You Perturb It, You Pay According to $\mathcal{K}(A)$: Norms and Error Analysis

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MTH 499-02

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Outline

 \bullet Norms: properties, types, examples

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- \bullet Theorems, results on norms

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- Norms: properties, types, examples
- Theorems, results on norms
- Relative/absolute error in perturbations, conditioning number

Vector Norms

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Definition

Let V be a vector space. A norm is a function $\|\cdot\|:V\to\mathbb{R}^+$ that has the following properties:

- ||x|| > 0 if $x \neq 0, x \in V$
- $\|\lambda x\| = |\lambda| \|x\|$ if $\lambda \in \mathbb{R}, x \in V$
- $||x + y|| \le ||x|| + ||y||$ for all $x, y \in V$ (triangle inequality)

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Other comments:

- Norm can be thought of as generalization of absolute value
- Interpretation: vector length in \mathbb{R}^2 , \mathbb{R}^3

Vector Norms:

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• l_k norm

$$l_k = ||x||_k = \left(\sum_{i=1}^n |x_i|^k\right)^{1/k}$$
 where $k \in \{1, 2, \dots\}$ and $x = (x_1, \dots, x_n)^T$

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 where $k \in \{1, 2, \dots\}$ and $x = (x_1, \dots, x_n)^T$

• Some common instances of the l_k norm:

$$\begin{array}{c|c} k & l_k \\ \hline 1 & \|x\|_1 = \sum\limits_{i=1}^n |x_i| \\ 2 & \|x\|_2 = \left(\sum\limits_{i=1}^n x_i^2\right)^{1/2} \\ \infty & \|x\|_\infty = \max\limits_{1 \le i \le n} |x_i| \end{array}$$

$$x = (2, -1, 3)^{T} y = (7, 2, 5)^{T} z = (-3, 1, -9)^{T}$$

$$\frac{|| || \cdot ||_{1} || \cdot ||_{2} || \cdot ||_{\infty}}{x}$$

$$y$$

$$x = (2, -1, 3)^{T} y = (7, 2, 5)^{T} z = (-3, 1, -9)^{T}$$

$$\frac{\| \| \cdot \|_{1} \| \cdot \|_{2} \| \cdot \|_{\infty}}{x 6}$$

$$y$$

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$$||x||_1 = 2 + 1 + 3 = 6$$

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$$\frac{\parallel ||\cdot||_{1} ||\cdot||_{2} ||\cdot||_{\infty}}{x || 6 3.74}$$

$$y$$

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$$||x||_2 = \sqrt{2^2 + 1^2 + 3^2} = 3.74$$

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$$||x||_{\infty} = 3$$

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| | $ \cdot _1$ | $ \cdot _2$ | $ \cdot _{\infty}$ |
|---|-------------------|---------------|----------------------|
| x | 6 | 3.74 | 3 |
| y | 14 | 8.83 | 7 |
| z | 13 | 9.54 | 9 |

Matrix Norms

Definition

A matrix norm subordinate to a vector norm $\|\cdot\|$ is defined as

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where A is an $n \times n$ matrix.

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 - Subordinate to vector norm $\|\cdot\|_{\infty}$ is

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• Subordinate to vector norm $\|\cdot\|_2$ is

$$||A||_2 = \sup_{\|x\|_2 = 1} \{||Ax||_2\}$$
$$= \sqrt{\rho(A^T A)},$$

where $\rho(A^TA)$ is spectral radius of A^TA , largest eigenvalue of A^TA .



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- So, $||A||_2 = \sqrt{6.8541} \approx 2.618$.

$$\bullet \text{ Consider matrix } B = \begin{bmatrix} 3 & 2 & 4 \\ 2 & 0 & 2 \\ 4 & 2 & 3 \end{bmatrix}$$

• $||B||_2$ is simply the maximum absolute row sum, which is 9.

Theorems on Norms

Theorem (Subordinate Matrix Norm)

If $\|\cdot\|$ is any norm in \mathbb{R}^n , then the equation

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defines a norm on the linear space of all $n \times n$ matrices.

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Proof.

TODO



Theorems on Norms Cont.

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If the vectorm norm $\|\cdot\|_{\infty}$ is defined by

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Unicity: straightforward (assume two, show same)



Cholesky Algorithm

- 1: **function** Cholesky $(n,(a_{ij}))$
- 2: for k = 1 to n do

3:
$$l_{kk} \leftarrow \left(a_{kk} - \sum_{s=1}^{k-1} l_{ks}^2\right)^{1/2}$$

4: **for** i = k + 1 **to** n **do**

5:
$$l_{ik} \leftarrow \left(a_{ik} - \sum_{s=1}^{k-1} l_{is} l_{ks}\right) / l_{kk}$$

6: **return** (l_{ij})

where

- $A = (a_{ij})$: factored matrix
- \bullet n: order of A
- $L = (l_{ij})$: resulting lower triangular matrix

$$A = \begin{bmatrix} 25 & 15 & -5 \\ 15 & 18 & 0 \\ -5 & 0 & 11 \end{bmatrix}$$

$$L = \left[\begin{array}{cc} & 0 & 0 \\ & & 0 \end{array} \right]$$

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$$k = 1$$
:

$$l_{11} = (25 - 0)^{1/2} = 5$$

$$A = \begin{bmatrix} 25 & 15 & -5 \\ 15 & 18 & 0 \\ -5 & 0 & 11 \end{bmatrix}$$

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$$k = 1, \quad i = 2:$$

$$l_{21} = (15 - 0)/5 = 3$$



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$$k = 1, \quad i = 3:$$

$$l_{31} = (-5 - 0)/5 = -1$$



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:
 $l_{22} = (18 - 3^2)^{1/2} = 3$

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$$l_{32} = (0 - (-1)(3))/3 = 1$$



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$$L = \begin{bmatrix} 5 & 0 & 0 \\ 3 & 3 & 0 \\ -1 & 1 & 3 \end{bmatrix}$$

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$$L = \begin{bmatrix} 5 & 0 & 0 \\ 3 & 3 & 0 \\ -1 & 1 & 3 \end{bmatrix} \implies L^T = \begin{bmatrix} 5 & 3 & -1 \\ 0 & 3 & 1 \\ 0 & 0 & 3 \end{bmatrix}$$

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$$LL^T = \begin{bmatrix} 5 & 0 & 0 \\ 3 & 3 & 0 \\ -1 & 1 & 3 \end{bmatrix} \begin{bmatrix} 5 & 3 & -1 \\ 0 & 3 & 1 \\ 0 & 0 & 3 \end{bmatrix} = \begin{bmatrix} 25 & 15 & -5 \\ 15 & 18 & 0 \\ -5 & 0 & 11 \end{bmatrix} = A$$

Gaussian Elimination

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- Process which attempts to solve a linear system by reducing the coefficient matrix to triangular form using elementary row operations (the result can then by easily solved using forward/backward substitution)
- Possible row operations:
 - Interchange
 - Scaling
 - Addition
- Gaussian elimination only utilizes scaling and addition!

Gaussian Elimination Algorithm

```
1: function GE(n, (a_{ij}))

2: for k = 1 to n - 1 do

3: for i = k + 1 to n do

4: z \leftarrow a_{ik}/a_{kk}

5: a_{ik} \leftarrow 0

6: for j = k + 1 to n do

7: a_{ij} \leftarrow a_{ij} - za_{kj}

8: return (a_{ij})
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 - \bullet Example: scale row 2 of $A \in \mathbb{R}^{3 \times 3}$ by 4

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• Define G.E. recursively in terms of multiplication by these matrices:

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$$U = E_s \cdots E_1 A$$
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 So, Gaussian elimination constructs an LU factorization (and hence is functionally equivalent to the LU factorization algorithm!)



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 - Unscaled: compare absolute value of entries directly
 - Scaled: compare ratios of pivot entries to maximum entries in magnitude in each row

Pivoting Algorithms

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2: for k = 1 to n - 1 do
3: for i = k + 1 to n do
4: z \leftarrow a_{p_i k} / a_{p_k k}
5: a_{p_i k} \leftarrow 0
6: for j = k + 1 to n do
7: a_{p_i j} \leftarrow a_{p_i j} - z a_{p_k j}
8: return (a_{ij})
```

$$A_1 = \begin{bmatrix} 1 & 3 & 6 \\ 2 & 1 & 1 \\ 1 & 3 & 3 \end{bmatrix}$$

$$p = \begin{bmatrix} 1, & 2, & 3 \end{bmatrix}$$

1: function
$$GE_PP(n,(a_{ij}),(p_i))$$

2: **for**
$$k = 1$$
 to $n - 1$ **do**

3: **for**
$$i = k + 1$$
 to n **do**

$$4: z \leftarrow a_{p_i k} / a_{p_k k}$$

5:
$$a_{p_i k} \leftarrow 0$$

6: **for**
$$j = k + 1$$
 to n **do**

7:
$$a_{p_ij} \leftarrow a_{p_ij} - z a_{p_kj}$$

8: **return**
$$(a_{ij})$$

$$\max(|1|, |2|, |1|) = 2$$



$$A_1 = \begin{bmatrix} 1 & 3 & 6 \\ 2 & 1 & 1 \\ 1 & 3 & 3 \end{bmatrix}$$

$$p = \begin{bmatrix} 2, & 1, & 3 \end{bmatrix}$$

1: function
$$GE_PP(n, (a_{ij}), (p_i))$$

2: **for**
$$k = 1$$
 to $n - 1$ **do**

3: **for**
$$i = k + 1$$
 to n **do**

4:
$$z \leftarrow a_{p_i k} / a_{p_k k}$$

5:
$$a_{p_ik} \leftarrow 0$$

6: **for**
$$j = k + 1$$
 to n **do**

7:
$$a_{p_ij} \leftarrow a_{p_ij} - z a_{p_kj}$$

8: **return**
$$(a_{ij})$$

$$\max(|1|, |2|, |1|) = 2$$

$$R_1 \leftarrow R_1 - \frac{1}{2}R_2$$

$$R_3 \leftarrow R_3 - \frac{1}{2}R_2$$

$$R_2 \leftarrow \frac{1}{2}R_2$$



$$A_2 = \begin{bmatrix} 0 & 2.5 & 5.5 \\ 1 & 0.5 & 0.5 \\ 0 & 2.5 & 2.5 \end{bmatrix}$$

$$p = \begin{bmatrix} 2, & 1, & 3 \end{bmatrix}$$

1: function
$$GE_PP(n, (a_{ij}), (p_i))$$

2: **for**
$$k = 1$$
 to $n - 1$ **do**

3: **for**
$$i = k + 1$$
 to n **do**

$$4: z \leftarrow a_{p_i k} / a_{p_k k}$$

5:
$$a_{p_ik} \leftarrow 0$$

6: **for**
$$j = k + 1$$
 to n **do**

7:
$$a_{p_ij} \leftarrow a_{p_ij} - z a_{p_kj}$$

8: **return**
$$(a_{ij})$$

$$\max(|1|, |2|, |1|) = 2$$

$$R_1 \leftarrow R_1 - \frac{1}{2}R_2$$

$$R_3 \leftarrow R_3 - \frac{1}{2}R_2$$

$$R_2 \leftarrow \frac{1}{2}R_2$$



$$A_2 = \begin{bmatrix} 0 & 2.5 & 5.5 \\ 1 & 0.5 & 0.5 \\ 0 & 2.5 & 2.5 \end{bmatrix}$$

$$p = \begin{bmatrix} 2, & 1, & 3 \end{bmatrix}$$

1: **function** GE_PP(
$$n, (a_{ij}), (p_i)$$
)
2: **for** $k = 1$ **to** $n - 1$ **do**
3: **for** $i = k + 1$ **to** n **do**
4: $z \leftarrow a_{p_i k} / a_{p_k k}$
5: $a_{p_i k} \leftarrow 0$
6: **for** $j = k + 1$ **to** n **do**

 $a_{p_i j} \leftarrow a_{p_i j} - z a_{p_k j}$

$$\max(|2.5|, |2.5|) = 2.5$$

return (a_{ij})

7:

8:

$$A_2 = \begin{bmatrix} 0 & 2.5 & 5.5 \\ 1 & 0.5 & 0.5 \\ 0 & 2.5 & 2.5 \end{bmatrix}$$

$$p = \begin{bmatrix} 2, & 1, & 3 \end{bmatrix}$$

1: function
$$GE_PP(n, (a_{ij}), (p_i))$$

2: **for**
$$k = 1$$
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$$z \leftarrow a_{p_i k} / a_{p_k k}$$

5:
$$a_{p_ik} \leftarrow 0$$

6: **for**
$$j = k + 1$$
 to n **do**

7:
$$a_{p_ij} \leftarrow a_{p_ij} - z a_{p_kj}$$

8: **return**
$$(a_{ij})$$

$$\max(|2.5|, |2.5|) = 2.5$$

$$R_3 \leftarrow R_3 - R_2$$

$$R_1 \leftarrow \frac{2}{5}R_1$$

$$A_3 = \begin{bmatrix} 0 & 1 & 2.2 \\ 1 & 0.5 & -0.6 \\ 0 & 0 & -3 \end{bmatrix}$$

$$p = \begin{bmatrix} 2, & 1, & 3 \end{bmatrix}$$

1: function
$$GE_PP(n,(a_{ij}),(p_i))$$

2: **for**
$$k = 1$$
 to $n - 1$ **do**

3: **for**
$$i = k + 1$$
 to n **do**

4:
$$z \leftarrow a_{p_i k} / a_{p_k k}$$

5:
$$a_{p_ik} \leftarrow 0$$

6: **for**
$$j = k + 1$$
 to n **do**

7:
$$a_{p_ij} \leftarrow a_{p_ij} - z a_{p_kj}$$

8: return
$$(a_{ij})$$

$$\max(|2.5|, |2.5|) = 2.5$$

$$R_3 \leftarrow R_3 - R_2$$

$$R_1 \leftarrow \frac{2}{5}R_1$$



$$A_3 = \begin{bmatrix} 0 & 1 & 2.2 \\ 1 & 0.5 & -0.6 \\ 0 & 0 & -3 \end{bmatrix}$$

$$p = \begin{bmatrix} 2, & 1, & 3 \end{bmatrix}$$

1: function
$$GE_PP(n, (a_{ij}), (p_i))$$

2: **for**
$$k = 1$$
 to $n - 1$ **do**

3: **for**
$$i = k + 1$$
 to n **do**

4:
$$z \leftarrow a_{p_i k} / a_{p_k k}$$

5:
$$a_{p_ik} \leftarrow 0$$

6: **for**
$$j = k + 1$$
 to n **do**

7:
$$a_{p_ij} \leftarrow a_{p_ij} - z a_{p_kj}$$

8: **return**
$$(a_{ij})$$

$$R_3 \leftarrow -\frac{1}{3}R_3$$



$$A_4 = \begin{bmatrix} 0 & 1 & 2.2 \\ 1 & 0.5 & -0.6 \\ 0 & 0 & 1 \end{bmatrix}$$
$$p = \begin{bmatrix} 2, & 1, & 3 \end{bmatrix}$$

1: **function** GE_PP(
$$n, (a_{ij}), (p_i)$$
)
2: **for** $k = 1$ **to** $n - 1$ **do**
3: **for** $i = k + 1$ **to** n **do**
4: $z \leftarrow a_{p_i k} / a_{p_k k}$
5: $a_{p_i k} \leftarrow 0$
6: **for** $j = k + 1$ **to** n **do**
7: $a_{p_i j} \leftarrow a_{p_i j} - z a_{p_k j}$
8: **return** (a_{ij})

$$R_3 \leftarrow -\frac{1}{3}R_3$$