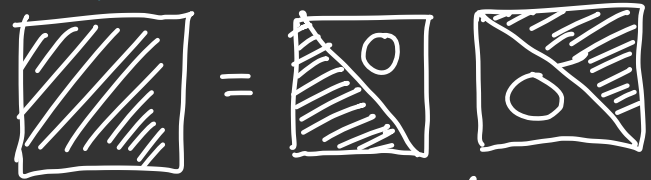


Lecture #11
02/03/2023

IDEA behind LU decomposition algorithm:

Given A

Decompose the coefficient matrix $A = LU$



The U matrix will be the exact same matrix that we obtained after the "elimination step" in Gauss elimination.

The L matrix will look like:

$$L = \begin{bmatrix} 1 & & & & \\ & 1 & & & \\ & & 1 & & \\ & & & 1 & \\ & & & & 1 \end{bmatrix}$$

ones along the main diagonal

These entries are the factors we used in subtracting the rows in Gauss elimination

This is a convention

Example: (LU decomposition of a 2×2 real matrix)

$$A = \begin{bmatrix} 1 & 1 \\ 3 & -4 \end{bmatrix} \xrightarrow{R_2 - 3R_1} \begin{bmatrix} 1 & 1 \\ \textcircled{3} & -7 \end{bmatrix}$$

$$\therefore U = \begin{bmatrix} 1 & 1 \\ 0 & -7 \end{bmatrix}, \quad L = \begin{bmatrix} 1 & 0 \\ 3 & 1 \end{bmatrix}$$

$$\therefore A = LU$$

Check:

$$LU \stackrel{?}{=} A$$

$$LU = \begin{bmatrix} 1 & 0 \\ 3 & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 0 & -7 \end{bmatrix}$$

$$= \begin{bmatrix} 1 & 1 \\ 3 & -4 \end{bmatrix} = A. \text{ checked/verified}$$

Example from last lecture (3×3 A in Gauss elimination)

$$\underbrace{\begin{bmatrix} 1 & 2 & -1 \\ 2 & 1 & -2 \\ -3 & 1 & 1 \end{bmatrix}}_A = \underbrace{\begin{bmatrix} 1 & 0 & 0 \\ 2 & 1 & 0 \\ -3 & -7/3 & 1 \end{bmatrix}}_L \underbrace{\begin{bmatrix} 1 & 2 & -1 \\ 0 & -3 & 0 \\ 0 & 0 & -2 \end{bmatrix}}_U$$

Advantages of LU decomposition:

- Computing determinant:

Fact from linear algebra:

$\det(\text{triangular matrix}) = \text{product of the diag entries.}$

$$\det(A) = \det(LU)$$

$$= \underbrace{\det(L)}_{=1} \underbrace{\det(U)}$$

$$= 1 \cdot \det(U)$$

because
 $\det(\cdot)$ of
 product equals
 product of \det

for previous 3×3 example: $\det(A) = \det(U)$

$$= 1 \times (-2) \times (-3)$$

$$= +6$$

So, LU decomposition makes computing $\det(A)$ easy.

- Solving a square linear system $A\underline{x} = \underline{b}$

$$A = LU \Leftrightarrow A\underline{x} = \underline{b}$$

$$\Downarrow$$

$$(LU)\underline{x} = \underline{b}$$

$$\Downarrow$$

$$L(U\underline{x}) = \underline{b}$$

$$\Downarrow$$

$$L\underline{y} = \underline{b}$$

$$\text{where } \underline{y} := U\underline{x}$$

Algorithm:

First do: $L\underline{y} = \underline{b}$ by forward substitution

\downarrow get \underline{y}

Then do: $U\underline{x} = \underline{y}$ by backward substitution

\downarrow get \underline{x}

Done!

Example: (Same 3×3 example as before)

$$\underbrace{\begin{bmatrix} 1 & 0 & 0 \\ 2 & 1 & 0 \\ -3 & -7/3 & 1 \end{bmatrix} \begin{bmatrix} 1 & 2 & -1 \\ 0 & -3 & 0 \\ 0 & 0 & -2 \end{bmatrix}}_A \underline{x} = \underbrace{\begin{pmatrix} 3 \\ 3 \\ -6 \end{pmatrix}}_{\underline{b}}$$

Step 1: Solve $L \underline{y} = \underline{b}$

$\begin{array}{ccc} \uparrow & \uparrow & \uparrow \\ \text{known} & \text{unknown} & \text{known} \end{array}$

$$\begin{aligned} \Leftrightarrow \quad y_1 &= 3 \\ 2y_1 + y_2 &= 3 \\ -3y_1 - \frac{7}{3}y_2 + y_3 &= -6 \end{aligned} \quad \left. \vphantom{\begin{aligned} \Leftrightarrow \quad y_1 &= 3 \\ 2y_1 + y_2 &= 3 \\ -3y_1 - \frac{7}{3}y_2 + y_3 &= -6 \end{aligned}} \right\} \underline{y} = \begin{pmatrix} y_1 \\ y_2 \\ y_3 \end{pmatrix} = \begin{pmatrix} 3 \\ -3 \\ -4 \end{pmatrix}$$

Step 2: $U \underline{x} = \underline{y}$

$$\Rightarrow \begin{bmatrix} 1 & 2 & -1 \\ 0 & -3 & 0 \\ 0 & 0 & -2 \end{bmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} = \begin{pmatrix} 3 \\ -3 \\ -4 \end{pmatrix} \quad \Rightarrow \quad \begin{aligned} x_1 + 2x_2 - x_3 &= 3 \\ -3x_2 &= -3 \\ -2x_3 &= -4 \end{aligned}$$

$$\Rightarrow \left. \begin{array}{l} x_1 = 3 \\ x_2 = +1 \\ x_3 = +2 \end{array} \right\} \underline{x} = \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} = \begin{pmatrix} 3 \\ 1 \\ 2 \end{pmatrix}.$$

Complexity of LU decomposition:

is still $O(n^3)$ just like Gauss elimination.

However, there is an advantage compared to Gauss elimination:

If we want to solve for k different \underline{b} vectors

for the same A :

$$\left. \begin{array}{l} A \underline{x}_1 = \underline{b}_1 \\ A \underline{x}_2 = \underline{b}_2 \\ \vdots \\ A \underline{x}_k = \underline{b}_k \end{array} \right\}$$

Gauss elimination complexity:

$$k \left[\left\{ \frac{2}{3} n^3 + \frac{n^2}{2} - \frac{7}{6} n \right\} + n^2 \right]$$

$$= O\left(\frac{2}{3} k n^3\right)$$

But the complexity for LU becomes: $\frac{2}{3}n^3 + 2kn^2$

\therefore LU decomposition allows significant numerical benefit compared to Gauss elimination when k is large.

- LU decomposition also makes computing A^{-1} easy:

3x3 example:

$$\underbrace{\underbrace{A}_{3 \times 3}}_{\text{known}} \underbrace{\underbrace{X}_{3 \times 3}}_{\text{known}} = \underbrace{\underbrace{I}_{3 \times 3}}_{\text{known}} \quad \left| \quad \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix} \right.$$

$$X = \begin{bmatrix} \boxed{} & \boxed{} & \boxed{} \\ 3 \times 1 & 3 \times 1 & 3 \times 1 \end{bmatrix}$$

$$\left\{ \begin{array}{l} A \underline{x}_1 = \underline{b}_1 \\ A \underline{x}_2 = \underline{b}_2 \\ A \underline{x}_3 = \underline{b}_3 \end{array} \right\} \text{ where } \underline{b}_1 = \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}, \underline{b}_2 = \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}, \underline{b}_3 = \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$$

$$X = \begin{bmatrix} \boxed{\underline{x}_1} & \boxed{\underline{x}_2} & \boxed{\underline{x}_3} \end{bmatrix}$$

Solve 3 square
linear systems
with the same A
but 3 different \underline{b} 's

Existence of LU decomposition:

Fact: Any square real matrix A admits a factorization/decomposition of the form:

$$\left. \begin{array}{c} \uparrow \\ PA = LU \end{array} \right\} \text{PLU decomposition}$$

Permutation matrix (square)

If $P \equiv I$, then we say simply LU decomposition.

What's a permutation matrix? It is a binary matrix such that:

- every row has exactly single entry 1
- " " column " " " " 1
- rest of the entries are all zeros.

Example: 2×2 permutation matrices:

$$\begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}, \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$$

No other permutation matrix of size 2×2 is possible,
as per the prev. page's definition.