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Introduction to Numerical Methods for Computer Simulation

Exercises No. 3

E 9: Tridiagonal Matrices

Given the tridiagonal matrix

- a) First, we compute the triangular decomposition $A = L \cdot U$ without pivoting. (Assumption: each pivot is nonzero). Write the algorithm for this special case. (What changes arise in comparison to a general matrix $A \in \mathbb{R}^{n \times n}$?) How do L and U look like? What is the complexity of the LU-decomposition here?
- b) If we use partial pivoting, we obtain the decomposition $P \cdot A = L \cdot U$ with permutation matrix P.

Do L and U have the same structure as in a)?

c) During LU-decomposition of a general matrix A, the computed entries u_{ij} in the upper triangular matrix $U = (u_{ij})$ may grow (compared to A). For tridiagonal matrices and using partial pivoting, prove the estimate

$$|u_{ij}| \le 2 \cdot p_0$$
, $p_0 := \max_{1 \le i,j \le n} |a_{ij}|$.

E 10: LU-Decomposition of Block Matrix

Given the matrix

$$A = \left(\begin{array}{cc} \tilde{A} & v \\ w^\top & \alpha \end{array} \right) \in \mathbb{R}^{(n+1) \times (n+1)},$$

where $\tilde{A} \in \mathbb{R}^{n \times n}$ is regular, $v, w \in \mathbb{R}^n$ and $\alpha \in \mathbb{R}$.

- a) Determine the LU-decomposition of A for given $\tilde{A} = \tilde{L} \cdot \tilde{U}$.
- b) Show: A is regular $\iff \alpha w^{\top} \tilde{A}^{-1} v \neq 0.$