

§ 7.2.3. LU w/ Pivoting

GE may fail:

$$\text{Take } A = \begin{pmatrix} 0 & 1 \\ 1 & 1 \end{pmatrix}, \quad b = \begin{pmatrix} 1 \\ 2 \end{pmatrix}$$

$$\begin{pmatrix} 0 & 1 \\ 1 & 1 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} 1 \\ 2 \end{pmatrix} \Rightarrow x_1 = 1 = x_2$$

But in GE: $\text{mult} = \frac{A_{21}}{\underbrace{A_{11}}} \stackrel{!}{=} 0$ is not defined.

(This may happen at any stage of GE.)

Solution to this: to interchange the rows

$$\begin{pmatrix} 0 & 1 \\ 1 & 1 \end{pmatrix} \rightarrow \begin{pmatrix} 1 & 1 \\ 0 & 1 \end{pmatrix}$$

Strategy: 1) test if the denominator in "mult" is zero;

2) if so, search for a nonzero entry in the column, interchange the rows, and do the elimination.

Pivoting: the process of interchanging rows;

Pivot (element): the nonzero entry

(2)

This will work in exact arithmetic,
but not in finite precision one used
on computers:

$$\begin{pmatrix} 10^{-20} & 1 \\ 1 & 1 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} 1 \\ 2 \end{pmatrix}$$

$$x_1 \approx 1 \text{ and } x_2 \approx 1$$

as $x_1 = 1 + \frac{1}{10^{20}-1} \approx 1$

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

In our GE/LU code:

$$\left(\begin{array}{cc|c} 10^{-20} & 1 & 1 \\ 1 & 1 & 2 \end{array} \right) \xrightarrow{r_2 - 10^{20}r_1} \left(\begin{array}{cc|c} 10^{-20} & 1 & 1 \\ 0 & 1-10^{20} & 2-10^{20} \end{array} \right)$$

-10^{20} -10^{20}

due to rounding!

$$\Rightarrow x_2 \approx 1, \text{ but } 10^{-20}x_1 + 1 = 1 \Rightarrow x_1 = 0$$

Again, we could have interchanged
the rows:

$$\left(\begin{array}{cc|c} 1 & 1 & 2 \\ 10^{-20} & 1 & 1 \end{array} \right) \xrightarrow{r_2 - r_1 10^{-20}} \left(\begin{array}{cc|c} 1 & 1 & 2 \\ 0 & 1 & 1 \end{array} \right)$$

$1-10^{-2} \approx 1$ $1-2 \cdot 10^{-20} \approx 1$

$$\Rightarrow x_1 = 1 = x_2$$

To avoid both difficulties: with 0 or tiny
entries, partial pivoting is used, i.e.
choose the pivot to be $\text{abs}(\text{largest entry})$.

(3)

Partial pivoting:

$$\begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 0 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} = \begin{pmatrix} 1 \\ 0 \\ 2 \end{pmatrix}$$

$$\left(\begin{array}{ccc|c} 1 & 2 & 3 & 1 \\ 4 & 5 & 6 & 0 \\ 7 & 8 & 0 & 2 \end{array} \right) \xrightarrow{\text{pivot}} \left(\begin{array}{ccc|c} 7 & 8 & 0 & 2 \\ 4 & 5 & 6 & 0 \\ 1 & 2 & 3 & 1 \end{array} \right) \xrightarrow{r_2 - r_1 (\frac{4}{7})} \left(\begin{array}{ccc|c} 7 & 8 & 0 & 2 \\ 0 & 1 & 6 & 0 \\ 1 & 2 & 3 & 1 \end{array} \right) \xrightarrow{r_3 - r_1 (\frac{1}{7})}$$

$$\left(\begin{array}{ccc|c} 7 & 8 & 0 & 2 \\ 0 & 1 & 6 & 0 \\ 0 & 6/7 & 3 & 5/7 \end{array} \right) \xrightarrow{\text{pivot}} \left(\begin{array}{ccc|c} 7 & 8 & 0 & 2 \\ 0 & 6/7 & 3 & 5/7 \\ 0 & 3/7 & 6 & -8/7 \end{array} \right)$$

$$\xrightarrow{r_3 - r_2 (\frac{1}{2})} \left(\begin{array}{ccc|c} 7 & 8 & 0 & 2 \\ 0 & 6/7 & 3 & 5/7 \\ 0 & 0 & 9/2 & -3/2 \end{array} \right) \Rightarrow \begin{aligned} x_3 &= -\frac{1}{3} \\ x_2 &= 2 \\ x_1 &= -2 \end{aligned}$$

See handout on partial pivoting SE
in matrix form (LU w/ pivoting).

% Gaussian elimination with partial pivoting.

% This is (roughly) what Matlab can do when it computes PLU factorizations.

for j=1:n-1 % Loop over columns.

[pivot,k] = max(abs(A(j:n,j))); % Find the pivot element in column j.

% pivot is the largest absolute

% value of an entry; k+j-1 is its

% index.

if pivot==0, % If all entries in the column are 0,

disp(' Matrix is singular.') % return with an error message.

break;

end;

temp = A(j,:); % Otherwise,

A(j,:) = A(k+j-1,:); % Interchange rows j and k+j-1.

A(k+j-1,:) = temp;

tempb = b(j);

b(j) = b(k+j-1);

b(k+j-1) = tempb;

for i=j+1:n % Loop over rows below j.

mult = A(i,j)/A(j,j); % Subtract this multiple of row j from

% row i to make A(i,j)=0.

A(i,j:n) = A(i,j:n) - mult*A(j,j:n);

b(i) = b(i) - mult*b(j);

end

end

Operations count:

No additional cost is required for pivoting in terms of FLOPs, but there is $O(n^2)$ cost to find the largest entry & additional cost of data movement. Still, $O(n^2) < O(\frac{2}{3}n^3)$

FLOPs
for modified GE code