

- NB: Graussian / LU deamposition either way to math 20 agrico must check two things
 - (i) A 20 deterrinant cant be
 - (ii) pivoting issue woom solve aro

Gaussian Elimination Method

CETCAT linear system To upper 1 lowers triungular matrix a represent sign of otto system tro unique solution Too sign of otto Cot 1

12 uppers/lower triangulars matrix 2 convertion up ustil way zers Gaussian Elimination method.

e.g.

$$x_1 + 2x_2 + x_3 = 0$$

 $x_1 - 2x_2 + 2x_3 = 0$
 $2x_1 + 12x_2 - 2x_3 = 4$

Process:

1) Matrix A, x, b Too sol, Ax=b

coefficient matrix,
$$A = \begin{pmatrix} 1 & 2 & 1 \\ 1 & -2 & 2 \\ 2 & 12 & -2 \end{pmatrix}$$

$$x = \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} \qquad b = \begin{pmatrix} 0 \\ 4 \\ 4 \end{pmatrix}$$

Augmented matrix > A, b (1827125 seperate

Augmented matrix,

Aug (A)=
$$\begin{pmatrix} 1 & 2 & 1 & 0 \\ 1 & -2 & 2 & 4 \\ 2 & 12 & -2 & 4 \end{pmatrix}$$

ii) Aug (A) Ta lowers luppers triangulars
matreix orange

upper triangular > anto facts som zerco lower triangular > anto Garro som zerco

how pc approaches solving > 00 element

STATI ZETTO STATIATO ZOTO OTOTO top to bottom

TOW by TOW (each Trow TO column by

column) ZETTO STATION

and the rule it follows is,

NB: TO position(i,k) zero aroto TO mik oro

$$m_{21} = \frac{\alpha_{21}}{\alpha_{11}} = \frac{1}{1} = 1$$
 $r_{2}' = r_{2}' - r_{1}' \times m_{21} = r_{2}' = r_{2} - r_{1}'$

:. Aug (A) =
$$\begin{pmatrix} 1 & 2 & 1 & 0 \\ 1 & -2 & 2 & 4 \\ 2 & 12 & -2 & 4 \end{pmatrix}$$

$$m_{31} = \frac{31}{\alpha_{11}}$$
 updated latest matrix

$$=\frac{2}{1}=2$$

$$\frac{r_{3}! = r_{3} - 2r_{1}}{\Rightarrow} \begin{pmatrix} 1 & 2 & 1 & 0 \\ 0 & -4 & 1 & 4 \\ 0 & 8 & -4 & 4 \end{pmatrix}$$

$$m_{32} = \frac{\alpha_{32}}{\alpha_{22}} = \frac{8}{-4} = -2$$

$$r_3' = r_3 - r_2 \times m_{32} = r_{3+2}r_2$$

$$\frac{\Gamma_{3}' = \Gamma_{3} + 2\Gamma_{2}}{} = \begin{pmatrix} 1 & 2 & 1 & 0 \\ 0 & -4 & 1 & 4 \\ 0 & 0 & -2 & 12 \end{pmatrix}$$

(1) आलाषा matrix, A,x,b ए गताला।

$$\begin{pmatrix} 1 & 2 & 1 \\ 0 & -4 & 1 \\ 0 & 0 & -2 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} = \begin{pmatrix} 4 \\ 2 \end{pmatrix}$$

(10) now applying the backward substitution, (4) (forward (10)

$$-2\pi_{3}=12$$

$$-4x_2+x_3=4$$

$$n_2 = \frac{4 - x_3}{-4} = \frac{4 + 6}{-4}$$

$$x_2 = -2.5$$

$$x_1 = -2x_2 - x_3$$