

COSC 6364 Adv. Numerical Analysis

Quiz 1 Prep

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- What is an orthogonal projector?

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- What is an orthogonal projector?
 - ▶ An orthogonal projector is a matrix P such that $P^2 = P$ and $P^* = P$.

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- Suppose we have a unit vector \mathbf{v} . What is the orthogonal projector that projects to $\text{range}(\mathbf{v})$?

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- Suppose we have a unit vector \mathbf{v} . What is the orthogonal projector that projects to $\text{range}(\mathbf{v})$?
 - ▶ The matrix $\mathbf{v}\mathbf{v}^T$ projects onto $\text{range}(\mathbf{v})$, since

$$\begin{aligned}\mathbf{v}\mathbf{v}^T \mathbf{x} &= \mathbf{v}(\mathbf{v}^T \mathbf{x}) \\ &= \langle \mathbf{v}, \mathbf{x} \rangle \mathbf{v}\end{aligned}$$

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- Suppose we have a unit vector v . What is the orthogonal projector that projects to $\text{range}(v)$?
 - ▶ The matrix vv^T projects onto $\text{range}(v)$, since

$$\begin{aligned} vv^T x &= v(v^T x) \\ &= \langle v, x \rangle v \end{aligned}$$

- Suppose we have an ortho-normal matrix Q (with orthogonal and normalized columns). What is the orthogonal projector that projects to $\text{range}(Q)$?

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 - ▶ The matrix QQ^T projects onto $\text{range}(Q)$.
- Suppose we have a matrix A . What is the orthogonal projector that projects to $\text{range}(A)$?
 - ▶ The matrix $A(A^T A)^{-1} A^T$ projects onto $\text{range}(A)$.

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- How does Householder reflector accomplish QR factorization?

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- How does Householder reflector accomplish QR factorization?
 - The Householder reflector **introduces zeros** below the diagonal in the k^{th} column while **preserving all the zeroes previously introduced**.

$$\begin{bmatrix} \times & \times & \times \\ \times & \times & \times \\ \times & \times & \times \\ \times & \times & \times \\ \times & \times & \times \end{bmatrix} \xrightarrow{Q_1} \begin{bmatrix} \times & \times & \times \\ \textcolor{red}{0} & \times & \times \\ \textcolor{red}{0} & \times & \times \\ \textcolor{red}{0} & \times & \times \\ \textcolor{red}{0} & \times & \times \end{bmatrix} \xrightarrow{Q_2} \begin{bmatrix} \times & \times & \times \\ 0 & \times & \times \\ 0 & \textcolor{red}{0} & \times \\ 0 & \textcolor{red}{0} & \times \\ 0 & \textcolor{red}{0} & \times \end{bmatrix} \xrightarrow{Q_3} \begin{bmatrix} \times & \times & \times \\ 0 & \times & \times \\ 0 & 0 & \times \\ 0 & 0 & \textcolor{red}{0} \\ 0 & 0 & \textcolor{red}{0} \end{bmatrix}$$

A
 $Q_1 A$
 $Q_2 Q_1 A$
 $Q_3 Q_2 Q_1 A$

Then

$$Q = Q_1 Q_2 \dots Q_n$$

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- Given a vector x , what is the Householder reflector that maps x to the first axis?
 - ▶ Write $v = x + \|x\|e_1$. Then the Householder reflector is

$$I - 2 \frac{vv^T}{v^T v}$$

Equivalently, write $u = \frac{v}{\|v\|}$ and our reflector is

$$I - 2uu^T$$

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- What's the FLOP count of Householder QR factorization?

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- ▶ $2mn^2 - \frac{2}{3}n^3$

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- What's conditioning & backward stability?

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■ What's conditioning & backward stability?

- Given a problem f with input x , write $\delta x = (1 + \delta)x$ and $\delta f = f(\delta x) - f(x)$. The **absolute condition number** of f is given by

$$\limsup_{\delta \rightarrow 0} \sup_{\delta} \frac{\|\delta f\|}{\|\delta x\|}$$

The **relative condition number** is given by

$$\limsup_{\delta \rightarrow 0} \sup_{\delta} \frac{\|\delta f\| / \|f\|}{\|\delta x\| / \|x\|}$$

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- An algorithm is **backward stable** if, for every x , there exists an \tilde{x} with

$$\frac{\|\tilde{x} - x\|}{\|x\|} = \mathcal{O}(\epsilon_{\text{machine}})$$

such that

$$\tilde{f}(x) = f(\tilde{x})$$

Conditioning and Backward Stability

- Why is forward error bounded by backward error times κ ?

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Conditioning and Backward Stability

- Why is forward error bounded by backward error times κ ?

► This follows from the definitions of forward error and κ :

$$\frac{\|\tilde{f}(x) - f(\tilde{x})\|}{\|f(\tilde{x})\|} = \frac{\|\tilde{f}(x) - f(\tilde{x})\| / \|f(\tilde{x})\|}{\|\tilde{x} - x\| / \|x\|} \cdot \frac{\|\tilde{x} - x\|}{\|x\|}$$

$$\leq \kappa \frac{\|\tilde{x} - x\|}{\|x\|}$$

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$$\leq \kappa \frac{\|\tilde{\mathbf{x}} - \mathbf{x}\|}{\|\mathbf{x}\|}$$

- Is the simple running sum algorithm for computing inner product of two vectors $\mathbf{x}^T \mathbf{y} = \sum_{i=1}^n x_i y_i$ backward stable?

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$$\leq \kappa \frac{\|\tilde{x} - x\|}{\|x\|}$$

- Is the simple running sum algorithm for computing inner product of two vectors $x^T y = \sum_{i=1}^n x_i y_i$ backward stable?

► Yes. Let f denote the inner product and \tilde{f} its computation by running sum. When $n = 2$, we have

$$\begin{aligned}\tilde{f}(x, y) &= x_1 \otimes y_1 \oplus x_2 \otimes y_2 \\ &= (x_1 y_1)(1 + \epsilon_1) \oplus (x_2 y_2)(1 + \epsilon_2) \\ &= [(x_1 y_1)(1 + \epsilon_1) + (x_2 y_2)(1 + \epsilon_2)](1 + \epsilon_3) \\ &= (x_1 y_1 + x_2 y_2 + x_1 y_1 \epsilon_1 + x_2 y_2 \epsilon_2)(1 + \epsilon_3) \\ &= x_1 y_1 + x_2 y_2 + x_1 y_1 \epsilon_1 + x_2 y_2 \epsilon_2 + x_1 y_1 \epsilon_3 + x_2 y_2 \epsilon_3 + x_1 y_1 \epsilon_1 \epsilon_3 + x_2 y_2 \epsilon_2 \epsilon_3 \\ &= \text{this is unfinished because these proofs are the worst}\end{aligned}$$

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- How to use LU factorization to solve a linear system?

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- How to use LU factorization to solve a linear system?
 - ▶ To solve $Ax = b$, solve $Ly = b$ for y then solve $Ux = y$ for x .

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- How to use LU factorization to solve a linear system?
 - ▶ To solve $Ax = b$, solve $Ly = b$ for y then solve $Ux = y$ for x .
 - ▶ A better solution is to write $PA = LU$ for a permutation matrix P . Now, solve $Ly = Pb$ for y then solve $Ux = y$ for x .

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- How to use LU factorization to invert a square non-singular matrix A ?

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 - ▶ A better solution is to write $PA = LU$ for a permutation matrix P . Now, solve $Ly = Pb$ for y then solve $Ux = y$ for x .
- How to use LU factorization to invert a square non-singular matrix A ?
 - ▶ Solve $LUx_i = e_i$ for all i . Then $A^{-1} = [x_1 \quad x_2 \quad \dots \quad x_n]$.

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- How to use LU factorization to invert a square non-singular matrix A ?
 - ▶ Solve $LUx_i = e_i$ for all i . Then $A^{-1} = [x_1 \ x_2 \ \dots \ x_n]$.
- What's the cost of LU factorization? How does it compare to Householder QR factorization on the same matrix?

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- How does QR algorithm work?

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■ How does QR algorithm work?

- ▶ Begin with matrix $A^{(0)} = A$ and, for $k = 1, 2, \dots$, write

$$Q^{(k)} R^{(k)} = A^{(k-1)}$$

$$A^{(k)} = R^{(k)} Q^{(k)}$$

This converges to an upper triangular matrix with eigenvalues along the diagonal.

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■ What's the cost of one iteration in QR algorithm?

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This converges to an upper triangular matrix with eigenvalues along the diagonal.

■ What's the cost of one iteration in QR algorithm?

- ▶ If we run it on A directly, it is $\mathcal{O}(m^3)$ flops. If instead we perform it on H , the reduced Hessenberg form of A ($\frac{10}{3}m^3$ flops), each phase is $\mathcal{O}(m^2)$ flops.

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■ What's the convergence rate of QR algorithm?

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■ What's the convergence rate of QR algorithm?

- ▶ Without shifting, the QR algorithm exhibits linear convergence. With shifting, it exhibits cubic convergence.