

# CSI 401 (Fall 2025) Numerical Methods

Lecture 5: LU Decomposition & Partial Pivoting

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### Agenda

- Another direct linear system solvers:
  - LU matrix decomposition-based solver
- A method to avoid relative errors in solvers:

Partial pivoting

### Recap: Linear systems

- An example of linear systems
  - Any linear system can always be rewritten in matrix form

$$\begin{aligned} a_{11}X_1 + a_{12}X_2 + a_{13}X_3 &= b_1 \\ a_{21}X_1 + a_{22}X_2 + a_{23}X_3 &= b_2 \\ a_{31}X_1 + a_{32}X_2 + a_{33}X_3 &= b_3 \end{aligned} \qquad \begin{bmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ a_{31} & a_{32} & a_{33} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix}$$

$$\begin{bmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ a_{31} & a_{32} & a_{33} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix}$$

- More generally, Ax = b
  - A is an  $m \times n$  matrix
  - x is an n-dimensional vector
  - b is an m-dimensional vector
- Problem: given A and b, how can you solve x?
- New problem: given A and multiple different b, how can you solve xefficiently?

### LU decomposition

- $\bullet A = LU$ 
  - L is a lower triangular matrix, U is a upper triangular matrix
  - Note this decomposition may not be unique

- In-class exercise:
  - Find an LU decomposition of  $A = \begin{bmatrix} 2 & 1 & 1 \\ 4 & -6 & 0 \\ -2 & 7 & 2 \end{bmatrix}$

• 
$$u_{11} = a_{11} = 2, \ u_{12} = a_{12} = 1, \ u_{13} = a_{13} = 1$$
•  $\ell_{21} = a_{21}/u_{11} = 4/2 = 2, \ \ell_{31} = a_{31}/u_{11} = -2/2 = -1$ 
•  $u_{22} = a_{22} - \ell_{21}u_{12} = -6 - 2 \cdot 1 = -8$ 
•  $u_{23} = a_{23} - \ell_{21}u_{13} = 0 - 2 \cdot 1 = -2$ 
•  $\ell_{32} = (a_{32} - \ell_{31}u_{12})/u_{22} = (7 - (-1) \cdot 1)/(-8) = 8/(-8) = -1$ 
•  $u_{33} = a_{33} - \ell_{31}u_{13} - \ell_{32}u_{23} = 2 - (-1) \cdot 1 - (-1) \cdot (-2) = 2 + 1 - 2 = 1$ 

### LU decomposition for linear systems

- $\bullet A = LU$ 
  - L is a lower triangular matrix, U is a upper triangular matrix
- Ax = b becomes LUx = b
- Solution:
  - Step 1: Solve y from Ly = b
  - Step 2: Solve x from Ux = y
- Discussion: what's the runtime complexity of Step 1, 2?

### Steps 1 and 2 run in O(n)!

• Why? Because L is a lower triangular matrix, U is a upper triangular matrix. Simply run back substitution!

- Recap of LU
  - Ax = b becomes LUx = b
  - Solution:
    - Step 1: Solve y from Ly = b
    - Step 2: Solve x from Ux = y

## In-class exercise: LU decomposition for linear systems

System:  $A\mathbf{x} = \mathbf{b}$  with

$$A=egin{bmatrix}2&1&1\4&-6&0\-2&7&2\end{bmatrix},\quad \mathbf{b}=egin{bmatrix}5\-2\9\end{bmatrix}$$

- Step 1: Solve y from Ly = b
- Step 2: Solve x from Ux = y

• Solution: y=[5, -12, 2], x=[1, 1, 2]

### Runtime of LU decomposition for linear systems

- LU decomposition:  $O(n^3)$
- Back substitution: O(n)
- Total:  $O(n^3)$
- Back to our motivation: given A and multiple different b, how can you solve x efficiently?
  - LU decomposition should be your choice!
  - Because you can save time by saving L and U for the same A.

#### What's the runtime of Gaussian elimination?

Guess time! What's your quick answer?

- Let's take a closer look:
  - At step 1 we eliminate the first column: for each of the n-1 rows below, we update n-1 entries in that row  $\Rightarrow \approx (n-1)^2$  element updates.
  - At step 2 we work on the  $(n-1) \times (n-1)$  block  $\Rightarrow (n-2)^2$  updates.
  - ...
  - At step k we update a  $(n-k) \times (n-k)$  block  $\Rightarrow (n-k)^2$  updates.
  - ullet So,  $O(n^3)$  because  $\sum_{m=1}^{n-1} m^2 = rac{n(n-1)(2n-1)}{6} \sim rac{n^3}{3}$

### Both LU decomposition and Gaussian elimination run in $O(n^3)$

 But LU decomposition is usually considered to be better since it's scalable – works for multiple different b.

- And LU decomposition has been written as functions in Python and Matlab.
  - Python: scipy.linalg.lu
  - Matlab: lu()

```
A = [10 -7 0]
      5 -1 5];
```

```
[L,U] = lu(A)
```

 $L = 3 \times 3$ 

 $U = 3 \times 3$ 

0

### Two examples of linear systems

- Can you solve it using Gaussian elimination?  $\hat{A} = \begin{pmatrix} 0 & 1 & 1 & 1 \\ 1 & 1 & 1 & 2 \end{pmatrix}$ 
  - Solution: x = [1, 1]
- How about this?

$$\tilde{A} = \begin{pmatrix} 10^{-20} & 1 & 1 \\ 1 & 1 & 2 \end{pmatrix}$$

$$\begin{pmatrix} 10^{-20} & 1 & 1 \\ 1 & 1 & 2 \end{pmatrix} \xrightarrow{R_2 \leftarrow R_2 - 10^{20} R_1} \begin{pmatrix} 10^{-20} & 1 & 1 \\ 0 & -10^{20} & -10^{20} \end{pmatrix}$$

- Discussion: What's the solution?
- Solution: x = [0, 1]
- What happened? Small rounding error leads to huge relative error!

#### Partial pivoting prevents this issue

- How does partial pivoting work?
  - Swap rows to make pivot have the largest absolute value in its column.

$$\begin{pmatrix} 10^{-20} & 1 & 1 \\ 1 & 1 & 2 \end{pmatrix} \xrightarrow{R_1 \leftrightarrow R_2} \begin{pmatrix} 1 & 1 & 2 \\ 10^{-20} & 1 & 1 \end{pmatrix} \xrightarrow{R_2 \leftarrow R_2 - 10^{-20} R_1} \begin{pmatrix} 1 & 1 & 2 \\ 0 & 1 - 10^{-20} & 1 - 2 \cdot 10^{-20} \end{pmatrix}$$

$$x_2 = \frac{1 - 2 \cdot 10^{-20}}{1 - 10^{-20}} \approx 1 \pm 10^{-20}$$

$$x_1 + x_2 = 2 \implies x_1 = 1 \pm 10^{-20}.$$

- Why does it work?
  - Avoid dividing by tiny numbers, reduces relative error, and makes LU numerically stable for most matrices.

### Another example of partial pivoting

$$\begin{pmatrix}
2 & 1 & 3 \\
1 & 10^{-20} & 4 \\
7 & -20 & 5
\end{pmatrix}
\xrightarrow{R_1 \leftrightarrow R_3}
\begin{pmatrix}
7 & -20 & 5 \\
1 & 10^{-20} & 4 \\
2 & 1 & 3
\end{pmatrix}
\xrightarrow{R_2 \leftarrow R_2 - (1/7)R_1, R_3 \leftarrow R_3 - (2/7)R_1}
\begin{pmatrix}
7 & -20 & 5 \\
0 & 2.857 & 3.286 \\
0 & 6.714 & 1.5714
\end{pmatrix}$$

$$\xrightarrow{R_2 \leftrightarrow R_3}
\begin{pmatrix}
7 & -20 & 5 \\
0 & 6.714 & 1.5714 \\
0 & 2.857 & 3.286
\end{pmatrix}
\xrightarrow{R_3 \leftarrow R_3 - (2.857/6.714)R_2}
\begin{pmatrix}
7 & -20 & 5 \\
0 & 6.714 & 1.5714 \\
0 & 0 & 2.6173
\end{pmatrix}$$

$$(11.19)$$