(1) NUMERICAL METHODS LECTURE - 3 30-07-2012 Last day we have seen i) How to formulate system of linear speciais equations to an engineering problem. ii) Possible types of solution -> Unique → No solution → Infinite solution → Drivial solution iii) Basic approach to solve -> Direct Elimination methods -> Sterative methodo 10) Asked you to revise Dasies of motive proporties. Today we will see some of the Gazie knowledge required before embarhing on solution procedures for linear system Matrix Multiplication [A] > n x m Then  $[AB] = \sum_{k=1}^{n} a_{ik} b_{kj}$ ; j = 123..., n\* Conformable motives are associative in multiplication

That is 
$$[A]$$
,  $[B]$ ,  $[C]$  motives are there,

then  $A(BC) = (AB)C$ 

$$[A] \rightarrow n \times m$$

$$[B] \rightarrow m \times r$$

$$[C] \rightarrow r \times p$$
Then  $A(BC) \otimes (AB) \otimes ($ 

\* Division of motion is not defined.

Jon 
$$AA' = I$$

11'9  $A'A = I$ 

If two motres [A] - [B] such that

[AB] = I

Then B = [A]'

If [A] [B] = [C]

Then [A] = [B]'[C]

Matrix Jactorisation

- To represent a motivi as product of two other

 $e_{i}$  (A) = [B][c]

→ You can form infinite number of rembination [B] and [C]
for [A].

- To group the elements of a motion into sub-motivies

In the System of Linear Algebraic Equations [A]  $\{z\}$  =  $\{b\}$ The operation for arbitrary  $\{z\}$  and  $\{z\}$  and  $\{z\}$  arbitrary and linear algebraic systems

Q: What is determinant?

 $det(A) = |A| = \begin{vmatrix} a_{11} & a_{12} & \dots & a_{1n} \\ a_{21} & a_{22} & \dots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{n1} & a_{n2} & \dots & a_{nn} \end{vmatrix}$ 

es. In a 2×2 motion

 $\det (A) = \left| \begin{array}{ccc} q_{11} & q_{12} \\ q_{21} & q_{22} \end{array} \right| = \left| \begin{array}{ccc} q_{11} & q_{22} \\ q_{21} & q_{22} \end{array} \right| = \left| \begin{array}{ccc} q_{21} & q_{22} \\ q_{22} & q_{23} \end{array} \right|$ 

$$Q:$$
 How can you obtaine a 3×3 obtaining ?

$$\det(A) = \begin{vmatrix} Q_{11} & Q_{12} & Q_{13} \\ Q_{21} & Q_{22} & Q_{23} \\ Q_{31} & Q_{32} & Q_{33} \end{vmatrix}$$

Recoll your moderaties courses:
$$a_{11} \left( a_{22} a_{33} - a_{32} a_{23} \right) - a_{12} \left( a_{21} a_{33} - a_{31} a_{23} \right) + a_{13} \left( a_{21} a_{32} - a_{31} a_{23} \right)$$

You can also determine you a  $3 \times 3$  determinant  $\begin{vmatrix}
Q_{11} & Q_{12} & Q_{13} & Q_{11} & Q_{12} \\
Q_{21} & Q_{22} & Q_{23} & Q_{22} \\
Q_{31} & Q_{32} & Q_{33} & Q_{32}
\end{vmatrix}$ 

The tryple products need to be identified.

$$Adt (A) = Q_{11} Q_{12} Q_{33} + Q_{12} Q_{23} Q_{31} + Q_{13} Q_{21} Q_{32} - Q_{31} Q_{22} Q_{13}$$

$$- Q_{32} Q_{23} Q_{11} - Q_{33} Q_{21} Q_{12}$$

This is colled diggered method.

\* Diggord method is not say for notion great than  $3 \times 3$  size.

Joe may have to go for method of co-factors.

A Check number of summitions required in method of refectors.

## DIRECT ELIMINATION METHODS

Before discussing the direct elimination method it is Letter to go through the direct process of Staining solutions of linear systems.

- This is Secons it will help us in understanding has tedious it is through direct method

- the solventage it is to use elimination methods.

Cramer's Rule

Je a system  $\begin{bmatrix}
A \end{bmatrix} \{ 2 \} = \{ b \}$ where  $Z_{i} = \frac{\det(A^{i})}{\det(A)} ; j = 1 ; \dots, n$ where  $\begin{bmatrix}
A i
\end{bmatrix} = \begin{bmatrix}
Q_{11} & Q_{12} & \dots & b_{1} & \dots & Q_{2n} \\
Q_{n1} & Q_{n2} & \dots & b_{n} & \dots & Q_{nn}
\end{bmatrix}$ 

eg.  $\exists a_{12}$   $\exists a_{12}$ 

\* you require many excludions to determine the numerator and denominator determinants. In notices slove 3 x 3 order the process is quite difficult.

The Elimination Process

Row Operations

To employ elemination process, you need to perform

(i) In the system any now (i.e. equation) can be multiplied by a constant. It is not going to change the solution. This is Scaling.

(ii) We can inter-change the order of nows as per our convenience. This is Privating.

(iii) We can also replace any now (i.e. equation)

By a weighted linear combination of that now

with any other now. This is elimination.

\* Please see that 9000 operations will not change the solution of the system of equations.

Q: Why do we require now operations?

- Do prevent divisions by zero, to avoid round of,

and to implement systematic climination.

Consider the Jollowing example from Floffman "Numerical Methods..  $\begin{bmatrix} 80 & -20 & -20 \\ -20 & 40 & -20 \\ -20 & -20 & 130 \end{bmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} = \begin{pmatrix} 20 \\ 20 \\ 20 \end{pmatrix}$ 

How you used to solve such linear system.
Augmented Matrix

$$\begin{bmatrix} 80 & -20 & -20 & | & 20 \\ 0 & 140 & -100 & | & 100 \\ 0 & 0 & 3000 & | & 1200 \end{bmatrix}$$

$$3000 \times_3$$

Bacho Wollet: 140 x2 - 100 x0.4 = 100

> In the entire process you had carried out various now operations unknowingly from you under graduate experience.

P: Why Piroting will be required? -> Usually the matrix in a linear system is square. - The element on the migor digonal is colled - Privat (for any equation). - As we have can the example, if it hoppons that a, = 0 than the method would have failed. - So to avoid that elements in major diagonal have to be mode non-gero ly → Interchanging rows (equations)

→ Interchanging columns (variables) -> This is Privating. -> If you was both nows and rolumno -> Jul Pinoting - If you use interchanging of nows only - Partial Pivoling. Advantage of Privatery -> Eliminete zero punt domento -> Redus round of errors. e.g. From Hoffman (2007) Q<sub>11</sub> = 0; Therefore printing is required.

1 In Jont robum, the largest element is in row 2.

1. Interchange Row 1 and Row 2

$$\begin{bmatrix} 4 & 1 & -1 & | & -3 \\ 0 & 2 & 1 & | & 5 \\ -2 & 3 & -3 & | & 5 \end{bmatrix} R_3 = R_1 + 2R_3 \Rightarrow \begin{bmatrix} 4 & 1 & -1 & | & -3 \\ 0 & 2 & 1 & | & 5 \\ 0 & 7 & -7 & | & 7 \end{bmatrix}$$

$$R_3 = 7R_2 - 2R_3 \Rightarrow \begin{bmatrix} 4 & 1 & -1 & | & -3 \\ 0 & 2 & 1 & | & 5 \\ 0 & 0 & 2 & 1 & | & 5 \\ 0 & 0 & 21 & | & 21 \end{bmatrix} \qquad x_3 = 1.0$$

$$2x_2 + 1.0 = 5$$

$$x_1 = 2.0$$

$$4x_1 + 2 - 601 = -3$$

$$x_1 = -1$$

Q: Why Scaling will be required?

→ Mainly to reduce reamond off errors.

→ Before elimination is done for the first volume are scaled by the elements in the first volume are scaled by the largest element in the corresponding rows.

→ After scaling, then privately to be carried out.

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Diagonal elamants mot gare. . No Privatey required.

$$R_{2} - \left(\frac{a_{21}}{a_{11}}\right)R_{1} = R_{2} - 0.667 R_{1}$$

$$R_{3} - \left(\frac{a_{31}}{a_{11}}\right)R_{1} = R_{3} - 0.333 R_{1}$$

$$R_{3} - \left(\frac{a_{31}}{a_{11}}\right)R_{1} = R_{3} - 0.333 R_{1}$$

$$0 -4.334 \frac{33.0}{31.965} \cdot 28.602$$

$$0 0.334 \frac{31.965}{31.965} \cdot -31.602$$

$$R_{3} - \left(\frac{Q_{32}}{Q_{23}}\right) R_{2} = R_{3} - \left(-0.077\right) R_{1} \Rightarrow \begin{cases} 3 & 2 & 105 & 104 \\ 0 & -4.334 & 23.05 & 28.62 \\ 0 & 0 & 24.427 & -29.427 \end{cases}$$

X3 = 100 0.997

$$-4.334 x_2 + 32.965 = 28.632$$

$$x_2 = 0.924$$
  $x_1 = -0.844$