

Elimination and PA = LU

Goal: solve $Ax = b$

$$\begin{bmatrix} a_{11} & a_{12} & \cdots & a_{1n} \\ a_{21} & a_{22} & \cdots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{n1} & a_{n2} & \cdots & a_{nn} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix} = \begin{bmatrix} b_1 \\ b_2 \\ \vdots \\ b_n \end{bmatrix}$$

$A \quad x = b$

In 18.06, we learn Gaussian elimination:

"Convert A to upper triangular matrix
using elementary row operations"

$$\begin{bmatrix} u_{11} & u_{12} & \cdots & u_{1n} \\ u_{21} & u_{22} & \cdots & u_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ u_{n1} & u_{n2} & \cdots & u_{nn} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix} = \begin{bmatrix} \tilde{b}_1 \\ \tilde{b}_2 \\ \vdots \\ \tilde{b}_n \end{bmatrix}$$

Triangular system is easy to solve
with backward substitution.

LU factorization

Gaussian elimination factors $A_{i,j,k}$

$$A = L U$$

↑ upper
triangular

↓ lower
triangular

Computationally, useful for $Ax_j = b_j$; $j = 1, \dots, m$.

$$\text{solve } L\hat{b}_j = b_j \text{ and } Ux_j = \hat{b}_j$$

$$\Rightarrow A_{x_j} = L U_{x_j} = L \tilde{b}_j = b_j \quad \checkmark$$

Theoretically, useful to analyze G.E.

Example

$$\begin{matrix} \text{E}_1 \\ \text{E}_2 \\ \text{E}_3 \\ \text{E}_4 \end{matrix} \left[\begin{matrix} 2 & 1 & 1 & 0 \\ 4 & 3 & 3 & 1 \\ 8 & 7 & 9 & 5 \\ 6 & 7 & 9 & 8 \end{matrix} \right] = \left[\begin{matrix} 2 & 1 & 1 & 0 \\ 1 & 1 & 1 & 1 \\ 3 & 5 & 5 & 5 \\ 4 & 6 & 8 & 8 \end{matrix} \right]$$

$$\left[\begin{array}{cc} & E_2 \\ \begin{matrix} 1 & \\ -1 & \\ -3 & \\ -4 & \end{matrix} & \begin{matrix} 1 & \\ 1 & \\ 1 & \\ 1 & \end{matrix} \end{array} \right] \left[\begin{array}{c} E, A \\ \begin{matrix} 2 & 1 & 1 & 0 \\ 1 & 1 & 1 & \\ 3 & 5 & 5 & \\ 4 & 6 & 8 & \end{matrix} \end{array} \right] = \left[\begin{array}{c} E_2 E, A \\ \begin{matrix} 2 & 1 & 1 & 0 \\ 1 & 1 & 1 & \\ 2 & 2 & & \\ 2 & 4 & & \end{matrix} \end{array} \right]$$

$$\left[\begin{array}{cc} & E_3 \\ \begin{matrix} 1 & \\ -1 & \\ -1 & \\ -1 & \end{matrix} & \begin{matrix} 1 & \\ 1 & \\ 1 & \\ 1 & \end{matrix} \end{array} \right] \left[\begin{array}{c} E_2 E, A \\ \begin{matrix} 2 & 1 & 1 & 0 \\ 1 & 1 & 1 & \\ 2 & 2 & & \\ 2 & 4 & & \end{matrix} \end{array} \right] = \left[\begin{array}{c} E_3 E_2 E, A \\ \begin{matrix} 2 & 1 & 1 & 0 \\ 1 & 1 & 1 & \\ 2 & 2 & & \\ 2 & 2 & & \end{matrix} \end{array} \right]$$

$E_3 E_2 E, A = U$

$$A = \underbrace{E_1^{-1} E_2^{-1} E_3^{-1}}_{L} U$$

L = lower triangular

$$E_1^{-1} = \left[\begin{array}{ccccc} 1 & & & & \\ 2 & 1 & & & \\ 4 & & 1 & & \\ 3 & & & 1 & \end{array} \right] = \text{"Undo row exchanges by adding rows back!"}$$

$$E_1^{-1} E_2^{-1} E_3^{-1} = \left[\begin{array}{ccccc} 1 & & & & \\ 2 & 1 & & & \\ 4 & & 1 & & \\ 3 & & & 1 & \end{array} \right] \quad \begin{array}{l} \text{"multipliers" from} \\ \text{elimination go in} \\ \text{place in } L \text{ w/sign} \\ \text{flip.} \end{array}$$

Note: $A = LU$ can be computed "in-place,"
L and U overwrite lower/upper triangles of A.

Algorithm ($A = LU$)

$$U = A, \quad L = I$$

for $k=1$ to $n-1$ (each column)

 for $j=k+1$ to n (each row below pivot u_{kk})

$$l_{jk} = u_{jk} / u_{kk}$$

$$u_{j,k:n} = u_{j,k:n} - l_{jk} u_{k,k:n}$$

end

end

Cost of $A = LU$

traditional measure: count arithmetic

Floating Point Operations = FLOPS

zeros in col. k costs $\sim 2(n-k)$ flops

$n-k-1$ zeros $\sim 2(n-k)^2$ flops

contributions from columns 1 through $n-1$

$$\text{#flops} = \sum_{n=1}^{n-1} 2(n-k)^2 \sim \frac{2}{3} n^3 \quad (n \rightarrow \infty)$$

Solving $L\tilde{b} = b$ and $Ux = \tilde{b}$, in contrast,

$$\text{#flops} \sim n^2$$

In practice, there is more to an algorithm's performance than just flop count!

We will revisit other factors later in the course.

When to store L in practice?

We can solve $Ax = b$ and even
 $AX = B$ (many RHS) w/out explicitly
storing L. Do Gaussian elimination on

$$[A | B] \quad \text{augmented matrix.}$$

Implicitly apply L^{-1} through row ops:

Elimination

$$AX = \beta \Rightarrow UX = L^{-1}\beta$$

Back Substitution

$$X = U^{-1}(L^{-1}\beta)$$

In many situations, we don't know b_1, b_2, \dots, b_m at same time. E.g., implicit time-stepping for ODEs or iterative solvers for nonlinear eq.'s. Store L and save!

1) $A = LU$ once

2) $L\tilde{b}_j = b_j$ and $Ux_j = \tilde{b}_j \quad j=1, \dots, m$
 \Rightarrow $2m$ triangular solves

Stability of GE

W/out row interchanges, small pivots make GE hopelessly unstable.

Here is a classic 2×2 example:

$$\hat{A} = \begin{bmatrix} 0 & 1 \\ 1 & 1 \end{bmatrix} \xrightarrow{\text{Perturb}} A = \begin{bmatrix} 10^{-20} & 1 \\ 1 & 1 \end{bmatrix}$$

GE fails even though A is invertible

(divide by zero)

$$L = \begin{bmatrix} 1 & 0 \\ 10^{-20} & 1 \end{bmatrix}$$

$$U = \begin{bmatrix} 10^{-20} & 1 \\ 0 & 1 - 10^{-20} \end{bmatrix}$$

rounded
L and U $\tilde{L} = \begin{bmatrix} 1 & 0 \\ 10^{-20} & 1 \end{bmatrix}$ $\tilde{U} = \begin{bmatrix} 10^{-20} & 1 \\ 0 & -10^{-20} \end{bmatrix}$

$$\tilde{L} \tilde{U} = \begin{bmatrix} 10^{-20} & 1 \\ 1 & 0 \end{bmatrix}$$

$$A - \tilde{L} \tilde{U} = \begin{bmatrix} 0 & 0 \\ 0 & i \end{bmatrix}$$

not even close!

$$Ax = b$$

$$\tilde{L} \tilde{U} = b$$

$$b = (1, 0)^T$$

$$x \approx (-1, 1)^T$$

$$\tilde{x} = (0, 1)^T$$

Solution of $Ax = b$ is not close to solution of $\tilde{L} \tilde{U} x = b$, even though $Ax = b$ is well-conditioned in this instance.

In general, GE behaves like a back-stable algorithm unless $\|L\|$ and $\|U\|$ are much bigger than $\|A\|$.

Then If LU factorization of A exists it is computed by Gaussian elimination (w/out pivoting) in floating point arithmetic, then computed factors \tilde{L} and \tilde{U} satisfy

$$\tilde{L} \tilde{U} = A + SA \quad \text{where} \quad \frac{\|SA\|}{\|\tilde{L}\| \|\tilde{U}\|} = \delta(\text{mach}).$$

Partial Pivoting (a partial solution)

Can we control $\|\tilde{L}\|$ and $\|\tilde{U}\|$?

Recall $L = \begin{bmatrix} 1 & & & \\ l_{21} & 1 & & \\ l_{31} & l_{32} & 1 & \\ \vdots & \vdots & \ddots & \\ l_{m1} & l_{m2} & \dots & 1 \end{bmatrix}$ where $l_{jk} = \frac{x_{jk}}{x_{kk}}$ (multiples) $(k \leq j \leq m)$

$(x_{ij})^{(i,j)^{th}}$
 $(x_{ij} = \text{entry of } i^{\text{th}} \text{ column of } E_k \dots E_1 A)$

Idea: use row permutations to avoid small pivots and control growth in $\|L\|_1$.

$$\begin{array}{c}
 A \\
 \left[\begin{matrix} x & x & x \\ x & x & x \\ x & x & x \end{matrix} \right] \xrightarrow{P_i} \\
 \left[\begin{matrix} x & x & x \\ x & x & x \\ x & x & x \end{matrix} \right] \xrightarrow{E_i} \\
 \left[\begin{matrix} x & x & x \\ 0 & x & x \\ 0 & 0 & x \end{matrix} \right]
 \end{array}
 \quad
 \begin{array}{c}
 P, A \\
 \text{Row interchange} \\
 \text{elimination}
 \end{array}$$

Select pivot as
 [max entry on or
 below diagonal]

With partial pivoting, $x_{kk} \geq x_{jk}$ for $k \leq m$

so $|l_{jk}| \leq 1$ - no growth in L!

Note: can also incorporate column interchanges

⇒ Column pivoting, complete pivoting, etc. (See LNT)
(Sec. 2.1)

Unfortunately, entries of U can still be exponentially large relative to A. See the counterexample in Julia notebook
 is-gaussian-elimination-unstable

Fortunately, this almost never happens in practice. In daily use, GE and LU behave like back. stable algorithms! See the experiments w/random A in the India notebook.

This is the mystery of Gaussian Elimination

Theoretically unstable - practically stable