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clc clear all

### General

```
A = [1,1,3;5,1,4;4,5,2];
b = [1;5;3];
I = [1,0,0;0,1,0;0,0,1];
```

No pivoting

```
Un = A;
Ln = I;
for i = 1:size(A,2)-1 %Column
   for j = i+1:size(A,1) %Row
      Ln(j,i) = Un(j,i)/Un(i,i);
      Un(j,i:size(A,2)) = Un(j,i:size(A,2)) - Ln(j,i)*Un(i,i:size(A,2));
end
% Solve Ax = b
y = Ln/b;
x1 = Un y ;
r1 = sum(abs(A*x1 - b));
```

### **Pivoting**

```
L = I;
P = I;
i = 0;
n = size(A,1);
m = size(A,2);
for k = 1:size(A,2)-1 %Column
    for a = 2:size(A,1)
       if U(a,k) > U(a-1,k)
           i = a;
        end
    end
   if i > 0
       u(k,k:m) = U(k,k:m);
       U(k,k:m) = U(i,k:m);
       U(i,k:m) = u(k,k:m);
       l(k,1:k-1) = L(k,1:k-1);
       L(k,1:k-1) = L(i,1:k-1);
       L(i,1:k-1) = L(k,1:k-1);
       p(k,:) = P(k,:);
       P(k,:) = P(i,:);
       P(i,:) = P(k,:);
    end
   for j = k+1:size(A,1) %Row
      L(j,k) = U(j,k)/U(k,k);
      U(j,k:size(A,2)) = U(j,k:size(A,2)) - L(j,k)*U(k,k:size(A,2));
   end
  i=0;
end
% Solve Ax = b
y = Ln b ;
x2 = Un y;
r2 = sum(abs(A*x2 - b));
```

# Report

```
% No Pivot
x1
% Pivot
```

```
1.0000 1.0000 3.0000
 0 \quad -4.0000 \quad -11.0000
 0 0 -12.7500
```

```
Ln =
 1.0000 0 0
 5.0000 1.0000
 4.0000 -0.2500 1.0000
x1 =
 0.9804
 -0.2157
 0.0784
```

r1 =

1.3323e-15

```
U =
 5.0000 1.0000 4.0000
  0 4.2000 -1.2000
```

```
0 0 2.4286
T =
 1.0000 0 0
  0.8000 1.0000 0
  0.8000 0.1905 1.0000
P =
```

```
x2 =
  0.9804
  -0.2157
  0.0784
```

```
1.3323e-15
```

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r2 =