

# CSC349A Numerical Analysis

Lecture 11

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### Table of Contents I



- 1 Naive Gaussian Elimination
- 2 Pseudocode for Naive Gaussian Elimination
- 3 Counting floating point operations

R. Little 2 / 18

### Systems of Linear Equations



- Math background pg. 231-241
- Review if necessary
  - matrix notation
  - transpose
  - matirx operations addition and multiplication
  - inverses, determinants
  - triangular matirces
- For motivations in Engineering see Chapter 12 Case Studies - pg. 319-330
  - Steady-state analysis of systems of reactors
  - Analysis of a statically determinate truss
  - Currents and voltages in resistor circuits
  - Spring-mass systems

R. Little 3 / 18

### Naive Gaussian Elimination



**Notation** for a system of n linear equations in n unknowns:

$$Ax = b$$

#### where

- $\blacksquare$  A is an  $n \times n$  nonsingular matirx, and
- x and b are column vectors with n entries.

R. Little 4 / 18

### Naive Gaussian Elimination



That is, given A and b, solve for x in

$$a_{11}x_1 + a_{12}x_2 + \dots + a_{1n}x_n = b_1$$

$$a_{21}x_1 + a_{22}x_2 + \dots + a_{2n}x_n = b_2$$

$$\vdots$$

$$a_{n1}x_1 + a_{n2}x_2 + \dots + a_{nn}x_n = b_n$$

or

$$\begin{bmatrix} a_{11} & a_{12} & \dots & a_{1n} \\ a_{21} & a_{22} & \dots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{n1} & a_{n2} & \dots & a_{nn} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix} = \begin{bmatrix} b_1 \\ b_2 \\ \vdots \\ b_n \end{bmatrix}$$

. Little 5/18

### Theoretical basis for Gaussian Elimination



You can apply any of the following 3 elementary row operations to Ax = b without changing the solution.

- i multiply any equation  $E_i$  by a nonzero constant  $\lambda$
- ii replace equation  $E_i$  by  $E_i + \lambda E_j$
- iii interchange any two equations  $E_i$  and  $E_j$

**Naive Gaussian Elimination** uses operation ii, only, to do the following:

- reduce the coefficient matrix A to upper triangular form **forward elimination**
- 2 solve the reduced matrix for x back-substitution

R. Little 6 / 18

### In General



After forward elimination we have the augmented matrix

$$\begin{bmatrix} a_{11} & a_{12} & \dots & a_{1n} & b_1 \\ 0 & a_{22}^{(1)} & \dots & a_{2n}^{(1)} & b_2^{(1)} \\ \vdots & \vdots & \ddots & \vdots & \vdots \\ 0 & 0 & \dots & a_{nn}^{(n-1)} & b_n^{(n-1)} \end{bmatrix}$$

and then we back-substitute

$$x_n = \frac{b_n^{(n-1)}}{a_{nn}^{(n-1)}}, x_i = \frac{b_i^{(i-1)} - \sum_{j=i+1}^n a_{ij}^{(i-1)} x_j}{a_{ii}^{(i-1)}}$$

R. Little 7/18

### **Notes**



- When implemented we overwrite *A* and *b*, thus no need for the superscripts.
- 2 Don't need to calculate, nor store the lower 0's.
- The entries  $a_{11}$ ,  $a_{22}^{(1)}$ ,  $a_{33}^{(2)}$ , ...,  $a_{n-1,n-1}^{(n-2)}$  are called the <u>pivots</u>. They are the denominators in the multipliers <u>must be nonzero</u>.

R. Little 8/18

### Table of Contents I



- 1 Naive Gaussian Elimination
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R. Little 9 / 18

### Forward Elimination Pseudocode



# **Algorithm 1** pseudocode for the calculation of forward elimination

```
1: for k = 1 to n - 1 do
2: for i = k + 1 to n do
3: factor = a_{i,k}/a_{k,k}
4: for j = k + 1 to n do
5: a_{i,j} = a_{i,j} - factor \times a_{k,j}
6: end for
7: b_i = b_i - factor \times b_k
8: end for
9: end for
```

R. Little 10/18

### Backward substitution pseudocode



# **Algorithm 2** pseudocode for the calculation of back substitution

- 1:  $x_n = b_n/a_{n,n}$
- 2: **for** i = n 1 to 1 **do**
- 3:  $sum = b_i$
- 4: **for** j = i + 1 to n **do**
- 5:  $sum = sum a_{i,j} \times x_j$
- 6: end for
- 7:  $x_i = sum/a_{i,i}$
- 8: end for

R. Little 11/16

### Table of Contents I



- 1 Naive Gaussian Elimination
- 2 Pseudocode for Naive Gaussian Elimination
- 3 Counting floating point operations

R. Little 12 / 18

## Floating-point operations



The most common measure of the efficiency of algorithms for solving linear systems Ax = b is a floating-point operation (flop) count. This is determined as a function of n, the order of the matrix A.

The analysis uses the following identities:

$$\sum_{i=1}^{m} i = 1 + 2 + 3 + \dots + i = \frac{m(m+1)}{2}$$

$$\sum_{i=1}^{m} i^2 = 1^2 + 2^2 + 3^2 + \dots + i^2 = \frac{m(m+1)(2m+1)}{6}$$

Analysis of the Naive Gaussian Elimination algorithm: count the number of floating point add/subtracts and multiplies/divides.

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### Forward Elimination I



The forward elimination iterates over the rows of the matrix to calculate the factors (or multipliers) and each time there is one less row to consider. Therefore the number of divides is:

$$(n-1)+(n-2)+\cdots+1=\sum_{i=1}^{n-1}i=\frac{(n-1)n}{2}$$

For each one of these multipliers all the entries in the corresponding row (except the zeros) are subtracted and multiplies. Therefore the number of subtractions and the number of multiplications are both:

$$(n-1)^2 + (n-2)^2 + \dots + 1^2 = \sum_{i=1}^{n-1} i^2 = \frac{(n-1)(n)(2n-1)}{6}$$

. Little 14/18

### Foward Elimination II



We also have to do the corresponding subtracts and multiplies for *b* both of which are:

$$(n-1)+(n-2)+\cdots+(1)=\frac{(n-1)n}{2}$$

Therefore the forward elimination totals are:

$$\label{eq:number of mult/div} \begin{aligned} \text{number of mult/div} &= \frac{2n^3 + 3n^2 - 5n}{6} \\ \text{number of add/sub} &= \frac{2n^3 - 2n}{6} \end{aligned}$$

R. Little 15 / 18

### Back substitution



We have one initial division followed by:

number of subtracts 
$$= 1 + 2 + \cdots + (n-1) = \frac{(n-1)n}{2}$$
  
number of multiplies  $= 1 + 2 + \cdots + (n-1) = \frac{(n-1)n}{2}$ 

with the last number of divides being n-1.

Therefore for back substituion the total is:

number of mult/div = 
$$\frac{n^2 + n}{2}$$
  
number of add/sub =  $\frac{n^2 - n}{2}$ 

R. Little 16 / 18

### Discussion



The purpose of the flop count is to give a measure of how computation time increases as the problem size n increases. For example, it can help us determine that the forward elimination is much more time consuming than the back substitution.

For Forward elimination we have

$$\approx \frac{n^3}{3} + \frac{n^3}{3} = \frac{2n^3}{3}$$
 flops

The notation  $O(n^3)$  is used to indicate the order of increase with problem size without taking into account the constants.

R. Little 17 / 18

### Discussion II



For Back substitution we have

$$\frac{n^2 + n}{2} + \frac{n^2 - n}{2} = n^2$$

For example, a  $2n \times 2n$  linear system requires about 8 times the computation time than an  $n \times n$  linear system as the cost of the forward elimination step would be

$$\frac{2(2n)^3}{3} = 8(\frac{2n^3}{3}).$$

R. Little 18/18