

# MATH 3341: Introduction to Scientific Computing Lab

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## Lab 06: LU Decomposition



## The LU Decomposition



Consider the system of equations

$$\begin{aligned}10x_1 - x_2 + 2x_3 &= 6 \\-1x_1 + 11x_2 - x_3 + 3x_4 &= 25 \\2x_1 - x_2 + 10x_3 - x_4 &= -11 \\3x_2 - x_3 + 8x_4 &= 15\end{aligned}$$

In matrix form we have the equation  $A\mathbf{x} = \mathbf{b}$

$$\underbrace{\begin{bmatrix} 10 & -1 & 2 & 0 \\ -1 & 11 & -1 & 3 \\ 2 & -1 & 10 & -1 \\ 0 & 3 & -1 & 8 \end{bmatrix}}_A \underbrace{\begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix}}_{\mathbf{x}} = \underbrace{\begin{bmatrix} 6 \\ 25 \\ -11 \\ 15 \end{bmatrix}}_{\mathbf{b}}$$



The LU decomposition allows us to factor the matrix  $A$  into two matrices, a lower triangular matrix  $L$  and an upper triangular matrix  $U$ . The LU decomposition can be viewed as the matrix form of Gaussian elimination. Computers usually solve square systems of linear equations using the LU decomposition, and it is also a key step when inverting a matrix or computing the determinant of a matrix.

$$\begin{aligned} A = LU &= \begin{bmatrix} a_{11} & a_{12} & a_{13} & a_{14} \\ a_{21} & a_{22} & a_{23} & a_{24} \\ a_{31} & a_{32} & a_{33} & a_{34} \\ a_{41} & a_{42} & a_{43} & a_{44} \end{bmatrix} \\ &= \begin{bmatrix} 1 & 0 & 0 & 0 \\ l_{21} & 1 & 0 & 0 \\ l_{31} & l_{32} & 1 & 0 \\ l_{41} & l_{42} & l_{43} & 1 \end{bmatrix} \begin{bmatrix} u_{11} & u_{12} & u_{13} & u_{14} \\ 0 & u_{22} & u_{23} & u_{24} \\ 0 & 0 & u_{33} & u_{34} \\ 0 & 0 & 0 & u_{44} \end{bmatrix}. \end{aligned}$$

Upper and lower triangular systems are easy to solve using forward or backward substitution algorithms.



To solve the linear system  $A\mathbf{x} = \mathbf{b}$ , we perform the following:

- 1 Perform the LU decompositon of  $A$  using  $[L \ U] = \text{lu}(A)$  in MATLAB.
- 2 Observe that  $A\mathbf{x} = LU\mathbf{x} = \mathbf{b} \iff L\mathbf{z} = \mathbf{b}$ , where  $\mathbf{z} = U\mathbf{x}$ . Solve for  $\mathbf{z}$  in  $L\mathbf{z} = \mathbf{b}$ , we have

$$\mathbf{z} = L^{-1}\mathbf{b}.$$

In MATLAB, use  $\mathbf{z} = L \setminus \mathbf{b}$ .

- 3 Next, solve for  $\mathbf{x}$  in  $U\mathbf{x} = \mathbf{z}$ , we have

$$\mathbf{x} = U^{-1}\mathbf{z}.$$

In MATLAB, use  $\mathbf{x} = U \setminus \mathbf{z}$ .



# lu factorization.

$[L, U] = \text{lu}(A)$  stores an upper triangular matrix in  $U$  and a “psychologically lower triangular matrix” (i.e. a product of lower triangular and permutation matrices) in  $L$ , so that  $A = L*U$ .  $A$  can be rectangular.



## \: Backslash or left matrix divide

$A \backslash B$  is the matrix division of A into B, which is roughly the same as  $\text{inv}(A) * B$ , except it is computed in a different way. If A is an N-by-N matrix and B is a column vector with N components, or a matrix with several such columns, then  $X = A \backslash B$  is the solution to the equation  $A * X = B$ .



# Norms

Let  $\mathbf{x} = [x_1, x_2, \dots, x_n] \in \mathbb{R}^n$ .

- $\|\mathbf{x}\|_1 = \sum_{i=1}^n |x_i|$ .
- $\|\mathbf{x}\|_2 = \left( \sum_{i=1}^n x_i^2 \right)^{1/2}$ .
- $\|\mathbf{x}\|_\infty = \max_{i=1,\dots,n} \{|x_i|\}$ .



# norm: Matrix or vector norm

- `norm(X,2)` returns the 2-norm of X.
- `norm(X)` is the same as `norm(X,2)`.
- `norm(X,1)` returns the 1-norm of X.
- `norm(X,Inf)` returns the infinity norm of X.



## $\text{\LaTeX}$ Primer



## \left and \right vs. \big, \Big, \Bigg

```
\begin{align*}
\|x\|_2 &= \big(\sum_{i=1}^n x_i^2\big)^{1/2}, \\
\|x\|_2 &= \Big(\sum_{i=1}^n x_i^2\Big)^{1/2}, \\
\|x\|_2 &= \Bigg(\sum_{i=1}^n x_i^2\Bigg)^{1/2}, \\
\|x\|_2 &= \left(\sum_{i=1}^n x_i^2\right)^{1/2}.
\end{align*}
```

generates

$$\|x\|_2 = \left( \sum_{i=1}^n x_i^2 \right)^{1/2}, \|x\|_2 = \left( \sum_{i=1}^n x_i^2 \right)^{1/2},$$

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# Links

\href{https://www.google.com}{Google}

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```
$$
f(x) =
\begin{cases}
5x + 4 & \text{if } x \leq 1, \\
3x^2 + 6 & \text{if } x > 1
\end{cases}
$$
```

generates

$$f(x) = \begin{cases} 5x + 4 & \text{if } x \leq 1, \\ 3x^2 + 6 & \text{if } x > 1 \end{cases}$$



# Cross-Reference

```
\begin{equation}
\label{eq:ls}
A \mathbf{x} = \mathbf{b}.
\end{equation}
```

The expression `\eqref{eq:ls}` is a linear system.

generates

$$Ax = b. \tag{1}$$

The expression (1) is a linear system.



# Cross-Reference

```
\begin{table} [!hbtp]
\caption{$y = 2x$}
\label{tab:xy}
\begin{tabular}
\hline
$x$ & $y$ \\
\hline
$1$ & $2$ \\
$2$ & $4$ \\
$3$ & $6$ \\
\hline
\end{tabular}
\end{table}
```

Table \ref{tab:xy} gives the result of  $y = 2x$ .



# Cross-Reference

Table 1: $y = 2x$ 

| $x$ | $y$ |
|-----|-----|
| 1   | 2   |
| 2   | 4   |
| 3   | 6   |

Table 1 gives the result of  $y = 2x$ .

