

EXERCISE 2

- We have solved $A\vec{x} = \vec{b}$ with $A \in \mathbb{R}^{n \times n}$ and is invertible and $\vec{b} \in \mathbb{R}^n$. Since they have used the QR Algorithm we have the QR decomposition of A.
- So this means we can solve problems of the form $A\vec{x} = \vec{b} \Leftrightarrow \vec{x} = A^{-1}\vec{b}$.
- So if we want to solve such problems we don't have to recalculate Q and R we only need to calculate steps 2 and 3 of the QR algorithm:

Input $A \in \mathbb{R}^{n \times n}$, $\vec{b} \in \mathbb{R}^n$

Output $\vec{z} \in \mathbb{R}^n$ with $A\vec{x} = \vec{b}$

1. Find QR factorisation of A
- 2. Solve $Q\vec{y} = \vec{b}$ using Algorithm MV: $\vec{y} = Q^T \vec{b}$
- 3. Solve $R\vec{x} = \vec{y}$ using Algorithm BS

So we have now to solve such problem only to use lines 2 and 3, which have number of operations:

step 2: $2n^2$ operations

step 3: n^2 operations

\therefore compute cost of solving $A\vec{x} = \vec{b}$ is now $2n^2 + n^2 = 3n^2 = \underline{\underline{O(n^2)}}$

- Now we want to solve $B\vec{z} = \vec{c}$, and we are given that by Sherman-Morrison we have that:

$$B^{-1} = A^{-1} - \frac{A^{-1}\vec{u}\vec{v}^T A^{-1}}{1 + \vec{v}^T A^{-1}\vec{u}}$$

- So to solve $B\vec{z} = \vec{c}$ we can use:

$$\vec{z} = B^{-1}\vec{c}$$

$$\therefore \vec{z} = \left(A^{-1} - \frac{A^{-1} \vec{u} \vec{v}^T A^{-1}}{1 + \vec{v}^T A^{-1} \vec{u}} \right) \vec{c}$$

$$\vec{z} = A^{-1} \vec{c} - \frac{A^{-1} \vec{u} \vec{v}^T A^{-1} \vec{c}}{1 + \vec{v}^T A^{-1} \vec{u}}$$

Now we can solve $A^{-1} \vec{c}$ using the property from before where we have A 's QR factorisation and we use lines 2 and 3 with compute cost $O(n^2)$

$$\begin{aligned} \text{we can solve } A^{-1} \vec{c} = \vec{w} &\Leftrightarrow A \vec{w} = \vec{c} \\ A^{-1} \vec{u} = \vec{y} &\Leftrightarrow A \vec{y} = \vec{u} \end{aligned}$$

So we can reduce our problem to: with cost $O(n^2)$

$$\vec{z} = \vec{w} - \frac{\vec{y} \vec{v}^T \vec{w}}{1 - \vec{v}^T \vec{y}}$$

now we can calculate the 2 dot products $\vec{v}^T \vec{w}$ and $\vec{v}^T \vec{y}$ each with compute cost $O(n)$, however since $n < n^2$ the overall cost is still $O(n^2)$

$$\text{let } \vec{v}^T \vec{w} = \lambda, \quad \vec{v}^T \vec{y} = \mu \quad \text{for some scalars } \lambda, \mu.$$

$$\vec{z} = \vec{w} - \frac{\vec{y} \lambda}{1 - \mu}, \quad \text{now } \frac{\lambda}{1 - \mu} \vec{y} \text{ to calculate this will only}$$

be 1 division, 1 subtraction, and 1 multiplication to all elements of \vec{y} $\therefore 1 + 1 + 1 = 3 = O(n)$ cost, as a result the overall cost is still $O(n^2)$

$$\text{let } \frac{\vec{y} \lambda}{1 - \mu} = \vec{\beta} \quad \therefore \vec{z} = \vec{w} - \vec{\beta} \quad \text{subtracting one vector from another takes compute cost } O(n).$$

So as a result the overall cost is $O(n^2)$ which comes from solving the equations $A^{-1}\vec{c}$ and $A^{-1}\vec{u}$ and so solving $B\vec{z} = \vec{c}$ $O(n^2)$. Since all the other operations take compute cost $O(n)$ the cost of calculating $B\vec{z} = \vec{c}$ is $O(n^2)$.