

CSE/Math 455
Lecture # 7

We are going to learn LU decomposition by Gaussian elimination. That is, to solve

$$A\mathbf{x} = \mathbf{b}$$

we factor A into

$$A = LU,$$

L Lower Triangular ,
 U Upper Triangular .

We then do the two solution steps

$$L\mathbf{y} = \mathbf{b}, \tag{1}$$

$$U\mathbf{x} = \mathbf{y}. \tag{2}$$

Start with a 3×3 example.

$$A = \begin{pmatrix} 1 & 1/2 & 3 \\ 1/3 & 2\ 1/6 & 2 \\ -1/2 & -2\ 1/4 & 1\ 1/2 \end{pmatrix}, \quad \mathbf{b} = \begin{pmatrix} 3.5 \\ 1/6 \\ 3\ 1/4 \end{pmatrix}.$$

A first elimination step produces

$$A^{(1)} = \begin{pmatrix} 1 & 1/2 & 3 \\ 1/3 & 2 & 1 \\ -1/2 & -2 & 3 \end{pmatrix}$$

where the elements in italics are the multipliers.

The second elimination step produces

$$A^{(2)} = \begin{pmatrix} 1 & 1/2 & 3 \\ 1/3 & 2 & 1 \\ -1/2 & -1 & 4 \end{pmatrix}.$$

Thus,

$$L = \begin{pmatrix} 1 & 0 & 0 \\ 1/3 & 1 & 0 \\ -1/2 & -1 & 1 \end{pmatrix}, \quad U = \begin{pmatrix} 1 & 1/2 & 3 \\ 0 & 2 & 1 \\ 0 & 0 & 4 \end{pmatrix}$$

The solution of (1) yields

$$\begin{aligned}y_1 &= 3.5 \\y_2 &= \frac{1}{6} - \frac{1}{3} \cdot 3.5 = -1 \\y_3 &= 3.25 - (-1/2) \cdot 3.5 - (-1)(-1) = 4\end{aligned}$$

Thus,

$$\mathbf{y} = \begin{pmatrix} 3.5 \\ -1 \\ 4 \end{pmatrix}.$$

If we then solve (2) then we get

$$\begin{aligned}x_3 &= 4/4 = 1 \\x_2 &= (-1 - 1 \cdot 1)/2 = -1 \\x_1 &= (3.5 - 1/2 \cdot (-1) - 3 \cdot 1)/1 = 1\end{aligned}$$

Verify for yourself $A = LU$.

Why preserve L and U this way?

Suppose we want to solve

$$\begin{aligned}A\mathbf{x}_1 &= \mathbf{b}_1 \\&\vdots \quad p \text{ separate systems} \\A\mathbf{x}_p &= \mathbf{b}_p\end{aligned}$$

We just solve

$$\begin{aligned}L\mathbf{y}_i &= \mathbf{b}_i, \quad i = 1, \dots, p \\U\mathbf{x}_i &= \mathbf{y}_i\end{aligned}$$

without recomputing L and U . It is perhaps better to set

$$B = (\mathbf{b}_1, \dots, \mathbf{b}_p), \quad X = (\mathbf{x}_1, \dots, \mathbf{x}_p)$$

and solve

$$\begin{aligned}LY &= B \\UX &= Y\end{aligned}$$

For instance, if we make

$$B = I, \quad \text{The Identity Matrix}$$

then $X = A^{-1}$ yields the inverse.

Now consider the computation of a general 3×3 system.

$$A = \begin{pmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ a_{31} & a_{32} & a_{33} \end{pmatrix} \quad \mathbf{b} = \begin{pmatrix} b_1 \\ b_2 \\ b_2 \end{pmatrix}$$

Eliminate first column

Assume $a_{11} \neq 0$ and compute the multipliers

$$\ell_{21} = a_{21}/a_{11}$$

$$\ell_{31} = a_{31}/a_{11}$$

Then modify the second and third row and column

$$\begin{aligned} a_{22}^{(1)} &= a_{22} - \ell_{21}a_{12}, & a_{23}^{(1)} &= a_{23} - \ell_{21}a_{13} \\ a_{32}^{(1)} &= a_{32} - \ell_{31}a_{12}, & a_{33}^{(1)} &= a_{33} - \ell_{31}a_{13} \end{aligned}$$

Thus

$$A^{(1)} = \begin{pmatrix} a_{11} & a_{12} & a_{13} \\ \ell_{21} & a_{22}^{(1)} & a_{23}^{(1)} \\ \ell_{31} & a_{32}^{(1)} & a_{33}^{(1)} \end{pmatrix}$$

Eliminate second column

Assume that $a_{22}^{(1)} \neq 0$. Then we do the computations

$$\ell_{32} = a_{32}^{(1)}/a_{22}^{(1)},$$

$$a_{33}^{(2)} = a_{33}^{(1)} - \ell_{32}a_{23}^{(1)}$$

Thus finally,

$$A^{(2)} = \begin{pmatrix} a_{11} & a_{12} & a_{13} \\ \ell_{21} & a_{22}^{(1)} & a_{23}^{(1)} \\ \ell_{31} & \ell_{32} & a_{33}^{(2)} \end{pmatrix}.$$

Thus obtaining

$$L = \begin{pmatrix} 1 & 0 & 0 \\ \ell_{21} & 1 & 0 \\ \ell_{31} & \ell_{32} & 1 \end{pmatrix}, \quad U = \begin{pmatrix} a_{11} & a_{12} & a_{13} \\ 0 & a_{22}^{(1)} & a_{23}^{(1)} \\ 0 & 0 & a_{33}^{(2)} \end{pmatrix}.$$

The code for what we have just done looks like this.

```
for k = 1:n - 1
  for i = k + 1:n
    ℓik = aik/akk; % Stored in aik.
    for j = k + 1:n
      aij = aij - ℓikakj;
    end;
  end ;
end;
```

As I showed in class, a columnwise version of this is easily produced.

```
for k = 1:n - 1
  A(k + 1:n, k) = A(k + 1:n, k)/A(k, k); % Compute Multipliers
  for j = k + 1:n
    A(k + 1:n, j) = A(k + 1:n, j) - A(k, j) * A(k + 1:n, k);
  end;
end;
```

This is how it is coded in LINPACK, a software package from the late 70's. (It is not quite as simple as this, but it was coded columnwise to conform with FORTRAN 77.)

The code I used in class is at www.cse.psu.edu/~barlow/cse455/badfact.m

There will be a link to it from the classnotes.html web page.

Next time, partial pivoting.