Problem 1:

$$\mathbf{E}$$
)

$$A = \begin{bmatrix} 3 & 5 & 1 \\ 6 & 8 & 6 \\ 12 & 26 & -7 \end{bmatrix} = \underbrace{\begin{bmatrix} 1 & 0 & 0 \\ 2 & 1 & 0 \\ 4 & -3 & 1 \end{bmatrix}}_{=L} \underbrace{\begin{bmatrix} 3 & 5 & 1 \\ 0 & -2 & 4 \\ 0 & 0 & 1 \end{bmatrix}}_{=U}, \qquad A * \underbrace{\begin{bmatrix} 6 \\ 1 \\ 4 \end{bmatrix}}_{x} = \begin{bmatrix} 27 \\ 68 \\ 70 \end{bmatrix}.$$

Problem 2

Ea) Let ℓ_{jk} be the coefficients of L, i. e.

$$L = \begin{bmatrix} 1 & 0 & & & \\ \ell_{21} & 1 & 0 & & \\ \ell_{31} & \ell_{32} & 1 & 0 & & \\ \vdots & & \ddots & & \\ \vdots & & & & \\ \ell_{n1} & \ell_{n2} & \dots & \dots & \ell_{n,n-1} & 1 \end{bmatrix}$$

We need to solve the equations

$$\begin{array}{rcl} x_1 & = & b_1 \\ & \ell_{21}x_1 + x_2 & = & b_2 \\ & \ell_{31}x_1 + \ell_{32}x_2 + x_3 & = & b_3 & \text{etc.} \end{array}$$

Reordering gives

$$x_1 = b_1$$

 $x_2 = b_2 - \ell_{21}x_1$
 $x_3 = b_3 - \ell_{31}x_1 - \ell_{32}x_2$ etc.

In general:

$$x_k = b_k - \sum_{j=1}^{k-1} \ell_{kj} x_j.$$

These are k-1 multiplications and k-1 additions (or subtractions), i. e. 2(k-1) flops. The index k runs from 2 to n. In total

$$2+4+6+\ldots+2(n-1)=n(n-1)$$

flops (use the formula from assignment 1).

Eb) To compute one entry in the product matrix AB we need n multiplications and n-1 additions. The product matrix has n^2 entries. The total number of flops used to multiply $n \times n$ -matrices is then

$$n^2(n + (n - 1)) = 2n^3 - n^2.$$

Problem 3

clear.

Problem 4

E) The ansatz

$$\begin{bmatrix} a_{11} & a_{21} & a_{31} \\ a_{21} & a_{22} & a_{32} \\ a_{31} & a_{32} & a_{33} \end{bmatrix} = \begin{bmatrix} \ell_{11} & 0 & 0 \\ \ell_{21} & \ell_{22} & 0 \\ \ell_{31} & \ell_{32} & \ell_{33} \end{bmatrix} \begin{bmatrix} \ell_{11} & \ell_{21} & \ell_{31} \\ 0 & \ell_{22} & \ell_{32} \\ 0 & 0 & \ell_{33} \end{bmatrix}$$

leads to the equations:

Reordering gives:

$$\begin{array}{llll} a_{11} &=& \ell_{11}^2 & & \ell_{11} &=& \sqrt{a_{11}} \\ a_{21} &=& \ell_{11} \ell_{21} & & \ell_{21} &=& a_{21}/\ell_{11} \\ a_{31} &=& \ell_{11} \ell_{31} & & \ell_{31} &=& a_{31}/\ell_{11} \\ a_{22} &=& \ell_{21}^2 + \ell_{22}^2 & & & \ell_{22} - \ell_{21}^2 \\ a_{32} &=& \ell_{31} \ell_{21} + \ell_{32} \ell_{22} & & \ell_{22} &=& \sqrt{a_{22} - \ell_{21}^2} \\ a_{33} &=& \ell_{33}^2 + \ell_{31}^2 + \ell_{32}^2 & & \ell_{32} &=& (a_{32} - \ell_{31} \ell_{21})/\ell_{22} \\ & & \ell_{33} &=& \sqrt{a_{33} - \ell_{31}^2 - \ell_{32}^2} \end{array}$$

Evaluating for
$$A = \begin{bmatrix} 4 & 10 & -4 \\ 10 & 34 & -7 \\ -4 & -7 & 21 \end{bmatrix}$$
 gives $L = \begin{bmatrix} 2 & 0 & 0 \\ 5 & 3 & 0 \\ -2 & 1 & 4 \end{bmatrix}$.

Problem 5:

E) The idea is to write the quadratic form corresponding to the matrix as sum or difference of squares:

$$\begin{bmatrix} x_1 \\ x_2 \end{bmatrix}^T \begin{bmatrix} 25 & 15 \\ 15 & 7 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = 25x_1^2 + 15x_1x_2 + 15x_2x_1 + 7x_2^2$$

$$= (5x_1)^2 + 2(5x_1)(3x_2) + 7x_2^2$$

$$= (5x_1)^2 + 2(5x_1)(3x_2) + (3x_2)^2 - (3x_2)^2 + 7x_2^2 \qquad \text{(completing the square)}$$

$$= (5x_1 + 3x_2)^2 - 2x_2^2$$

 \Rightarrow matrix is not pos. def. To see this set $x_2 = 1$ and x_1 , such that $5x_1 + 3x_2 = 0$.

Similarly:

$$\begin{bmatrix} x_1 \\ x_2 \end{bmatrix}^T \begin{bmatrix} 25 & 15 \\ 15 & 12 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = (5x_1 + 3x_2)^2 + 3x_2^2$$

 \Rightarrow matrix is pos. def.

$$\begin{bmatrix} x_1 \\ x_2 \end{bmatrix}^T \begin{bmatrix} 25 & 15 \\ 15 & 9 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = (5 x_1 + 3 x_2)^2$$

 \Rightarrow matrix is not pos. def. but only semi-definite. To see this set $x_1 = -3$, $x_2 = 5$.

Problem 6:

E) We have for example

$$\begin{bmatrix} x_1 \\ 0 \\ x_3 \end{bmatrix}^T \underbrace{\begin{bmatrix} a_{11} & a_{21} & a_{31} \\ a_{21} & a_{22} & a_{32} \\ a_{31} & a_{32} & a_{33} \end{bmatrix}}_{-A} \begin{bmatrix} x_1 \\ 0 \\ x_3 \end{bmatrix} = \begin{bmatrix} x_1 \\ x_3 \end{bmatrix}^T \underbrace{\begin{bmatrix} a_{11} & a_{13} \\ a_{31} & a_{33} \end{bmatrix}}_{A([1,3],[1,3])} \begin{bmatrix} x_1 \\ x_3 \end{bmatrix} > 0 \text{ if } A \text{ pos. def. and } [x_1x_3] \neq [00].$$