

EXERCISE 1: GEM by hands

- Using the Gauss elimination method, solve, by pencil and paper, the linear system below; then check by Matlab the solution.

$$\begin{bmatrix} 4 & 0 & 12 \\ -2 & 6 & -3 \\ 1 & 2 & 5 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

- Same as before, with

$$\begin{bmatrix} -5 & 3 & 4 \\ 10 & -8 & -9 \\ 15 & 1 & 2 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 1 \\ 5 \\ 1 \end{bmatrix}$$

- Same as before, with

$$\begin{bmatrix} 1 & -3 & 4 \\ -1 & 5 & -3 \\ 4 & -8 & 23 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 12 \\ -12 \\ 58 \end{bmatrix}$$

EXERCISE 1: solution 1st system

$$\begin{bmatrix} 4 & 0 & 12 \\ -2 & 6 & -3 \\ 1 & 2 & 5 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \quad \begin{array}{l} \text{--- nothing to do} \rightarrow \\ \text{--- } r_2 + \frac{1}{2} r_1 \rightarrow \\ \text{--- } r_3 - \frac{1}{4} r_1 \rightarrow \end{array}$$

$$\begin{bmatrix} 4 & 0 & 12 \\ 0 & 6+3 \\ 0 & 2 & 2 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \quad \begin{array}{l} \text{--- nothing} \rightarrow \\ \text{--- nothing} \rightarrow \\ \rightarrow r_3 - \frac{1}{3} r_2 \rightarrow \end{array}$$

$$\begin{bmatrix} 4 & 0 & 12 \\ 0 & 6 & 3 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \quad \sim \quad \begin{cases} 4x_1 + 12x_3 = 0 \\ 6x_2 + 3x_3 = 0 \\ x_3 = 1 \end{cases}$$

therefore $x_3 = 1$, $x_2 = -\frac{1}{2}$, $x_1 = -3$

EXERCISE 1: solution 2nd system

$$\begin{cases} -5x_1 + 3x_2 + 4x_3 = 1 & \text{--- keep ---} \\ 10x_1 - 8x_2 - 9x_3 = 5 & \rightarrow 2^{\text{nd}} \text{ eq} + 2 * 1^{\text{st}} \text{ eq} \rightarrow \\ 15x_1 + 1x_2 + 2x_3 = 1 & \rightarrow 3^{\text{rd}} \text{ eq} + 3 * 1^{\text{st}} \text{ eq} \rightarrow \end{cases}$$

$$\begin{cases} \text{--- keep ---} \\ \text{--- keep ---} \\ \rightarrow 3^{\text{rd}} \text{ eq} + 5 * 2^{\text{nd}} \text{ eq} \rightarrow \end{cases} \begin{cases} -5x_1 + 3x_2 + 4x_3 = 1 \\ -2x_2 - x_3 = 7 \\ + 9x_3 = 39 \end{cases}$$

$$\begin{cases} -5x_1 + 3x_2 + 4x_3 = 1 \\ 0x_1 - 2x_2 - x_3 = 7 \\ 0x_1 + 10x_2 + 14x_3 = 4 \end{cases}$$

$$\begin{cases} x_1 = -\frac{1}{5} \left(1 + 17 \right) \\ x_2 = -\frac{1}{2} \left(7 + \frac{13}{3} \right) \\ x_3 = \frac{13}{3} \end{cases}$$

$$-\frac{52}{3} \Big) = -\frac{1}{5} \left(\frac{3+51-52}{3} \right) = -\frac{2}{15}$$

$$= -\frac{1}{2} \left(\frac{21}{3} + \frac{13}{3} \right) = -\frac{17}{3}$$

EXERCISE 1: solution 3rd system

$k=1$

$$\begin{bmatrix} 1 & -3 & 4 \\ 0 & 2 & 1 \\ 0 & 4 & 7 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 12 \\ 0 \\ 10 \end{bmatrix}$$

$k=2$

$$\begin{bmatrix} 1 & -3 & 4 \\ 0 & 2 & 1 \\ 0 & 0 & 5 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 12 \\ 0 \\ 10 \end{bmatrix}$$

Solving $Ux=b$

$$\begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 1 \\ -1 \\ 2 \end{bmatrix}$$
$$x_1 = 12 + 3(-1) - 4 \cdot 2 = 1$$

EXERCISE 2: Matlab implementation

- Write a function that, given as input an upper triangular matrix U and a vector b , solves the system $Ux = b$ using the backsubstitution method and test it on the system

$$\begin{bmatrix} 3 & -1 & 2 \\ 0 & 1 & -5 \\ 0 & 0 & 2 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 4 \\ -4 \\ 2 \end{bmatrix}$$

- Write a function that, given as input a matrix A and a vector b , solves the system $Ax = b$ using Gaussian elimination (with pivoting) and test it on the system

$$\begin{bmatrix} 2 & 2 & 0 \\ 1 & 1 & -1 \\ 3 & -2 & 4 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 4 \\ 1 \\ 5 \end{bmatrix}$$

- Modifying the function above, write a function that, given as input a matrix A , returns the L and U factors and the permutation matrix P of the LU factorization.

EXERCISE 3: solving linear systems and more...

- Using the LU factorization function above, write a function that returns the inverse of an input matrix.
- Modify the above function to compute the determinant of an input matrix A , and test it on the matrices in the previous slide.
- Solve a system $Ax = f$ with user-made functions above, where f arbitrary chosen and

$$A = \begin{bmatrix} 2 & -1 & 0 & \dots & 0 \\ -1 & 2 & -1 & \dots & 0 \\ 0 & \ddots & \ddots & \ddots & 0 \\ \vdots & & -1 & 2 & -1 \\ 0 & 0 & \dots & -1 & 2 \end{bmatrix}$$

In particular, compute x with either the GEM/LU methods implemented above and by explicitly computing $x = A^{-1}f$ (i.e., computing A^{-1} with the function above). Using the Matlab commands **tic** and **toc**, measure the time required by the two approaches to compute the solution. The matrix size should be chosen large enough so that the time difference is relevant.

EXERCISE 4: sparse matrices (optional)

When the vast majority of a matrix A entries are zero, it is convenient to store only the nonzero values (and their position) in the memory. The Matlab function **sparse** can convert a non-sparse (dense) matrix into a sparse one.

- Let $Au = f$ be the matrix in the previous slide. Using the Matlab command **whos**, compare the memory usage when A is stored as dense and as sparse, for a large enough matrix size. Compare also the time spent to solve the system (use Matlab LU factorisation, and Matlab solver to invert the trinagular systems).
- Consider a similar system $Bu = f$, where

$$B = \begin{bmatrix} 2 & -1 & -1 & \dots & -1 \\ -1 & 2 & 0 & \dots & 0 \\ -1 & 0 & \ddots & & \vdots \\ \vdots & & & 2 & 0 \\ -1 & 0 & \dots & 0 & 2 \end{bmatrix}$$

Note that A and B have the same sparisity, i.e. the same number of nonzero entries. Compare again the memory and solution time required when B is stored as sparse or as dense. Do you observe any difference with the previous case? If yes, why? You might want to compare the sparsity pattern (Matlab command **spy**) of the L U factors.