.197	0.296
5	0.868	1.132	1	0.033	0.197	0.296
6	1.044	1.044	1.132	0.176	0.088	0.132

Fonte: Cálculo Numérico Computacional (Peters & Szeremeta)

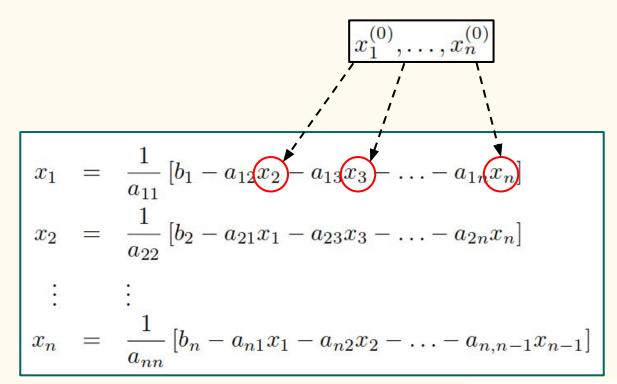
$$\begin{cases} 3x_1 - x_2 - x_3 = 1 \\ x_1 + 3x_2 + x_3 = 5 \\ x_1 - x_2 + 2x_3 = 2 \end{cases}$$

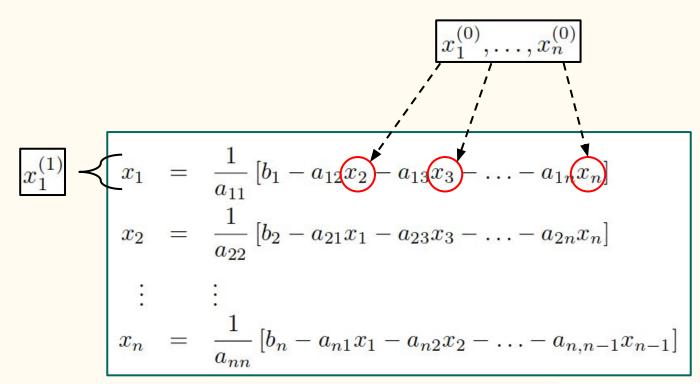


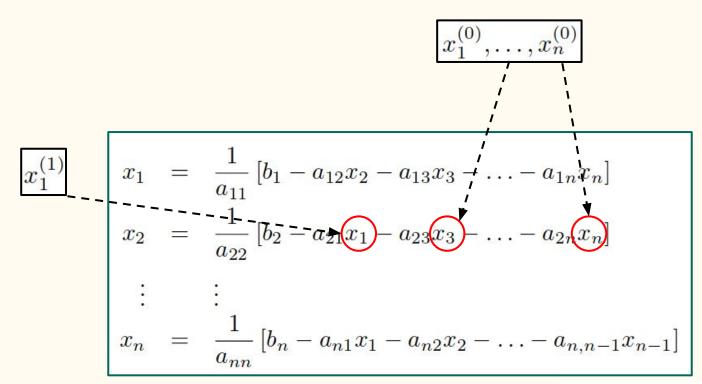
$\int x_1^{(k+1)} = (1 + x_2^{(k)} + x_3^{(k)}) / 3$
$\begin{cases} x_2^{(k+1)} = (5 - x_1^{(k)} - x_3^{(k)}) / 3 \end{cases}$
$\begin{cases} x_1^{(k+1)} = (1 + x_2^{(k)} + x_3^{(k)})/3 \\ x_2^{(k+1)} = (5 - x_1^{(k)} - x_3^{(k)})/3 \\ x_3^{(k+1)} = (2 - x_1^{(k)} + x_2^{(k)})/2 \end{cases}$

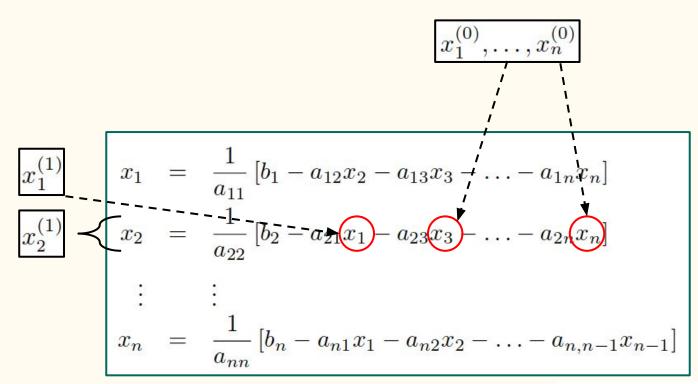
k	$\mathcal{X}_1^{(k)}$	$x_{2}^{(k)}$	$X_3^{(k)}$	$ x_1^{(k+1)} - x_1^{(k)} $	$ x_2^{(k+1)} - x_2^{(k)} $	$ x_3^{(k+1)} - x_3^{(k)} $
0	0	0	0	-) E	-
1	0.333	1.667	1	0.333	1.667	1
2	1.222	1.222	1.667	0.889	0.555	0.667
3	1.296	0.704	1	0.074	0.518	0.667
4	0.901	0.901	0.704	0.395	0.197	0.296
5	0.868	1.132	1	0.033	0.197	0.296
6	1.044	1.044	1.132	0.176	0.088	0.132

Fonte: Cálculo Numérico Computacional (Peters & Szeremeta)

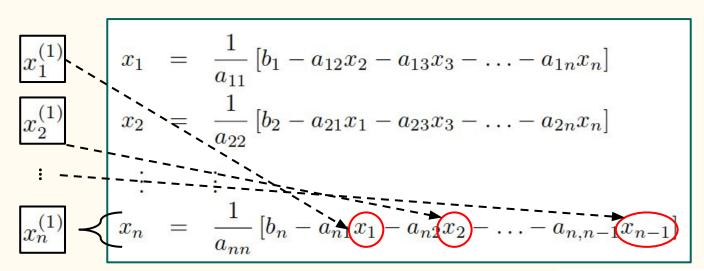


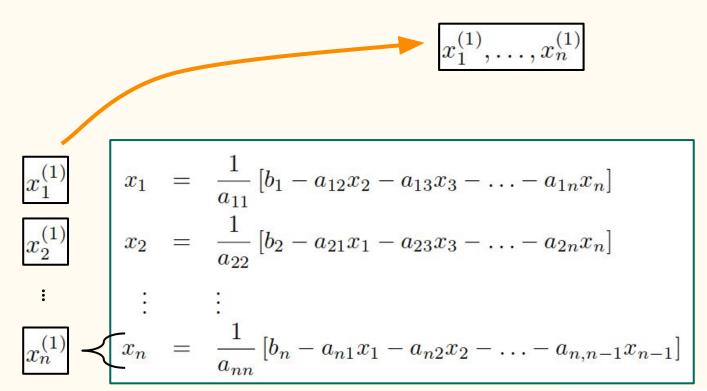


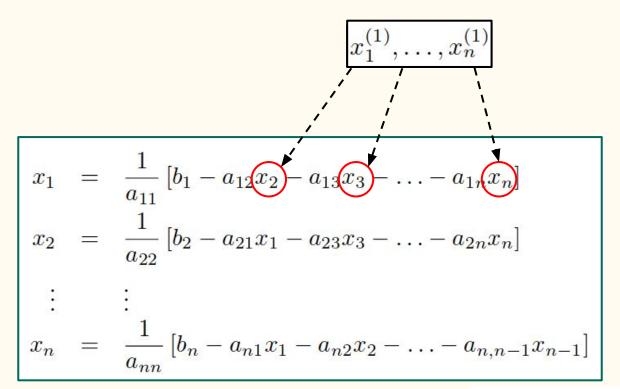


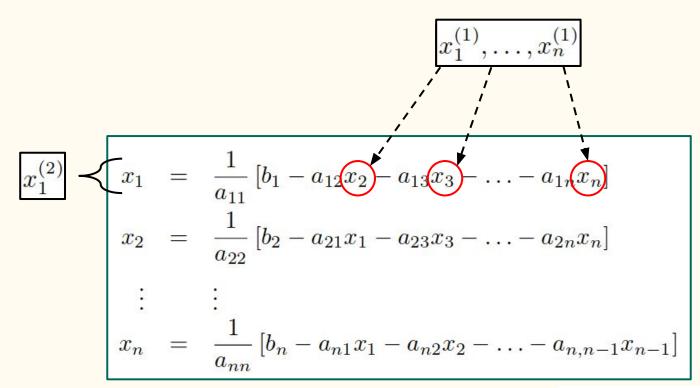


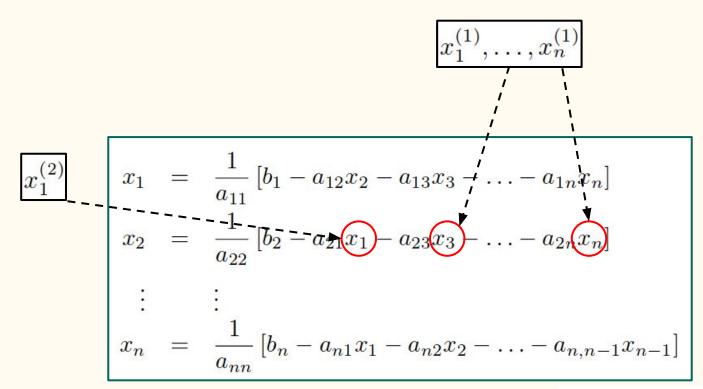
$$x_1^{(0)}, \dots, x_n^{(0)}$$

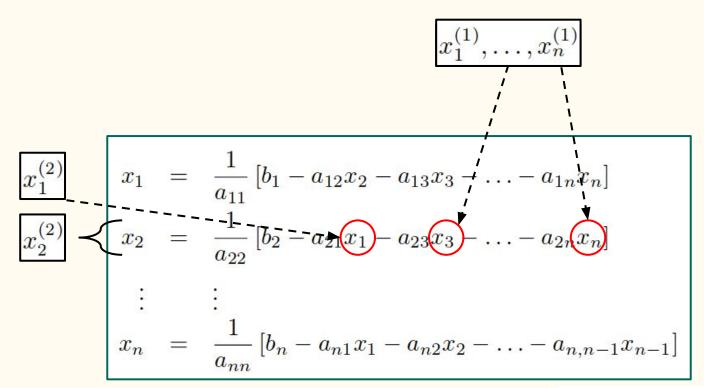




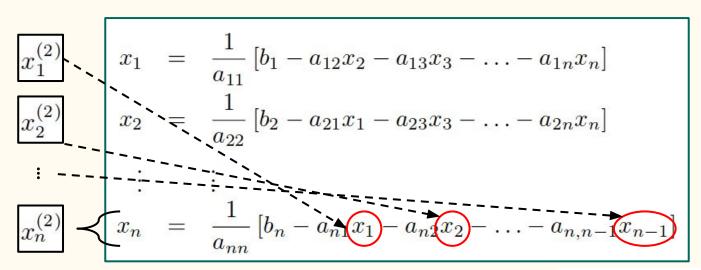


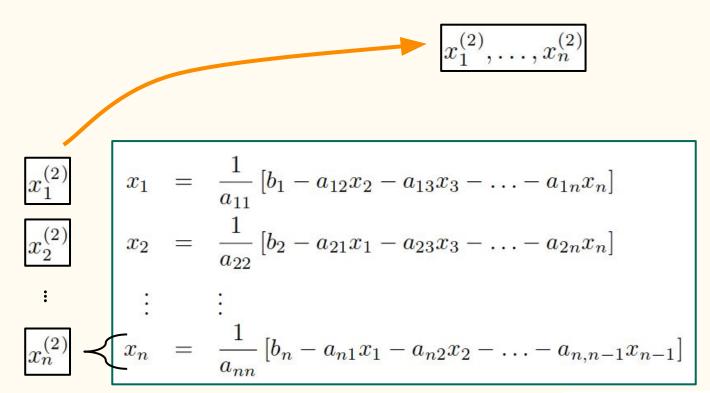






$$x_1^{(1)}, \dots, x_n^{(1)}$$





Comparação

Gauss-Jacobi

Gauss-Seidel

```
\begin{vmatrix} x_1^{(1)} &=& \frac{1}{a_{11}} \left[ b_1 - a_{12} x_2^{(0)} - a_{13} x_3^{(0)} - \dots - a_{1n} x_n^{(0)} \right] \\ x_2^{(1)} &=& \frac{1}{a_{22}} \left[ b_2 - a_{21} x_1^{(0)} - a_{23} x_3^{(0)} - \dots - a_{2n} x_n^{(0)} \right] \\ \vdots &\vdots &\vdots &\vdots &\vdots &\vdots \\ x_n^{(1)} &=& \frac{1}{a_{nn}} \left[ b_n - a_{n1} x_1^{(0)} - a_{n2} x_2^{(0)} - \dots - a_{n,n-1} x_{n-1}^{(0)} \right] \end{vmatrix} \begin{vmatrix} x_1^{(1)} &=& \frac{1}{a_{11}} \left[ b_1 - a_{12} x_2^{(0)} - a_{13} x_3^{(0)} - \dots - a_{1n} x_n^{(0)} \right] \\ x_1^{(1)} &=& \frac{1}{a_{11}} \left[ b_1 - a_{12} x_2^{(0)} - a_{13} x_3^{(0)} - \dots - a_{1n} x_n^{(0)} \right] \\ \vdots &\vdots &\vdots &\vdots &\vdots &\vdots \\ x_n^{(1)} &=& \frac{1}{a_{nn}} \left[ b_n - a_{n1} x_1^{(1)} - a_{n2} x_2^{(0)} - \dots - a_{n,n-1} x_{n-1}^{(1)} \right] \end{vmatrix}
```

Exemplo

$$\begin{cases} 3x_1 - x_2 - x_3 = 1 \\ x_1 + 3x_2 + x_3 = 5 \\ x_1 - x_2 + 2x_3 = 2 \end{cases}$$



$$\begin{cases} 3x_1 - x_2 - x_3 = 1 \\ x_1 + 3x_2 + x_3 = 5 \\ x_1 - x_2 + 2x_3 = 2 \end{cases} \begin{cases} x_1^{(k+1)} = (1 + x_2^{(k)} + x_3^{(k)})/3 \\ x_2^{(k+1)} = (5 - x_1^{(k+1)} - x_3^{(k)})/3 \\ x_3^{(k+1)} = (2 - x_1^{(k+1)} + x_2^{(k+1)})/2 \end{cases}$$

k	$x_1^{(k)}$	$x_{2}^{(k)}$	$X_3^{(k)}$	$ x_1^{(k+1)} - x_1^{(k)} $	$ x_2^{(k+1)} - x_2^{(k)} $	$ x_3^{(k+1)} - x_3^{(k)} $
0	0	0	0		5 2	-
1	0.333	1.555	1.611	0.333	1.555	1.611
2	1.388	0.666	0.638	1.055	0.888	0.972
3	0.768	1.197	1.214	0.620	0.531	0.575
4	1.137	0.882	0.872	0.368	0.314	0.341
5	0.918	1.069	1.075	0.218	0.186	0.202
6	1.048	0.958	0.955	0.129	0.110	0.120

Fonte: Cálculo Numérico Computacional (Peters & Szeremeta)

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Exemplo

$$\begin{cases} 3x_1 - x_2 - x_3 = 1 \\ x_1 + 3x_2 + x_3 = 5 \\ x_1 - x_2 + 2x_3 = 2 \end{cases}$$



$\begin{cases} x_1^{(k+1)} = (1 + x_2^{(k)} + x_3^{(k)})/3 \\ x_2^{(k+1)} = (5 - x_1^{(k+1)} - x_3^{(k)})/3 \\ x_3^{(k+1)} = (2 - x_1^{(k+1)} + x_2^{(k+1)})/2 \end{cases}$
$\begin{cases} x_2^{(k+1)} = (5 - x_1^{(k+1)} - x_3^{(k)}) / 3 \end{cases}$
$x_3^{(k+1)} = (2 - x_1^{(k+1)} + x_2^{(k+1)}) / 2$

k	$x_1^{(k)}$	$x_{2}^{(k)}$	$x_3^{(k)}$	$ x_1^{(k+1)}-x_1^{(k)} $	$ x_2^{(k+1)}-x_2^{(k)} $	$ x_3^{(k+1)} - x_3^{(k)} $
0	0	0	0	-	S=	-
1	0.333	1.555	1.611	0.333	1.555	1.611
2	1.388	0.666	0.638	1.055	0.888	0.972
3	0.768	1.197	1.214	0.620	0.531	0.575
4	1.137	0.882	0.872	0.368	0.314	0.341
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Fonte: Cálculo Numérico Computacional (Peters & Szeremeta)

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Se o sistema $\mathbf{A}\mathbf{x} = \mathbf{b}$ tiver **diagonal dominante**, os métodos Gauss-Jacobi e Gauss-Seidel convergem para a solução do sistema.

$$\alpha_i = \frac{\sum_{j=1, j \neq i}^{n} |a_{ij}|}{|a_{ii}|}$$

$$\alpha = max(\alpha_i) < 1$$

Se o sistema $\mathbf{A}\mathbf{x} = \mathbf{b}$ tiver **diagonal dominante**, os métodos Gauss-Jacobi e Gauss-Seidel convergem para a solução do sistema.

$$\begin{cases} 3x_1 - x_2 - x_3 = 1 & |3| \ge |-1| + |-1| & V \\ x_1 + 3x_2 + x_3 = 5 & |3| \ge |+1| + |+1| & V \\ x_1 - x_2 + 2x_3 = 2 & |2| \ge |+1| + |-1| & V \end{cases}$$

Para o método de Gauss-Seidel, o critério pode ser relaxado (Critério de Sassenfeld).

$$\beta_{i} = \frac{\sum_{j=1}^{i-1} |a_{ij}| \beta_{j} + \sum_{j=i+1}^{n} |a_{ij}|}{|a_{ii}|}$$

$$\beta = max(\beta_i) < 1$$

Para o método de Gauss-Seidel, o critério pode ser relaxado (Critério de Sassenfeld).

$$\begin{cases} 3x_1 - x_2 - x_3 = 1 & |3| \ge |-1| + |-1| & V \\ x_1 + 3x_2 + x_3 = 5 & |3| \ge |+1| + |+1| & V \\ x_1 - x_2 + 2x_3 = 2 & |2| \ge |+1| + |-1| & V \end{cases}$$
 2/3 = 0,6666 = β_1

Para o método de Gauss-Seidel, o critério pode ser relaxado (Critério de Sassenfeld).

$$\begin{cases} 3x_1 - x_2 - x_3 = 1 & |3| \ge |-1| + |-1| & V \implies 2/3 = 0,6666 = \beta_1 \\ x_1 + 3x_2 + x_3 = 5 & |3| \ge |+1| + |+1| & V \implies (0,6666+1) \\ x_1 - x_2 + 2x_3 = 2 & |2| \ge |+1| + |-1| & V \end{cases}$$

Para o método de Gauss-Seidel, o critério pode ser relaxado (Critério de Sassenfeld).

$$\begin{cases} 3x_1 - x_2 - x_3 = 1 & |3| \ge |-1| + |-1| & V \\ x_1 + 3x_2 + x_3 = 5 & |3| \ge |+1| + |+1| & V \\ x_1 - x_2 + 2x_3 = 2 & |2| \ge |+1| + |-1| & V \end{cases} \xrightarrow{2/3 = 0,6666 = \beta_1} (0,6666+1)/3 = 0,5555 = \beta_2$$

Para o método de Gauss-Seidel, o critério pode ser relaxado (Critério de Sassenfeld).

$$\begin{cases} 3x_1 - x_2 - x_3 = 1 & |3| \ge |-1| + |-1| & V \\ x_1 + 3x_2 + x_3 = 5 & |3| \ge |+1| + |+1| & V \\ x_1 - x_2 + 2x_3 = 2 & |2| \ge |+1| + |-1| & V \end{cases} \xrightarrow{2/3 = 0.6666 = \beta_1} (0.6666 + 1)/3 = 0.5555 = \beta_2 \\ (0.6666 + 0.5555)/2 = 0.61105 = \beta_3$$

Se os critérios de convergência forem satisfeitos, os métodos Gauss-Jacobi e Gauss-Seidel convergem para a solução do sistema para qualquer $\mathbf{X}^{(0)}$.

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