

Program na04: Doolittle's LU Decomposition

Overview: Solve systems of equations using Doolittle's LU decomposition.

Introduction: Write a module **LUdecomp** that solves equations using Doolittle's decomposition. It should contain subroutines **LUdecomp** and **LUSolve**. Do problems 2.3 numbers 8, 15, and 18. The main program file should contain a separate subroutine for each problem. The main program should call all three subroutines.

Input: Do all input from a file **na04in.txt**. Input the coefficient matrix and the constant vector for problem 8 as space delimited arrays. There is no input for problem 15. Problem 18 should input the points only, with one pair of space delimited coordinates per line.

Output: Output to the standard output. Required components of the output for each problem are given below. Use blank lines as needed to make the output look sharp.

For problem 8 include:

<Title. E.g. 'Problem #2.3.8'>
[Alb] = <augmented matrix>
[L\U] = <print the LU decomposition>
x = <print the vector x>T.
Ax - b = <print the vector>T

For problem 15, let **J** be the vector <1,1,...,1>. Output should include:

<Title>
The largest n with solution correct to 6 decimal places is n = <n>
The system is:
<The augmented matrix>
The solution is x = <x>T
The largest error is <max |x-J|>
The smallest n with solution not correct to 6 decimal places is n = <n>
The system is:
<The augmented matrix>
The solution is x = <x>T
The largest error is <max |x-J|>

For problem 17 include:

<Title>
[Alb] = <augmented matrix>
p(x) = <write out the polynomial.>

Extra for experts: Write a module for printing polynomials in a nice way. Terms with 0 coefficients should not be included unless the entire polynomial is 0. The constant term should be written as just the coefficient, not multiplied by $x^{*}0$. The linear term

should be written as x , not as x^{**1} . Negative terms should be subtracted, not added with a negative. E.g. The polynomial with coefficients $[2.0, 0.0, -5.0, 0.0]$ would be written as

$$2.0 - 5.0*x^{**2}$$

Checklist:

Module files: **matIO.py**, **LUdecomp.py**

Main program file: **na04.py**

Input file: **na04in.txt**

Extra credit: module **poly.py**