Name: Key

1. (3+4) Let
$$U = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1/\sqrt{2} & 1/\sqrt{2} \\ 0 & -1/\sqrt{2} & 1/\sqrt{2} \end{bmatrix}$$
, and u_1, u_2, u_3 be its 3 columns.

- (a) Find U^{-1} .
- (b) What linear combination of u_1, u_2, u_3 equals x = (1, -1, -2)?

Solution

(a)
$$U^{-1} = U^T = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1/\sqrt{2} & -1/\sqrt{2} \\ 0 & 1/\sqrt{2} & 1/\sqrt{2} \end{bmatrix}$$

(b)

$$c_1 = x^T u_1 = 1$$

$$c_2 = x^T u_2 = -1/\sqrt{2} + 2/\sqrt{2} = 1/\sqrt{2}$$

$$c_3 = x^T u_3 = -1/\sqrt{2} - 2/\sqrt{2} = -3/\sqrt{2}$$

$$x = c_1 u_1 + c_2 u_2 + c_3 u_3$$

- 2. (3+3) How many exact flops are needed for the following computations?
 - (a) AB, where A is $m \times n$ and B is $n \times p$.
 - (b) Ux, where U is 10 by 10 upper triangular, and x is a vector in \mathbb{R}^{10} .

Solution

- (a) This is computing mp inner products: mp(2n-1)
- (b) To compute the *i*th entry of Ux, it is computing an inner product with *i* coordinates, which costs 2i-1 flops.

$$\sum_{i=1}^{10} (2i - 1) = 10 * 11 - 10 = 100$$

3. (6) Find the operator norm of
$$\begin{bmatrix} 1/\sqrt{2} & \sqrt{2} \\ 1/\sqrt{2} & \sqrt{2} \\ 0 & 0 \end{bmatrix}$$
.

We need to find the biggest singular value.

$$A = \begin{bmatrix} 1/\sqrt{2} & \sqrt{2} \\ 1/\sqrt{2} & \sqrt{2} \\ 0 & 0 \end{bmatrix}. \ A^T = \begin{bmatrix} 1/\sqrt{2} & 1/\sqrt{2} & 0 \\ \sqrt{2} & \sqrt{2} & 0 \end{bmatrix}, \ A^T A = \begin{bmatrix} 1 & 2 \\ 2 & 4 \end{bmatrix}$$

$$\begin{vmatrix} 1-r & 2 \\ 2 & 4-r \end{vmatrix} = r^2 - 5r + 4 - 4 = r(r-5)$$

Eigenvalues of $A^T A$ are 5,0.

Sinigular values of A are $\sqrt{5}$, 0. Operator norm is $\sqrt{5}$

4. (6) Given $A = \begin{bmatrix} 1 & 2 \\ 2 & 3 \end{bmatrix}$. Using both criteria II (quadratic) and III (determinant) to show that it is NOT positive definite.

Criteria II: $x^T Dx = x_1^2 + 4x_1x_2 + 3x_2^2 = (x_1 + 2x_2)^2 - x_2^2$.

To prove it is not PD, we just need to find a vector x that makes x^TDx negative. We can pick, for example x = (2, -1). Then $x^TDx = -1 < 0$

Criteria III: $\det A = 3 - 4 < 0$