

# CSC349A Numerical Analysis Lecture 12

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R. Little 1/22

#### Table of Contents I



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

R. Little 2/22

## Systems of Linear Equations



- Math background pg. 235-245
- 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. 325-336
  - Steady-state analysis of systems of reactors
  - Analysis of a statically determinate truss
  - Currents and voltages in resistor circuits

Spring-mass systems

R. Little 3/22

#### 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 4/22

#### 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

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

R. Little 5/22

#### Theoretical basis for Gaussian Elimination



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

- $\blacksquare$  multiply any equation  $E_i$  by a nonzero constant  $\lambda$
- iii replace equation  $E_i$  by  $E_i + \lambda E_j$
- 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

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### Example 1 - Augmented matrix



Solve for the following system of linear equations, with n=3, using Naive Gaussian Elimination.

$$x_1 + x_2 - x_3 = -2$$
  
 $2x_1 - x_2 + 3x_3 = 14$   
 $-x_1 - 2x_2 + x_3 = 3$ 

R. Little 7/22

## Example 1 - Forward elimination step 1



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## Example 1 - Forward elimination step 2



R. Little 9/22

## Example 1 - Back substitution



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#### 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 11/22

#### **Notes**



- When implemented we overwrite *A* and *b*, thus no need for the superscripts.
- 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 12 / 22

#### Table of Contents I



- 1 Naive Gaussian Elimination
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R. Little 13/22

#### 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
```

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### 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 15/22

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- 1 Naive Gaussian Elimination
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R. Little 16/22

## 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.

R. Little 17/22

#### 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 multiplied. Therefore the number of subtractions and the number of multiplications are both:

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

R. Little 18/22

#### 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:

number of mult/div = 
$$\frac{2n^3 + 3n^2 - 5n}{6}$$
number of add/sub = 
$$\frac{2n^3 - 2n}{6}$$

R. Little 19/22

#### **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 substitution the total is:

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

R. Little 20/22

#### 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 21/22

#### 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 22 / 22