

Left over Topic

Eigen value estimation by using Similarity Transformation

Motivation - Transform the matrix A into either a diagonal or an upper triangular matrix, where eigen values can be easily read.

Similarity Transformation

For a given $A_{n \times n}$, the similarity transformation

$$B = M^{-1} A M$$

where M is any invertible matrix

- The transformation does not change eigen values
i.e. A and B will have same eigen values

How to select M ?

The QR method

Q [Orthogonal Matrix] : A square matrix whose columns are orthonormal

$$Q = [q_1 \ q_2 \ \dots \ q_n]$$

$$q_i^T q_j = \begin{cases} 0 & \text{if } i \neq j \\ 1 & \text{if } i = j \end{cases}$$

$$\text{Also, } Q^T Q = Q Q^T = I$$

$$Q^T = Q^{-1}$$

R [upper triangular Matrix]

QR algorithm for finding Eigen Values

$$A_0 = A$$

- (i) $A_k = Q_k R_k \leftarrow$
- (ii) $A_{k+1} = R_k Q_k$
- (iii) Repeat (i) and (ii) until convergence

\Rightarrow A_k 's have same eigen values as A

\Rightarrow After sufficient iterations, i.e. $k \rightarrow \infty$

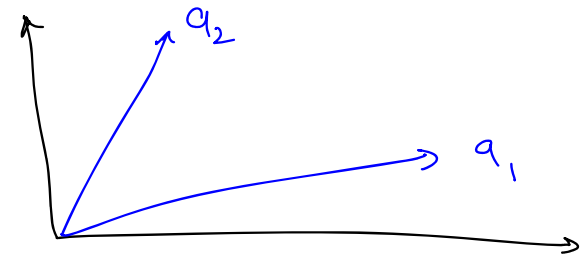
$A_k \rightarrow$ diagonal matrix if A was symmetric
 \rightarrow upper triangular matrix otherwise

Schur's Lemma

QR decomposition by using Gram-Schmidt process

Given two independent vectors a_1 and a_2 , the Gram-Schmidt process transform these vectors such that

- (i) they are perpendicular to one another
- (ii) they have unit length.



$$A = \begin{bmatrix} a_1 & a_2 \end{bmatrix}$$

$$Q = \begin{bmatrix} q_1 & q_2 \end{bmatrix} \quad q_1 \perp q_2$$

$$1. \quad q_1 = \frac{a_1}{\|a_1\|}$$

2. Make $a_2 \perp^r$ to q_1 and normalize

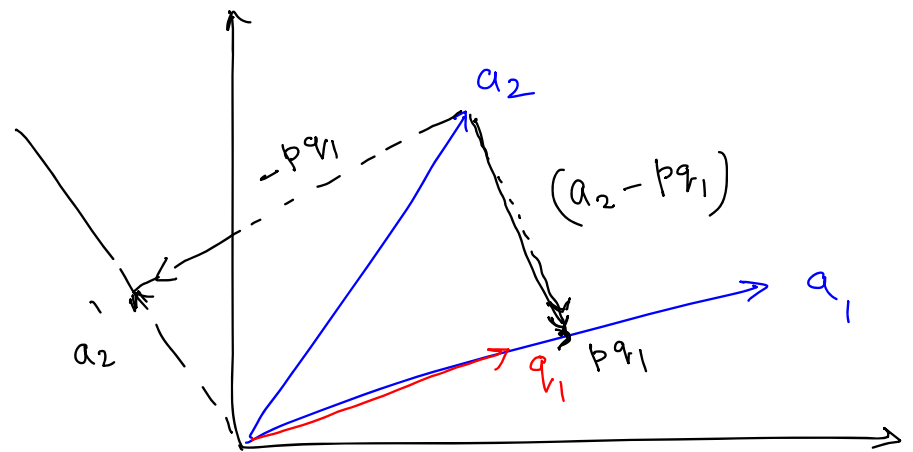
$$(a_2 - p q_1) \perp q_1$$

$$q_1^T (a_2 - p q_1) = 0$$

$$\Rightarrow p = \frac{q_1^T a_2}{q_1^T q_1} = q_1^T a_2$$

$$a_2' = a_2 - (q_1^T a_2) q_1$$

$$q_2 = a_2' / \|a_2'\|$$



In general, the Gram Schmidt process starts with independent vectors $A = [a_1 \ a_2 \ \dots \ a_n]$ and ends with orthonormal vectors $Q = [q_1 \ q_2 \ \dots \ q_n]$. At j^{th} step

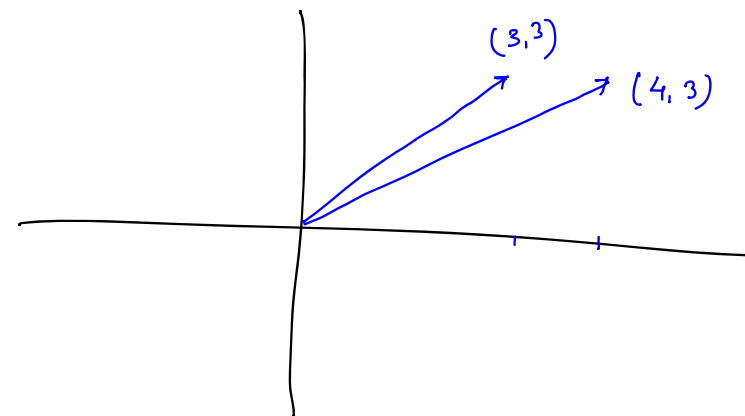
$$a_j' = a_j - (q_1^T a_j) q_1 - (q_2^T a_j) q_2 - \dots$$

$$q_j = a_j' / \|a_j'\| \quad \dots \quad (q_{j-1}^T a_j) q_{j-1}$$

$$A = QR$$

$$\begin{bmatrix} a_1 & a_2 & \dots & a_n \end{bmatrix} = \begin{bmatrix} q_1 & q_2 & \dots & q_n \end{bmatrix} \begin{bmatrix} q_1^T a_1 & q_1^T a_2 & \dots & q_1^T a_n \\ q_2^T a_1 & q_2^T a_2 & \dots & q_2^T a_n \\ \vdots & \vdots & \ddots & \vdots \\ q_n^T a_1 & q_n^T a_2 & \dots & q_n^T a_n \end{bmatrix}$$

$$A \quad Q \quad R$$



Example

$$A = \begin{bmatrix} 4 & 3 \\ 3 & 3 \end{bmatrix}$$

$$1. \quad q_1 = \frac{a_1}{\|a_1\|} = \frac{[4 \ 3]^T}{\sqrt{5}} = \begin{bmatrix} 0.8 \\ 0.6 \end{bmatrix}$$

$$2. \quad q_2' = a_2 - (q_1^T a_2) q_1$$

$$= \begin{bmatrix} 3 \\ 3 \end{bmatrix} - \left(\begin{bmatrix} 0.8 & 0.6 \end{bmatrix} \begin{bmatrix} 3 \\ 3 \end{bmatrix} \right) \begin{bmatrix} 0.8 \\ 0.6 \end{bmatrix}$$

$$q_2' = \begin{bmatrix} 3 \\ 3 \end{bmatrix} - 4.2 \begin{bmatrix} 0.8 \\ 0.6 \end{bmatrix}$$

$$= \begin{bmatrix} 3 \\ 3 \end{bmatrix} - \begin{bmatrix} 3.36 \\ 2.52 \end{bmatrix} = \begin{bmatrix} -0.36 \\ 0.48 \end{bmatrix}$$

$$q_2 = \frac{q_2'}{\|q_2'\|} = \frac{\begin{bmatrix} -0.36 & 0.48 \end{bmatrix}^T}{0.6} = \begin{bmatrix} -0.6 \\ 0.8 \end{bmatrix}$$

$$R = \begin{bmatrix} q_1^T a_1 & q_1^T a_2 \\ 0 & q_2^T a_2 \end{bmatrix} = \begin{bmatrix} 5 & 4.2 \\ 0 & 0.6 \end{bmatrix}$$

Example - Eigen values by using QR

$$A = \begin{bmatrix} 4 & 3 \\ 3 & 3 \end{bmatrix}$$

1. $A_0 = A = \begin{bmatrix} 4 & 3 \\ 3 & 3 \end{bmatrix}$

2. $A_0 = Q_0 R_0$
 $= \begin{bmatrix} 0.8 & -0.6 \\ 0.6 & 0.8 \end{bmatrix} \begin{bmatrix} 5 & 4.2 \\ 0 & 0.6 \end{bmatrix}$

3. $A_1 = R_0 Q_0$
 $= \begin{bmatrix} 5 & 4.2 \\ 0 & 0.6 \end{bmatrix} \begin{bmatrix} 0.8 & -0.6 \\ 0.6 & 0.8 \end{bmatrix}$
 $= \begin{bmatrix} 6.52 & 0.36 \\ 0.36 & 0.48 \end{bmatrix}$

4. $A_1 = Q_1 R_1$

$$= \begin{bmatrix} 0.9785 & -0.0551 \\ 0.0551 & 0.9885 \end{bmatrix} \begin{bmatrix} 6.5299 & 0.3859 \\ 0 & 0.4594 \end{bmatrix}$$

5. $A_2 = R_1 Q_1$

$$= \begin{bmatrix} 6.5413 & 0.0253 \\ 0.0253 & 0.4587 \end{bmatrix}$$

$e_1(\%) = 4.64\%$

6. $A_2 = Q_2 R_2$

7. $A_3 = R_2 Q_2 = \begin{bmatrix} 6.5414 & 0.0018 \\ 0.0018 & 0.4586 \end{bmatrix}$

$e_2(\%) = \underline{\underline{0.023}}$

eigen values $\begin{bmatrix} 6.5414 & 0.4586 \end{bmatrix}$

Convergence of Jacobi / Gauss-Seidel

Jacobi

$$AX = b$$

$$\Rightarrow \boxed{X_{k+1} = SX_k + B} \quad \text{--- (1)}$$

$$\begin{bmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ a_{31} & a_{32} & a_{33} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix}$$

$$x_1 = \frac{b_1}{a_{11}} - \frac{a_{12}}{a_{11}} x_2 - \frac{a_{13}}{a_{11}} x_3$$

$$x_2 = \frac{b_2}{a_{22}} - \frac{a_{21}}{a_{22}} x_1 - \frac{a_{23}}{a_{22}} x_3$$

$$x_3 = \dots$$

$$S = \begin{bmatrix} 0 & -\frac{a_{12}}{a_{11}} & -\frac{a_{13}}{a_{11}} \\ -\frac{a_{21}}{a_{22}} & 0 & -\frac{a_{23}}{a_{22}} \\ -\frac{a_{31}}{a_{33}} & -\frac{a_{32}}{a_{33}} & 0 \end{bmatrix}$$

$$B = \begin{bmatrix} b_1/a_{11} \\ b_2/a_{22} \\ b_3/a_{33} \end{bmatrix}$$

At convergence, if X is the true solution

$$X = SX + B \quad \text{--- (2)}$$

$$\begin{aligned} \text{(2) - (1)} \quad (X - X_{k+1}) &= S(X - X_k) \\ e_{k+1} &= S e_k \end{aligned}$$

$$e_{k+1} = S e_k$$

$$\Rightarrow \boxed{e_k = S^k e_0}$$

For algorithm to converge

$$\lim_{k \rightarrow \infty} e_k = 0$$

If S has independent eigen vectors
 v_1, v_2, \dots, v_n and corresponding eigen
 values are $\lambda_1, \lambda_2, \dots, \lambda_n$

Then

$$e_0 = c_1 v_1 + c_2 v_2 + \dots + c_n v_n$$

$$= \sum_{i=1}^n c_i v_i$$

$$e_k = S^k e_0$$

$$\boxed{e_k = \sum_{i=1}^n c_i \lambda_i^k v_i}$$

For $e_k = 0$ as $k \rightarrow \infty$, possible
 only if the magnitude of the largest
eigen value is less than 1.0

$$\rho(S) < 1 \quad \text{--- necessary condition}$$

But since eigen values are relatively expensive
 to estimate

$$\boxed{\rho(S) < \|S\|}$$

$$\|S\| < 1 \quad \text{--- sufficient condition}$$

$\|S\|_\infty$

$$|a_{ii}| > \sum_{\substack{j=1 \\ j \neq i}}^n |a_{ij}| \quad i=1, 2, \dots, n$$