Computer Problem 1. Use the code fragments from Section 2.1 to write a MATLAB function which takes a matrix M as input and which produces matrices L and U as output. Design your function to emit an error message and quit if it encounters a zero pivot. Check your program by factoring the following matrices, then verify that $LU = M$.

(a) $\begin{bmatrix} 3 & 1 & 2 \\ 6 & 3 & 4 \\ 3 & 1 & 5 \end{bmatrix}$

(b) $\begin{bmatrix} 4 & 2 & 0 \\ 4 & 4 & 2 \\ 2 & 2 & 3 \end{bmatrix}$

(c) $\begin{bmatrix} 1 & -1 & 1 & 2 \\ 0 & 2 & 1 & 0 \\ 1 & 3 & 4 & 4 \\ 0 & 2 & 1 & -1 \end{bmatrix}$

(d) The 8×8 symmetric Pascal matrix, generated by `pascal(8)`.

Solution.

Computer Problem 2. Introducing appropriate functions, add two-step back substitution to your solution to Computer Problem 1, then use it to solve the following systems.

(a) $\begin{bmatrix} 3 & 1 & 2 \\ 6 & 3 & 4 \\ 3 & 1 & 5 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 0 \\ 1 \\ 3 \end{bmatrix}$

(b) $\begin{bmatrix} 4 & 2 & 0 \\ 4 & 4 & 2 \\ 2 & 2 & 3 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 2 \\ 4 \\ 6 \end{bmatrix}$

(c) $\begin{bmatrix} 1 & -1 & 1 & 2 \\ 0 & 2 & 1 & 0 \\ 1 & 3 & 4 & 4 \\ 0 & 2 & 1 & -1 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix} = \begin{bmatrix} 4 \\ 19 \\ 49 \\ 19 \end{bmatrix}$

(d) The linear system $Px = b$ where P is the 8×8 symmetric Pascal matrix and b is the vector of all ones.

Solution.