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/** lu.c: LU desompostion with Partial Pivoting */
#include <stdio.h>
#include <stdlib.h>
#include <math.h>
#include <pthread.h>

#define N 8
int n;

double A[N][N], L[N][N], U[N][N];
double B[N], b[N];
int P[N];
double Y[N], X[N];

int print(char c, double x[N][N])
{
    int i, j;
    printf("----- %c -----\\n", c);
    for(i=0; i<n; i++){
        for(j=0; j<n; j++){
            printf("%6.2f ", x[i][j]);
        }
        printf("\\n");
    }
}

int printV(char c, double x[N])
{
    int i;
    printf("----- %c vector-----\\n",c);
    for (i=0; i<n; i++)
        printf("%6.2f ", x[i]);
    printf("\\n");
}

int printP()
{
    int i;
    printf("----- P vector-----\\n");
    for (i=0; i<n; i++)
        printf("%d ", P[i]);
    printf("\\n");
}

// LU decomposition function
int lu()
{

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int i, j, k, m, itemp;
double max;
double temp;
double si;

// LU decomposition loop
for (k=0; k<n; k++){
    max = 0;
    printf("partial pivoting by row %d\n", k);
    for (i=k; i<n; i++){
        if (max < fabs(A[i][k])){ // partial pivoting
            max = fabs(A[i][k]);
            j = i;
        }
    }
    if (max==0){
        printf("zero pivot: singular A matrix\n");
        exit(1);
    }

    // swap P[k] and P[j];
    itemp = P[k]; P[k] = P[j]; P[j] = itemp;

    // swap row A[k] and row A[j]
    printf("swap row %d and row %d of A\n", k, j);
    for (m=0; m<n; m++){
        temp = A[k][m]; A[k][m] = A[j][m]; A[j][m] = temp;
    }
    print('A', A);
    getchar();

    //swap L[k][0,k-2] and L[j][0,k-2]
    for (m=0; m<k-2; m++){
        temp = L[k][m]; L[k][m] = L[j][m]; L[j][m] = temp;
    }

    // compute L U entries
    U[k][k] = A[k][k];
    for (i=k+1; i<n; i++){
        L[i][k] = A[i][k] / U[k][k];
        U[k][i] = A[k][i];
    }

    // row reductions on A

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printf("row reductions of A by row %d\n", k);
for (i=k+1; i<n; i++){
    for (m=k+1; m<n; m++){
        A[i][m] -= L[i][k]*U[k][m];
    }
}
print('A', A); print('L', L); print('U', U); printP();
getchar();
}
}

```

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int main(int argc, char *argv[])
{
    int i, j, k;
    double si;

    n = N;

    printf("main: initialize matrix A[N][N], B[N], L, U and P\n");
    for (i=0; i<n; i++)
        for (j=0; j<n; j++)
            A[i][j] = 1.0;

    for (i=0; i<n; i++)
        A[i][N-1-i] = 1.0*n;

    for (i=0; i<n; i++){
        B[i] = (n)*(n+1)/2 + (n-i)*(n-1);
    }

    for (i=0; i<n; i++){
        for (j=0; j<n; j++){
            U[i][j] = 0.0;
            L[i][j] = 0.0;
            if (i==j)
                L[i][j] = 1.0;
        }
    }

    for (i=0; i<n; i++){
        P[i] = i;
    }

    print('A', A); print('L', L); print('U', U);

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printV('B', B); printP();

lu();

// P L U are all computed; solve  $P*U*L*X = P*B$ 

// apply P to B to get b[ ]
printV('B', B);
for (i=0; i<N; i++){
    b[i] = B[ P[i] ];
}
printV('b', b);

// solve  $L*Y = PB = b$ 
for (i = 0; i<n; i++){ // forwar substitution
    Y[i] = b[i];
    for (j=0; j<i; j++){
        Y[i] -= L[i][j]*Y[j];
    }
}
printV('Y', Y);

// solve  $U*X=Y$ 
for (i = n-1; i >= 0; i--){ // backward substitution
    si = 0.0;
    for (j=i+1; j<n; j++)
        si += U[i][j]*X[j];
    X[i] = (Y[i] - si) / U[i][i];
}
printV('X', X);
}

```