MATH3322 Matrix Computation Homework 2

Due date: 8 March, Monday

1. Let

$$\mathbf{A} = \begin{bmatrix} 1 & 2 & 4 \\ 3 & 8 & 14 \\ 2 & 6 & 13 \end{bmatrix}$$

Find the LU decompsotion with row pivoting of A.

- 2. Instead of the LU decomposition, we can also use a UL decomposition to solve the system of linear equations. In particular, given $A \in \mathbb{R}^{n \times n}$, we decompose A = UL, where $U \in \mathbb{R}^{n \times n}$ is unit upper triangular and $U \in \mathbb{R}^{n \times n}$ is lower triangular. Propose an algorithm for computing the UL decomposition of A.
- 3. Let $\mathbf{A} \in \mathbb{R}^{n \times n}$ be a tridiagonal matrix, i.e., $a_{ij} = 0$ if |i j| > 1. We also assume that \mathbf{A} is symmetric positive definite (SPD).
 - (a) Prove that the Cholesky decomposition $\mathbf{A} = \mathbf{L}\mathbf{L}^T$ satisfies $l_{ij} = 0$ for all i j > 1. In other words, \mathbf{L} is bi-diagonal.
 - (b) Propose an O(n) algorithm for computing the Cholesky decomposition of A. What is the number of operations needed of your algorithm? Your answer should be in the form of Cn + O(1) with explicit constant C.
 - (c) Based on the Cholesky decomposition, construct an O(n) algorithm to solve $\mathbf{A}\mathbf{x} = \mathbf{b}$. Express the number of operations needed in the form of Cn + O(1) with explicit C.
- 4. We consider a discrete 1-D Laplacian equation Ax = b, where

$$\boldsymbol{A} = \begin{bmatrix} 2 & -1 & & & \\ -1 & 2 & -1 & & & \\ & \ddots & \ddots & \ddots & \\ & & \ddots & \ddots & -1 \\ & & & -1 & 2 \end{bmatrix} \in \mathbb{R}^{n \times n} \qquad \boldsymbol{b} = \begin{bmatrix} 1 \\ 1 \\ \vdots \\ 1 \end{bmatrix} \in \mathbb{R}^n$$

- (a) Prove that **A** is SPD. (*Hint: Write the quadratic form into a sum of squares.*)
- (b) Since A is also tridiagonal, the algorithms in Question 3 can be applied. Write a Matlab code to implement your algorithm in Question 3(b)(c) for solving Ax = b where A template file spdtridiagsolver.m is provided. Plot the solution you obtained with n = 500.