
TUTORIAL 5

1 Yet more applications of Gaussian elimination

For this exercise, K is a field, and we consider an ambient linear space K^n for some $n \geq 2$. All vectors will be row vectors.

1. Let $V = \text{Span}\{\mathbf{v}_1, \dots, \mathbf{v}_m\}$ be a linear subspace. Give an algorithm to compute a basis of V .
2. Let $W = \text{Span}\{\mathbf{w}_1, \dots, \mathbf{w}_e\}$ be another linear subspace. Give an algorithm to compute a basis of $V + W$.
3. Give an algorithm to compute a basis of $V \cap W$.

2 An algorithm for computing the characteristic polynomial

Let $A \in \mathcal{M}_n(\mathbb{K})$, the goal of the following method is to compute the characteristic polynomial of A with a cost better than $O(n^4)$.

1. Let T be the transformation which acts on the left of a matrix A through $L_i \leftarrow L_i + \alpha L_j$, i.e., $T = I_n + \alpha E_{i,j}$. Here $E_{i,j}$ denotes an $n \times n$ matrix with 1 on the (i, j) position and 0s everywhere else. Describe the action of T^{-1} on the right of A in terms of column operations.
2. Using Question 1, show that one can find a matrix R such that

$$RAR^{-1} = \begin{bmatrix} a_{1,1} & a'_{1,2} & \cdots & a'_{1,n} \\ \ell_2 & a'_{2,2} & \ddots & a'_{2,n} \\ 0 & a'_{3,2} & \ddots & a'_{3,n} \\ \vdots & \vdots & \ddots & \vdots \\ 0 & a'_{n,2} & \cdots & a'_{n,n} \end{bmatrix}.$$

(Hint: perform row operations by multiplying on the left by some transformation matrices T_i and see what happens on the columns when you multiply on the right by T_i^{-1}).

3. Give an algorithm to compute the matrices R_n and M such that

$$R_n A R_n^{-1} = M = \begin{bmatrix} m_{1,1} & m_{1,2} & m_{1,3} & \cdots & m_{1,n} \\ \ell_2 & m_{2,2} & m_{2,3} & \ddots & m_{2,n} \\ 0 & \ell_3 & m_{3,3} & \ddots & m_{3,n} \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & 0 & \ell_n & m_{n,n} \end{bmatrix}$$

using $O(n^3)$ operations in \mathbb{K} .

Remark: such an “almost triangular” shape matrix is called an *upper Hessenberg matrix*, i.e., a matrix that has zero entries below the first subdiagonal. We have shown how to reduce any matrix into (upper) Hessenberg form.

4. Deduce an algorithm to compute the characteristic polynomial of A , with a complexity bound $O(n^3)$. Use the fact that two similar matrices have the same characteristic polynomial.
5. Could it be possible to find R such that $R^{-1}AR = M$ is upper triangular by (arbitrarily many) elementary operations in \mathbb{K} ? If yes, explain how. If not, explain why.

3 Toeplitz linear systems

Let $M \in \mathcal{M}_n(K)$ be a Toeplitz matrix, that is,

$$M = \begin{bmatrix} m_0 & m_{-1} & \cdots & m_{-n+2} & m_{-n+1} \\ m_1 & m_0 & \ddots & \ddots & m_{-n+2} \\ \vdots & \ddots & \ddots & \ddots & \vdots \\ m_{n-2} & \ddots & \ddots & \ddots & m_{-1} \\ m_{n-1} & m_{n-2} & \cdots & m_1 & m_0 \end{bmatrix}$$

for some $m_{-n+1}, \dots, m_0, \dots, m_{n-1} \in K$. The goal of this exercise is to solve the linear system $M\vec{x} = \vec{y}$ more efficiently than with general-purpose algorithms.

1. What is the size of the input of our problem? And the size of the output?

For $k \in [n]$, we denote M_k the upper left sub-matrix of M of size $k \times k$. We shall assume that M_k is non-singular (invertible) for all k .

We denote by $e_k^{(1)} \in K^k$ the vector $(1, 0, \dots, 0)^T$ and by $e_k^{(k)} \in K^k$ the vector $(0, \dots, 0, 1)^T$ of size k . For $k \in [n]$, we define $\vec{f}_k \in K^k$ by $M_k \vec{f}_k = e_k^{(1)}$, and $\vec{b}_k \in K^k$ by $M_k \vec{b}_k = e_k^{(k)}$.

2. Find \vec{f}_1 and \vec{b}_1 .
3. Let $\vec{f}'_k = (\vec{f}_{k-1}^T, 0)^T$, and $\vec{b}'_k = (0, \vec{b}_{k-1}^T)^T$. Compute $M_k \vec{f}'_k$ and $M_k \vec{b}'_k$. Deduce \vec{f}_k and \vec{b}_k .

For $k \in [n]$, let $\vec{y}^{(k)} = (y_1, \dots, y_k)$ and define $\vec{x}^{(k)} \in K^k$ by $M_k \vec{x}^{(k)} = \vec{y}^{(k)}$. Note that we have $\vec{x} = \vec{x}^{(n)}$.

4. Give an algorithm, which on input $\vec{x}^{(k-1)}$, y_k and \vec{b}_k , computes $\vec{x}^{(k)}$.
5. Deduce an algorithm to solve a Toeplitz linear system. Give a complexity bound for your algorithm.