hw1 soln

January 27, 2020

1 Homwork 1 solution

1.

1.1 Backsolve

1.

$$x_1 = b_1/R_{11}, \quad x_{i+1} = \frac{b_{i+1} - \sum_{k=1}^{i} R_{i+1,k} x_k}{R_{i+1,i+1}}.$$

2.

$$x_n = b_n / R_{nn}, \quad x_i = \frac{b_i - \sum_{k=i+1}^n R_{i,k} x_k}{R_{i,i}}.$$

2.

1.2 Linear Data fit

```
[3]: using JLD
using LinearAlgebra
using Polynomials
using Plots
using BenchmarkTools
using Statistics
```

```
[22]: D = load("../hw1_p2_data.jld")["data"]
m = size(D)[1]

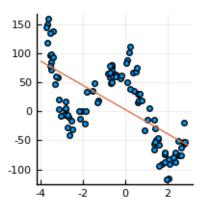
A = [ones(m,1) D[:,1]]
b = D[:,2]
xls = A\b
p1 = Poly(xls)
xlim = (-4,3)

r = A*xls-b
print("The norm of residual is: ", norm(r,2))

pyplot(size=(200,200), legend=false)
plot1 = scatter(D[:,1],D[:,2])
plot!(t->p1(t), xlim...)
```

The norm of residual is: 498.56421135979997

[22]:



3.

1.3 Polynomial data fit

The norm of residual for d = 1 is: 498.56421135979997

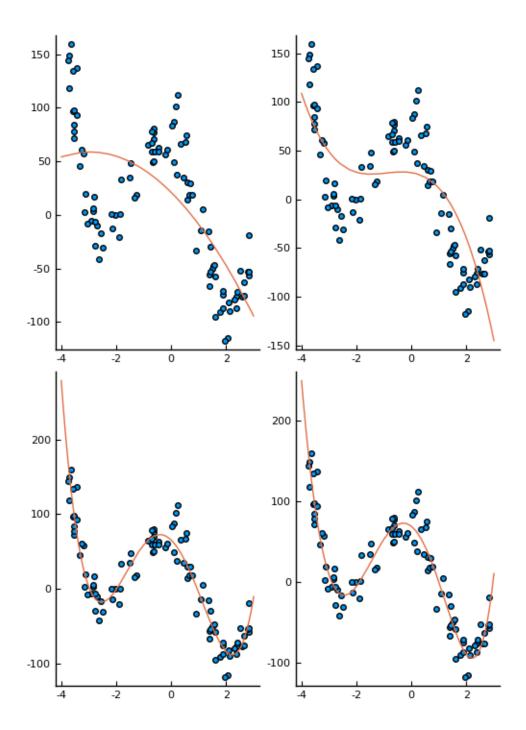
The norm of residual for d = 2 is: 473.93158732071345

The norm of residual for d = 3 is: 439.1465751343405

The norm of residual for d = 4 is: 194.79584942144604

The norm of residual for d = 5 is: 189.05547456952073

[44]:



4.

1.4 Least norm solution

1. There are two ways we can factor A. If we factor as A = QR, we get something like

$$\underbrace{\begin{bmatrix}
\times & \times & \times & \times & \times & \times \\
\times & \times & \times & \times & \times & \times \\
\times & \times & \times & \times & \times & \times
\end{bmatrix}}_{A} = \underbrace{\begin{bmatrix}
\times & \times & \times & \times \\
\times & \times & \times & \times \\
\times & \times & \times & \times
\end{bmatrix}}_{Q} \underbrace{\begin{bmatrix}
\times & \times & \times & \times & \times \\
0 & \times & \times & \times & \times \\
0 & 0 & \times & \times & \times
\end{bmatrix}}_{R}$$

and we can solve

$$x = R^{-1}Q^Tb.$$

The key advantage is that Q is only $m \times m$, and R is the same storage as A, so the only increase in storage is m^2 . But, inverting R is tricky, as it is not exactly triangular.

We can also factor $A^T = QR$ to get something like

Overall, we will solve this system in two steps:

$$R^T z = b, \quad Q^T x = z.$$

The first step is now much easier. When R is wide, it is tricky to figure out how to invert it. But when R is square, it is easy to ``invert" through backsolving.

The second step is tricky, because Q^T is wide, and not easily left invertible. In fact, there are many solutions for x. One possible solution is $x = QQ^Tz$, which is the least squares solution, and perhaps easiest to compute in this context.

In this regime, the solve system $z=R^{-T}b$ takes $O(m^2)$ flops, and x=Qz requires O(mn) flops, for a total of $O(mn+m^2)$ flops for the solve, and an extra $O(nm^2)$ flops for the original QR factorization.

B. Here's a code for timing

```
m = [10, 100, 100, 100, 100]
n = [20, 200, 2000, 20000, 200000]
bench_times = []
for k in 1:5
    println("Benchmarking for m = $(m[k]) and n = $(n[k])")

    A = randn(m[k],n[k])
    x = randn(n[k])
    b = A*x

    t_qr = @benchmark qrtest($A,$b) samples = 10 seconds = 50

    t_bs = @benchmark $A\$b samples = 10 seconds = 50

    push!(bench_times, (time_qr = t_qr, time_bs = t_bs))
    println(bench_times[k])
end
```

```
Benchmarking for m = 10 and n = 20  (\text{time\_qr} = \text{Trial}(16.043 \text{ s}), \text{ time\_bs} = \text{Trial}(18.324 \text{ s})) \\ \text{Benchmarking for m} = 100 \text{ and n} = 200 \\ (\text{time\_qr} = \text{Trial}(839.127 \text{ s}), \text{ time\_bs} = \text{Trial}(1.689 \text{ ms})) \\ \text{Benchmarking for m} = 100 \text{ and n} = 2000 \\ (\text{time\_qr} = \text{Trial}(3.882 \text{ ms}), \text{ time\_bs} = \text{Trial}(17.728 \text{ ms})) \\ \text{Benchmarking for m} = 100 \text{ and n} = 20000 \\ (\text{time\_qr} = \text{Trial}(39.769 \text{ ms}), \text{ time\_bs} = \text{Trial}(260.832 \text{ ms})) \\ \text{Benchmarking for m} = 100 \text{ and n} = 200000 \\ (\text{time\_qr} = \text{Trial}(665.707 \text{ ms}), \text{ time\_bs} = \text{Trial}(5.214 \text{ s})) \\ \end{aligned}
```

C. Let x_{ln} be the least norm solution to

$$\min_{x \in \mathbb{R}^n} \|x\|_x^2 \text{ s.t. } Ax = b.$$

The solution x_{ln} can be decomposed as $x_{ln}=x_1+x_2$, where $x_1\in\mathcal{R}(A^T)$, $x_2\in\mathcal{N}(A)$ and $x_1^Tx_2=0$. Since $Ax_2=0$, the component of x_{ln} along $\mathcal{N}(A)$ must be zero. So, $x_{ln}\in\mathcal{R}(A^T)$.

Consider the QR decomposition of ${\cal A}^T={\cal Q}{\cal R}$, where

$$Q = \begin{bmatrix} \hat{Q} & \bar{Q} \end{bmatrix}, \ \text{and} \ R = \begin{bmatrix} \hat{R} \\ 0 \end{bmatrix}.$$

Here $\hat{Q} \in \mathbb{R}^{n \times m}$, $\bar{Q} \in \mathbb{R}^{n \times (n-m)}$ and $R \in \mathbb{R}^{m \times m}$. Additionally, we have $\mathcal{R}(A^T) = \mathcal{R}(\hat{Q})$. Since, $x_{ln} \in \mathcal{R}(A^T)$, $\mathcal{R}(A^T) = \mathcal{R}(\hat{Q})$, and $\mathcal{N}(A) = \mathcal{R}(\bar{Q})$, we have $\bar{Q}^T x_{ln} = 0$. Also, since x_{ln} satisfies the equation Ax = b, we have

$$(QR)^T x_{ln} = b$$
$$\Rightarrow \hat{R}^T \hat{Q}^T x_{ln} = b$$

.

Note that x_{ln} that satisfies $\hat{R}^T\hat{Q}^Tx_{ln}=b$ and $\bar{Q}^Tx_{ln}=0$ is $x_{ln}=\hat{Q}\hat{R}^{-T}b$.

[]: