First compute $u_{22} = \sqrt{a_{22}}$, then $u_{12} = a_{12}/u_{22}$. finally recursively compute $u_{11} u_{11}^T = A_{11} - u_{12} u_{12}^T$.

In Matlab:

function.
$$[R] = mychol(A)$$
 $n = size(A, 1)i$

if $n = 1$
 $R(n, n) = sqrt(A(A, n))i$

end

if $n > 1$
 $R(n, n) = sqrt(A(n, n))i$
 $R(n, n) = sqrt(A(n, n))i$
 $R(i:n-1, n) = A(i:n-1,n)/R(n,n)i$
 $R(i:n-1, i:n-1) = mychol(A(i:n-1, i:n-1) - R(i:n-1,n)*R(i:n-1,n))i$

end

end

P3.5.1 Table

Without comparing with x=A\b.

| | () | | | | | | | | | | | |
|----------|----------|---------|---------|---------|----------|----------|-----------|-----------|-----|--|--|--|
| | RA (sum) | RAC mos | AC(sum) | AC(max) | RAC(sum) | RAC(max) | Rep (sum) | Rep (max) | D=A | | | |
| rel. res | 8 | - | 7 | 13 | b | 1 | 4 | 0 | 60 | | | |
| rel. err | 15 | F | 8 | ı | 15 | 10 | 12 | 15 | 12 | | | |
| cond | 4 | 0 | 7 | 0 | 0 | 0 | 89 | 0 | O | | | |

We can see from the above table, there are still to art of 100 problems where one relative residuals are better with no scaling, and 12 art of 100 problems where the relative errors are bester with no sealing methods. It shows that simple row/column/row-column/repeated scaling do not "some the scaling problem.

With those problems where scaling methods do improve the result, I can't reach a general conclusion which one norks the best. It depends on what kinds of problem you are solving. In some applications we need small residuals and others we need accuracy. All these factors affect which scaling methods we will choose. And another thing is that repeated scaling method with sum gives the best condition number.

With 20=A\b

| | RA (sum) | RA(mos | AC(sum) | AC(max) | RAC(sum) | RAC(max) | Rep (sum) | Rep (max) | D=A | x=A\b |
|----------|----------|---------|---------|---------|----------|----------|-----------|-----------|-----|-------|
| rel. res | 1 | _ | b | 9 | 3 | 1 | 1 | 0 | 54 | 24 |
| rel. err | 5 | 7 | 3 | 3 | 5 | 5 | 4 | 3 | 16 | 49 |
| cond | 4 | 0 | 7 | 0 | 0 | 0 | 89 | 0 | 0 | D |

This table includes x=Alb. We can see it doesn't beat the other scaling methods completely. Maybe because its internal scaling is simple, by changing to other scaling methods. the result can still be improved.