

Gram–Schmidt algoritmen

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Sandsynlighedsteori og lineær algebra (SLIAL)

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Part I

Repetition



Mindstekvadratersproblem

Givet $m \times n$ matrisa A , $\mathbf{b} \in \mathbb{R}^m$: bestem $\hat{\mathbf{x}} \in \mathbb{R}^n$ således at

$$\|A\hat{\mathbf{x}} - \mathbf{b}\| \leq \|A\mathbf{x} - \mathbf{b}\|, \quad \forall \mathbf{x} \in \mathbb{R}^n.$$

Normalligninger:

$$A^T A \hat{\mathbf{x}} = A^T \mathbf{b}.$$

Altid løsbare. Entydig løsning hvis søjlene i A er lineært uafhængige.



Mindstekvadratersproblem

Antag nu at $A = QR$, hvor matrisa Q er ortogonal ($Q^T Q = I$) og søjlene giver en ON basis for søjlerum af A . Da er løsningen til mindstekvadratersproblemet givet ved

$$R\hat{\mathbf{x}} = Q^T \mathbf{b}.$$

Hvis R er “simpelt” (f.eks., øvre triangulær) så er systemet nemt å løse.



Mål for i dag:

Diskutere en QR-faktoriseringsalgoritme (Gram–Schmidt algoritmen¹).

¹Det finnes andre algoritmer, som er mere nøyaktige/hurtigere i visse situationer, men som er lidt mer vanskeligere å forstå.

Part II

QR-factorisering vha Gram–Schmidt



Gram–Schmidt algoritme

Givet: vektorer $\mathbf{a}_1, \mathbf{a}_2, \dots, \mathbf{a}_k \in \mathbb{R}^n$

Bestem: ON vektorer $\mathbf{q}_1, \mathbf{q}_2, \dots, \mathbf{q}_k \in \mathbb{R}^n$ således at

$$\text{span}(\mathbf{a}_1, \dots, \mathbf{a}_j) = \text{span}(\mathbf{q}_1, \dots, \mathbf{q}_j), \quad 1 \leq j \leq k.$$

Trin 1:



$$\text{span}(\mathbf{a}_1) = \text{span}(\mathbf{q}_1) \quad \text{og} \quad \|\mathbf{q}_1\| = 1$$

$$r_{11} = \|\mathbf{a}_1\|$$

$$\mathbf{q}_1 = \frac{1}{r_{11}} \mathbf{a}_1$$

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

Trin 2:



$$\text{span}(\mathbf{q}_1) = \text{span}(\mathbf{a}_1)$$

$$\text{span}(\mathbf{q}_1, \mathbf{q}_2) = \text{span}(\mathbf{a}_1, \mathbf{a}_2) = \text{span}(\mathbf{q}_1, \mathbf{a}_2).$$

$$\tilde{\mathbf{q}}_2 = \mathbf{a}_2 - r_{12}\mathbf{q}_1$$

$$\begin{aligned}\tilde{\mathbf{q}}_2 \cdot \mathbf{q}_1 &= \mathbf{a}_2 \cdot \mathbf{q}_1 - r_{12}\mathbf{q}_1 \cdot \mathbf{q}_1 \\ &= \mathbf{a}_2 \cdot \mathbf{q}_1 - r_{12} = 0\end{aligned}$$

$$r_{22} = \|\tilde{\mathbf{q}}_2\|$$

$$\mathbf{q}_2 = \frac{1}{r_{22}}\tilde{\mathbf{q}}_2$$

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

Trin 3:



$$\text{span}(\mathbf{q}_1, \mathbf{q}_2, \mathbf{q}_3) = \text{span}(\mathbf{a}_1, \mathbf{a}_2, \mathbf{a}_3) = \text{span}(\mathbf{q}_1, \mathbf{q}_2, \mathbf{a}_3).$$

$$\tilde{\mathbf{q}}_3 = \mathbf{a}_3 - r_{13}\mathbf{q}_1 - r_{23}\mathbf{q}_2$$

$$r_{13} = \mathbf{a}_3 \cdot \mathbf{q}_1$$

$$r_{23} = \mathbf{a}_3 \cdot \mathbf{q}_2$$

$$r_{33} = \|\tilde{\mathbf{q}}_3\|$$

$$\mathbf{q}_3 = \frac{1}{r_{33}}\tilde{\mathbf{q}}_3$$

$$\mathbf{a}_3 = r_{13}\mathbf{q}_1 + r_{23}\mathbf{q}_2 + r_{33}\mathbf{q}_3$$

Oppsummering



- ▶ Hvis $\mathbf{a}_1, \dots, \mathbf{a}_k$ er lineært uafhængige $\Rightarrow r_{ii} \neq 0 \Rightarrow$ algoritmen kører uden problemer
- ▶ QR factoriseringen eksisterer da
- ▶ QR factoriseringen er entydig defineret hvis vi krever, at $r_{ii} > 0$ (alternativet #2 er at vi velger $r_{ii} = -\|\tilde{\mathbf{q}}_i\| < 0$)
- ▶ $A = QR$, hvor $A = [\mathbf{a}_1, \dots, \mathbf{a}_k]$, $Q = [\mathbf{q}_1, \dots, \mathbf{q}_k]$, $R = (r_{ij})$.



Eksempel

Lad $A = \begin{bmatrix} 1 & 0 & 0 \\ 1 & 1 & 0 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$. Da er søjlerne i A lineære uafhængige, og der er muligt at lave en QR-faktorisering af A .

$$\text{Lad } \mathbf{a}_1 = \begin{bmatrix} 1 \\ 1 \\ 1 \\ 1 \end{bmatrix}, \mathbf{a}_2 = \begin{bmatrix} 0 \\ 1 \\ 1 \\ 1 \end{bmatrix}, \mathbf{a}_3 = \begin{bmatrix} 0 \\ 0 \\ 1 \\ 1 \end{bmatrix}.$$

Eksempel



$$\blacktriangleright r_{11} = \sqrt{1 + 1 + 1 + 1} = 2.$$

$$\blacktriangleright \mathbf{q}_1 = \frac{1}{2} \mathbf{a}_1 = \begin{bmatrix} \frac{1}{2} \\ \frac{1}{2} \\ \frac{1}{2} \\ \frac{1}{2} \end{bmatrix}.$$

Eksempel

$$\blacktriangleright r_{12} = \mathbf{a}_2 \cdot \mathbf{q}_1 = \frac{3}{2}$$

$$\blacktriangleright \tilde{\mathbf{q}}_2 = \mathbf{a}_2 - r_{12}\mathbf{q}_1 = \begin{bmatrix} -\frac{3}{4} \\ \frac{1}{4} \\ \frac{1}{4} \\ \frac{1}{4} \\ \frac{1}{4} \end{bmatrix}$$

$$\blacktriangleright r_{22} = \sqrt{\frac{9}{16} + \frac{1}{16} + \frac{1}{16} + \frac{1}{16}} = \sqrt{\frac{12}{16}} = \frac{\sqrt{12}}{4}.$$

$$\blacktriangleright \mathbf{q}_2 = \frac{4}{\sqrt{12}}\tilde{\mathbf{q}}_2 = \begin{bmatrix} -\frac{3}{\sqrt{12}} \\ \frac{1}{\sqrt{12}} \\ \frac{1}{\sqrt{12}} \\ \frac{1}{\sqrt{12}} \\ \frac{1}{\sqrt{12}} \end{bmatrix}.$$

Eksempel

$$\blacktriangleright r_{13} = \mathbf{a}_3 \cdot \mathbf{q}_1 = 1$$

$$\blacktriangleright r_{23} = \mathbf{a}_3 \cdot \mathbf{q}_2 = \frac{2}{\sqrt{12}}$$

$$\blacktriangleright \tilde{\mathbf{q}}_3 = \mathbf{a}_3 - r_{13}\mathbf{q}_1 - r_{23}\mathbf{q}_2 = \begin{bmatrix} 0 \\ 0 \\ 1 \\ 1 \end{bmatrix} - 1 \begin{bmatrix} \frac{1}{2} \\ \frac{1}{2} \\ \frac{1}{2} \\ \frac{1}{2} \end{bmatrix} - \frac{2}{\sqrt{12}} \begin{bmatrix} -\frac{3}{\sqrt{12}} \\ \frac{1}{\sqrt{12}} \\ \frac{1}{\sqrt{12}} \\ \frac{1}{\sqrt{12}} \end{bmatrix} = \begin{bmatrix} 0 \\ -\frac{2}{3} \\ \frac{1}{3} \\ \frac{2}{3} \end{bmatrix}$$

$$\blacktriangleright r_{33} = \sqrt{\frac{4+1+1}{9}} = \frac{\sqrt{6}}{3}$$

$$\blacktriangleright \mathbf{q}_3 = \frac{3}{\sqrt{6}} \tilde{\mathbf{q}}_3 = \begin{bmatrix} 0 \\ -\frac{2}{\sqrt{6}} \\ \frac{1}{\sqrt{6}} \\ \frac{1}{\sqrt{6}} \end{bmatrix}.$$

Eksempel



$$A = QR = \begin{bmatrix} \frac{1}{2} & -\frac{3}{\sqrt{12}} & 0 \\ \frac{1}{2} & \frac{1}{\sqrt{12}} & -\frac{2}{\sqrt{6}} \\ \frac{1}{2} & \frac{1}{\sqrt{12}} & \frac{1}{\sqrt{6}} \\ \frac{1}{2} & \frac{1}{\sqrt{12}} & \frac{1}{\sqrt{6}} \end{bmatrix} \begin{bmatrix} 2 & \frac{3}{2} & 1 \\ 0 & \frac{\sqrt{12}}{4} & \frac{2}{\sqrt{12}} \\ 0 & 0 & \frac{\sqrt{6}}{3} \end{bmatrix}$$

Part III

QR-factorisering vha Householder transformation

Q eller R ?

Vil ha: $A = QR$, Q -ortogonal, R -øvre triangulær

- ▶ I Gram–Schmidt algoritme, vælger vi koefficienter R_{ij} således at $AR^{-1} = Q$ er *ortogonal*
- ▶ I stedetfor, kan vi prøve å bygge $Q = Q_1 Q_2 \dots Q_N$, hvor Q_i er ortogonale matricer, således at

$$Q^{-1}A = Q^T A = Q_N^T Q_{N-1}^T \dots Q_1^T A = R$$

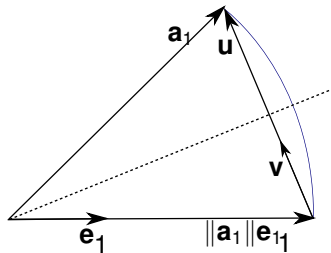
er øvre triangulær. Ca samme ide som i Gauss elimination, men nu bruger vi *ortogonale transformasjoner* istedenfor de vanlige række operationer.

- ▶ Hovedsakelig brukes to klasser av ortogonale transformationer: (Givens) rotationer og (Householder) reflektioner. Giver to forskjellige algoritmer, som brukes i forskjellige situationer.

Trin 1

Vi ser på den første søjle \mathbf{a}_1 af A . Vi vil konstruere en reflektion Q_1 således at $Q_1 \mathbf{a}_1 = \|\mathbf{a}_1\| \mathbf{e}_1$.

$$\mathbf{u} = \mathbf{a}_1 - \|\mathbf{a}_1\| \mathbf{e}_1 \quad \mathbf{v} = \frac{1}{\|\mathbf{u}\|} \mathbf{u} \quad Q_1 = I - 2\mathbf{v}\mathbf{v}^T$$



Resten av algoritmen:



- ▶ Vi ser på den anden søjle af $Q_1^T A = Q_1 A$. Vi vil konstruere en reflektion Q_2 således at Q_2 fjerner elementer under diagonalen.
- ▶ Vi ser på den tredje søjle af $Q_2^T Q_1^T A$. Vi vil konstruere en reflektion Q_3 således at Q_3 fjerner elementer under diagonalen.
- ▶ ...

Eksempel

Lad $A = \begin{bmatrix} 1 & 0 & 0 \\ 1 & 1 & 0 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$.

Første søjle:

$$\mathbf{a}_1 = \begin{bmatrix} 1 \\ 1 \\ 1 \\ 1 \end{bmatrix}$$

$$\|\mathbf{a}_1\| = 2$$

$$\mathbf{u} = \mathbf{a}_1 - 2\mathbf{e}_1 = \begin{bmatrix} -1 \\ 1 \\ 1 \\ 1 \end{bmatrix}$$

$$\|\mathbf{v}\| = \frac{1}{\|\mathbf{u}\|} \mathbf{u} = \begin{bmatrix} -\frac{1}{2} \\ \frac{1}{2} \\ \frac{1}{2} \\ \frac{1}{2} \end{bmatrix}$$

Eksempel:



$$Q_1 = I - 2\mathbf{v}\mathbf{v}^T = \begin{bmatrix} \frac{1}{2} & \frac{1}{2} & \frac{1}{2} & \frac{1}{2} \\ \frac{1}{2} & \frac{1}{2} & -\frac{1}{2} & -\frac{1}{2} \\ \frac{1}{2} & -\frac{1}{2} & \frac{1}{2} & -\frac{1}{2} \\ \frac{1}{2} & -\frac{1}{2} & -\frac{1}{2} & \frac{1}{2} \end{bmatrix}$$

$$Q_1 A = \begin{bmatrix} 2 & \frac{3}{2} & 1 \\ 0 & -\frac{1}{2} & -1 \\ 0 & -\frac{1}{2} & 0 \\ 0 & -\frac{1}{2} & 0 \end{bmatrix}$$

Eksempel:

Vi fokuserer på søjle #2, især på **elementer under diagonalen**:

$$\mathbf{a}_2 = \begin{bmatrix} \frac{3}{2} \\ \frac{1}{2} \\ -\frac{1}{2} \\ -\frac{1}{2} \\ -\frac{1}{2} \end{bmatrix}$$

$$\|\mathbf{a}_2\| = \sqrt{\frac{1}{4} + \frac{1}{4} + \frac{1}{4}} = \frac{\sqrt{3}}{2}$$

$$\mathbf{u} = \mathbf{a}_2 - \frac{\sqrt{3}}{2} \mathbf{e}_1 = \begin{bmatrix} -\frac{1+\sqrt{3}}{2} \\ \frac{1}{2} \\ -\frac{1}{2} \\ -\frac{1}{2} \end{bmatrix}$$

$$\mathbf{v} = \frac{1}{\|\mathbf{u}\|} \mathbf{u}$$

Eksempel:

$$Q_2 = I - 2\mathbf{v}\mathbf{v}^T \approx \begin{bmatrix} -0.5774 & -0.5774 & -0.5774 \\ -0.5774 & 0.7887 & -0.2113 \\ -0.5774 & -0.2113 & 0.7887 \end{bmatrix}$$

$$Q_2 = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & & & \\ 0 & Q_2 & & \\ 0 & & & \end{bmatrix}$$

$$Q_2 Q_1 A \approx \begin{bmatrix} 2 & \frac{3}{2} & 1 \\ 0 & 0.8660 & 0.5773 \\ 0 & 0 & 0.5773 \\ 0 & 0 & 0.5773 \end{bmatrix}$$

Eksempel:

Vi fokuserer på søjle #3, især på **elementer under diagonalen**:

$$\mathbf{a}_3 \approx \begin{bmatrix} 1 \\ 0.5773 \\ 0.5773 \\ 0.5773 \end{bmatrix}$$

$$Q_3 = \begin{bmatrix} \frac{1}{\sqrt{2}} & \frac{1}{\sqrt{2}} \\ \frac{1}{\sqrt{2}} & -\frac{1}{\sqrt{2}} \end{bmatrix}$$

$$Q_3 = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & & \\ 0 & 0 & Q_3 & \end{bmatrix}$$

Eksempel:



$$R = Q_3 Q_2 Q_1 A \approx \begin{bmatrix} 2 & \frac{3}{2} & 1 \\ 0 & 0.8660 & 0.5773 \\ 0 & 0 & 0.8165 \\ 0 & 0 & 0 \end{bmatrix}$$

$$Q = Q_1 Q_2 Q_3 \approx \begin{bmatrix} 0.5 & -0.8660 & 0 & 0 \\ 0.5 & 0.2887 & -0.8165 & 0 \\ 0.5 & 0.2887 & 0.4082 & 0.7071 \\ 0.5 & 0.2887 & 0.4082 & -0.7071 \end{bmatrix}$$