

CS 530 Advance Algorithm - Fall 2019  
Homework #2

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# 1 LU Decomposition

Show the LUP decomposition of the  $4 \times 4$  matrix M.

$$M = \begin{bmatrix} 3 & 2 & 1 & 9 \\ 6 & 4 & 9 & 12 \\ 9 & 0 & 6 & 3 \\ 0 & 1 & 3 & 5 \end{bmatrix} \quad (1)$$

**Answer:**

(i) Initialize L and U.

$$L = \begin{bmatrix} 1 & 0 & 0 & 0 \\ & 1 & 0 & 0 \\ & & 1 & 0 \\ & & & 1 \end{bmatrix} U = \begin{bmatrix} 0 & & & \\ 0 & 0 & & \\ 0 & 0 & 0 & \end{bmatrix} \quad (2)$$

(ii) Generate permutation matrix P.

Swap row 3 and row 1, because 9 is the biggest element in column 1.

$$PM = \begin{bmatrix} 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 3 & 2 & 1 & 9 \\ 6 & 4 & 9 & 12 \\ 9 & 0 & 6 & 3 \\ 0 & 1 & 3 & 5 \end{bmatrix} = \begin{bmatrix} 9 & 0 & 6 & 3 \\ 6 & 4 & 9 & 12 \\ 3 & 2 & 1 & 9 \\ 0 & 1 & 3 & 5 \end{bmatrix} \quad (3)$$

(iii)

$$L = \begin{bmatrix} 1 & 0 & 0 & 0 \\ \frac{2}{3} & 1 & 0 & 0 \\ \frac{1}{3} & & 1 & 0 \\ 0 & & & 1 \end{bmatrix} U = \begin{bmatrix} 9 & 0 & 6 & 3 \\ 0 & & & \\ 0 & 0 & & \\ 0 & 0 & 0 & \end{bmatrix} \quad (4)$$

Schur complement:

$$\begin{bmatrix} 4 & 5 & 10 \\ 2 & -1 & 8 \\ 1 & 3 & 5 \end{bmatrix} \quad (5)$$

(iv)

$$L = \begin{bmatrix} 1 & 0 & 0 & 0 \\ \frac{2}{3} & 1 & 0 & 0 \\ \frac{1}{3} & \frac{1}{2} & 1 & 0 \\ 0 & \frac{1}{4} & & 1 \end{bmatrix} U = \begin{bmatrix} 9 & 0 & 6 & 3 \\ 0 & 4 & 5 & 10 \\ 0 & 0 & & \\ 0 & 0 & 0 & \end{bmatrix} \quad (6)$$

Schur complement:

$$\begin{bmatrix} -\frac{7}{2} & 3 \\ \frac{7}{4} & \frac{5}{2} \end{bmatrix} \quad (7)$$

(v)

$$L = \begin{bmatrix} 1 & 0 & 0 & 0 \\ \frac{2}{3} & 1 & 0 & 0 \\ \frac{1}{3} & \frac{1}{2} & 1 & 0 \\ 0 & \frac{1}{4} & -\frac{1}{2} & 1 \end{bmatrix} U = \begin{bmatrix} 9 & 0 & 6 & 3 \\ 0 & 4 & 5 & 10 \\ 0 & 0 & -\frac{7}{2} & 3 \\ 0 & 0 & 0 & 4 \end{bmatrix} \quad (8)$$

Schur complement:

$$\begin{bmatrix} 4 \end{bmatrix} \quad (9)$$

(vi) LUP decomposition:

$$PM = \begin{bmatrix} 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 3 & 2 & 1 & 9 \\ 6 & 4 & 9 & 12 \\ 9 & 0 & 6 & 3 \\ 0 & 1 & 3 & 5 \end{bmatrix} = \quad (10)$$

$$LU = \begin{bmatrix} 1 & 0 & 0 & 0 \\ \frac{2}{3} & 1 & 0 & 0 \\ \frac{1}{3} & \frac{1}{2} & 1 & 0 \\ 0 & \frac{1}{4} & -\frac{1}{2} & 1 \end{bmatrix} \begin{bmatrix} 9 & 0 & 6 & 3 \\ 0 & 4 & 5 & 10 \\ 0 & 0 & -\frac{7}{2} & 3 \\ 0 & 0 & 0 & 4 \end{bmatrix} \quad (11)$$

## 2 Uniqueness of decomposition

In class we mentioned that if a non-singular matrix M has an LU decomposition, then the decomposition is unique. That is there is only one pair (L,U) with  $M = LU$ .

- (i) Is this same result true for every singular M which has an LU decomposition? Briefly explain why or why not.

**Answer:** If a singular M which has an LU decomposition, then the decomposition is non-unique.

**Explanation:** Consider the case where M is a  $n \times n$  ( $n > 2$ ) 0-matrix. Let U be a  $n \times n$  ( $n > 2$ ) 0-matrix.  $LU = M = 0$  means that L can be any  $n \times n$  unit lower triangular matrix. Therefore, there exists different L which satisfy  $LU = M$ , meaning that if a singular M which has an LU decomposition, then the decomposition is non-unique.

- (ii) LUP decompositions are not unique. Give an example of a non-singular  $3 \times 3$  matrix A for which there are two different LUP decompositions. (No proof needed here, just write A and the L, U, P and L', U' and P' which show this.)

**Answer:**

$$P_1 A = L_1 U_1 = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} 9 & 9 & 1 \\ 1 & 4 & 4 \\ 9 & 8 & 9 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ \frac{1}{9} & 1 & 0 \\ 1 & -\frac{1}{3} & 1 \end{bmatrix} \begin{bmatrix} 9 & 9 & 1 \\ 0 & 3 & \frac{35}{9} \\ 0 & 0 & \frac{251}{27} \end{bmatrix} \quad (12)$$

$$P_2A = L_2U_2 = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 1 \\ 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} 9 & 9 & 1 \\ 1 & 4 & 4 \\ 9 & 8 & 9 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 1 & 1 & 0 \\ \frac{1}{9} & -3 & 1 \end{bmatrix} \begin{bmatrix} 9 & 9 & 1 \\ 0 & -1 & 8 \\ 0 & 0 & \frac{251}{9} \end{bmatrix} \quad (13)$$

### 3 Finding an inverse

Define

$$T = \begin{bmatrix} 1 & -1 & 0 & 0 \\ -1 & 4 & -1 & 0 \\ 0 & -1 & 4 & 0 \\ 0 & 0 & -1 & 4 \end{bmatrix} \quad (14)$$

**Answer:**

(i) Find an LU decomposition for T.

$$L = \begin{bmatrix} 1 & 0 & 0 & 0 \\ -1 & 1 & 0 & 0 \\ 0 & -\frac{1}{3} & 1 & 0 \\ 0 & 0 & -\frac{3}{11} & 1 \end{bmatrix} U = \begin{bmatrix} 1 & -1 & 0 & 0 \\ 0 & 3 & -1 & 0 \\ 0 & 0 & \frac{11}{3} & 0 \\ 0 & 0 & 0 & 4 \end{bmatrix} \quad (15)$$

(ii) Use (i). to find the inverse of T.

We can reduce the problem finding an inverse to solving linear equations.

Let  $T^{-1}$  be the inverse of T and then we have:

$$TT^{-1} = I = LUT^{-1} \quad (16)$$

where  $I$  is an 4 by 4 identity matrix.

Let  $m$  be a column vector.

$$T^{-1} = (m_1, m_2, m_3, m_4) \quad (17)$$

$$I = (e_1, e_2, e_3, e_4) \quad (18)$$

where  $m_i (i = 1, 2, 3, 4)$  is the  $i$ th column vector of matrix  $T^{-1}$  and  $e_i (i = 1, 2, 3, 4)$  is unit column vector with a 1 on  $i$ th row.

According to (16), we have:

$$LUm_i = e_i \quad (19)$$

We use two times of substitution to get  $T^{-1}$ .

$$Ly = e_i \quad (20)$$

$$Um_i = y \quad (21)$$

We can get:

$$y = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 1 & 1 & 0 & 0 \\ \frac{1}{11} & \frac{1}{11} & 1 & 0 \\ \frac{3}{11} & \frac{1}{11} & \frac{3}{11} & 1 \end{bmatrix} \quad (22)$$

$$T^{-1} = \begin{bmatrix} \frac{15}{11} & \frac{4}{11} & \frac{1}{11} & 0 \\ \frac{4}{11} & \frac{11}{4} & \frac{1}{11} & 0 \\ \frac{1}{11} & \frac{1}{11} & \frac{11}{3} & 0 \\ \frac{1}{44} & \frac{1}{44} & \frac{11}{3} & \frac{1}{4} \end{bmatrix} \quad (23)$$

## 4 Reducing general (non-square) matrix multiplication to matrix inversion

Let  $I$  be an algorithm which takes as input a matrix  $M$  and outputs its inverse  $M^{-1}$ . In class we showed how you can multiply two  $n \times n$  matrices  $A$  and  $B$  by inverting a  $3n \times 3n$  matrix  $C$ .

- (i) Show how to do the same thing for non-square matrices  $A$  and  $B$  where  $A$  is  $n \times r$  and  $B$  is  $r \times s$  for any positive natural numbers  $n, r, s$ . (Hint: Use padding of matrices with 0's, sort of similar to what you may have done for Strassen's algorithm.)

**Answer:** Let integer  $m$  be  $\max(n, r, s)$ . Let  $A'$  be a  $m \times m$  matrix where the elements in the first  $n$  rows and the first  $r$  columns are exactly the same as matrix  $A$  and the other elements are zeros. Let  $B'$  be a  $m \times m$  matrix where the elements in the first  $r$  rows and the first  $s$  columns are exactly the same as matrix  $B$  and the other elements are zeros.

$$A' = \begin{bmatrix} A & \cdots & 0 \\ \vdots & \ddots & \vdots \\ 0 & \cdots & 0 \end{bmatrix} B' = \begin{bmatrix} B & \cdots & 0 \\ \vdots & \ddots & \vdots \\ 0 & \cdots & 0 \end{bmatrix} \quad (24)$$

Then we can construct a  $3m \times 3m$  matrix  $D$  and its inverse  $D^{-1}$ :

$$DD^{-1} = \begin{bmatrix} I_m & A' & 0 \\ 0 & I_m & B' \\ 0 & 0 & I_m \end{bmatrix} \begin{bmatrix} I_m & -A' & A'B' \\ 0 & I_m & -B' \\ 0 & 0 & I_m \end{bmatrix} = I_{3m} \quad (25)$$

where  $I_m$  is  $m \times m$  identity matrix and the elements in the first  $n$  rows and first  $s$  columns of  $A'B'$  is the multiplication of  $A$  and  $B$ .

- (ii) Give an example of how this would work when  $A$  is  $4 \times 2$  and  $B$  is  $2 \times 3$ . Specifically, find the corresponding matrix  $C$  whose inverse would give you  $AB$ .

**Answer:**Here is an example.

$$A = \begin{bmatrix} 6 & 7 \\ 6 & 4 \\ 9 & 9 \\ 8 & 6 \end{bmatrix} B = \begin{bmatrix} 4 & 9 & 7 \\ 10 & 6 & 6 \end{bmatrix} \quad (26)$$

$$A' = \begin{bmatrix} 6 & 7 & 0 & 0 \\ 6 & 4 & 0 & 0 \\ 9 & 9 & 0 & 0 \\ 8 & 6 & 0 & 0 \end{bmatrix} B' = \begin{bmatrix} 4 & 9 & 7 & 0 \\ 10 & 6 & 6 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix} \quad (27)$$

$$C = \begin{bmatrix} I_4 & A' & 0 \\ 0 & I_4 & B' \\ 0 & 0 & I_4 \end{bmatrix} = \left[ \begin{array}{cccc|cccc|cccc} 1 & 0 & 0 & 0 & 6 & 7 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 6 & 4 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 9 & 9 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 8 & 6 & 0 & 0 & 0 & 0 & 0 & 0 \\ \hline 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 4 & 9 & 7 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 10 & 6 & 6 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ \hline 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{array} \right] \quad (28)$$

$$C^{-1} = \begin{bmatrix} I_4 & -A' & A'B' \\ 0 & I_4 & -B' \\ 0 & 0 & I_4 \end{bmatrix} = \left[ \begin{array}{cccc|cccc|cccc} 1 & 0 & 0 & 0 & -6 & -7 & 0 & 0 & 94 & 96 & 84 & 0 \\ 0 & 1 & 0 & 0 & -6 & -4 & 0 & 0 & 64 & 78 & 66 & 0 \\ 0 & 0 & 1 & 0 & -9 & -9 & 0 & 0 & 126 & 135 & 117 & 0 \\ 0 & 0 & 0 & 1 & -8 & -6 & 0 & 0 & 92 & 108 & 92 & 0 \\ \hline 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & -4 & -9 & -7 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & -10 & -6 & -6 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ \hline 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \end{array} \right] \quad (29)$$

$$AB = \begin{bmatrix} 94 & 96 & 84 \\ 64 & 78 & 66 \\ 126 & 135 & 117 \\ 92 & 108 & 92 \end{bmatrix} \quad (30)$$

## 5 A problem about random permutations

Consider the following randomized algorithm R which produces a permutation of  $1, 2, \dots, n$  when run.

Algorithm R:

R starts with a vector  $V = (1, 2, 3, \dots, n)$  of the first  $n$  natural numbers specifying the identity permutation. You then “randomize”  $V$  by:

1. Independently at random pick  $n$  integers  $a_1, a_2, \dots, a_n$  from the set  $1, 2, 3, \dots, n$ . (This is done with replacement. That is, the integers you pick may be repeated in the list of  $a_i$ 's.)
2. For each element  $a_i$  from  $i=1$  to  $n$ , switch  $i$  in  $V$  with  $a_i$  in  $V$ .
3. The result of the  $n$  switches in  $V$  is a permutation of the integers 1 through  $n$  which is the output of this randomized algorithm.

Call a permutation of  $1, 2, 3, \dots, n$  random if the probability that it is output by R is  $1/n!$ .

Questions:

1. Show that any one of the  $n!$  different permutations of  $1, 2, 3, \dots, n$  could be output by some choice of  $a_1, a_2, \dots, a_n$  in step 1 of algorithm R.

**Answer:** Algorithm R does not change the number of  $V$  but do some switch operations, which means any output will be a permutation of  $1, 2, 3, \dots, n$ . For any possible permutation of  $1, 2, 3, \dots, n$ , there always exists a way to get it by doing limited times switch operations.

2. True or false: An output of step 3 of algorithm R is a random permutation of  $1, 2, 3, \dots, n$ ? Briefly explain your answer.

Note: What you need to determine here is whether all of the  $n!$  permutations of  $V$  are equally likely to be output in step 3 of the algorithm.

**Answer:** No! That's not a random permutation for  $n > 2$ .

**Explanation:**

Let  $V$  be the original vector  $V = [1, 2, 3, \dots, n]$ .

Let  $V'$  be the output of step 3 of algorithm R.

When  $n = 1$ ,  $V'$  will always be  $V' = [1]$ , thus which is a random permutation.

When  $n = 2$ , the probability of  $V'$  being  $[1, 2]$  is  $\frac{1}{2}$  and the probability of  $V'$  being  $[2, 1]$  is  $\frac{1}{2}$ :

$$P(V' = [1, 2]) = P(V' = [2, 1]) = \frac{1}{2} \quad (31)$$

Proof:

For  $V' = [1, 2]$ :

$$\begin{aligned}
&\text{Situation 1: } P(a_1 = 1) = \frac{1}{2}, P(a_2 = 2) = \frac{1}{2} \\
&\quad P(\text{Situation1}) = \frac{1}{2} \times \frac{1}{2} = \frac{1}{4} \\
&\text{Situation 2: } P(a_1 = 2) = \frac{1}{2}, P(a_2 = 1) = \frac{1}{2} \\
&\quad P(\text{Situation2}) = \frac{1}{2} \times \frac{1}{2} = \frac{1}{4} \\
&P(V' = [1, 2]) = P(\text{Situation1}) + P(\text{Situation2}) = \frac{1}{2}
\end{aligned}$$

For  $V'=[2,1]$ :

$$\begin{aligned}
&\text{Situation 1: } P(a_1 = 1) = \frac{1}{2}, P(a_2 = 1) = \frac{1}{2} \\
&\quad P(\text{Situation3}) = \frac{1}{2} \times \frac{1}{2} = \frac{1}{4} \\
&\text{Situation 2: } P(a_1 = 2) = \frac{1}{2}, P(a_2 = 2) = \frac{1}{2} \\
&\quad P(\text{Situation4}) = \frac{1}{2} \times \frac{1}{2} = \frac{1}{4} \\
&P(V' = [2, 1]) = P(\text{Situation3}) + P(\text{Situation4}) = \frac{1}{2}
\end{aligned}$$

Therefore,  $P(V' = [1, 2]) = P(V' = [2, 1]) = \frac{1}{2}$ , which means algorithm R will generate a random permutaion.

**However, for  $n = 3$ , algorithm R cannot generate a random permutation.**

Use the same method that we use when  $n = 2$ , we will have  $3 \times 3 \times 3 = 27$  situations in all.

The number of permutations of  $[1, 2, 3]$  is 6.

$\frac{27}{6} = 4.5$  is not an integer, which means every permutation of  $[1, 2, 3]$  cannot be generated on equal probability.

Thus, algorithm R cannot generate a random permutaion.

Let's generalize this problem and **consider integer  $n$** .

In step one, there will be  $n^n$  choices of  $[a_1, a_2, \dots, a_n]$ .

For each choice of  $[a_1, a_2, \dots, a_n]$ , step 3 will generate a permutaion of  $[1, 2, 3, \dots, n]$ .

If every permutation of  $[1, 2, 3, \dots, n]$ , the number of which is  $n!$ , is equally likely to be output, we will have:

$$\frac{n^n}{n!} \in \mathbf{Z}^+ \quad (32)$$

where  $\mathbf{Z}^+$  is the set of positive integers.

Unfortunately, equation 33 is not possible.  $\frac{n^n}{n!}$  is not an integer.

Therefore, algorithm R cannot generate a random permutation when  $n > 2$ .

3. Now change step 1 of algorithm R by not allowing repetitions of numbers in  $a_1, a_2, \dots, a_n$ . That is we first choose  $a_1$  randomly from  $1, 2, \dots, n$ , but then choose  $a_2$  randomly from all the first  $n$  numbers except for  $a_1$ , then choose  $a_3$  randomly from numbers  $1, 2, \dots, n$  except for  $a_1$  and  $a_2$ , etc.

Steps 2 and 3 of the algorithm remain the same.

Answer the same question 2 for this slightly changed version of R, and explain your answer.



**Answer:** Yes! That will be a random permutation.

**Explanation:**

In step one, there will be  $n!$  choices of  $[a_1, a_2, \dots, a_n]$ .

For different choices, step 3 will output different permutations of  $[1, 2, 3, \dots, n]$ .

Equation 33 will be reduced to:

$$\frac{n!}{n!} = 1 \in \mathbf{Z}^+ \quad (33)$$

Every permutation is equally to be output by algorithm R.