

Golub-Kahan-Lanczos bidiagonalization

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Introduction

The Golub-Kahan-Lanczos bidiagonalization factorization can be used on its own to solve linear systems and ordinary least squares problems, calculate the determinant and the (pseudo-)inverse of a matrix. But it mostly is used as the first step in the QR-like singular value decomposition (SVD) method, it also provides a powerful tool for solving large-scale singular value and related eigenvalue problems, as well as least-squares and saddle-point problems.

GKL bidiagonalization

The Golub-Kahan-Lanczos bidiagonalization is

$$U^*AV = B = \begin{bmatrix} \alpha_1 & & & & & \\ \beta_1 & \alpha_2 & & & & \\ & \beta_2 & \alpha_3 & & & \\ & & \beta_3 & \ddots & & \\ & & & \ddots & \alpha_{n-1} & \\ & & & & \beta_{n-1} & \alpha_n \end{bmatrix}$$

U and V are unitary matrices, and B is bidiagonal matrix. We take any $m \times 1$ column vector b as a starting vector, and choose $\beta_1 = \|b\|$, $u_1 = b/\beta_1$, $\alpha_1 = \|A^T u_1\|$ and $v_1 = (A^T u_1)/\alpha_1$.

Algorithm 1 Golub-Kahan-Lanczos Bidiagonalization procedure

```
1: Starting vector  $b$ , Choose  $\beta_1 = \|b\|$ ,  $u_1 = b/\beta_1$ ,  $\alpha_1 = \|A^T u_1\|$  and  $v_1 = (A^T u_1)/\alpha_1$ .
2: for each  $j = 1, 2, \dots$  do
3:    $u_{j+1} = Av_j - \alpha_j u_j$ 
4:    $\beta_{j+1} = \|u_{j+1}\|_2$ 
5:    $u_{j+1} = u_{j+1}/\beta_{j+1}$ 
6:    $v_{j+1} = A^T u_{j+1} - \beta_{j+1} v_j$ 
7:    $\alpha_{j+1} = \|v_{j+1}\|_2$ 
8:    $v_{j+1} = v_{j+1}/\alpha_{j+1}$ 
9: end for
```

Implementation

We use GNU Scientific Library to implement the algorithm, suppose the size of matrix A is $m \times n$, m is the number of rows and n is the number of columns, so matrix A has three cases: $m=n$, $m < n$ and $m > n$. We will test these three cases in our c language program.

The program include two files: **main.c** and **gkl_bidiag.c**. **main.c** include all the test code, **gkl_bidiag.c** include the Golub-Kahan-Lanczos bidiagonalization factorization function **gkl_bidiag**, the **print_matrix** function for printing the matrix out, and the **check_matrix_equal** function used for checking whether two matrices equal or not.

When the size of matrix A is $m \times n$, suppose the minimum of m and n is p , the size of matrix U should be $m \times p$, the size of matrix V should be $n \times p$, and the size of bidiagonal matrix B should be $p \times p$. First assign the start vector b to an arbitrary unit 2-norm vector, in our program we assign vector b as $[1, 0, 0, \dots, 0]^T$, then do every step exactly as the algorithm above and finally get the matrix U and matrix V , then group vector alpha and beta together to make the matrix B . The alpha vector is in the main diagonal of the matrix B , and beta vector is in the first diagonal below the main diagonal of the matrix B .

In the main program we randomly generate three different matrix with different size to represent $m=n$, $m < n$ and $m > n$, we get matrix U, V and B of each matrix and then test U^*AV with the B , the difference between these two matrices are very small, the error is less than $1e-10$.

References

Galassi, M., et al. "GNU Scientific Library Reference Manual, ISBN 0954612078." Library available online at <http://www.gnu.org/software/gsl> (2015).

Sikurajapathi, Indunil. Computing the Leading Singular Values of a Large Matrix by Direct and Inverse Iteration. Skolan för datakunskap och kommunikation, Kungliga Tekniska högskolan, 2007.

Appendix

```
1
2 void gkl_bidiag(gsl_matrix* A,gsl_matrix* U,
3                gsl_matrix* B,gsl_matrix* V)
4 {
5     int m=A->size1;
6     int n=A->size2;
7     int p=(m<n)? m:n;
8
9     gsl_vector* start=gsl_vector_alloc(m);
10    gsl_vector* alpha=gsl_vector_alloc(p);
11    gsl_vector* beta=gsl_vector_alloc(p);
12    gsl_vector* tmp=gsl_vector_alloc(n);
13    gsl_vector* Vj=gsl_vector_alloc(n);
14    gsl_vector* Uj=gsl_vector_alloc(m);
15
16    gsl_vector_set(start,0,1);
17    gsl_vector_set(beta,0,gsl_blas_dnorm2(start));
18
19    gsl_vector_scale(start,1.0/gsl_blas_dnorm2(start));
20    gsl_matrix_set_col(U,0,start);
21    gsl_blas_dgemv (CblasTrans, 1.0, A, start, 0, tmp);
22
23    gsl_vector_set(alpha,0,gsl_blas_dnorm2(tmp));
24    gsl_vector_scale(tmp,1.0/gsl_blas_dnorm2(tmp));
25    gsl_matrix_set_col(V,0,tmp);
26
27
28    for(int j=0; j<p-1; j++)
29    {
```

```

30     gsl_matrix_get_col(Vj, V, j);
31     gsl_matrix_get_col(Uj, U, j);
32
33     gsl_blas_dgemv (CblasNoTrans, 1.0, A, Vj,
34                     (-1)*gsl_vector_get(alpha,j), Uj);
35
36     gsl_vector_set(beta,j+1,gsl_blas_dnorm2(Uj));
37     gsl_vector_scale(Uj,1.0/gsl_blas_dnorm2(Uj));
38
39     gsl_matrix_set_col(U,j+1,Uj);
40
41
42
43     gsl_blas_dgemv (CblasTrans, 1.0, A, Uj,
44                     (-1)*gsl_vector_get(beta,j+1), Vj);
45     gsl_vector_set(alpha,j+1,gsl_blas_dnorm2(Vj));
46     gsl_vector_scale(Vj,1.0/gsl_blas_dnorm2(Vj));
47
48     gsl_matrix_set_col(V,j+1,Vj);
49
50 }
51
52 for(int i=0; i<p; i++)
53 {
54     gsl_matrix_set(B,i,i,gsl_vector_get(alpha,i));
55 }
56 for(int i=1; i<p; i++)
57 {
58     gsl_matrix_set(B,i,i-1,gsl_vector_get(beta,i));
59 }
60
61 gsl_vector_free(start);
62 gsl_vector_free(alpha);
63 gsl_vector_free(beta);
64 gsl_vector_free(tmp);
65 gsl_vector_free(Vj);
66 gsl_vector_free(Uj);
67
68 }

```