## Linear Algebra

# Orthogonal Matrices and QR Decomposition

Automotive Intelligence Lab.





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## **QR** Decomposition





## **Definition of QR Decomposition**

Decompose matrix with Standard orthogonal basis. vector which is found using Gram-Schmidt.

#### ■ Matrix *Q*

- $\blacktriangleright$  Set of Standard orthogonal basis,  $q_1, \dots, q_n$  obtained through the Gram-Schmidt
- ▶ Q is obviously different from the original matrix.  $A \neq Q$ 
  - Assuming original matrix was not orthogonal.
  - Lost information about that matrix.
- Fortunately, lost information can be retrieved and stored in another matrix R.
  - $\triangleright$  R multiplies to Q.
  - ▶ Then..., how to create *R*?





## Creating R

 $\blacksquare$  Comes right from the definition of QR.

$$A = QR$$
  $Q^{T}A = Q^{T}QR$   $Q^{T}A = R$ 

Definition of QR

- Advantage of orthogonal matrices that can be seen from the above Definition.
  - ► Solve matrix equations without having to worry about computing the inverse.

$$\begin{bmatrix} | & | & | & | & | \\ a_1 & a_2 & \cdots & a_n \\ | & | & | & | \end{bmatrix} = \begin{bmatrix} | & | & | & | \\ q_1 & q_2 & \cdots & q_n \\ | & | & | & | \end{bmatrix} \begin{bmatrix} a_1 \cdot q_1 & a_2 \cdot q_1 & \cdots & a_n \cdot q_1 \\ a_1 \cdot q_2 & a_2 \cdot q_2 & \cdots & a_n \cdot q_2 \\ \vdots & \vdots & \ddots & \vdots \\ a_1 \cdot q_n & a_2 \cdot q_n & \cdots & a_n \cdot q_n \end{bmatrix}$$

Overall form of QR decomposition





## Simplification of QR Decomposition

- lacksquare Consider  $a_1 \cdot q_2$
- For  $a_i \cdot q_j$ , i < j
  - $ightharpoonup a_i \cdot q_i = 0$ 
    - Because  $a_i$  is orthogonal to  $q_i$  for i < j.

$$\begin{array}{l} \bullet \quad a_1 \cdot q_2 = 0 \text{ because } a_1 \text{ is orthogonal to } q_2 \text{ .} \\ & \bullet \quad a_1 \cdot q_2 = 0 \text{ because } a_1 \text{ is orthogonal to } q_2 \text{ .} \\ & \bullet \quad a_i \cdot q_j = 0 \\ & \bullet \quad \text{Because } a_i \text{ is orthogonal to } q_j \text{ for } i < j. \end{array}$$

$$= \begin{bmatrix} | & | & | & | \\ | q_1 & q_2 & \cdots & | \\ | & | & | \end{bmatrix} \begin{bmatrix} a_1 \cdot q_1 & a_2 \cdot q_1 & \cdots & a_n \cdot q_1 \\ 0 & a_2 \cdot q_2 & \cdots & a_n \cdot q_2 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \cdots & a_n \cdot q_n \end{bmatrix}$$
Simplification of QR decomposition

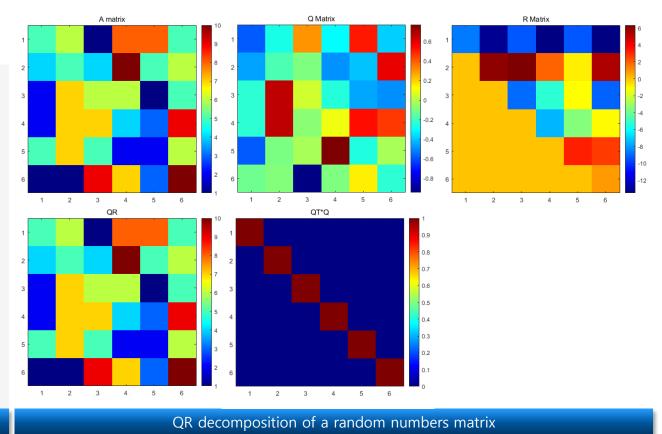


#### **Features of QR Decomposition**

- A = QR
  - ightharpoonup A QR is zeros matrix.
- lacksquare Q times its transpose gives the identity matrix.
- **■** *R* matrix: Always Upper triangular
  - ▶ It will be explained in the next section.

```
% Clear workspace, command window, and close
all figures
                                                   figure;
clc; clear; close all;
                                                   imagesc(R);
                                                   title('R Matrix');
% Random integer matrix A
                                                   colorbar;
A = randi(10, 6);
                                                   colormap jet;
                                                   axis equal tight;
% OR decomposition
[Q,R] = qr(A);
                                                   figure;
                                                   imagesc(Q*R);
% Visualize the results
                                                   title('QR');
                                                   colorbar;
imagesc(A); % Display the matrix as a color
                                                   colormap jet;
image
                                                   axis equal tight;
title('A matrix');
colorbar; % Show a color scale
                                                   figure;
colormap jet; % Use the jet color map
                                                   imagesc(Q' * Q);
axis equal tight; % Adjust axes to fit the
                                                   title('QT*Q');
data
                                                   colorbar;
                                                   colormap jet;
figure;
                                                   axis equal tight;
imagesc(Q);
title('Q Matrix');
colorbar;
colormap jet;
axis equal tight;
```

MATLAB code







### Sizes of Q and R

- Depend on size of the to-be-decomposed matrix A
- Whether QR decomposition is **Economy** or Full.
  - **Economy** called reduced.
  - ► Full called complete.





#### Overview of All Possible Sizes of Q and R

- Fig 1. shows an overview of all possible sizes.
- $\blacksquare$  "?" indicates that the matrix elements depend on values in A.
  - ► Not identity matrix

	$\boldsymbol{A}$	$oldsymbol{Q}$	$Q^TQ$	$QQ^T$	R
Square full-rank	$M \times M$ $r = M$	$M \times M$ $r = M$	$I_M$	$I_{M}$	$M \times M$ $r = M$
Square singular	$M \times M$ $r = K < M$	$M \times M$ $r = M$	$I_M$	$I_{M}$	$M \times M$ $r = k$
Tall "full"	M > N $r = K$	$M \times M$ $r = M$	$I_M$	$I_{M}$	$M \times M$ $r = k$
Tall "economy"	M > N $r = K$	$M \times N$ $r = N$	$I_N$	?	$M \times N$ $r = K$
Wide	M < N $r = K$	$M \times M$ $r = M$	$I_{M}$	$I_{M}$	$M \times N$ $r = K$

Fig 1. Sizes of Q and R depending on size of A





### **Code Exercise of Orthogonal Matrix using MATLAB**

- Notice optional second input 'complete', which produces a full QR decomposition.
- Setting that to 'reduced', gives economy-mode QR decomposition, in which Q is same size as A.

```
% Clear workspace, command window, and close all figures
clc; clear; close all;

% Matrix A
A = [1; -1];
[Q,R] = qr(A); % Full QR decomposition
[Q_econ,R_econ] = qr(A, "econ"); % Economy-mode QR decomposition, Q is smae size as matrix A

% Scale to make integer matrix
Q = Q*sqrt(2);
Q_econ = Q_econ*sqrt(2);

% Display the results
disp("Q")
disp(Q);
disp("Q")
disp(Q);
disp("Q_econ")
disp(Q_econ);

MATLAB code of orthogonal matrix
```



#### **Rank of Orthogonal Matrix**

- $\blacksquare$  Rank of Q is always maximum possible rank.
  - lt is possible to craft more than M > N orthogonal vectors from a matrix with N columns.

#### Rank of Q

- ► *M* for all square *Q* matrices
- ► *N* for economy *Q* matrices

#### Rank of R

Same as rank of A

#### $\blacksquare$ Difference in rank between Q and A resulting from orthogonalization

- ightharpoonup Q spans all of  $\mathbb{R}^{m}$  even if the column space of A is only lower-dimensional subspace of  $\mathbb{R}^{m}$ 
  - Important reason why the singular value decomposition is so useful for revealing properties of a matrix, including its rank and null space.
- ▶ Another reason to look forward to learning about SVD in Chapter 14!





#### **Property of QR Decomposition**

- QR decomposition is not unique for all matrix sizes and ranks.
  - ▶ It is possible to obtain  $A = Q_1R_1$  and  $A = Q_2R_2$  where  $Q_1 \neq Q_2$ .
- All QR decomposition results have the same properties described in this section.
- QR decomposition can be made unique when given additional constraints.
  - E.g., Positive values on diagonals of *R*
  - ▶ But! Not necessary in most cases.
    - Not implemented in MATLAB.





### **Orthogonalization**

- Orthogonalization works column-wise from left to right.
  - ▶ Later columns in *Q* are orthogonalized to earlier columns of *A*.
- Lower triangle of R comes from orthogonalized pairs of vectors
- $\blacksquare$  Earlier columns in Q are not orthogonalized to later columns of A.
  - Not expect their dot products to be zero.
- $\blacksquare$  Columns i and j of A were already orthogonal.
  - ► Corresponding  $(i,j)^{th}$  element in R would be  $\mathbb{Z}^{ero}$ .
- If compute QR decomposition of orthogonal matrix,
  - ▶ R will be ๔๛๛ matrix.
    - Norms of each column in A.
- If A = Q, R is same as I.
  - Comes from equation solved for *R*.





#### **QR** and **Inverses**

- More numerically stable way to compute matrix inverse
  - ▶ When using QR decomposition.
- Writing out QR decomposition formula and inverting both sides of equation.
  - ► Apply the LIVE EVIL rule as we learned before.
- Inverse of A
  - ▶ Same as inverse of R times transpose. of Q.
  - ▶ *Q* is numerically stable.
    - Due to Householder reflection algorithm.
  - ▶ *R* is numerically stable.
    - Due to results from matrix multiplication.
- Need to invert *R* explicitly.
  - ▶ Inverting triangular matrices is highly numerically stable.
    - Through back substitution.

$$A = QR$$
 $A^{-1} = (QR)^{-1}$ 
 $A^{-1} = R^{-1}Q^{-1}$ 
 $A^{-1} = R^{-1}Q^{T}$ 

Compute matrix inverse using QR decomposition





### **Key Point of QR Decomposition**

- Provide more numerically stable way to invert matrices.
  - ► Compared to algorithm presented in previous lecture.
- On the other hand, some matrices are still very difficult to invert.
  - ► Theoretically invertible but are close to singular.
- QR decomposition doesn't guarantee high-quality inverse.
  - ► Rotten apple dipped in honey is still rotten…!





## Summary





#### **Summary**

#### Orthogonal matrix

- ► All columns are pair-wise orthogonal and norm = 1.
- Key to several matrix decompositions.
  - QR, eigen, singular value decomposition.
- Important in geometry and computer graphics.
  - E.g. pure rotation matrices.

#### Can transform a nonorthogonal matrix into an orthogonal matrix.

- Via Gram-Schmidt procedure.
- Involves applying orthogonal vector decomposition.
  - To isolate the component of each column.
  - Each column is orthogonal to all previous columns, previous meaning left to right.

#### QR decomposition is the result of Gram-Schmidt.

- ► Technically, it is implemented by a more stable algorithm.
- ▶ But GS is still the right way to understand it.





## **Code Exercises**





#### Characteristic of matrix Q

 $\blacksquare$  A square Q has the following equalities:

$$Q^TQ = QQ^T = Q^{-1}Q = QQ^{-1} = I$$

Demonstrate this in code by computing Q from a random-numbers matrix, then compute  $Q^T$  and  $Q^{-1}$ . Then show that all four expressions produce the identity matrix.

```
% Generate a 5x5 random matrix and compute the QR decomposition

random_matrix = randn(5, 5);
% Generate Q matrix
Q =
% Get Transpose of Q & Inverse of Q
Qt =
Qi =
% disp QTQ, QQT, QIQ, QQI
% disp QTQ, QQT, QIQ, QQI
```

Sample code





#### Full, Economy Sized matrix Q and Its Inverse

- This exercise will highlight one feature of the R matrix that is relevant for under-standing how to use QR to implement least squares (lecture 12): when A is tall and full column-rank, the first N rows of R are upper-triangular, whereas rows N+1 through M are zeros. Confirm this in MATLAB using a random  $10 \times 4$  matrix. Make sure to use the complete (full) QR decomposition, not the economy (compact) decomposition.
- Of course, *R* is noninvertible because it is nonsquare. But (1) the submatrix comprising the first *N* row is square and full-rank (when *A* us full column-rank) and thus has a full inverse, and (2) the tall *R* has a pseudoinverse. Compute both inverses, and confirm that the full inverse of the first *N* rows of *R* equals the first *N* columns of the pseudoinverse of the tall *R*.

```
% Create a random 10x4 matrix
                                                                  % Invertible submatrix (first 4x4 part of R)
A = randn(10, 4);
                                                                  Rsub = ;
% Compute the complete QR decomposition
% economy sized R
                                                                  % Inverses
[\sim, R] = ;
                                                                  % calculate full inverse of Rsub
% full sized R
                                                                  Rsub inv =;
                                                                  % calculate left inverse of R
[~, fullR] = ;
                                                                  Rleftinv = ;
% Examine R (rounded to 3 decimal places)
disp('R:');
disp(round(R, 3));
                                                                  % Display both inverses
disp('fullR:');
                                                                  disp('Full inverse of R submatrix:');
disp(round(fullR, 3));
                                                                  disp(round(Rsub_inv, 3));
                                                                  disp('Left inverse of R:');
                                                                  disp(round(Rleftinv, 3));
                                                           Sample code
```





# THANK YOU FOR YOUR ATTENTION





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