Elemente de calcul standific TUTORIAT 3

Midoda Gauss-Jordom

Comsideram A = (aij) sj = Jm & Mm (R) inversabla. Veem so adderminom

un algorism polivist pendre a obejine inversa lui A.

File X = (xij) sj = Jm & Mm (R) a. 2. X = A⁻¹ =) AX = X A = Im

X = col [x" x(2) ... x(m)], x(j) = [xij x2j --- xmj] f iR m, j = Jm

Algorism: Rezovam prim MEC, de m ori, rimellam, riotemele

A x(k) = e k, k = Jm

 $I_{M} = Lol\left[\underline{L^{(1)}} \underline{L^{(2)}}, \underline{L^{(m)}}\right], \underline{L^{(j)}}_{*}(S_{ij})_{1 \le \overline{i}, \overline{M}} \in \mathbb{R}_{M}, j = \overline{j}_{M}$

Mode de fadoritan. Fadoritarea LV fara pivolare Consideram sistemul de ecudii limiare AX: 6 (1)

A = (aij)ij=Im 6 Mm(R) imvusabla $L = <math>(b_1, b_2, ..., b_m)^{T} 6 R^m$ Dote

 $X = (X_1, X_2, ---, X_m)^T 6 \mathbb{R}^m \longrightarrow We annoscute$

Verm Da descompunem (fadoritam) A sub forma A = LU(c) $L = (lij)_{i \neq \overline{1,m}} \text{ insterior triunghindara}$ $U = (uij)_{i \neq \overline{1,m}} \text{ superior triunghindara}$

De U?

Daca an loc factoridanea (2) a modrici A, odunci modernul (1) M

Va Maolva astfel:

AX = & (=) (LU) X = & (=) L(UK) = & (=)

(=) { Ly = L ji diterminêm y = L - ' L \ R m folonind mideda

(=) { Ux = y ji diterminêm x = U - y \ R R m folonind mideda

mbolitudici descendente

De ce me resolvem en MEGFP?

Daca sistemul se sezolva en MECTP sunt neusare O(m³) operatio, in timp u la folosirea factoritària sunt neusare doar O(m²) operatio. Prim urmare, accasta metoda este mai eficienta.

Teorema Fie A invisabilo. Urmotoareli afirmatii ment echivalente:

1) Aks (aj) ijsjk 6 MK(R), Ksjn invusabile

popular trianglisting

- ii) A admite MEGFP
- iii) A admite factoridarea LU fara pivolare

Factorizable LAU is LALT

Fie A & Mm (R) inversabilà, A admite factorizana LU fara pivolone. Alunci:

mai:

J! (Cij);;; = 1, m \ Mm (R) \ lii = 1, i = 1, m

· 3! D = diag (a,, azz, ..., amm) & Mm (R)

3! U. (mj) ij : j.m & Mm (R) / mprion triunghiwler à

Mii : 1, i = j.m

artfel incat A = LDU.

Dates, in plus, A = AT, adurci A = LALT.