# MA5233 Computational Mathematics

Lecture 3: LU Factorisation

Simon Etter



2019/2020

#### LU factorisation

Algorithm of choice for solving dense linear systems.

#### Outline

- ▶ LU factorisation: why and how.
- ▶ lu() in Julia.
- ► Computational complexity of LU factorisation.
- ► Conditioning and stability of LU factorisation.

#### Linear system of equations

Given  $A \in \mathbb{K}^{n \times n}$  and  $b \in \mathbb{K}^n$ , find  $x \in \mathbb{K}^n$  such that Ax = b.

#### Observation

Problem is easy if A is triangular, i.e.

$$A(i,j) = 0$$
 for  $\begin{cases} i > j \text{ (upper triangular)}, \\ i < j \text{ (lower triangular)}. \end{cases}$ 

$$\begin{pmatrix} 4 & 1 & -2 \\ 0 & 2 & -1 \\ 0 & 0 & 3 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} = \begin{pmatrix} 3 \\ 4 \\ 6 \end{pmatrix}$$

Third eq.: 
$$3x_3 = 6 \implies x_3 = 2$$
  
Second eq.:  $2x_2 - x_3 = 4 \implies x_2 = 3$   
First eq.:  $4x_1 + x_2 - 2x_3 = 3 \implies x_1 = 1$ 

#### LU factorisation theorem

For every invertible matrix  $A \in \mathbb{K}^{n \times n}$ , there exist

- ▶ a permutation matrix  $P \in \mathbb{K}^{n \times n}$ ,
- ightharpoonup a lower-triangular matrix  $L \in \mathbb{K}^{n \times n}$  with unit diagonal, and
- ▶ an upper-triangular matrix  $U \in \mathbb{K}^{n \times n}$

such that PA = LU.

L, U are unique for fixed P.

#### Why is there a P in this theorem?

Because of cases like this one:

$$\begin{pmatrix} 0 & 1 \\ 1 & 1 \end{pmatrix}$$

$$\begin{pmatrix} 4 & 1 & -2 \\ -8 & 0 & 3 \\ 12 & 7 & -5 \end{pmatrix} = \begin{pmatrix} 1 & 0 & 0 \\ -2 & 1 & 0 \\ 3 & 0 & 1 \end{pmatrix} \begin{pmatrix} 4 & 1 & -2 \\ 0 & 2 & -1 \\ 0 & 4 & 1 \end{pmatrix}$$
$$= \begin{pmatrix} 1 & 0 & 0 \\ -2 & 1 & 0 \\ 3 & 2 & 1 \end{pmatrix} \begin{pmatrix} 4 & 1 & -2 \\ 0 & 2 & -1 \\ 0 & 0 & 3 \end{pmatrix}$$

#### Column/partial pivoting

Use row with largest entry in first column to eliminate the other rows.

$$\begin{pmatrix} 4 & 1 & -2 \\ -8 & 0 & 3 \\ 12 & 7 & -5 \end{pmatrix} \rightarrow \begin{pmatrix} 12 & 7 & -5 \\ -8 & 0 & 3 \\ 4 & 1 & -2 \end{pmatrix} = \begin{pmatrix} 1 & 0 & 0 \\ -\frac{2}{3} & 1 & 0 \\ \frac{1}{3} & 0 & 1 \end{pmatrix} \begin{pmatrix} 12 & 7 & -5 \\ 0 & x & x \\ 0 & x & x \end{pmatrix}$$

#### Complete pivoting

Use largest overall entry (i, j) to eliminate the other entries in column j.

$$\begin{pmatrix} 1 & 4 & -2 \\ 0 & -8 & 3 \\ 7 & 12 & -5 \end{pmatrix} \rightarrow \begin{pmatrix} 12 & 7 & -5 \\ -8 & 0 & 3 \\ 4 & 1 & -2 \end{pmatrix} = \begin{pmatrix} 1 & 0 & 0 \\ -\frac{2}{3} & 1 & 0 \\ \frac{1}{3} & 0 & 1 \end{pmatrix} \begin{pmatrix} 12 & 7 & -5 \\ 0 & x & x \\ 0 & x & x \end{pmatrix}$$

#### **Permutations**

Bijective map  $\pi: \{1, \ldots, n\} \rightarrow \{1, \ldots, n\}$ .

#### Example

$$\pi(1) = 2,$$
  $\pi(2) = 4,$   $\pi(3) = 3,$   $\pi(4) = 1$ 

#### Representations

$$P = \begin{pmatrix} 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 0 \\ 1 & 0 & 0 & 0 \end{pmatrix} \qquad \text{or} \qquad p = \begin{pmatrix} 2 & 4 & 3 & 1 \end{pmatrix}^T$$

#### Remarks on permutations

- ► PA permutes rows of A.
- ► Matrix representation is convenient, but very inefficient. Never use permutation matrices in your code!
- Applying permutation p in Julia:
   data = ["a","b","c","d"]
   p = [2,4,3,1]
   data[p] -> ["b","d","c","a"]
- ► Permutations are by definition bidirectional.

  Be careful which direction you represent in your code!

## Solving Ax = b via LU factorisation

- ▶ Compute LU factorisation PA = LU.
- ▶ Permute the RHS:  $\hat{b} = P^{-1}b$ .
- Solve  $y = L^{-1}\hat{b}$ .
- ► Solve  $x = U^{-1}y$ .

#### Solving Ax = b in Julia

F = lu(A, pivot=Val(true)) computes "factorisation object".

- ► Access factors through F.L, F.U, F.p (vector) and F.P (matrix).
- ► F.L \* F.U == A[F.p, :] == F.P \* A.
- $\triangleright$  x = F\b computes solution.
- ► A\b solves A\*x = b directly.

# Measuring the "required effort" of an algorithm Some ideas:

- Count the number of +,-,x,/,sqrt.
  Very tedious, and makes it hard to compare algorithms.
- Measure its runtime.
   Too dependent on input, hardware, etc.

Most common measure: big- $\mathcal{O}$  estimate.

#### **Examples**

- Evaluating  $x^T y := \sum_{k=1}^n x_i y_i$  takes
  - n multiplications, and
  - $\triangleright$  n-1 additions.

Computing inner products takes O(n) floating-point operations.

▶ Ax for  $A \in \mathbb{K}^{n \times n}$  can be computed as n inner products. Evaluating matvec takes  $\mathcal{O}(n^2)$  floating-point operations.

### Why is big- $\mathcal{O}$ notation useful?

It tells us the functional dependency of runtime on problem size.

$$\mathcal{O}(n)$$
 algorithm  $\implies$  Changing  $n \to 2n$  multiplies runtime by 2.

$$\mathcal{O}(n^2)$$
 algorithm  $\implies$  Changing  $n \to 2n$  multiplies runtime by 4.

• •

#### Computational cost of LU factorisation

- ▶ Factorisation:  $\mathcal{O}(n^3)$ .
- ▶ Triangular solves:  $\mathcal{O}(n^2)$ .

Hence, reuse factorisation if possible.

#### Conditioning of linear systems

Assume

- ightharpoonup Ax = b, and
- $(A + \Delta A)(x + \Delta x) = b + \Delta b$  with  $||\Delta A|| < ||A^{-1}||^{-1}$ .

Then,

$$\frac{\|\Delta x\|}{\|x\|} \le \frac{\kappa(A)}{1 - \kappa(A) \frac{\|\Delta A\|}{\|A\|}} \left( \frac{\|\Delta A\|}{\|A\|} + \frac{\|\Delta b\|}{\|b\|} \right)$$

$$\approx \kappa(A) \qquad \left( \frac{\|\Delta A\|}{\|A\|} + \frac{\|\Delta b\|}{\|b\|} \right) + \mathcal{O}(\kappa(A)^2).$$

#### Statement to remember

Relative error in x is at most  $\kappa(A)$  times relative errors in A and b up to higher-order terms.

*Proof.* Solving the perturbed equation for  $\Delta x$  yields

$$\Delta x = (A + \Delta A)^{-1} (b + \Delta b - (A + \Delta A)x)$$
  
=  $A^{-1} (I + A^{-1} \Delta A)^{-1} (\Delta b - \Delta Ax).$ 

We obtain using

- ▶ the Neumann estimate  $\|(1+M)^{-1}\| \le \frac{1}{1-\|M\|}$  for  $\|M\| < 1$ ,
- $\|b\| = \|Ax\| \le \|A\| \|x\|$ , and
- ▶ the monotonicity of  $\frac{1}{x}$  and  $\frac{1}{1-x}$

that

$$\frac{\left\|\Delta x\right\|}{\left\|x\right\|} \leq \frac{\left\|A\right\| \left\|A^{-1}\right\|}{1 - \left\|A^{-1}\right\| \left\|\Delta A\right\|} \left(\frac{\left\|\Delta b\right\|}{\left\|b\right\|} + \frac{\left\|\Delta A\right\|}{\left\|A\right\|}\right).$$

https://en.wikipedia.org/wiki/Neumann\_series

#### Stability of solving linear systems via LU factorisation

Numerical solution  $\tilde{x}$  to Ax = b computed via LU factorisation satisfies

$$(A + \Delta A)\tilde{x} = b$$
 where  $\frac{\|\Delta A\|}{\|L\| \|U\|} \approx \mathcal{O}(\varepsilon_{\mathsf{mach}}).$ 

Combined with condition number for linear systems, this yields

$$\frac{\|\tilde{x} - x\|}{\|x\|} \approx \kappa(A) \frac{\|L\| \|U\|}{\|A\|} \mathcal{O}(\varepsilon_{\mathsf{mach}}).$$

Error is small if

- $\triangleright$   $\kappa(A)$  is not too large (problem is well-conditioned), and
- ▶  $\frac{\|L\| \|U\|}{\|A\|}$  is not too large (LU factorisation is stable).

## Impact of pivoting

No pivoting:  $||L||, ||U|| = \infty$  is possible.

- We will see special matrices which do not require pivoting.
- Do not use this algorithm unless you know what you are doing.

Partial pivoting:  $||L||, ||U|| \le 2^{n-1}$  is a sharp upper bound.

- ▶ However, exponential growth of  $\|L\|$ ,  $\|U\|$  has never been observed in practice.
- Famous quote: "Anyone that unlucky has already been run over by a bus."
- ▶ This is the recommended algorithm in most applications.

Complete pivoting: probably ||L||,  $||U|| = \mathcal{O}(n)$ .

No one uses this algorithm.

#### References and further reading

- ► G. H. Golub and C. F. Van Loan. *Matrix Computations*. Johns Hopkins University Press (1996),
- L. N. Trefethen and D. Bau. Numerical Linear Algebra. Society for Industrial and Applied Mathematics (1997),
- ▶ J. W. Demmel. Applied Numerical Linear Algebra. Society for Industrial and Applied Mathematics (1997), doi:10.1137/1.9781611971446
- N. J. Higham. Accuracy and Stability of Numerical Algorithms. Society for Industrial and Applied Mathematics (2002), doi:10.1137/1.9780898718027