

# Gaussian Elimination with Scaled Partial Pivoting

Use the sidebar to switch between examples and the Interactive Playground.

## Interactive Playground

Matrix size

4

Randomize & Solve

Enter the augmented matrix [A | b]:

A[0,0]	A[0,1]	A[0,2]	A[0,3]	b[0]
0.00 - +	0.00 - +	0.00 - +	0.00 - +	0.00 - +
A[1,0]	A[1,1]	A[1,2]	A[1,3]	b[1]
0.00 - +	0.00 - +	0.00 - +	0.00 - +	0.00 - +
A[2,0]	A[2,1]	A[2,2]	A[2,3]	b[2]
0.00 - +	0.00 - +	0.00 - +	0.00 - +	0.00 - +
A[3,0]	A[3,1]	A[3,2]	A[3,3]	b[3]
0.00 - +	0.00 - +	0.00 - +	0.00 - +	0.00 - +

Solve