

#3 (3pts) Maximal-column pivoting, 2-digit chopping arithmetic

$$\left[\begin{array}{ccc|c} -1 & 2 & 3 & -6 \\ 2 & -3 & -2 & 5 \\ 10 & 20 & 30 & -20 \end{array} \right] \begin{array}{l} \text{switch} \\ \text{rows} \\ 1 \text{ and } 3 \end{array} \Rightarrow \left[\begin{array}{ccc|c} 10 & 20 & 30 & -20 \\ 2 & -3 & -2 & 5 \\ -1 & 2 & 3 & -6 \end{array} \right] \begin{array}{l} \leftarrow -0.2 \\ \leftarrow 0.1 \end{array}$$

$$\Rightarrow \left[\begin{array}{ccc|c} 10 & 20 & 30 & -20 \\ 0 & -7 & -8 & 9 \\ 0 & 4 & 6 & -8 \end{array} \right] \begin{array}{l} \leftarrow 0.57 \\ \leftarrow \end{array} \Rightarrow \left[\begin{array}{ccc|c} 10 & 20 & 30 & -20 \\ 0 & -7 & -8 & 9 \\ 0 & 0 & 1.5 & -2.9 \end{array} \right]$$

Thus, $x_3 = \frac{-2.9}{1.5} = -1.9$
 $x_2 = (9 + 8x_3) / -7 = 0.85$
 $x_1 = (-20 - 30x_3 - 20x_2) / 10 = (-20 + 57 - 17) / 10 = 2.0$

Answer: $\begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 2.0 \\ 0.85 \\ -1.9 \end{bmatrix}$

#4 (3pts) Scaled-column pivoting, 2-digit chopping arithmetic

$$\left[\begin{array}{ccc|c} -1 & 2 & 3 & -6 \\ 2 & -3 & -2 & 5 \\ 10 & 20 & 30 & -20 \end{array} \right]$$

Switch rows 1 and 2

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$$\left[\begin{array}{ccc|c} 2 & -3 & -2 & 5 \\ -1 & 2 & 3 & -6 \\ 10 & 20 & 30 & -20 \end{array} \right] \begin{array}{l} \leftarrow 0.5 \\ \leftarrow -5 \end{array} \Rightarrow \left[\begin{array}{ccc|c} 2 & -3 & -2 & 5 \\ 0 & 0.5 & 2 & -3.5 \\ 0 & 35 & 40 & -45 \end{array} \right]$$

switch rows 2 and 3

$$\frac{|a_{22}|}{s_2} = \frac{0.5}{3} = 0.16$$

$$\frac{|a_{32}|}{s_2} = \frac{35}{30} = 1.1 > 0.16$$

$$\Rightarrow \left[\begin{array}{ccc|c} 2 & -3 & -2 & 5 \\ 0 & 35 & 40 & -45 \\ 0 & 0.5 & 2 & -3.5 \end{array} \right] \begin{array}{l} \leftarrow -0.014 \\ \leftarrow \end{array} \Rightarrow \left[\begin{array}{ccc|c} 2 & -3 & -2 & 5 \\ 0 & 35 & 40 & -45 \\ 0 & 0 & 1.4 & -2.8 \end{array} \right]$$

Thus, $x_3 = -2.8 / 1.4 = -2.0$

$$x_2 = (-45 - 40x_3) / 35 = (-45 + 80) / 35 = 1.0$$

$$x_1 = (5 + 2x_3 + 3x_2) / 2 = (5 - 4 + 3) / 2 = 2.0$$

Answer: $\begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 2.0 \\ 1.0 \\ -2.0 \end{bmatrix}$