

# Scientific Computing (COMP3407)

## Programming Assignment 2

Start: Mar. 8, 2019

Due: 22:00, Mar. 22, 2019

### 1 Linear Least Squares and QR Decomposition (50 marks)

(a) (5 marks) Please write a function to compute the Householder reflection  $Q_u$  that maps a vector  $\mathbf{x}$  to another vector  $\mathbf{y}$  of the same length in  $\mathbb{R}^n$ . The function should take two vectors  $\mathbf{x}$  and  $\mathbf{y}$  as input and produce the corresponding orthogonal matrix  $Q_u$  as output. Your program should print an error message if the input vectors are zero vectors or have different lengths. When  $\mathbf{x} = \mathbf{y}$ , an identity matrix should be returned.

(b) (25 marks) Please write a function to compute the QR decomposition of a matrix  $A$  using the Householder reflection. Given a full-rank matrix  $A \in \mathbb{R}^{m \times n}$  ( $m \geq n$ ), your program should be able to decompose it to the form

$$A = Q \begin{pmatrix} R \\ 0 \end{pmatrix}$$

where  $Q \in \mathbb{R}^{m \times m}$  is orthogonal and  $R \in \mathbb{R}^{n \times n}$  is an upper triangular matrix. Your program should take an arbitrarily matrix  $A$  as input. The orthogonal matrix  $Q$  and the upper triangular matrix  $R$  should be returned if no zero column vector is encountered during the decomposition process; otherwise, the program should print an error message to indicate that  $A$  is not full-rank.

(c) (10 marks) Use QR decomposition to solve the following linear system

$$\begin{pmatrix} 6 & 1 & & & & \\ 8 & 6 & 1 & & & \\ & 8 & 6 & 1 & & \\ & & \ddots & \ddots & \ddots & \\ & & & 8 & 6 & 1 \\ & & & & 8 & 6 & 1 \\ & & & & & 8 & 6 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \\ \vdots \\ x_{82} \\ x_{83} \\ x_{84} \end{pmatrix} = \begin{pmatrix} 7 \\ 15 \\ 15 \\ \vdots \\ 15 \\ 15 \\ 14 \end{pmatrix}$$

Print the solution  $\hat{\mathbf{x}}$  and the 2-norm of the residual  $\mathbf{r} = A\hat{\mathbf{x}} - \mathbf{b}$ .

(d) (10 marks) Use QR decomposition to solve the following least squares problem. Given the data below, compute a quadratic polynomial  $f = at^2 + bt + c$  to minimize the 2-norm of the residual vector  $\mathbf{r} = \mathbf{y} - f(\mathbf{t})$ .

|       |        |        |        |        |        |        |        |
|-------|--------|--------|--------|--------|--------|--------|--------|
| $t_i$ | -1     | -0.75  | -0.5   | 0      | 0.25   | 0.5    | 0.75   |
| $y_i$ | 1.0000 | 0.8125 | 0.7500 | 1.0000 | 1.3125 | 1.7500 | 2.3125 |

## 2 Fixed-point Iteration (20 marks)

Using the fixed-point iteration to compute the value of the following expressions. Discuss your choice of the initial values and the convergence of the iterations.

(a) (10 marks)

$$x = \sqrt{2 + \sqrt{2 + \sqrt{2 + \cdots}}}$$

(b) (10 marks)

$$x = \frac{1}{1 + \frac{1}{1 + \frac{1}{1 + \cdots}}}$$

## 3 Non-linear equations (30 marks)

Implement the bisection method and Newton's method for solving univariate nonlinear equations, and test your implementations by finding a root of each of the following equations.

(a)  $x^3 - 2x - 5 = 0$  on  $[2, 4]$  or near 4

(b)  $e^{-x} = x$  on  $[0, 2]$  or near 2

(c)  $x \sin(x) = 1$  on  $[0, 2]$  or near 0

(d)  $x = \tan(x)$  on  $[4, 6]$  or near 4

Please use the suggested initial intervals for the bisection method and the suggested initial values for Newton's method. Generate a plot for each equation which gives the errors of the two methods with respect to the number of iterations. You may use the MATLAB command **legend** to distinguish the plots of two methods.

## 4 (Bonus Question) A Variation of Backward Substitution (20 marks)

Suppose that  $\lambda \in \mathbb{R}$  is a constant,  $S, T \in \mathbb{R}^{n \times n}$  are two upper triangular matrices and  $ST - \lambda I$  is nonsingular. Note that  $S$  and  $T$  are not necessarily nonsingular. It is clear that the straightforward matrix multiplication has  $\mathcal{O}(n^3)$  time complexity. Please give an algorithm with  $\mathcal{O}(n^2)$  time complexity to solve the linear system  $(ST - \lambda I)\mathbf{x} = \mathbf{b}$  without computing the multiplication of  $S$  and  $T$ . Write a function in MATLAB to implement your method. (Hint: There are two ways to solve it: (1) divide and conquer; (2) interchange the order of summation.)