



# Numerical Methods in Physics

*Numerische Methoden in der Physik, 515.421.*

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**Room:** TDK Seminarraum

**Time:** 8:30-10 a.m.

**Exercises:** Computer Room, PH EG 004 F

[http://itp.tugraz.at/LV/boeri/NUM\\_METH/index.html](http://itp.tugraz.at/LV/boeri/NUM_METH/index.html)

(Lecture slides, Script, Exercises, etc).

## TOPICS (this year):

- ↗ **Chapter 1: Introduction.**
- ↗ **Chapter 2: Numerical methods for the solution of linear inhomogeneous systems.**
- ↗ Chapter 3: Interpolation of point sets.
- ↗ **Chapter 4: Least-Squares Approximation.**
- ↗ **Chapter 5: Numerical solution of transcendental equations.**
- ↗ Chapter 6: Numerical Integration.
- ↗ Chapter 7: Eigenvalues and Eigenvectors of real matrices.
- ↗ **Chapter 8: Numerical Methods for the solution of ordinary differential equations: initial value problems.**
- ↗ Chapter 9: Numerical Methods for the solution of ordinary differential equations: marginal value problems.

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- ↗ **Chapter 1: Introduction (8/10/2013).**
- ↗ **Chapter 2: Numerical methods for the solution of linear inhomogeneous systems.**
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# Introduction (8/10/2013)

- ↗ Definitions and **basic concepts**: algorithm, machine precision, roundoff.
- ↗ **Errors**: absolute and relative error; sources of error.
- ↗ **Input Errors**: ill-conditioned problems.
- ↗ Sources of errors in the algorithms: **methodological errors**.
- ↗ Practical Examples of the interplay of methodological and **roundoff** errors:
  - Function Evaluation: how to avoid **subtractive cancellation**.
  - Numerical Differentiation: **optimal stepsize**.
  - Taylor series and continued fraction.
  - Recursive Algorithms (**stability**).

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# SCRIPT

Chapter 2: Numerical methods for the solution of linear inhomogeneous systems.

# Today (15/10/2013)

- ↗ **Linear Systems:** Definition and applications.
- ↗ Solution: **Direct** vs iterative methods.
- ↗ Gaussian methods: **LU decomposition.**
- ↗ A **practical** example: 3x3 square matrix (step-by-step).
- ↗ Strategies to reduce the error: **partial pivoting.**
- ↗ Stability of the solution: Condition numbers.
- ↗ **Programs** for the LU decomposition: **LUDCMP** and **LUBKSB**.
- ↗ How to **use** the programs for LU decompositions (inhomogeneous systems, matrix inversion, determinant of a matrix).

# Linear Systems

## Definitions:

$$a_{11}x_1 + a_{12}x_2 + \cdots + a_{1n}x_n = b_1$$

$$a_{21}x_1 + a_{22}x_2 + \cdots + a_{2n}x_n = b_2$$

...

$$a_{n1}x_1 + a_{n2}x_2 + \cdots + a_{nn}x_n = b_n$$

with:

$$|b_1| + |b_2| + \dots + |b_n| \neq 0$$

Inhomogeneous **linear** system of equations.

# Linear Systems

Matrix notation:

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

Columns			Rows
$a_{11}$	$a_{12}$	$\dots$	
$a_{21}$	$a_{22}$	$\dots$	$a_{2n}$
$a_{31}$	$a_{32}$	$\dots$	$a_{3n}$
$\dots$	$\dots$	$\dots$	$\dots$
$a_{n1}$	$a_{n2}$	$\dots$	$a_{nn}$

$$\hat{A} = (a)_{ij}$$

**Matrix of coefficients**

$$\mathbf{x} = (x_1, \dots, x_n)$$

**Solution vector**

$$\mathbf{b} = (b_1, \dots, b_n)$$

**Inhomogeneous vector**

$\det(\hat{A}) \neq 0$     The problem is non-singular and admits a solution

## Methods of solution (analytical): Cramer's rule.

Given the inhomogeneous non-linear system:

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

The components of the solution vector are given by:

$$x_i = \frac{\det(A_i)}{\det(A)}$$

The  $A_i$ 's are obtained by replacing the  $i^{\text{th}}$  column of  $\mathbf{A}$  by the column vector  $\mathbf{b}$ .

**The Cramer's rule is hard to implement on a computer,  
and practically unusable for  $n \geq 4$ .**

## Methods of Solution (numerical):

### ↗ Direct Methods:

No methodological error, BUT computationally expensive; roundoff errors can be large.

LU decomposition (Doolittle and Crout) (*Gaussian Elimination*).

### ↗ Iterative Methods:

Simple algorithms; roundoff is easily controlled. The solution is approximate (truncation).

Gauss-Seidel method.



**Gaussian elimination:** The gaussian elimination method solves a linear set of equations reducing the matrix of coefficients to a **upper triangular matrix**, through a sequence of **elementary row operations**:

- 1) Swapping two rows.
- 2) Multiplying a row by a non-zero number
- 3) Adding a multiple of one row to another row.

$$\hat{A}\mathbf{x} = \mathbf{b} \rightarrow \hat{U}\mathbf{x} = \mathbf{y}$$

$\mathbf{U}$  is a **triangular matrix** with the property:

$$U = (u_{ij}) \quad , \text{ with:} \quad u_{ij} = 0, \quad i > j$$

Systems with **triangular matrices** are easy to solve with **back-substitution**.

**LU decomposition** (*Doolittle and Crout*): Reformulation of the Gaussian elimination.

A real matrix can always be represented as the product of two real matrices **L** and **U**, *i.e.*

$$\hat{A} = \hat{L} \cdot \hat{U}$$

**U: Upper triangular matrix**

**L: Lower triangular matrix**

$$\hat{U} = \begin{pmatrix} u_{11} & u_{12} & \dots & \dots & u_{1n} \\ 0 & u_{22} & \dots & \dots & u_{2n} \\ \cdot & & & & \\ \cdot & & & & \\ \cdot & 0 & \dots & \dots & u_{nn} \end{pmatrix}$$

$$\hat{L} = \begin{pmatrix} 1 & 0 & 0 & \dots & 0 \\ m_{21} & 1 & \dots & 0 & 0 \\ m_{31} & m_{32} & 1 & \dots & 0 \\ \cdot & & & & \cdot \\ \cdot & & & & \cdot \\ m_{n1} & m_{n2} & m_{n3} & \dots & 1 \end{pmatrix}$$

**Step 1: LU decomposition of A.**

$$\hat{U} = \begin{pmatrix} u_{11} & u_{12} & \dots & \dots & u_{1n} \\ 0 & u_{22} & \dots & \dots & u_{2n} \\ \cdot & & & & \\ \cdot & & & & \\ \cdot & 0 & \dots & \dots & u_{nn} \end{pmatrix}$$

$$\hat{L} = \begin{pmatrix} 1 & 0 & 0 & \dots & 0 \\ m_{21} & 1 & \dots & 0 & 0 \\ m_{31} & m_{32} & 1 & \dots & 0 \\ \cdot & & & \ddots & \\ \cdot & & & & \cdot \\ m_{n1} & m_{n2} & m_{n3} & \dots & 1 \end{pmatrix}$$

**Expression of the coefficients of the LU matrices:**

$$u_{ij} = a_{ij} - \sum_{k=1}^{i-1} m_{ik} u_{kj} \quad i = 1, \dots, j-1$$

j=column

$$\gamma_{ij} = a_{ij} - \sum_{k=1}^{j-1} m_{ik} u_{kj} \quad i = j, \dots, N$$

$$u_{jj} = \gamma_{jj}$$

$$m_{ij} = \frac{\gamma_{ij}}{\gamma_{jj}}$$

**Memory-efficient storage of the LU decomposition:** We do not need to store the diagonal elements of L, since  $m_{ii}=1$ .

All relevant coefficients can then be fitted into an  $n \times n$  matrix: **LU-matrix**.

$$LU = \begin{pmatrix} u_{11} & u_{12} & u_{13} & \dots & u_{1n} \\ m_{21} & u_{22} & u_{23} & \dots & u_{2n} \\ m_{31} & m_{32} & u_{33} & \dots & u_{3n} \\ \dots & & & & \dots \\ \dots & & & & \dots \\ 0 & 0 & \dots & \dots & u_{nn} \end{pmatrix}$$

All relevant coefficients can then be fitted into an  $n \times n$  matrix: the **LU-matrix**.

## Step 2: Finding the solution of the auxiliary system.

$$\hat{A}\mathbf{x} = \mathbf{b} \quad \rightarrow \quad \hat{L} \cdot \mathbf{y} = \mathbf{b}$$

Using:

$$\hat{A} \cdot \mathbf{x} \equiv \hat{L} \cdot \hat{U} \cdot \mathbf{x} = \hat{L} \cdot (\hat{U} \cdot \mathbf{x}) = \mathbf{b}$$

$$\hat{U} \cdot \mathbf{x} \equiv \mathbf{y}$$

The **auxiliary system**  $\mathbf{Ly} = \mathbf{b}$  is easy to solve through *forward substitution*:

$$y_1 = b_1$$

$$y_i = b_i - \sum_{j=1}^{i-1} m_{ij} y_j, \quad i = 2, 3, \dots, n$$

To obtain the auxiliary vector  $\mathbf{y}$ :  $\mathbf{Ux}=\mathbf{y}$  we can employ ***backward substitution***:

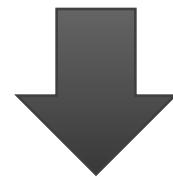
$$x_n = \frac{y_n}{u_{nn}}$$

$$x_i = \frac{1}{u_{ii}} \left[ y_i - \sum_{j=i+1}^n u_{ij} x_j \right], \quad i = n-1, n-2, \dots, 1$$

# LU Decomposition:

In synthesis solving a **linear system** with **LU decomposition** is a **2-step** procedure:

- 1)** Decompose the original matrix of coefficients A into an upper and a lower triangular matrix (U and L).
- 2)** Solve the two auxiliary systems  $Ux=y$  and  $Ly=b$  with backward and forward substitution.



We need two programs!

## LU decomposition in practice: 3 x 3 matrix

$$\begin{array}{c} \text{j=1} & \text{j=2} & \text{j=3} \\ \text{i=1} & a_{11} & a_{12} & a_{13} \\ \text{i=2} & a_{21} & a_{22} & a_{23} \\ \text{i=3} & a_{31} & a_{32} & a_{33} \end{array}$$

I want to apply the formulas for the **LU decomposition** (column-by-column).

$$u_{ij} = a_{ij} - \sum_{k=1}^{i-1} m_{ik} u_{kj} \quad i = 1, \dots, j-1$$

$$\gamma_{ij} = a_{ij} - \sum_{k=1}^{j-1} m_{ik} u_{kj} \quad i = j, \dots, N$$

$$u_{jj} = \gamma_{jj}$$

$$m_{ij} = \frac{\gamma_{ij}}{\gamma_{jj}}$$



First column: j=1

First row: i=1

$$u_{11} = a_{11},$$

$$\gamma_{11} = a_{11},$$

$$m_{11} = \frac{a_{11}}{\gamma_{11}} = 1$$

Second row: i=2

$$\gamma_{21} = a_{21}$$

$$m_{21} = \frac{\gamma_{21}}{\gamma_{11}}$$

$$u_{21} = a_{21} - m_{21}u_{11} = a_{21} - \frac{\gamma_{21}}{\gamma_{11}}u_{11} = a_{21} - a_{21} = 0$$

Third row: i=3

$$\gamma_{31} = a_{31}$$

$$m_{31} = \frac{\gamma_{31}}{\gamma_{11}}$$

$$u_{31} = a_{31} - m_{32}u_{21} - m_{31}u_{11} = a_{31} - \frac{\gamma_{31}}{\gamma_{11}}u_{11} = a_{31} - a_{31} = 0$$

	j=1	j=2	j=3
i=1	$a_{11}$	$a_{12}$	$a_{13}$
i=2	$m_{21}$	$a_{22}$	$a_{23}$
i=3	$m_{31}$	$a_{32}$	$a_{33}$



Second column: j=2

First row: i=1

$$u_{12} = a_{12},$$

$$\gamma_{12} = a_{12} - m_{11}u_{12} = 0 = m_{12}$$

Second row: i=2

$$u_{22} = \gamma_{22} = a_{22} - m_{21}u_{12}$$

$$m_{22} = \frac{\gamma_{22}}{\gamma_{22}} = 1$$

Third row: i=3

$$\gamma_{32} = a_{32} - m_{31}u_{12}$$

$$m_{32} = \frac{\gamma_{32}}{\gamma_{22}}$$

$$u_{32} = a_{32} - m_{31}u_{12} - m_{32}u_{22} =$$

$$= a_{32} - m_{31}u_{12} - \frac{\gamma_{32}}{\gamma_{22}}u_{22} = a_{32} - m_{31}u_{12} - a_{32} + m_{31}u_{12} = 0$$

$$\begin{array}{c} \text{j=1} \\ \text{j=2} \\ \text{j=3} \end{array} \left( \begin{array}{ccc} u_{11} & u_{12} & a_{13} \\ m_{21} & u_{22} & a_{23} \\ m_{31} & m_{32} & a_{33} \end{array} \right)$$



Third column: j=3

First row: i=1

$$u_{13} = a_{13}$$

Second row: i=2

$$u_{23} = a_{23} - m_{21}u_{13}$$

$$\gamma_{23} = 0$$

Third row: i=3

$$\gamma_{33} = a_{33} - m_{31}u_{13} - m_{32}u_{23}$$

$$u_{33} = \gamma_{33}$$

$$\begin{matrix} & \text{j=1} & \text{j=2} & \text{j=3} \\ \text{i=1} & u_{11} & u_{12} & u_{13} \\ \text{i=2} & m_{21} & u_{22} & u_{23} \\ \text{i=3} & m_{31} & m_{32} & u_{33} \end{matrix} \quad \left( \begin{array}{c} u_{13} \\ u_{23} \\ u_{33} \end{array} \right)$$

## Roundoff error in LU decomposition:

$$x_1 + 5923181x_2 + 1608x_3 = 5924790$$

$$5923181x_1 + 337116x_2 - 7x_3 = 6260290$$

$$6114x_1 + 2x_2 + 9101372x_3 = 9107488$$

$$a_{11}=1; a_{12}=5923181; a_{13}=1608; b_1=5924790$$

$$a_{21}=5923181; a_{22}=337116; a_{23}=-7; b_2=6260290$$

$$a_{31}=6114; a_{32}=2; a_{33}=9101372; b_3=9107488$$

**Exact solution:**  $x_1=x_2=x_3=1$ .

**Solving with LU decomposition can lead to severe errors due to roundoff!**

## Roundoff error in LU decomposition:

$a_{11}=1$ ;  $a_{12}=5923181$ ;  $a_{13}=1608$ ;  $b_1=5924790$

$a_{21}=5923181$ ;  $a_{22}=337116$ ;  $a_{23}=-7$ ;  $b_2=6260290$

$a_{31}=6114$ ;  $a_{32}=2$ ;  $a_{33}=9101372$ ;  $b_3=9107488$

## LU matrix (all digits):

$u_{11}=a_{11}=1$ ;  $u_{12}=5923181$ ;  $u_{13}=1608$

$m_{21}=5923181$ ;  $u_{22}=-35084072821645$ ;  $u_{23}=-9524475048$

$m_{31}=6114$ ;  $m_{32}=0.00103221563859$ ;  $u_{33}=9101372$

## LU matrix (7 significant digits, single precision):

0.1000000E+01	0.5923181E+07	0.1608000E+04
0.5923181E+07	-.3508407E+14	-.9524475E+10
0.6114000E+04	0.1032216E-02	0.9101371E+07

**x:**

0.9398398E+00  
0.1000000E+01  
0.9995983E+00

**u<sub>22</sub>=-35084072821645**

**u<sub>23</sub>=-9524475048**

**m<sub>32</sub>=0.00103221563859**

**Big error on the solution due to  
roundoff error!**



# Partial Pivoting

How to reduce the roundoff error in the LU decomposition?

**Partial Pivoting:** Reordering the order of the equations of the linear system (exchanging rows) leads to a substantial improvement of the solution!

**2/3/1:**

	0.5923181E+07	0.3371160E+06	-.7000000E+01
LU-Matrix:	0.1032216E-02	-.3459764E+03	0.9101372E+07
	0.1688282E-06	-.1712019E+05	0.1558172E+12

x:

	0.9999961E+00
	0.1000068E+01
	0.1000000E+01

**2/1/3:**

	0.5923181E+07	0.3371160E+06	-.7000000E+01
LU-Matrix:	0.1688282E-06	0.5923181E+07	0.1608000E+04
	0.1032216E-02	-.5841058E-04	0.9101372E+07

x:

	0.1000000E+01
	0.1000000E+01
	0.1000000E+01

**EXACT!!!!**

## What is the optimal choice of the order of the equations in the linear system?

0.1000000E+01	0.5923181E+07	0.1608000E+04
0.5923181E+07	-.3508407E+14	-.9524475E+10
0.6114000E+04	0.1032216E-02	0.9101371E+07

BAD!

0.5923181E+07	0.3371160E+06	-.7000000E+01
0.1032216E-02	-.3459764E+03	0.9101372E+07
0.1688282E-06	-.1712019E+05	0.1558172E+12

BETTER!

0.5923181E+07	0.3371160E+06	-.7000000E+01
0.1688282E-06	0.5923181E+07	0.1608000E+04
0.1032216E-02	-.5841058E-04	0.9101372E+07

GOOD!  
(EXACT)

*The order is optimal when the m's are as small as possible...*

## How to achieve this in practice?

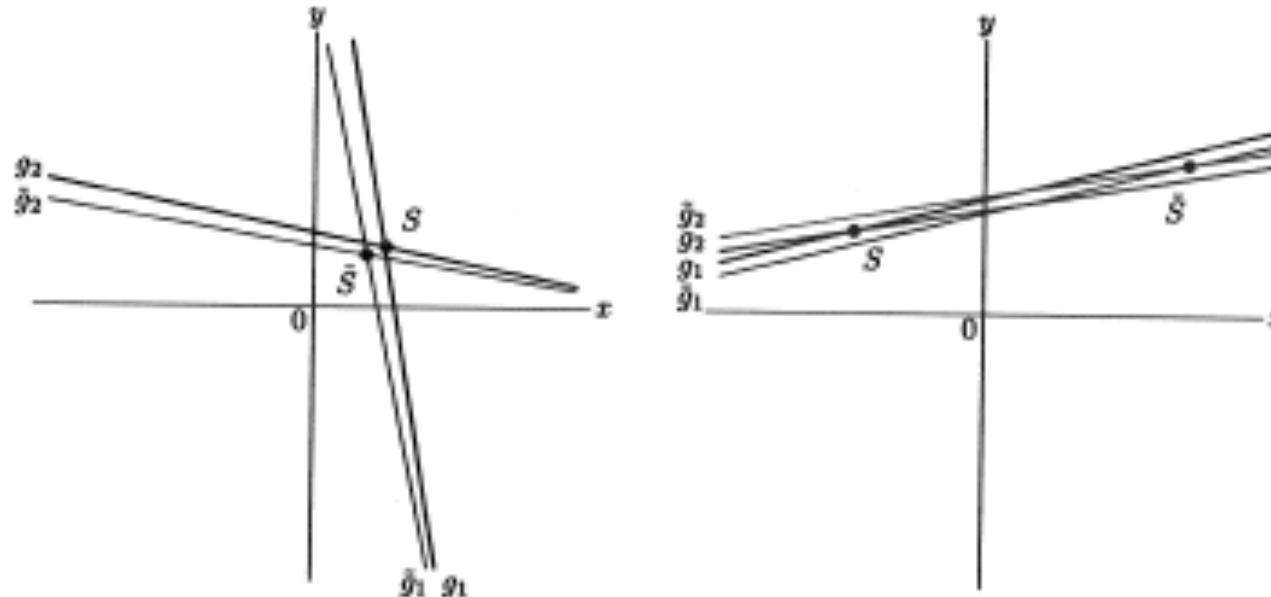
To minimize  $m_{ij}$  I have to maximize the  $\gamma_{ij}$ 's:

$$m_{ij} = \frac{\gamma_{ij}}{\gamma_{jj}}, \quad \gamma_{ij} = a_{ij} - \sum_{k=1}^{j-1} m_{ik} u_{kj} \quad i = j, \dots, N$$

- 1) Determine the  $i$ -th row with the largest  $\gamma_{ij}$  and exchange this with the  $j$ -th row.
- 2) Evaluate the remaining coefficients of the LU decomposition.

Partial pivoting for the LU decomposition: **not needed for symmetrical, tridiagonal, cyclically tridiagonal, diagonal-dominant or generally positive** matrices of coefficients.

**III-conditioned systems:** In principle, the solution of a linear system with direct methods should coincide with the real solution. Except for the case of roundoff, this can happen also when the system is **ill-conditioned**.



**Definition:** A system is called **ill-conditioned** if small variations in the input parameters can lead to **large uncertainties** in the output (the system is intrinsically unstable numerically).

**Condition Numbers** are used to define whether a system is ill-conditioned.

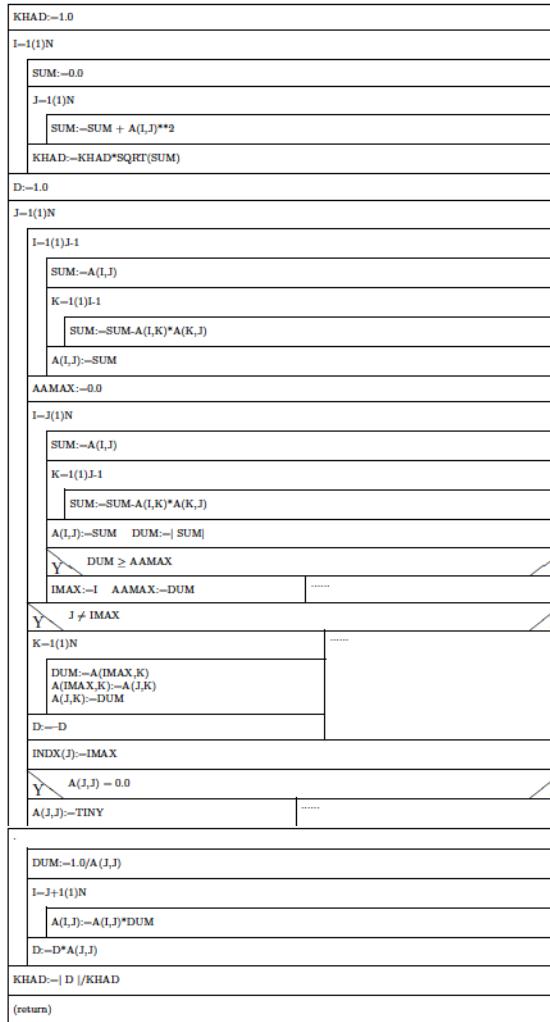
**Hadamard's condition number:**

$$K_H(A) = \frac{|\det(A)|}{\alpha_1 \alpha_2 \dots \alpha_n}, \quad \alpha_i = \sqrt{a_{i1}^2 + a_{i2}^2 + \dots + a_{in}^2}$$

$K_H(A) < 0.01$	<b>Ill-conditioned</b>
$K_H(A) > 0.1$	<b>Well-conditioned</b>
$0.01 \leq K_H(A) \leq 0.1$	<b>Undefined</b>

# LUDCMP: Program for LU decomposition

Structure chart 3 — LUDCMP(A,N,INDX,D,KHAD)



Hadamard'  
s condition  
number

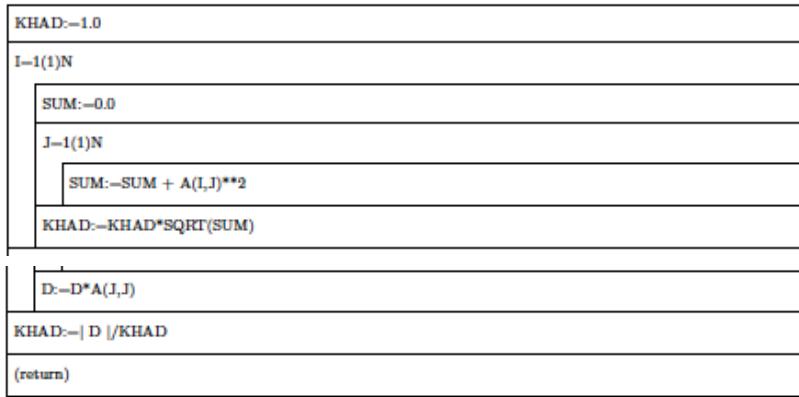
Upper  
triangular  
matrix (U)

Lower  
triangular  
matrix (L)

Partial  
pivoting

## LUDCMP: Program for LU decomposition

Structure chart 3 — LUDCMP(A,N,INDX,D,KHAD)



## Hadamard's condition number

$$K_H(A) = \frac{|\det(A)|}{\alpha_1 \alpha_2 \dots \alpha_n}, \quad \alpha_i = \sqrt{a_{i1}^2 + a_{i2}^2 + \dots + a_{in}^2}$$

## LUDCMP: Program for LU decomposition

```
J=1(1)N  
|  
| I=1(1)J-1  
| | SUM:=A(I,J)  
| | K=1(1)I-1  
| | | SUM:=SUM-A(I,K)*A(K,J)  
| | A(I,J):=SUM
```



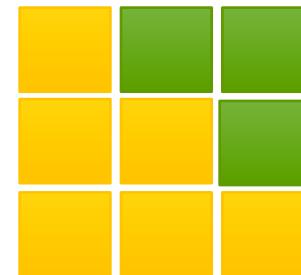
Upper triangular matrix (U)

$$u_{ij} = a_{ij} - \sum_{k=1}^{i-1} m_{ik} u_{kj} \quad i = 1, \dots, j-1$$

$$\gamma_{ij} = a_{ij} - \sum_{k=1}^{j-1} m_{ik} u_{kj} \quad i = j, \dots, N$$

$$u_{jj} = \gamma_{jj}$$

$$m_{ij} = \frac{\gamma_{ij}}{\gamma_{jj}}$$



j=1,...,n

i=1,...,j-1

## LUDCMP: Program for LU decomposition

```

AAMAX:=0.0
I:=J(1)N
SUM:=A(I,J)
K:=1(1)J-1
  SUM:=SUM-A(I,K)*A(K,J)
A(I,J):=SUM  DUM:=| SUM|
  DUM ≥ AAMAX
  Y
  IMAX:=I  AAMAX:=DUM
  J ≠ IMAX
  Y
  K:=1(1)N
  DUM:=A(IMAX,K)
  A(IMAX,K):=A(J,K)
  A(J,K):=DUM
  D:=D
  INDX(J):=IMAX
  Y
  A(J,J) := 0.0
  A(J,J):=TINY
  A(J,J):=TINY
  Y
  N
  
```

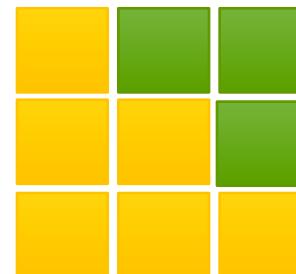
Lower triangular matrix (L)

$$u_{ij} = a_{ij} - \sum_{k=1}^{i-1} m_{ik} u_{kj} \quad i = 1, \dots, j-1$$

$$\gamma_{ij} = a_{ij} - \sum_{k=1}^{j-1} m_{ik} u_{kj} \quad i = j, \dots, N$$

$$u_{jj} = \gamma_{jj}$$

$$m_{ij} = \frac{\gamma_{ij}}{\gamma_{jj}}$$



Partial  
pivoting

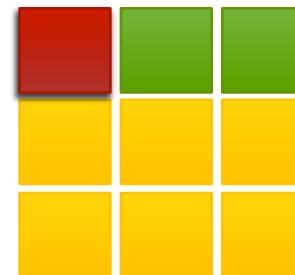
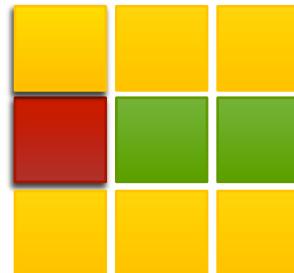
$j=1, \dots, n$

$i=j, \dots, n$

```

AAMAX:=0.0
I:=J(1)N
SUM:=A(I,J)
K:=1(1)J-1
SUM:=SUM-A(I,K)*A(K,J)
A(I,J):=SUM DUM:=| SUM|
Y DUM ≥ AAMAX N
IMAX:=I AAMAX:=DUM
J ≠ IMAX N
K:=1(1)N
DUM:=A(IMAX,K)
A(IMAX,K):=A(J,K)
A(J,K):=DUM
D:=D
INDX(J):=IMAX
A(J,J) = 0.0 N
A(J,J):=TINY

```



## Partial Pivoting (example); 3x3 matrix



## Partial Pivoting (example); 3x3 matrix

j=1; i=1,...3

i=1

sum=a(1,1)

Dum=|a(1,1)|

imax=i=j AAMAX=a(1,1)

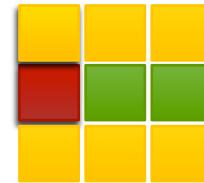
i=2

sum=a(2,1)

a(2,1)=sum

dum=|sum|

imax=2 Aamax=a(2,1)



j ≠ imax -> (1 ≠ 2)

k=1,3

k=1

dum=a(2,1)

a(2,1)=a(1,1)

a(1,1)=dum=a(2,1)

k=2

dum=a(1,2)

a(2,2)=a(1,2)

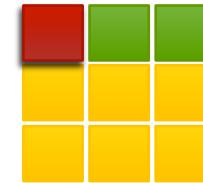
a(1,2)=dum=a(2,2)

k=3

dum=a(2,3)

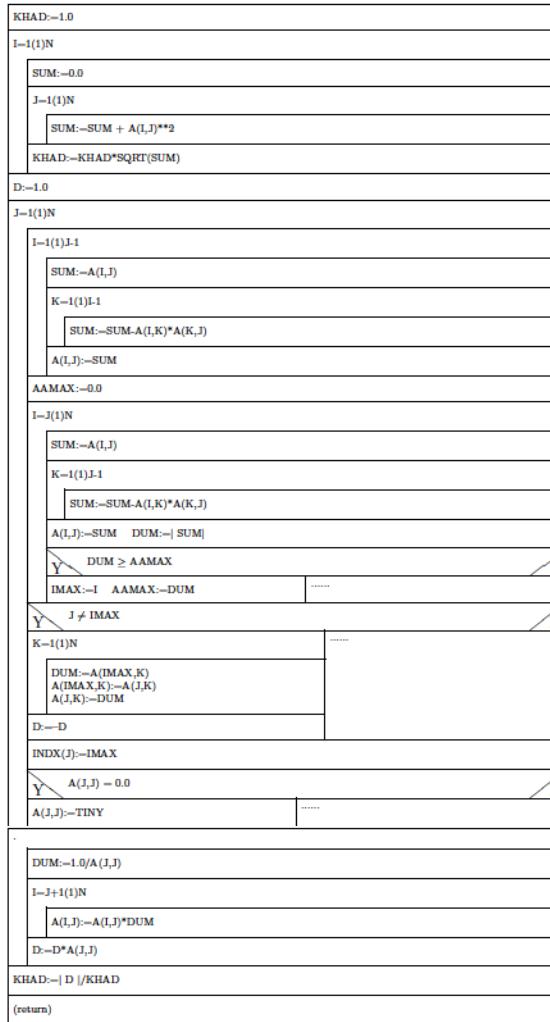
a(2,3)=a(1,3)

a(1,3)=dum=a(2,3)



# LUDCMP: Program for LU decomposition

Structure chart 3 — LUDCMP(A,N,INDX,D,KHAD)



Hadamard'  
s condition  
number

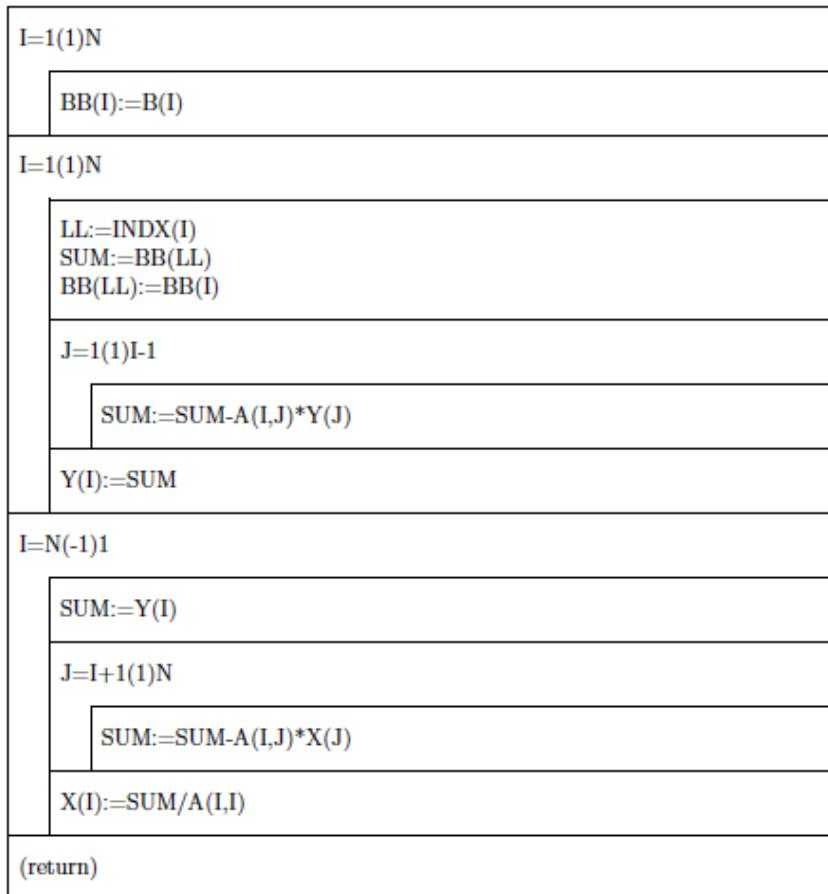
Upper  
triangular  
matrix (U)

Lower  
triangular  
matrix (L)

Partial  
pivoting

## LUBKSB: Program for LU back substitution

Structure chart 4 — LUBKSB(A,N,INDX,B,X)



$$y_1 = b_1$$

$$y_i = b_i - \sum_{j=1}^{i-1} m_{ij} y_j, \quad i = 2, 3, \dots, n$$

## Possible uses: 1 Inhomogeneous set of equations

```
||-----||  
|| LUDCMP(A,N,INDX,D,KHAD) ||  
||-----||  
|| LUBKSB(A,N,INDX,B,X) ||  
||-----||
```

```
||-----||  
|| LUDCMP(A,N,INDX,D,KHAD) ||  
||-----||  
|  
||-----||  
|| LUBKSB(A,N,INDX,B1,X1) ||  
|| LUBKSB(A,N,INDX,B2,X2) ||  
|| . . . . . ||  
||-----||
```

## Possible uses: 2 Inversion of a matrix:

$$A \cdot X = I, X \equiv A^{-1}$$

$$A \begin{pmatrix} x_{11} \\ \dots \\ x_{n1} \end{pmatrix} = \begin{pmatrix} 1 \\ \dots \\ 0 \end{pmatrix} \dots \quad A \begin{pmatrix} x_{1n} \\ \dots \\ x_{nn} \end{pmatrix} = \begin{pmatrix} 0 \\ \dots \\ 1 \end{pmatrix}$$

Structure chart — Inversion of a matrix

LUDCMP (A,N,INDX,D,KHAD)
J=1(1)N
I=1(1)N
VEKTOR(I):=0.0
VEKTOR(J):=1.0
LUBKSB (A,N,INDX,VEKTOR,X)
I=1(1)N
AINV(I,J):=X(I)

## Possible uses: (3) Determinant of a matrix.

$$\det(A) = \det(L \cdot U) = \det(L) \cdot \det(U) = 1 \cdot \det(U)$$

$$\det(U) = \sum_{i=1}^n u_{ii}$$

The determinant of U is calculated during the LU decomposition.

# Today (15/10/2013)

- ↗ **Linear Systems:** Definition and applications.
- ↗ Solution: **Direct** vs iterative methods.
- ↗ Gaussian methods: **LU decomposition.**
- ↗ A **practical** example: 3x3 square matrix (step-by-step).
- ↗ Strategies to reduce the error: **partial pivoting.**
- ↗ Stability of the solution: Condition numbers.
- ↗ **Programs** for the LU decomposition: **LUDCMP** and **LUBKSB**.
- ↗ How to **use** the programs for LU decompositions (inhomogeneous systems, matrix inversion, determinant of a matrix).