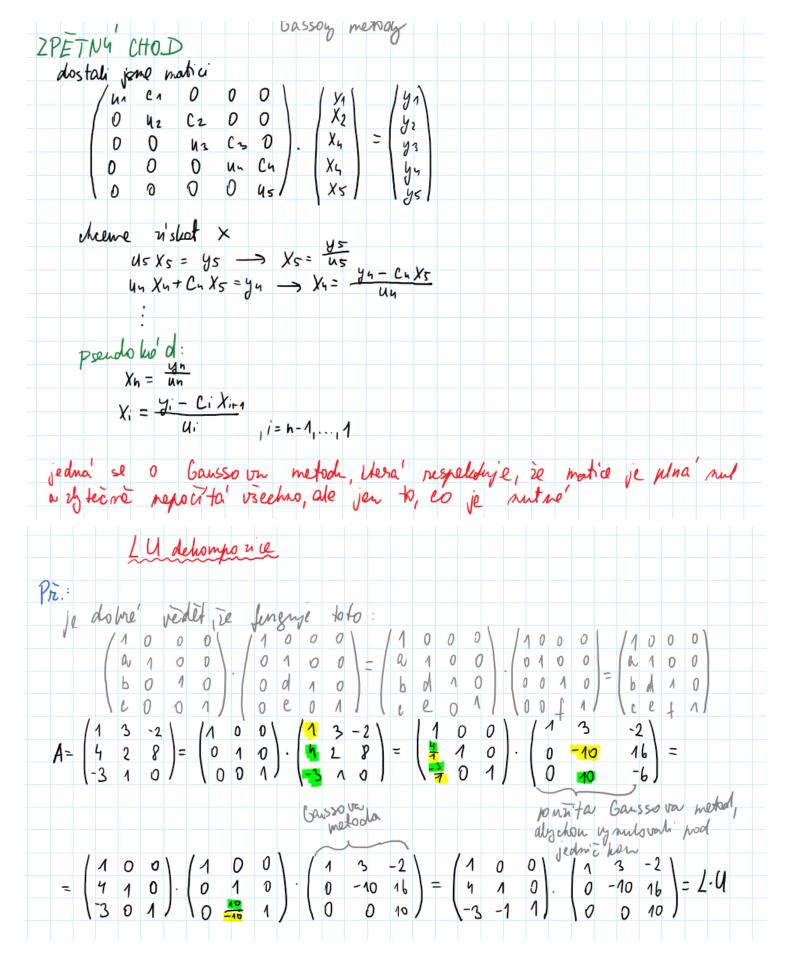
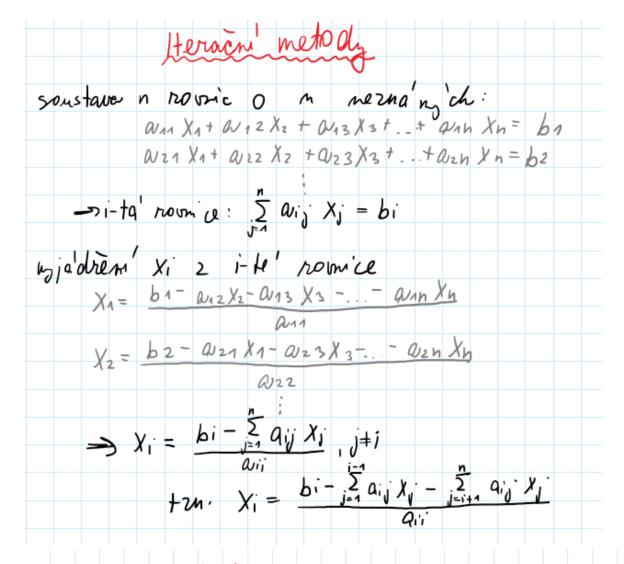
RESENÍ SOUSTAVY ROVNIC
Soustaur muzieme zousat maticove: $A \cdot \vec{x} = \vec{b}$ mortie soustauz: A rozsi'rina' matie soustauz $(A b)$
soustava ma rasem polud h (A) = h (Alb) h-hodnost matil polud h (A) = n : prave je dno rasem' (pocet nembo y ch radku) polud h (A) < n : nekonecine mnoho rasem' n-pocet radku (storper) maticl soustava nema resem', polud h (A) = h (Alb)
Gausso va elininac si metoda PRIMY CHOD pre voi di me rozsi tre nen matici saustavy na herni hroji helmi koy tvar (nulujeme proty pod hlavni diagona (on)
pseudo ko'd: for $(k i a 1 \cdot (n-1)) - n-1$ protoze pad posledn'n problem nz nic pubovat nechti for $(i in (k+\lambda) \cdot n) - v \cdot s$ echoz radly pod $k-b'm$ va'dkem $C = -\frac{a_i k}{a_{kk}}$
for (j in (k+1)(n+1)) - provenjené s rozsírenou matici > k+1 ña dlan - pori a aix ros rezaji ma, tam brde D, ta nehusi ne pre pou tourt
$\begin{array}{c ccccccccccccccccccccccccccccccccccc$
$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$
2PETNY CHOP maine matrice or touch troops: $ \begin{pmatrix} a_{11} & a_{12} & a_{13} & a_{24} \\ 0 & a_{22} & a_{23} & a_{24} \\ 0 & 0 & 0 & a_{44} \end{pmatrix} \begin{pmatrix} y_1 \\ y_2 \\ y_3 \\ y_4 \end{pmatrix} = \begin{pmatrix} b_1 \\ b_2 \\ b_3 \\ b_4 \end{pmatrix} $ $ \begin{pmatrix} b_1 \\ b_2 \\ b_3 \\ b_4 \end{pmatrix} = \begin{pmatrix} b_2 \\ b_3 \\ b_4 \end{pmatrix} $

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aug Xu = by -> Xu = bu
                        033 \times 3 + 034 \times 4 = 63 \longrightarrow \times 3 = \frac{63 - 034 \times 4}{023}
                       R_{22}X_{2} + Q_{23}X_{3} + Q_{24}X_{4} = b_{2} \longrightarrow X_{2} = \frac{b_{2} - Q_{23}X_{3} - Q_{24}X_{4}}{Q_{22}}
y sendoko \frac{1}{8}:
X_n = \frac{6n}{8nn}
   for (i in (h-1):1_n
X_i = \frac{b_i - \sum_{i=1}^{n} a_{i,i}}{a_{i,i}} X_i
             Resem 3-diagonalm matice
   zacinalno s touto matici
       PRIMY CHOD
        chreme youldwat b, a mechat, a prepocitat na u a d
          we pout of no y
      pseudo ko'd:
            U1=01, y1=d1
           U_2 = C_1 \cdot \frac{b_2}{u_1} \cdot y_2 = d_2 - y_1 \cdot \frac{b_2}{u_2}
           Uira = Quira - Ci bira ; yira = dira - yi. bira , i = 1, ... n-1
                                       ui je hoeficient, herry jsme poutali jako c n
Cassoy metody
 ZPETNY CHOD
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Li lower triangular madrix (pod hlavom' diagona lor pou hoef vent, htere pouta'n pri Gausso re divinaci (c-che), na hlavom' diagona'le pout 1, nod U upper drangular madrix (matice, htera om kne po Caussore eliminace) soustava roon'c: $A \cdot \vec{x} = \vec{b}$, $\angle U = A$ $(2 u) \vec{x} = \vec{b}$ $L \cdot (u \vec{x}) = \vec{b}$, $u \cdot \vec{x} = \vec{y}$ - pri grétne'm chodu nejdrive y poutaine 2 1. y = b $\begin{pmatrix} 1 & 0 & 0 \\ l_{21} & 1 & 0 \end{pmatrix} \cdot \begin{pmatrix} y_1 \\ y_2 \\ y_3 \end{pmatrix} = \begin{pmatrix} b_1 \\ b_2 \\ b_3 \end{pmatrix} \cdot \begin{pmatrix} y_1 = b_1 \\ l_{21}y_1 + y_2 = b_2 \rightarrow y_2 = b_2 - l_{21}y_1 \\ l_{31}y_1 - l_{32}y_2 + y_3 = b_3 \rightarrow y_3 = b_3 - l_{31}y_1 - l_{32}y_2$ > yn=bn, yi=bi- I lij yj $\begin{pmatrix} h_{11} & u_{12} & u_{13} \\ 0 & u_{22} & u_{23} \\ 0 & 0 & u_{33} \end{pmatrix} \begin{pmatrix} \chi_1 \\ \chi_2 \\ \chi_3 \end{pmatrix} = \begin{pmatrix} g_1 \\ g_2 \\ \chi_3 \end{pmatrix} \begin{pmatrix} u_{11}\chi_1 + u_{12}\chi_2 + u_{13}\chi_3 = g_1 \longrightarrow \chi_1 = (g_1 - u_{12}\chi_2 + u_{13}\chi_3) / (g_{11} + u_{12}\chi_2 + u_{13}\chi_2) / (g_{12} + u_{13}\chi_2) / (g_{12} + u_{13}\chi_3) \end{pmatrix} = \begin{pmatrix} g_1 \\ \chi_2 \\ \chi_3 \end{pmatrix} \begin{pmatrix} g_1 \\ g_2 \\ g_3 \end{pmatrix} \begin{pmatrix} g_1 \\ g_3 \\ g_3 \end{pmatrix} \begin{pmatrix} g_1 \\ g_2 \\ g_3 \end{pmatrix} \begin{pmatrix} g_1 \\ g_3 \\ g_3 \end{pmatrix} \begin{pmatrix} g_1 \\ g_2 \\ g_3 \end{pmatrix} \begin{pmatrix} g_1 \\ g_3 \\ g_3 \\ g_3 \end{pmatrix} \begin{pmatrix} g_1 \\ g_3 \\ g_3 \\ g_3 \end{pmatrix} \begin{pmatrix} g_1 \\ g_3 \\ g_3 \\ g_3 \end{pmatrix} \begin{pmatrix} g_1 \\ g_3 \\ g_3 \\ g_3 \end{pmatrix} \begin{pmatrix} g_1 \\ g_3 \\ g_3 \\ g_3 \end{pmatrix} \begin{pmatrix} g_1 \\ g_3 \\ g_3 \\ g_3 \end{pmatrix} \begin{pmatrix} g_1 \\ g_2 \\ g_3 \\ g_3 \end{pmatrix} \begin{pmatrix} g_1 \\ g_3 \\ g_3 \\ g_3 \\ g_3 \end{pmatrix} \begin{pmatrix} g_1 \\ g_2 \\ g_3 \\ g_3 \\ g_3 \end{pmatrix} \begin{pmatrix} g_1 \\ g_3 \\ g_3 \\ g_3 \\ g_3 \end{pmatrix} \begin{pmatrix} g_1 \\ g_2 \\ g_3 \\ g_3 \\ g_3 \\ g_3 \end{pmatrix} \begin{pmatrix} g_1 \\ g_2 \\ g_3 \\ g_3$ -> Xn = \frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac}\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\frac{\fra LU rozhlad se hadi, pokud ma'me sta'le stejmon matici hoefi cientin' a meni se jen pravoi strana (B) - nde la se jednar LU rozhlad a pato se jen dopo u'ta'va J a z nej X s jinjin' hoefi cieng B -> rychlej si nez sta'le dakole de lat Gaussova eliminaci



Jaho li hi meto da

200 li me si pocita è mi odhad reseni - $X^{(a)} = (0, 0, 0, ..., 0)$ $(+2m) \times_{1}^{(a)} = 0 \times_{2}^{(a)} = 0, ..., \times_{n}^{(a)} = 0)$ pomoci $X^{(a)}$ spocita me $X^{(a)}$, nomoci $X^{(a)}$ ziske me $X^{(a)}$, co jsoc stalle presnejsi viskoldy $X_{i}^{(k+1)} = b_{i} - \sum_{j=1}^{n} a_{ij} X_{j}^{(k)} - \sum_{j=1+1}^{n} a_{ij} X_{j}^{(k)}$ $X_{i}^{(k+1)} = b_{i} - \sum_{j=1}^{n} a_{ij} X_{j}^{(k)} - \sum_{j=1+1}^{n} a_{ij} X_{j}^{(k)}$ Stejna jako Jaho biho yen metoda

stejna jako Jaho biho yen metoda pro X_{i} , X_{i} , X_{i-1} $X_{i}^{(k+1)} = b_{i} - \sum_{j=1}^{n} a_{ij} X_{j}^{(k+1)} - \sum_{j=1+1}^{n} a_{ij} X_{j}^{(k)}$ $X_{i}^{(k+1)} = b_{i} - \sum_{j=1}^{n} a_{ij} X_{j}^{(k+1)} - \sum_{j=1+1}^{n} a_{ij} X_{j}^{(k)}$