

SYSTEMS OF LINEAR EQUATIONS

EXERCISE 7

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Solving a Linear System with LU  
Decomposition

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# 1 Introduction

In this exercise I am going to use solve a linear system  $A\vec{x} = \vec{y}$  using LU decomposition. The goal is to verify that first element of the unknowns vector,  $x_1$ , will contain an approximation of  $e - 2$ .

As we've seen in class, there are multiple ways of solving a linear system  $AX = B$ . Assume  $A$  is a  $n \times n$  square matrix,  $B$  is a "constant" term matrix  $n \times h$ , and  $X$  is a  $n \times h$  unknown matrix. To solve for  $X$ , we could compute the inverse of  $A$  and find  $x = A^{-1}y$ . We've seen that this approach, however, requires more computations than necessary and returns a less accurate result.

On the other hand, the LU decomposition technique is a way to represent the matrix  $A$  in the form of simpler matrices,  $L$  and  $U$  (lower triangular and upper triangular matrices, respectively):

$$PA = LU$$

This method uses forward substitution (solving for  $Y$  from  $LY = B$ ) and backward substitution (solving for  $X$  from  $UX = Y$ ). I'll be specifically solving the system by using Gaussian Elimination with partial pivoting, which reduces round-offs errors compared to its naive implementation. I'll also be calculating the error and the condition number as the variable  $n$  increases, and plot the results.

## 2 Tools

The following programming language and libraries have been used in this exercise:

- C
- GSL (GNU Scientific Library)

The following double-precision GSL data types have been used in the exercise:

- `gsl_vector`
- `gsl_matrix`
- `gsl_permutation`

The following GSL methods have been used in the exercise:

- `gsl_matrix_alloc(size1, size2)`
- `gsl_matrix_set_zero(matrix)`
- `gsl_matrix_set(matrix, row, column, value)`
- `gsl_matrix_get(matrix, row, column)`
- `gsl_vector_alloc(size)`
- `gsl_vector_set_zero(vector)`
- `gsl_vector_set(vector, index, value)`
- `gsl_vector_get(vector, index)`
- `gsl_matrix_memcpy(matrixToCopyFrom, matrix)`
- `gsl_linalg_SV_decomp(A, V, S, workspaceVector)`
- `gsl_vector_minmax(vector, minInVector, maxInVector)`

In order to factorize a matrix into the LU decomposition, and then solve the square system  $Ax = y$  using the decomposition of A, I've used the following methods:

- `gsl_linalg_LU_decomp(A, permutation, signum)`
- `gsl_linalg_LU_solve(LU, permutation, b, x)`
- `gsl_permutation_alloc(size)`

### 3 Solving the linear system

In order to solve the system  $Ax = y$ , I first need to build the matrix  $A$  by understanding how it's build. The requirements are to build a tridiagonal matrix with the values  $-1$  on the adjacent upper diagonal, the entries  $+1$  on the adjacent lower diagonal, and on the main diagonal the values  $b_i$ , with  $i = 1, \dots, n$  given by

$$b_i = \frac{2(i+1)}{3}, \quad i+1 = 3, 6, 9, \dots$$

$$b_i = 1, \quad i+1 = 2, 4, 5, 7, 8, \dots$$

By looking closely at the first rule, we see that the  $i+1$  are all multiples of 3 ( $i+1 = 3 * k$ , for some  $k$ ). Hence the  $i$  are of the form  $i = 3 * k - 1$ , for some  $k$ . For  $n = 5$ , for example, this is what the matrix looks like:

$$\begin{bmatrix} 1.0000000000 & -1.0000000000 & 0.0000000000 & 0.0000000000 & 0.0000000000 \\ 1.0000000000 & 2.0000000000 & -1.0000000000 & 0.0000000000 & 0.0000000000 \\ 0.0000000000 & 1.0000000000 & 1.0000000000 & -1.0000000000 & 0.0000000000 \\ 0.0000000000 & 0.0000000000 & 1.0000000000 & 1.0000000000 & -1.0000000000 \\ 0.0000000000 & 0.0000000000 & 0.0000000000 & 1.0000000000 & 4.0000000000 \end{bmatrix}$$

The coefficients matrix  $A$  is first allocated by using the `gsl_matrix_alloc` method, then I set all the elements to zero with `gsl_matrix_set_zero` and finally nested `for` loops fill the diagonal values by checking the indexes. The coefficients reported above on the diagonal have 5 significant digits for improve the readability of this report.

I used the `gsl_vector_alloc` method to create an instance of the vector. All of its elements were set to zero by using `gsl_vector_set_zero(vector)`. The exercise asks us to set the first element of the  $y$  vector to one, so I used `gsl_vector_set(vector, 0, 1)` to assign the value 1 to index 0. For  $n = 5$ , we have:

$$\vec{y} = \begin{bmatrix} 1.0000000000 \\ 0.0000000000 \\ 0.0000000000 \\ 0.0000000000 \\ 0.0000000000 \end{bmatrix}$$

Given the  $Ax = y$  system, my goal is now to find the vector of the unknowns  $x$ . To do so, I first factorize  $A$  into its LU decomposition by allocating a new matrix (so that the matrix which represents  $A$  doesn't get overridden) using `gsl_matrix_memcpy` and then by calling `gsl_linalg_LU_decomp`. This method utilizes Gaussian Elimination with partial pivoting to compute the decomposition. The following is the  $LU$  matrix for  $n = 5$ :

$$LU = \begin{bmatrix} 1.0000000000 & -1.0000000000 & 0.0000000000 & 0.0000000000 & 0.0000000000 \\ 1.0000000000 & 3.0000000000 & -1.0000000000 & 0.0000000000 & 0.0000000000 \\ 0.0000000000 & 0.3333333333 & 1.3333333333 & -1.0000000000 & 0.0000000000 \\ 0.0000000000 & 0.0000000000 & 0.7500000000 & 1.7500000000 & -1.0000000000 \\ 0.0000000000 & 0.0000000000 & 0.0000000000 & 0.5714285714 & 4.5714285714 \end{bmatrix}$$

I can now use the  $LU$  matrix to solve the system by passing  $LU$ ,  $x$ , a permutation structure `gsl_permutation` and  $y$  to `gsl_linalg_LU_solve`. This method uses forward and back-substitution to modify the contents of the  $x$  vector given in input, which now looks like this (for  $n = 5$ ):

$$\vec{x} = \begin{bmatrix} 0.7187500000 \\ -0.2812500000 \\ 0.1562500000 \\ -0.1250000000 \\ 0.0312500000 \end{bmatrix}$$

The first element looks contains an approximation of  $e - 2$ . By increasing the size of the matrix  $n$ ,  $x_i$  becomes increasingly more precise. For  $n = 10$ , for example:

$$\vec{x} = \begin{bmatrix} 0.7182817183 \\ -0.2817182817 \\ 0.1548451548 \\ -0.1268731269 \\ 0.0279720280 \\ -0.0149850150 \\ 0.0129870130 \\ -0.0019980020 \\ 0.0009990010 \\ -0.0009990010 \end{bmatrix}$$

Then, I calculate the condition number of the matrix  $A$  of order  $n$  which will give me a better idea if this is a well-conditioned or an ill-conditioned linear system. In GSL there is no direct function that calculates the condition number, but it's possible to use the ratio of the largest singular value of matrix  $A$ ,  $\sigma_n(A)$ , to the smallest  $\sigma_1(A)$ :

$$\kappa(A) := \frac{\sigma_n(A)}{\sigma_1(A)} = \frac{\|A\|}{\|A^{-1}\|^{-1}}$$

I proceed to factorize  $A$  into its singular value decomposition  $SVD$  using the `gsl_linalg_SV_decomp` method, and then use `gsl_vector_minmax` to extract the minimum and maximum singular values out of the vector  $S$  that contains the diagonal elements of the singular value matrix.

For  $n = 5$ , the condition number is

$$\kappa(A) = \frac{\sigma_n(A)}{\sigma_1(A)} = \frac{4.2051006107}{1.1426432872} = 3.6801516779$$

For  $n = 10$ , the condition number is

$$\kappa(A) = \frac{\sigma_n(A)}{\sigma_1(A)} = \frac{6.2820508697}{1.1424251953} = 5.4988728328$$

I calculate the error by subtracting the computed solution  $x_1^*$  from the exact mathematical solution  $\tilde{x}$  (which can be obtained by using the `M.E` GSL constant minus 2).

Finally, I am now going to insert the  $x_1$  component, the error, and the condition number for  $n$  from 1 to 50 in the next page. I chose  $n = 50$  as the upper limit because it looks like the error doesn't get better after  $n = 20$ .

$n$	$\tilde{x}_1$	$x_1^* - \tilde{x}_1$	$\kappa(A_n)$
1	1.0000000000000000	-0.2817181715409549	1.0000000000000000
2	0.6666666666666667	0.0516151617923784	1.7675918792439982
3	0.7500000000000000	-0.0317181715409549	2.5615528128088298
4	0.7142857142857142	0.0039961141733309	2.2586960380558874
5	0.7187500000000000	-0.0004681715409549	3.6801516778795333
6	0.7179487179487180	0.0003331105103271	3.9538640020225495
7	0.7183098591549295	-0.0000280306958844	3.8476746091189153
8	0.7182795698924731	0.0000022585665720	5.3770375880477213
9	0.7182835820895522	-0.0000017536305071	5.7275818392893347
10	0.7182817182817183	0.0000001101773268	5.4988728328025962
11	0.7182818352059925	-0.0000000067469474	7.1003357703679963
12	0.7182818229439497	0.0000000055150954	7.5821646375997114
13	0.7182818287356958	-0.0000000002766507	7.1955317021216594
14	0.7182818284454013	0.0000000000136438	8.8331498923754399
15	0.7182818284705836	-0.0000000000115385	9.4880747300490409
16	0.7182818284585635	0.0000000000004816	8.9115586964085285
17	0.7182818284590651	-0.0000000000000200	10.5715228483523767
18	0.7182818284590280	0.0000000000000171	11.4201824603811897
19	0.7182818284590458	-0.0000000000000007	10.6381340746273825
20	0.7182818284590452	-0.0000000000000001	12.3131996586543000
21	0.7182818284590453	-0.0000000000000002	13.3688310431707524
22	0.7182818284590453	-0.0000000000000002	12.3710782126140035
23	0.7182818284590453	-0.0000000000000002	14.0570047940165566
24	0.7182818284590453	-0.0000000000000002	15.3286298262578065
25	0.7182818284590453	-0.0000000000000002	14.1081637697318296
26	0.7182818284590453	-0.0000000000000002	15.8022624874376820
27	0.7182818284590453	-0.0000000000000002	17.2963070591942554
28	0.7182818284590453	-0.0000000000000002	15.8480934751923019
29	0.7182818284590453	-0.0000000000000002	17.5485561661636069
30	0.7182818284590453	-0.0000000000000002	19.2697572434997504
31	0.7182818284590453	-0.0000000000000002	17.5900604343512654
32	0.7182818284590453	-0.0000000000000002	19.2956148454130130
33	0.7182818284590453	-0.0000000000000002	21.2475632526110978
34	0.7182818284590453	-0.0000000000000002	19.3335364470429454
35	0.7182818284590453	-0.0000000000000002	21.0432545577449801
36	0.7182818284590453	-0.0000000000000002	23.2287362210777601
37	0.7182818284590453	-0.0000000000000002	21.0781612793335533
38	0.7182818284590453	-0.0000000000000002	22.7913459874268973
39	0.7182818284590453	-0.0000000000000002	25.2125651999996911
40	0.7182818284590453	-0.0000000000000002	22.8236808378170366
41	0.7182818284590453	-0.0000000000000002	24.5397955641461145
42	0.7182818284590453	-0.0000000000000002	27.1985260013623389
43	0.7182818284590453	-0.0000000000000002	24.5699107748932342
44	0.7182818284590453	-0.0000000000000002	26.2885339032351872
45	0.7182818284590453	-0.0000000000000002	29.1862237020870907
46	0.7182818284590453	-0.0000000000000002	26.3167141046176667
47	0.7182818284590453	-0.0000000000000002	28.0375084620521520
48	0.7182818284590453	-0.0000000000000002	31.1753551463410439
49	0.7182818284590453	-0.0000000000000002	28.0639869168957361
50	0.7182818284590453	-0.0000000000000002	29.7866787202101015

## 4 Observations

It can be observed that as  $n$  increases, the  $\tilde{x}_1$  component gets incrementally closer to the actual  $e - 2$  value. The condition number also gets incrementally bigger. It can be noticed, however, that a large condition number doesn't necessarily mean that the error will be large in all cases, just that it is possible to have a large error.

The linear system appears to be ill-conditioned for most  $n$ .