

## UNIVERSITY OF ILLINOIS

## DIGITAL COMPUTER

LIBRARY ROUTINE M 13 - 179

**TITLE** Complete Linear Matrix Equation Solver and General Matrix Inversion

**TYPE** Complete program

**DURATION**  $n$  = order of matrix A,  $m$  = number of columns of matrix B.

- a) reading in of matrix A and B: read-in speed (250 characters per second)
- b) computing time;  $n^3/500$  ( $m = 1$ )  
:  $-11 + 4n - .3n^2 + .01n^3$  ( $n = m$ )
- c) punching of matrix X: punch speed (60 characters per second)

**ACCURACY** A function of the order and conditioning of the matrices.

**DESCRIPTION** This routine solves the linear matrix equation  $AX = B$ , for matrices A and B satisfying the conditions:

- a) A is non-singular and of size  $(nxn)$
- b) B is of size  $(nxm)$

where the magnitude of  $n$  and  $m$  is governed by the inequality:

$$nm + n/2(n + 1) + (n + m) \leq 842$$

The solution X, of size  $(nxm)$ , is punched out by successive columns. In the special case when  $B = I$  (the identity matrix), we obtain the inverse since the solution is  $X = A^{-1}$ . Here  $n = m$  and the limits on the size of A are  $n \leq 22$ .

**DATA TAPE PREPARATION** A distinction is to be made between the cases when  $B = I$  (i.e. when we wish to invert A) and  $B \neq I$  (i.e. when we are in essence solving  $m$  sets of  $n$  simultaneous equations in  $n$  unknowns).

- 1)  $B = I$  Punch the matrix A, row by row, adhering to the following:
  - a) Each row is ended by J.
  - b) Follow the final J with a hexadecimal character 1, 2, ..., K, S indicating the number of digits desired in the punching of X.

- 2)  $B \neq I$ : Punch the augmented matrix  $[A,B]$  row by row, such that:
- a) Each of the respective rows of A and B are ended by N.
  - b) Follow the final N of the last row of B by a sexadecimal character 1, 2, ..., K, S indicating the number of digits desired in the punching of the output X.
- 3) In either case:
- a) All rows must be so scaled that no element is  $\geq 1/2$ .
  - b) Each element must be preceded by a plus or minus sign and may contain up to 12 figures. (Indicate a plus sign for zero).

Example:

A typical input tape for A =

$$\begin{bmatrix} 1 & 2 & 0 \\ 3 & -4 & 1 \\ -2 & 5 & 6 \end{bmatrix}$$

and B =

$$\begin{bmatrix} 1 & 2 \\ 0 & -1 \\ -2 & 0 \end{bmatrix}$$

would appear as follows:

```
+1 +2 + N +1 +2 N
+3 -4 +1 N + -1 N
-02 +05 +06 N -02 + N K
```

and will print out to 10 places rounded off.

If B were I we would punch instead:

```
+01 +02 + J
+03 -04 +01 J
-02 +05 +06 J K
```

Note: Concern must be given to the scaling possibilities offered by each case. In the former case, each row can be considered independently of the others, remembering, however, that corresponding rows of A and B must be treated as a unit. In the latter case, scaling one row forces one to scale each row.

METHOD OF USE

- 1) Read in the routine until it stops.
- 2) Place the data tape into the reader and start by raising the black switch.
- 3) The computation is then carried out and subsequently X will be punched out. The machine will then stop on a transfer order (24 52) and is then ready to accept another equation for solution upon raising the black switch. No concern need be given to successive values of matrix sizes.

DATA OUTPUT

Each column of X will be punched out in succession, followed by a scaling factor and the character N. This scaling factor may be different for each column. It indicates the position of the decimal point as lying after the column in which the factor 1 appears. A typical output for a 3 x 3 matrix may look like the following:

+1000  
 -0500  
 +2500  
 +1000N  
 -2000  
 +0030  
 -2500  
 +0100N  
 +0300  
 +0100  
 +0050  
 +1000N

representing

$$\begin{bmatrix} 1 & -20 & .3 \\ -.5 & .3 & .1 \\ 2.5 & -25 & .05 \end{bmatrix}$$

Successive calculations are separated by three carriage returns and line feeds.

Note: In case we are inverting A (i.e.,  $B = I$ ), then the output matrix must be multiplied by  $10^{n+1}$  if the original matrix A was scaled by  $10^n$ .

MATHEMATICAL METHOD

- 1) The matrix A is upper triangularized by a series of elementary row operations,  $\prod E_i$ , during which time the same operations are performed upon the augmented matrix B, obtaining thereby  $(\prod E_i) B = B'$ .
- 2) Successive columns of B' are then considered and by the back substitution method we solve m sets of n simultaneous equations in n unknowns. The m

column vectors comprising this solution form the matrix X.

- 3) For the case  $B = I$ , it follows that  $X = A^{-1}$ .
- 4) In the event a zero appears on the diagonal of the upper triangular matrix, the machine detects the singularity of A and prints out F, indicating that there is no solution. It is then ready to proceed to the next problem.
- 5) Appearance of a zero on the diagonal of the upper triangularized matrix is a necessary condition for singularity of A. This is not true, however, for the machine representation, due to accumulating round off errors. In the process of upper triangularizing A, automatic scaling is performed so that the absolute value of the largest element in each row of the augmented matrix lies in the interval  $(1/2, 1/4]$ . This destroys the possibility of comparing the relative size of the diagonal elements upon the completion of the calculation, in order to obtain an indication of the rank of the matrix. It is, therefore, impossible to guarantee detection of a nearly singular matrix. However, it should be noted that the size of the scaling factors appearing for each column of X will indicate the conditioning of A. In the event that scaling gets beyond the capacity of the registers of Illiac the calculation is stopped and F is printed out. The machine is then ready for another calculation.
- 6) In addition to the precautions of this routine, it is advisable, in questionable instances, to form the product of A and the X, computed by this routine, and note the approximation to the matrix B. Another alternative would be to employ Routine M 12 by which one can find the determinant of A and can inspect the elements on the diagonal of the upper

triangularized A and obtain the rank.

NOTES

- 1) The triangularization process and back substitution is a modification of Routine L 1.
- 2) Since  $(A^T)^{-1} = (A^{-1})^T$  one can either punch rows of  $A^{-1}$  or columns depending on whether the input matrix is  $A^T$  or A respectively.
- 3) For the case  $B = I$ , the identity matrix is automatically augmented within the routine.
- 4) A sample inversion of a matrix of order 22 required approximately 35 seconds computing time. Errors were less than  $10^{-11}$ .
- 5) A sample solution of a system of 38 equations in 38 unknowns with random integer coefficients required approximately 100 seconds computing time. Errors were less than  $10^{-10}$ .

DATE	May 4, 1955
CODED BY	<i>W. L. Fugate</i>
APPROVED BY	<i>J. Nash</i>

LOCATION	ORDER		NOTES	PAGE 1 M 13
	Routine X 1		Decimal Order Input	
	00 8K			
	Routine N 2		Input a Sequence of Decimal Fractions	
	00 34K			
	Routine P 2		Print (A) with or without Sign to n Places	
	00 52K			
0	41 7F		Clear row counter	
	41 6F		Clear counter	
1	50 183F		Read in row r of A	
	50 1L			
2	26 8F		Store 0 or 1	
	40 F			
3	15 16F		183 + n = y (left address)	
	46 17L		Set address of y	
4	46 83L			
	46 91L			
5	10 20F			
	42 82L		y = 183	
6	42 99L			
	42 10L			
7	42 126L		Store m = n	
	42 129L			
8	10 46L		Store n	
	42 4F			
9	42 3F		Test for inversion or solving AX = B	
	13 F			
10	30 17L		Clear y to (y + n - 1)	
	41 (y)F	6' 11'		
11	F5 10L		y + r	
	42 10L			
12	10 3F		Augment unit matrix	
	10 126L			
13	32 10L		1/10	
	15 126L			
14	14 7F		14'	
	42 15L			
15	15 125L			
	40 (y+r)F			

LOCATION	ORDER		NOTES	PAGE 2
16	22 20L 00 F		Waste	
17	50 (y)F 50 17L	3'	Read in row r of B if $B \neq I$	
18	26 8F 15 16F		$y + m = t$	
19	10 20F 10 126L		$t + y = m$	
20	42 4F 15 48L		Store m	
21	42 26L 15 4F			
22	14 126L 42 48L			
23	42 27L 42 128L		$183 + n + m = t$	
24	00 20F 46 127L			
25	22 25L 13 7F		Waste	
26	32 27L 41 ( )F	21	Cause ith row to interchange with virtual ith row	
27	26 28L 41 (t)F	23		
28	15 48L 42 38L			
29	42 41L 42 44L			
30	42 54L 15 46L			
31	14 6F 42 47L		$183 + i = x$	
32	42 51L 42 68L		Set addresses	
33	42 70L 42 42L			

LOCATION	ORDER		NOTES	PAGE 3	M 13
34	00 20F 46 41L				
35	46 39L 46 45L				
36	46 51L 46 53L				
37	L5 123L 46 48L		Prepare for interchange of rows		
38	46 49L				
	L3 (t)F	28'	Test size of leading elements		
39	L6 (x)F	35'			
	32 42L				
40	47 48L 50 7F		No row interchange Approximate zero in Q		
41	L5 (x)F	34'			
	66 (t)F	29'			
42	26 46L 50 (x)F	33'			
43	S3 F 32 45L				
44	50 124L 75 (t)F	29'	1 - 2 <sup>-39</sup>		
45	66 (x)F 47 49L	35'	Row interchange		
46	41 5F S1 183F		Clear counter Address a constant		
47	40 2F L5 (x)F	31' 58'			
48	40 ( )F L5 (t)F	37' 40' 22' 56'			
49	40 ( )F 50 2F	38 45'			
50	7J 1F L4 F				
51	40 (x)F L3 (x)F	36 57' 32 57'			



LOCATION	ORDER		NOTES	PAGE 4 M 13
52	L6 5F 36 54L		$ N(5)  -  N(x) $	Linearly
53	L7 (x)F 40 5F	36' 58	Element of largest ab- solute value in row i	combine successive rows so
54	L5 1F 40 (t)F	30 55'		as to get zeros
55	F5 54L 42 54L			below the diagonal
56	42 48L L5 51L			of A
57	L4 123L 40 51L			
58	46 53L 42 47L			
59	L0 127L 32 47L			
60	L5 74L 40 69L		Reset order	
61	L3 5F 36 75L		If zero do not rescale	
62	LL 5F 32 65L		If absolute value of any one element of row is $\geq 1/2$ prepare order to scale down	
63	L5 70L 46 69L			
64	26 68L F5 69L			
65	42 69L F5 69L		If absolute value of largest element < $1/2$ prepare to scale up rows so that this element is in the interval ( $1/2, 1/4$ ]	
66	42 69L L5 5F			
67	00 1F 40 5F			
68	50 7F L5 (x)F	72 32'	Put $\sim$ zero in Q	
69	10 (1)F 00 (1)F	63' 60' 66 65 60'		

LOCATION	ORDER		NOTES	PAGE 5 M 13
70	50 2F 40 (x)F	71' 33	Waste, address a constant	Rescale row i
71	F5 70L 42 70L			
72	42 68L L0 128L		Test	
73	36 68L 26 75L			
74	10 1F 00 1F		Constant	
75	F5 6F 40 6F			
76	L5 7F L0 6F		Determine if row i must have further eliminations (done i times)	
77	36 28L F5 7F			
78	40 7F L0 3F		Count number of rows	
79	36 80L 22 L		Repeat for next row	
80	41 5F 81 4F		Clear counter	
81	00 20F 46 115L		Read in character to determine number of digits to punch	
82	L5 125L 40 (y)F	5'	Set scaling factor	
83	L3 (y)F 32 121L	4	Terminate calculation if scaling $< 2^{-39}$	
84	41 6F 41 7F		Clear counters	
85	L5 46L 42 114L			
86	L5 48L 42 96L			
87	L0 4F L4 5F		Set addresses	
88	42 91L L5 96L			

LOCATION	ORDER		NOTES	PAGE 6
89	L0 4F 42 96L		<p>Calculate <math>\sum_{j=i+1}^n a_{ij}x_j</math></p> <p>Waste</p> <p><math>\geq 1/2?</math></p> <p>Rescale and start again</p> <p>Reset</p>	
90	L5 91L 46 96L			
91	50 (y)F 71 ( )F	4' 88 94		
92	40 F L5 91L			
93	F0 7F L0 4F			
94	42 91L 22 100L			
95	22 95L S5 F			
96	50 (y)F 74 ( )F	90' 101' 86' 89' 101'		
97	L4 F 40 F			
98	LL F 32 100L			
99	50 125L 7J (y)F	6		
100	22 82L L5 96L			
101	L0 123L 40 96L			
102	42 106L 42 109L			
103	46 111L F5 6F			
104	40 6F L5 7F			
105	L0 6F 32 95L			
106	41 6F L3 (a <sub>ii</sub> )F	102		

LOCATION	ORDER		NOTES	PAGE 7	
107	32 121L 16 F		End if zero on diagonal Test if division is proper		
108	36 99L 26 109L		Waste		
109	15 F 66 ( $a_{ii}$ )F	102'	Waste		
110	22 110L S1 F		Waste		
111	40 ( $y-i$ )F F5 7F	103	Count n rows		
112	40 7F L0 3F				
113	36 114L 22 88L		Repeat Line feed		
114	92 131F L5 (x)F	85' 117	To enter P 2	Punch out column j of X	
115	50 ( )F 50 115L	81'			
116	26 34F F5 114L				
117	42 114L F0 129L		Punch N		
118	36 114L 92 770F				
119	F5 5F 40 5F		Count m columns		
120	L0 4F 36 122L				
121	26 82L 92 898F		Repeat Punch F		
122	92 139F 24 L		Three line feeds between problems Ready for next calculation		
123	00 1F 00 1F				
124	7L 4095F LL 4095F		1 - 2 <sup>-39</sup>		

LOCATION	ORDER		NOTES
125	00 F 00 1000 0000 0000 J		1/10
126	S6 17L 41 (y)F	7	
127	NO (t)F L3 F	24'	
128	J0 2F 40 (t)F	23'	End constants
129	12 131F L5 (y)F	7'	
	24 52N		