COT 5615 Math for Intelligent Systems, Fall 2021

Homework 8

A16.2 (25 pts)

The code and running time are shown in Fig.1.

```
for i in 1:10
    C = rand(600,4000);
    d = rand(600);
    @time C\d;
end

0.347197 seconds (3.64 k allocations: 41.110 MiB)
0.342625 seconds (3.64 k allocations: 41.110 MiB)
0.358289 seconds (3.64 k allocations: 41.110 MiB)
0.348632 seconds (3.64 k allocations: 41.110 MiB)
0.348632 seconds (3.64 k allocations: 41.110 MiB)
0.365883 seconds (3.64 k allocations: 41.110 MiB)
0.365883 seconds (3.64 k allocations: 41.110 MiB, 2.04% gc time)
0.352147 seconds (3.64 k allocations: 41.110 MiB, 1.18% gc time)
0.353465 seconds (3.64 k allocations: 41.110 MiB, 0.66% gc time)
0.362876 seconds (3.64 k allocations: 41.110 MiB, 0.64% gc time)
0.356809 seconds (3.64 k allocations: 41.110 MiB, 0.65% gc time)
0.356809 seconds (3.64 k allocations: 41.110 MiB, 0.65% gc time)
```

Figure 1: Result of 16.2.

The complexity of solving the least squares problem with $m \times n$ matrix A is around $2mn^2$ flops. So my approximate flop rate is $5.48 * 10^{10}$ flop/sec or 55 Gflop/sec.

A16.3 (25 pts)

According to the optimality conditions, we have

$$\begin{bmatrix} 2\boldsymbol{A}^T\boldsymbol{A} & \boldsymbol{C}^T \\ \boldsymbol{C} & \boldsymbol{0} \end{bmatrix} \begin{bmatrix} \hat{\boldsymbol{x}} \\ \hat{\boldsymbol{z}} \end{bmatrix} = \begin{bmatrix} 2\boldsymbol{A}^T\boldsymbol{b} \\ \boldsymbol{d} \end{bmatrix}$$

So the two lines of Julia code is shown as below

$$xz = [2*A'A C'; C zeros(p,p)] \setminus [2*A'b; d]$$

 $x = xz[1:n]$

The following is also correct:

$$\begin{bmatrix} \boldsymbol{A}^{\!\top} \! \boldsymbol{A} & \boldsymbol{C}^{\!\top} \\ \boldsymbol{C} & \boldsymbol{0} \end{bmatrix} \begin{bmatrix} \boldsymbol{x} \\ \boldsymbol{z} \end{bmatrix} = \begin{bmatrix} \boldsymbol{A}^{\!\top} \! \boldsymbol{b} \\ \boldsymbol{d} \end{bmatrix}$$

The corresponding code is:

$$xz = [A'A C'; C zeros(p,p)] \setminus [A'b; d]$$

 $x = xz[1:n]$

A16.4 (25 pts)

The colleague is correct.

According to the QR factorization method for solving constrained least squares as in Algorithm 16.2 in the textbook, we get the result

$$R\hat{x} = Q_1^T b - (1/2)Q_2^T w.$$

$$\tilde{R}w = 2\tilde{Q}^T Q_1^T b - 2\tilde{R}^{-T} d.$$

Substituting w in first line by the second equation, we have

$$\hat{x} = R^{-1}Q_1^T b - R^{-1}Q_2^T \tilde{R}^{-1} \tilde{Q}^T Q_1^T b + R^{-1}Q_2^T \tilde{R}^{-1} \tilde{R}^{-T} d$$

$$\hat{x} = (R^{-1}Q_1^T - R^{-1}Q_2^T \tilde{R}^{-1} \tilde{Q}^T Q_1^T) b + (R^{-1}Q_2^T \tilde{R}^{-1} \tilde{R}^{-T}) d.$$
 So $F = R^{-1}Q_1^T - R^{-1}Q_2^T \tilde{R}^{-1} \tilde{Q}^T Q_1^T$ and $G = R^{-1}Q_2^T \tilde{R}^{-1} \tilde{R}^{-T}$.

4 (25 pts)

Define the residual vector $\mathbf{y} = \mathbf{b} - \mathbf{A}\mathbf{x}$, then $\|\mathbf{A}\mathbf{x} - \mathbf{b}\|^2 = \|\mathbf{y}\|^2 = \|[\mathbf{0} \quad \mathbf{I}]\begin{bmatrix} \mathbf{x} \\ \mathbf{y} \end{bmatrix}\|^2$. Then the unconstrained least square problem is equivalent to

minimize
$$\|y\|^2$$
 subject to $y = b - Ax$.

We write it in the canonical form

$$\begin{array}{ll} \underset{(x,y)}{\text{minimize}} & \left\| \begin{bmatrix} \mathbf{0} & \mathbf{I} \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} \right\|^2, \\ \text{subject to} & \begin{bmatrix} \mathbf{A} & \mathbf{I} \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \mathbf{b}. \end{array}$$

For this constrained least square problem, the KKT equations is

$$egin{bmatrix} 0 & 0 & A^T \ 0 & I & I \ A & I & 0 \end{bmatrix} egin{bmatrix} x \ y \ z \end{bmatrix} = egin{bmatrix} 0 \ 0 \ b \end{bmatrix}$$

Because

$$y + z = 0$$
, $A^T z = 0 \Rightarrow A^T y = 0$

the KKT equations reduce to

$$\begin{bmatrix} \mathbf{0} & \mathbf{A}^T \\ \mathbf{A} & \mathbf{I} \end{bmatrix} \begin{bmatrix} \mathbf{x} \\ \mathbf{y} \end{bmatrix} = \begin{bmatrix} \mathbf{0} \\ \mathbf{b} \end{bmatrix},$$

so that the solution can be obtained by the LDLT factorization of a $(m+n) \times (m+n)$ matrix $\begin{bmatrix} \mathbf{0} & \mathbf{A}^T \\ \mathbf{A} & \mathbf{I} \end{bmatrix}$.