

Honors Numerical Analysis

Lecture 9

Before discussing pivoted LU, there is one special case where it can be shown that pivoting is not necessary: $\vec{x}^T A \vec{x} > 0$ i.e. A is symmetric positive definite (SPD).

Note The fact that pivoting is not required is one of the earliest results in numerical analysis.

Cholesky Factorization

If A is SPD, then we can write it as

$$A = U^T U \quad \text{since then}$$

$$A^T = (U^T U)^T$$

$$= U^T (U^T)^T$$

$$= U^T U.$$

The algorithm is straightforward, set

$$U = \begin{pmatrix} u_{11} & u_{12} & \dots & u_{1n} \\ 0 & u_{22} & \dots & u_{2n} \\ \circ & & \dots & \\ & & & u_{nn} \end{pmatrix}$$

$u_{jj} \neq 0$ (not necessarily.)

Then $U^T U = \begin{pmatrix} u_{11} & & & \\ u_{12} & u_{22} & & \\ \vdots & & \ddots & \\ u_{1n} & & & u_{nn} \end{pmatrix} \begin{pmatrix} u_{11} & \dots & u_{1n} \\ & u_{22} & \\ & & \ddots & \\ & & & u_{nn} \end{pmatrix}$

$$= \begin{pmatrix} u_{11}^2 & u_{11}u_{12} & u_{11}u_{13} & \dots \\ u_{12}u_{11} & u_{12}^2 + u_{22}^2 & & \\ u_{13}u_{11} & & \ddots & \\ \vdots & & & \end{pmatrix}$$

$$\Rightarrow u_{11}^2 = a_{11} \Rightarrow u_{11} = \sqrt{a_{11}}$$

then $u_{12} = a_{12}/u_{11}$

\vdots

And so on... The cost is $O(n^3/3)$.

Row Pivoting

When pivoting is necessary when doing an LU decomposition, we effectively write ~~A~~

$$L_m P_m \dots L_3 P_3 L_2 P_2 L_1 A = U$$

Each L_j is lower triangular and each P_j is

a permutation matrix. Ex: $\begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{pmatrix} \begin{pmatrix} \vec{a}_1^T \\ \vec{a}_2^T \\ \vec{a}_3^T \\ \vec{a}_4^T \end{pmatrix} = \begin{pmatrix} \vec{a}_1^T \\ \vec{a}_2^T \\ \vec{a}_4^T \\ \vec{a}_3^T \end{pmatrix} \leftarrow \begin{matrix} \text{interchanged} \\ \leftarrow \end{matrix}$

The question is: how do we obtain an equivalent form of the factorization:

$$PA = LU \begin{matrix} \swarrow \text{lower triangular} \\ \searrow \text{upper triangular} \end{matrix}$$

a single permutation matrix multiply, possibly re-ordering all rows.

Note Since P_j involves a single row interchange,

$$P_j^{-1} = P_j = P_j^T.$$

Example Let $L_2 P_1 L_1 A = U$

$$\text{then set } L_1' = P_1 L_1 P_1 \Rightarrow L_1^* = P_1 L_1' P_1$$

$$L_2' = L_2 \Rightarrow L_2 = L_2'$$

$$\Rightarrow L_2' P_1 (P_1 L_1' P_1) A = U$$

$$L_2' P_1 P_1 L_1' P_1 A = U$$

$$L_2' L_1' P_1 A = U$$

$$P_1 A = (L_2' L_1')^{-1} U$$

It can be shown that L_1', L_2' are lower triangular,

and therefore in the general case all permutation matrices can be "moved" to the right by the above argument (details omitted).

Conditioning, Backward Stability

Recall from before we computed the ^{relative} condition number of solving $A\vec{x} = \vec{b}$:

$$K(A) = \|A\| \|A^{-1}\|$$

↳ also called "the condition number of A".

(*) Thm (perturbations of A, \vec{x})

If $A(\vec{x} + \delta\vec{x}) = (\vec{b} + \delta\vec{b})$ then

$$\frac{\|\delta\vec{x}\|}{\|\vec{x}\|} \leq K(A) \frac{\|\delta\vec{b}\|}{\|\vec{b}\|}$$

If $(A + \delta A)(\vec{x} + \delta\vec{x}) = \vec{b}$ then

$$\frac{\|\delta\vec{x}\|}{\|\vec{x}\|} \leq K(A) \frac{\|\delta A\|}{\|A\|} \quad \text{as } \|\delta A\| \rightarrow 0.$$

Next, suppose that \tilde{x} is the computed solution to the exact linear system $A\vec{x} = \vec{b}$. $\vec{x} - \tilde{x}$ is unknown since we don't know \vec{x} .

Define the residual as:

$$\vec{r} = \vec{b} - A\tilde{x}$$

↳ computed solution.

Now note that \tilde{x} solves the linear system

$$A\tilde{x} = \vec{b} - \vec{r}, \quad \text{a perturbed linear system.}$$

$$\underline{\text{Backward error}} = \|\vec{r}\|$$

= the perturbation from the original problem to the one that is solved exactly.

But small $\|\vec{r}\|$ does not imply small $\|\tilde{x} - \vec{x}\|$:

Let $\vec{h} = \tilde{x} - \vec{x}$, therefore $A\vec{h} = -\vec{r}$ and by

Thm (*) we have that

$$\underbrace{\frac{\|\vec{x} - \tilde{x}\|}{\|\vec{x}\|}} \leq K(A) \frac{\|\vec{r}\|}{\|\vec{b}\|}$$

which may be much larger than the relative error in \tilde{x}

The QR Factorization

For the moment, let $A \in \mathbb{R}^{m \times n}$ with $m \geq n$ and $\text{rank}(A) = n$ (i.e. n linearly independent columns).

For a general $\vec{b} \in \mathbb{R}^m$, the system $A\vec{x} = \vec{b}$ has no solution if $m > n$. We can, however, ask for the least-squares solution:

$$\vec{x}^* = \underset{\vec{x}}{\text{argmin}} \|A\vec{x} - \vec{b}\|_2.$$

Furthermore if we can write $A = QR$ with

$$Q \in \mathbb{R}^{m \times n} \text{ orthogonal, i.e., } Q^T Q = I$$

$$R \in \mathbb{R}^{n \times n} \text{ upper triangular, } \neq$$

then clearly $R\vec{x} = Q^T \vec{b}$ has a solution $\vec{x} = R^{-1} Q^T \vec{b}$

~~and the system~~ Also, note that

$A\vec{x} = QQ^T \vec{b}$ has a solution since QQ^T is the projection onto the column space of A ,

and then $QR\vec{x} = QQ^T \vec{b}$

$$\Rightarrow \vec{x} = R^{-1} Q^T Q Q^T \vec{b} = R^{-1} Q^T \vec{b} \text{ is the least squares solution.}$$

The simple (and naive) way to compute Q is via the Gram-Schmidt process which creates an orthonormal basis for the span of the columns of A , $\vec{a}_1, \dots, \vec{a}_n \in \mathbb{R}^m$.

$$A = (\vec{a}_1 \ \vec{a}_2 \ \dots \ \vec{a}_n)$$

$$\text{and let } Q = (\vec{q}_1 \ \vec{q}_2 \ \dots \ \vec{q}_n)$$

If $A = QR$ then

$$\vec{a}_1 = r_{11} \vec{q}_1$$

$$\vec{a}_2 = r_{12} \vec{q}_1 + r_{22} \vec{q}_2$$

$$\vdots$$

$$\vec{a}_n = r_{1n} \vec{q}_1 + \dots + r_{nn} \vec{q}_n$$

} (*)

G-S says: turn $\vec{a}_1, \dots, \vec{a}_n$ into $\vec{q}_1, \dots, \vec{q}_n$ = inner product = $\vec{q}_1^T \vec{a}_j$

The algorithm: On step j , set $\vec{v}_j = \vec{a}_j - (\vec{q}_1, \vec{a}_j) \vec{q}_1 - \dots - (\vec{q}_{j-1}, \vec{a}_j) \vec{q}_{j-1}$

$$\text{and then } \vec{q}_j = \frac{\vec{v}_j}{\|\vec{v}_j\|}$$

Comparing with (*) implies that $r_{ij} = (\vec{q}_i, \vec{a}_j)$

$$\text{and } |r_{jj}| = \|\vec{a}_j - \sum_{i=1}^{j-1} r_{ij} \vec{q}_i\|_2$$

$$\text{since } r_{jj} \vec{q}_j = \vec{a}_j - r_{1j} \vec{q}_1 - \dots - r_{j-1,j} \vec{q}_{j-1} \quad (\text{and take norms})$$

Unfortunately this algorithm is num. unstable - a fix next time!

(B)