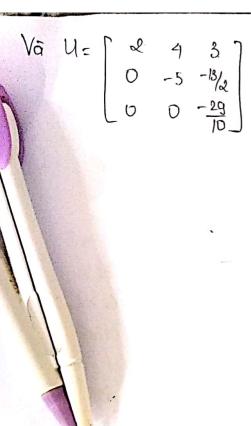
$\begin{bmatrix} \frac{2+0}{2+0} & \frac{2+1}{2+0} & \frac{2+2}{2+0} \\ \frac{1}{2+0} & \frac{1}{2+0} & \frac{1}{2+0} \end{bmatrix}$ Phường pháp khủ Gauss, và các phích ma trận LU, PLU $\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 0 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \\ 2 \end{bmatrix} \rightarrow \begin{bmatrix} A1b \\ -1 \end{bmatrix} = \begin{bmatrix} 1 & 2 & 3 & | & 1 \\ 4 & 5 & 6 & | & 0 \\ 7 & 8 & 0 & | & 2 \end{bmatrix}$ khứ Gauss: [Alb] $\frac{42-94}{13-341}$ $= \begin{bmatrix} 1 & 2 & 3 & | & 1 \\ 0 & -3 & -6 & | & -4 \\ 0 & -6 & -21 & | & -5 \end{bmatrix}$ $= \begin{bmatrix} 1 & 2 & 3 & | & 1 \\ 0 & -8 & -6 & | & -9 \\ 0 & 0 & -9 & | & 3 \end{bmatrix}$ Giái hir duối lên . 25 = -{ } , 25 = 2, 21 = -2 khair quât hoa: Ar = b. D L1 Ax = L1. b vs L1 = [100] -(D durger)
P2 Gauss vs n=3 $\frac{\text{(2)}}{\text{(2)}} l_1 Ax = l_2 l_1 b \text{ vs } l_2 = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \end{bmatrix}$ VIX = b (giái từ dưới lên tim xc)Tổng quất: Ax = b. -> Ln-, Ln-g - ... L, Ax = Ln-, Ln-z ... L, b Phích Ma trán: $A = (\frac{1}{2n-1}\frac{1}{2n-2} - \frac{1}{2})^{T}U$ $= A = \frac{1}{2n-1}\frac{1}{2n-2} - \frac{1}{2n-2}\frac{1}{2n-2}$ $= A = \frac{1}{2n-2}\frac{1}{2n$ Thong VP tren: $l_1 = \begin{bmatrix} 1 & 0 & 0 \\ -4 & 1 & 0 \\ -7 & 0 & 1 \end{bmatrix}$, $l_2 = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -2 & 1 \end{bmatrix}$ BAI TAP VE GIAI HE PHUD'NG TRINH Are = b. 224 + 422 + 320 = 3 lâu 3; 3x4 + 1/2 - 2x2 = 3 924 + M2, + 722 = 4 $\begin{bmatrix}
 A1b \end{bmatrix} = \begin{bmatrix}
 2 & 4 & 5 & 5 \\
 3 & 1 & -2 & 5 \\
 4 & 11 & 7 & 4
\end{bmatrix}
 \begin{bmatrix}
 1 & -\frac{2}{5}H_1 \\
 1 & -\frac{2}{5}H_2
\end{bmatrix}
 \begin{bmatrix}
 2 & 4 & 3 & 3 \\
 0 & -5 & -\frac{15}{2} & -\frac{3}{2} \\
 0 & 3 & 1 & -2
\end{bmatrix}
 \begin{bmatrix}
 2 & 4 & 5 & 13 \\
 0 & -5 & -\frac{15}{2} & -\frac{3}{2} \\
 0 & 0 & -\frac{29}{2} & -\frac{3}{2}
\end{bmatrix}$ -> 1g=1, 2=-1, 1g 2=2 $L_{1} = \begin{bmatrix} 1 & 0 & 0 \\ -\frac{3}{4} & 1 & 0 \\ -\frac{3}{4} & 0 & 1 \end{bmatrix}, \quad L_{2} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 3 & 1 \end{bmatrix} \Rightarrow \begin{bmatrix} (L_{2}L_{1})^{2} = \begin{bmatrix} 1 & 0 & 0 \\ \frac{3}{4} & 1 & 0 \\ 0 & 3 & 1 \end{bmatrix}$



Vây ptích 2U:

$$L = \begin{bmatrix} 1 & 0 & 0 \\ \frac{3}{2} & 1 & 0 \\ 2 & -\frac{3}{5} & 1 \end{bmatrix}, \quad U = \begin{bmatrix} 2 & 4 & 3 \\ 0 & -5 & -\frac{13}{2} \\ 0 & 0 & -\frac{29}{10} \end{bmatrix}$$

$$24 = 2, \quad 24 = -1, \quad 25 = 1$$