

Math 170A HW3

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Problem 1.

```
Gauss_solve.m
function x = Gauss_solve(A,b)
1
2
3   if (size(A,1) ~= size(A,2))
4       error('A is not square')
5   end
6
7   if (size(A,2) ~= size(b,1))
8       error("A and b dimensions don't match")
9   end
10
11   n = size(A,1);
12   L = eye(n);
13
14   for i = 1:n
15
16       index = max_entry(A,i);
17       A = swap(A, i, index);
18       b = swap(b, i, index);
19
20       if A(i,i) == 0
21           error('A is not invertible')
22       end
23
24       for j = i+1 : n
25           L(j,i) = A(j,i)/A(i,i);
26
27           for k = i+1: n
28               A(j,k) = A(j,k) - L(j,i)*A(i,k);
29           end
30
31           A(j,i) = 0;
32           b(j) = b(j) - L(j,i)*b(i);
33       end
34   end
35
36   % this is the function you'll write in HW2
37   % that solves upper triangular systems
38   x = solve_upper_tri(A,b);
39 end
```

Figure 1: *Gauss_solve.m*

Problem 2.

$$\begin{aligned} & \begin{bmatrix} 2 & 2 & -4 \\ 1 & 1 & 5 \\ 1 & 3 & 6 \end{bmatrix} \Rightarrow (\text{row } 2 - 0.5 \times \text{row } 1, \text{ row } 3 - 0.5 \times \text{row } 1) \\ \Rightarrow & \begin{bmatrix} 2 & 2 & -4 \\ 0 & 0 & 7 \\ 0 & 2 & 8 \end{bmatrix} \Rightarrow (\text{row } 2 \text{ and row } 3 \text{ swap}) \\ \Rightarrow & \begin{bmatrix} 2 & 2 & -4 \\ 0 & 2 & 8 \\ 0 & 0 & 7 \end{bmatrix} \\ \Rightarrow & P = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 1 \\ 0 & 1 & 0 \end{bmatrix}; \quad L = \begin{bmatrix} 1 & 0 & 0 \\ 0.5 & 1 & 0 \\ 0.5 & 0 & 1 \end{bmatrix}; \quad U = \begin{bmatrix} 2 & 2 & -4 \\ 0 & 2 & 8 \\ 0 & 0 & 7 \end{bmatrix} \end{aligned}$$

Problem 3.

$$\begin{aligned}
 \begin{bmatrix} 1 & 0 & 2 \\ 0 & 1 & -1 \\ 2 & -1 & 9 \end{bmatrix} &= \begin{bmatrix} r_{1,1} & 0 & 0 \\ r_{1,2} & r_{2,2} & 0 \\ r_{1,3} & r_{2,3} & r_{3,3} \end{bmatrix} \begin{bmatrix} r_{1,1} & r_{1,2} & r_{1,3} \\ 0 & r_{2,2} & r_{2,3} \\ 0 & 0 & r_{3,3} \end{bmatrix} \\
 &\Rightarrow r_{1,1} = \sqrt{1} = 1 \\
 &\Rightarrow r_{1,1} \times r_{1,2} = 0 \Rightarrow r_{1,2} = 0 \\
 &\Rightarrow r_{1,1} \times r_{1,3} = 2 \Rightarrow r_{1,3} = 2 \\
 &\Rightarrow r_{1,2}^2 + r_{2,2}^2 = 1 \Rightarrow r_{2,2} = 1 \\
 &\Rightarrow r_{1,2} \times r_{1,3} + r_{2,2} \times r_{2,3} = -1 \Rightarrow r_{2,3} = -1 \\
 &\Rightarrow r_{1,3}^2 + r_{2,3}^2 + r_{3,3}^2 = 9 \Rightarrow r_{3,3} = 2 \\
 &\Rightarrow R = \begin{bmatrix} 1 & 0 & 2 \\ 0 & 1 & -1 \\ 0 & 0 & 2 \end{bmatrix}
 \end{aligned}$$

Since all the diagonal entries are greater than 0, R is positive definite.

Problem 4. $B = X^\top AX = X^\top R^\top RX = (RX)^\top (RX)$. Let $M = RX$, then $B = (RX)^\top (RX) \Leftrightarrow B = M^\top M$. Since R, X are both invertible with determinant $\neq 0$, M is also invertible with determinant $\neq 0$.

$B^\top = (M^\top M)^\top = M^\top M = B$. So B is symmetric.

Then let $\vec{x} \neq \vec{0}$. $\vec{x}^\top B \vec{x} = \vec{x}^\top M^\top M \vec{x} = (M\vec{x})^\top M\vec{x} = M\vec{x} \cdot M\vec{x}$. Let $y = M\vec{x}$. Since M is invertible and $\vec{x} \neq \vec{0}$, $y \neq \vec{0}$. Hence, $M\vec{x} \cdot M\vec{x} = y \cdot y > 0$.

Therefore, B is positive definite.

Problem 5.

a)

$$\begin{aligned}
 A = \begin{bmatrix} 1 & 1 & 0 & 0 & 0 \\ 2 & 3 & 3 & 0 & 0 \\ 0 & 1 & 2 & 1 & 0 \\ 0 & 0 & 2 & 3 & 1 \\ 0 & 0 & 0 & 5 & 2 \end{bmatrix} &\Rightarrow L = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 \\ 2 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \end{bmatrix}; \quad U = \begin{bmatrix} 1 & 1 & 0 & 0 & 0 \\ 0 & 1 & 3 & 0 & 0 \\ 0 & 1 & 2 & 1 & 0 \\ 0 & 0 & 2 & 3 & 1 \\ 0 & 0 & 0 & 5 & 2 \end{bmatrix} \\
 &\Rightarrow L = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 \\ 2 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \end{bmatrix}; \quad U = \begin{bmatrix} 1 & 1 & 0 & 0 & 0 \\ 0 & 1 & 3 & 0 & 0 \\ 0 & 0 & -1 & 1 & 0 \\ 0 & 0 & 2 & 3 & 1 \\ 0 & 0 & 0 & 5 & 2 \end{bmatrix} \\
 &\Rightarrow L = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 \\ 2 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 0 \\ 0 & 0 & -2 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \end{bmatrix}; \quad U = \begin{bmatrix} 1 & 1 & 0 & 0 & 0 \\ 0 & 1 & 3 & 0 & 0 \\ 0 & 0 & -1 & 1 & 0 \\ 0 & 0 & 0 & 5 & 1 \\ 0 & 0 & 0 & 5 & 2 \end{bmatrix} \\
 &\Rightarrow L = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 \\ 2 & 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 0 \\ 0 & 0 & -2 & 1 & 0 \\ 0 & 0 & 0 & 1 & 1 \end{bmatrix}; \quad U = \begin{bmatrix} 1 & 1 & 0 & 0 & 0 \\ 0 & 1 & 3 & 0 & 0 \\ 0 & 0 & -1 & 1 & 0 \\ 0 & 0 & 0 & 5 & 1 \\ 0 & 0 & 0 & 0 & 1 \end{bmatrix}
 \end{aligned}$$

L is a lower triangular matrix with bandwidth $s = 1$ (only have non-zero entries on diagonal and subdiagonal), and U is an upper triangular matrix with bandwidth $t = 1$ (only have non-zero entries on diagonal and superdiagonal).

- b) L would be a lower triangular matrix with bandwidth s and U would be an upper triangular matrix with bandwidth t .