CS450 HW3 XiaowenLin

xlin11@illinois.edu

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(a)
$$f(x) \approx |A - \lambda E| = \begin{vmatrix} 1 & 4 \\ 1 & 1 \end{vmatrix} - \begin{bmatrix} \lambda & 0 \\ 0 & \lambda \end{vmatrix} = (1 - \lambda) \times (1 - \lambda) - 4 \times 1 = (1 - \lambda) \times (1 - \lambda) = (1 - \lambda) \times (1$$

 $\lambda^2 - 2\lambda - 3$

(b)
$$f(x) = (\lambda - 3) \times (\lambda + 1) = 0, \lambda = 3or - 1$$

(c) 3 and -1 are the eigenvalues of A

$$(d)$$

$$x = \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

For
$$\lambda = 3$$
, $A - \lambda E = \begin{bmatrix} 1 - 3 & 4 \\ 1 & 1 - 3 \end{bmatrix} = \begin{bmatrix} -2 & 4 \\ 1 & -2 \end{bmatrix} \rightarrow \begin{bmatrix} 1 & -2 \\ 0 & 0 \end{bmatrix}$

$$x_1 - 2x_2 = 0$$
, so $x_1 = 2x_2 \cdot x = \begin{bmatrix} 0.5 \\ 1 \end{bmatrix}$

For
$$\lambda = -1$$
, $A - \lambda E = \begin{bmatrix} 1+1 & 4 \\ 1 & 1+1 \end{bmatrix} = \begin{bmatrix} 2 & 4 \\ 1 & 2 \end{bmatrix} \rightarrow \begin{bmatrix} 1 & 2 \\ 0 & 0 \end{bmatrix}$

$$x_1 + 2x_2 = 0$$
, so $x_1 = -2x_2 \cdot x = \begin{bmatrix} -0.5 \\ 1 \end{bmatrix}$

$$(e)x_1 = Ax_0 = \begin{bmatrix} 1 & 4 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix} = \begin{bmatrix} 5 \\ 2 \end{bmatrix}$$

(f) based the Normalized Power Iteration method,

$$x_0 = \begin{bmatrix} 1 \\ 1 \\ \end{bmatrix}$$
 for $k = 1, 2, 3, \dots 30$

$$y_k = Ax_{k-1}$$

$$x_k = y_k / \|y_k\|_{\infty}$$

end

We obtain the following sequence

```
k xk[1]
                  xk[2]
                                 xk[1]/xk[2]
   1
 2
  2.600000000000 1.40000000000 1.857142857143
 3
  3.153846153846 1.538461538462
                                 2.050000000000
 4 2.951219512195 1.487804878049 1.983606557377
 5
  3.016528925620 1.504132231405 2.005494505495
 6 2.994520547945 1.498630136986 1.998171846435
 7
   3.001829826167 1.500457456542
                                 2.000609756098
   2.999390429747 1.499847607437
                                 1.999796789270
  3.000203231379 1.500050807845 2.000067741498
10
   2.999932260796 1.499983065199 1.999977420010
11 3.000022580245 1.500005645061 2.000007526720
   2.999992473308 1.499998118327
                                 1.999997491100
12
13 3.000002508903 1.500000627226 2.000000836301
   2.999999163700 1.499999790925 1.999999721233
14
15
   3.000000278767 1.500000069692
                                 2.000000092922
  2.999999907078 1.499999976769 1.999999969026
17
   3.000000030974 1.500000007744
                                2.000000010325
18 2.999999989675 1.499999997419
                                1.999999996558
19
   3.000000003442 1.500000000860 2.000000001147
20 2.99999998853 1.49999999713 1.999999999618
   3.00000000382 1.50000000096 2.00000000127
21
22 2.999999999873 1.499999999988
                                1.999999999958
   3.000000000042 1.50000000011
                                 2.000000000014
23
24
   2.9999999986 1.4999999999 1.9999999999
25
   3.000000000005 1.50000000001 2.00000000002
   2.99999999998 1.500000000000
                                1.999999999999
26
27
   3.00000000001 1.50000000000 2.00000000000
28 3.00000000000 1.50000000000 2.00000000000
29 3.00000000000 1.50000000000 2.00000000000
30 3.00000000000 1.50000000000 2.00000000000
                       3
A will ultimately converge into
                       1.5
```

(g) Repeating the process above, using Rayleigh quotient, the value of the Rayleigh quotient at each iteration is shown below:

```
k
  lamda
                   xk[1]
                                  xk[2]
1
   3.50000000000 1.428571428571 0.571428571429
2
   2.724137931034 1.363471971067 0.734177215190
3
   3.087155963303 1.392926331855 0.679476259441
 4
   2.970206631427 1.384022015884 0.697730107181
5
   3.009857314018
                  1.387089821555 0.691644787734
 6
   2.996705721104 1.386078367069
                                  0.693673254150
7
   3.001097159168 1.386416754606 0.692997097700
   2.999634176098 1.386304096193 0.693222483220
8
9
   3.000121929741 1.386341664264 0.693147354712
   2.999959355468 1.386329143270 0.693172397548
10
11
   3.000013548035 1.386333317123 0.693164049936
12
   2.999995483973 1.386331925860 0.693166832473
13
   3.000001505341
                   1.386332389617
                                  0.693165904961
14
   2.999999498220 1.386332235031 0.693166214132
15
   3.000000167260 1.386332286560 0.693166111075
  2.999999944247 1.386332269384 0.693166145427
16
17
   3.000000018584 1.386332275109 0.693166133976
18
   2.99999993805 1.386332273201 0.693166137793
   3.000000002065 1.386332273837 0.693166136521
19
20
   2.99999999312 1.386332273625 0.693166136945
21
   3.000000000229 1.386332273695 0.693166136804
   2.999999999994 1.386332273672
                                  0.693166136851
22
23
   3.000000000025 1.386332273680 0.693166136835
24
   2.99999999999 1.386332273677
                                  0.693166136840
2.5
   3.00000000000 1.386332273678 0.693166136838
26 2.9999999999 1.386332273678 0.693166136839
27
   3.000000000000 1.386332273678
                                  0.693166136839
28
   3.00000000000 1.386332273678 0.693166136839
29
   3.0000000000000
                  1.386332273678
                                   0.693166136839
30
   3.000000000000
                  1.386332273678
                                  0.693166136839
```

So eigenvalue converges to 3.

- (h) Using inverse iteration ultimately converges into 2.
- (i) Using inverse iteration with shift=2, the eigenvalue turns out to be 3.
- (j) Using QR iteration, A is converged into triangular. QR iteration is implemented in two-stages. For non-symmetric, the final matrix will be triangular.

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(a)

P and Q are full ranked $n \times n$ matrixes.

According to the probelm, $P_1AQ_1 = \begin{bmatrix} 1 & o \\ o & O \end{bmatrix}$

If two nonzero vectors multiply, the rank of the result will be one. So

$$P_2u_1v_1^TQ_2=\begin{bmatrix}1&o\\o&O\end{bmatrix}.$$
 So $P_1AQ_1=P_2u_1v_1^TQ_2$, assume $P=P_1^{-1}P_2,Q=Q_1^{-1}Q_2$

Thus, $A = Pu_1v_1^TQ$

 Pu_1 is still a vector, assume $u = Pu_1$.

 $v_1^T Q$ is still a vector, assume $v^T = v_1^T Q$.

So $A = uv^T$.

(b)

 $Au = uv^Tu = u(v^Tu) = (v^Tu)u = (v^Tu)^Tu = u^Tvu$. So u^Tv is a eigenvalue.

(c)

Because A has a rank of one, A has only one nonzero eigenvalue. So the other eigenvalues are zeros.

(d)

Assume $x = a_1 v_1 + a_2 v_2 + \dots + a_n v_n$,

 $v_1, v_2, \dots v_n$ are eigenvectors of A. v_1 is the eigenvector for the nonzero eigenvalue.

 $Ax = a_1 A v_1 + a_2 A v_2 + \dots + a_n A v_n = a_1 \lambda_1 v_1 + a_2 \lambda_2 v_2 + \dots + a_n \lambda_n v_n = a_1 \lambda_1 v_1$

So it needs only one time of iteration.

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(a) According to Rayleight iteration,

$$\lambda = \frac{x^T Q x}{x^T x}$$

$$\lambda^T = \frac{x^T Q^T x}{x^T x}$$

$$\lambda^2 = \lambda \times \lambda^T = \frac{x^T Q x x^T Q^T x}{x^T x x^T x} = \frac{x^T Q Q^T x}{x^T x} = \frac{x^T x}{x^T x} = 1$$

So
$$|\lambda| = 1$$

(b)

$$(QQ^T)x = \lambda x \Rightarrow \lambda = \frac{x^T Q Q^T x}{x^T x} = 1$$

$$Q = USV, Q^T = V^TSU^T$$

$$QQ^T = USVV^TSU^T = USSU^T = E$$

$$\because UU^T = E$$

 $\therefore (QQ^T)$ and (SS) are similar. So (SS) has the same eigenvalues as (QQ^T) ,

1.

$$\therefore S = diag(a_1, a_2, a_3 \dots a_r \dots a_n)$$

:
$$SS = diag(a_1^2, a_2^2, a_3^2, \dots a_r^2, \dots a_n^2)$$
 has eigenvalues, 1.

For diagonal matrix, entries are equal to eigenvalues.

So singular values of rotogonal matrix are ± 1 .

```
function cp04_02
A = [2 \ 3 \ 2; \ 10 \ 3 \ 4; \ 3 \ 6 \ 1];
x0 = [0 \ 0 \ 1]';
v = x0;
m = 0;
1 = 0;
for (k=1:5000)
    y = A*v;
    m = norm(y, Inf);
    v = y/m;
    if(abs(m - 1) < 1.0e - 6)
         1 = m;
        break;
    else
         1 = m;
    end
end
x1 = v;
11 = 1;
disp('(a)');
disp('eigenvalue');
fprintf('%d\n', round(l1));
disp('eigenvector');
disp(x1);
% (b)
[q,r] = qr(x1);
H = q;
seudoB = H*A*inv(H);
B = seudoB(2:3,2:3);
v = x0(2:3);
m = 0;
1 = 0;
for (k=1:5000)
    y = B*v;
    m = norm(y, Inf);
    v = y/m;
    if(abs(m - 1) < 1.0e - 5)
         [trash, I] = max(abs(y'), [], 2);
         1 = y(I);
         s = k;
         v = y(I)/abs(y(I))*y/m;
```

```
break;
    else
        [trash, I] = max(abs(y'), [], 2);
        1 = y(I);
        v = y(I)/abs(y(I))*y/m;
    end
end
x2 = v;
12 = 1;
disp('(b)');
disp('eigenvalue');
fprintf('%d\n', round(12));
disp('eigenvector');
disp(x2);
응(C)
disp('(c)')
[v1 c, l1 c] = eig(A)
[v2 c, 12 c] = eig(B)
disp('The eigenvalues are the same with results from (a) and (b).')
disp('The eigenvector corresponding to (a) is');
disp(v1 c(:,1));
disp('the normalized result is');
disp(v1 c(:,1)/norm(v1 c(:,1),Inf));
disp('which is the same as result of (a).')
disp('The eigenvector corresponding to (b) is');
disp(v2 c(:,1));
disp('the normalized result is');
disp(v2_c(:,1)/norm(v2_c(:,1),Inf));
disp('which is the same as result of (b).')
\operatorname{disp}(' The results are the same, while with library ruotine, the eigenvectors are not {f ec{\prime}}
normalized by norm(x,Inf).')
```

```
>> cp04_02
(a)
eigenvalue
11
eigenvector
   0.5000
   1.0000
   0.7500
(b)
eigenvalue
-3
eigenvector
  -0.7183
   1.0000
(C)
v1_c =
   0.3714
           0.1826
                    -0.0000
   0.7428
             0.3651
                     -0.5547
   0.5571
            -0.9129
                      0.8321
11_c =
  11.0000
             0
          -2.0000
                            0
        0
        0
            0
                    -3.0000
v2_c =
  -0.5834 0.3633
   0.8122 -0.9317
12_c =
  -3.0000
           -2.0000
        0
The eigenvalues are the same with results from (a) and (b).
The eigenvector corresponding to (a) is
   0.3714
   0.7428
   0.5571
the normalized result is
   0.5000
```

```
1.0000
0.7500

which is the same as result of (a).

The eigenvector corresponding to (b) is
-0.5834
0.8122

the normalized result is
-0.7183
1.0000

which is the same as result of (b).

The results are the same, while with library ruotine, the eigenvectors are not normalized 
by norm(x,Inf).
```

```
function cp04_03
% (a)
A = [6 \ 2 \ 1; \ 2 \ 3 \ 1; \ 1 \ 1 \ 1];
x0 = [0 \ 0 \ 1]';
u = 2;
v = x0;
m = 0;
1 = 0;
for (k=1:1000)
    y = (A-u*eye(3,3)) \v;
    m = norm(y, Inf);
    v = y/m;
    if(abs(m - 1) < 1.0e - 5)
         1 = 1/m + u;
         break;
    else
         1 = m;
    end
end
disp('(a)');
disp('eigenvector');
disp(v);
disp('eigenvalue');
disp(l);
용(b)
disp('(b)');
[v b, l b] = eig(A)
disp('Normalized eigenvector is');
disp(v b(:,2)/norm(v b(:,2),Inf));
\operatorname{disp}(' The results obtained from (a) is the second colume in eigenvectors and {f \ell}'
eigenvalues.');
disp('Because the second dominant eigenvalue is most close to 2.');
```

```
>> cp04_03
(a)
eigenvector
-0.6069
1.0000
0.3469
eigenvalue
```

2.1331

(b)

$$v b =$$

$$l_b =$$

$$\begin{array}{ccccc} 0.5789 & & & 0 & & 0 \\ & 0 & & 2.1331 & & 0 \\ & 0 & & 0 & & 7.2880 \end{array}$$

Normalized eigenvector is

-0.6069

1.0000

0.3469

The results obtained from (a) is the second colume in eigenvectors and eigenvalues. Because the second dominant eigenvalue is most close to 2. >>

```
function cp04 04
A = [6 \ 2 \ 1; \ 2 \ 3 \ 1; \ 1 \ 1 \ 1];
x0 = [0 \ 0 \ 1]';
v = x0;
m = 0;
1 = 0;
for (k=1:1000)
   y = A*v;
   m = (y'*v)/(v'*v);
   v = y/m;
    if(abs(m - 1) < 1.0e - 6)
        1 = m;
        v = y/m/norm(y/m, Inf);
       break;
   else
        1 = m;
    end
end
[v lib, l lib] = eig(A);
disp('using A and x0 used in cp04 03');
disp('According to the program for 4.4, eigenvector is');
disp(v);
disp('eigenvalue is');
disp(l);
disp('With library method, the eigenvalue is');
disp(l lib(3,3));
disp('With library method, the eigenvector is');
disp(v_lib(:,3));
disp('The normalized positive result is');
disp(abs(v lib(:,3)/norm(v lib(:,3),Inf)));
{	t disp}({	t 'These values are the same as those obtained from library routine. This <math>{	t program} m{arksigma'}
works.');
```

```
>> cp04 04
using A and x0 used in cp04_03
According to the program for 4.4, eigenvector is
    0.5229
    0.2422
eigenvalue is
    7.2880
With library method, the eigenvalue is
    7.2880
With library method, the eigenvector is
   -0.8664
   -0.4531
   -0.2098
The normalized positive result is
    1.0000
    0.5229
    0.2422
These values are the same as those obtained from library routine. This program works.
>>
```