Due: Thursday November 17, 2022

MATH 6800: Problem Set 7

1. A matrix D is block tridiagonal if it is of the form

$$D = \begin{bmatrix} B_1 & C_1 \\ A_2 & B_2 & C_2 \\ & A_3 & B_3 & C_3 \\ & & A_4 & B_4 & C_4 \\ & & \ddots & \ddots & \ddots \\ & & & & A_n & B_n \end{bmatrix}$$

where each A_i, B_i and C_i is a small matrix of size $p \times p$ (p is the block size). Derive a block LU decomposition (i.e. an LU decomposition that uses operations involving $p \times p$ matrices instead of scalars), assuming no pivoting. What are the conditions you need for this LU decomposition to exist?

Assuming every block matrix (A_i, B_i, C_i) is nonsingular then let the operations be performed as:

$$\begin{bmatrix} I & & & & \\ -A_2 (B_1)^{-1} & I & & \\ & & I & \\ & & & \ddots \end{bmatrix} \begin{bmatrix} B_1 & C_1 & & & \\ A_2 & B_2 & C_2 & & \\ & A_3 & B_3 & C_3 & \\ & & \ddots & \ddots & \ddots \end{bmatrix} = \begin{bmatrix} B_1 & C_1 & & & \\ & (-A_2 (B_1)^{-1} C_1 + B_2) & C_2 & & \\ & & A_3 & & B_3 & C_3 & \\ & & & A_4 & B_4 & C_4 & \\ & & & & \ddots & \ddots & \ddots \end{bmatrix}$$

$$\begin{bmatrix} I & & & & & \\ & I & & & & \\ & \left(-A_3\left(-A_2\left(B_1\right)^{-1}C_1+B_2\right)^{-1}\right) & I & & \\ & \left(-A_2\left(B_1\right)^{-1}C_1+B_2\right) & C_2 & & \\ & A_3 & B_3 & C_3 & \\ & & \ddots & \ddots & \ddots \end{bmatrix} = \begin{bmatrix} B_1 & C_1 & & & \\ & \left(-A_2\left(B_1\right)^{-1}C_1+B_2\right) & & & \\ & \left(-A_2\left(B_1\right)^{-1}C_1+B_2\right) & & & \\ & & \left(-A_3\left(-A_2\left(B_1\right)^{-1}C_1+B_2\right)^{-1}C_2+B_3\right) & C_3 & \\ & & & \ddots & \\ & & & & \ddots & \end{bmatrix}$$

Therefore the algorithm can be written as:

$$\alpha_1 = \mathbf{0}_{p \times p},$$
 $\beta_1 = B_1$ $\alpha_i = A_i (\beta_{i-1})^{-1}$ $\beta_i = -\alpha_i C_{i-1} + B_i, \ i = 2, 3, 4, \dots p$

In this case, we require every β_i matrix to be nonsingular.

$$\begin{bmatrix} I & & & & \\ \alpha_2 & I & & & \\ & \alpha_3 & I & & \\ & & & \ddots & \\ & & & \alpha_n & I \end{bmatrix} \begin{bmatrix} \beta_1 & C_1 & & & \\ & \beta_2 & C_2 & & & \\ & & \beta_3 & C_3 & & \\ & & & \ddots & \\ & & & & \beta_n \end{bmatrix} = LU$$

2. NLA 20.3 Suppose an $m \times m$ matrix $A \dots$

The matrix $A \in \mathbb{C}^{m \times m}$ is written as a block matrix with $A_{11}, A_{12}, A_{21}, A_{22}$ where $A_{11} \in \mathbb{C}^{n \times n}$ and $A_{22} \in \mathbb{C}^{m-n \times m-n}$.

$$A = \begin{bmatrix} A_{11} & A_{12} \\ A_{21} & A_{22} \end{bmatrix}$$

(a)

$$\begin{bmatrix} I & \mathbf{0} \\ -A_{21} (A_{11})^{-1} & I \end{bmatrix} \begin{bmatrix} A_{11} & A_{12} \\ A_{21} & A_{22} \end{bmatrix} = \begin{bmatrix} A_{11} & A_{12} \\ -A_{21} (A_{11})^{-1} A_{11} + A_{21} & A_{21} (A_{11})^{-1} A_{12} + A_{22} \end{bmatrix}$$
$$= \begin{bmatrix} A_{11} & A_{12} \\ \mathbf{0} & A_{22} - A_{21} (A_{11})^{-1} A_{12} \end{bmatrix}$$

- (b) $A_{21} \in \mathbb{C}^{m-n \times n}$. Since there are n columns, there are n Gauss Elimination steps. Show that this still results in $A_{22} A_{21} (A_{11})^{-1} A_{12}$ in the bottom right.
- 3. The matrix $A \in \mathbb{C}^{m \times m}$ is diagonally dominant if

$$|a_{ii}| > \sum_{j=1, j \neq i}^{m} |a_{ij}|, i = 1, 2, \dots, m.$$

(a) Prove that if A is diagonally dominant, then any principle submatrix of A is diagonally dominant.

To generate any principle submatrix, if k rows are removed, then the same k columns are to be removed. So, if 2, 3, 5 rows are removed, then 2, 3, 5 columns are also removed. In which case, the resulting matrix is also a square matrix of the form $\tilde{A} \in \mathbb{C}^{m-3 \times m-3}$. When generalized, this resulting square matrix is $\tilde{A} \in \mathbb{C}^{m-k \times m-k}$. Now in this particular example, if we take any row $r \neq 2, 3, 5$ from A matrix,

$$\sum_{j=1, j\neq 2, 3, 5}^{m} |a_{rj}| = |a_{r1}| + |a_{r2}| + \dots + |a_{rr}| + \dots + |a_{rm}| - |a_{r2}| - |a_{r3}| - |a_{r5}|$$

If $|a_{rr}| > \sum_{j=1, j \neq r}^{m} |a_{rj}|$ then it is definitely greater than, $\left(\sum_{j=1, j \neq r}^{m} |a_{rj}|\right) - |a_{r2}| - |a_{r3}| - |a_{r5}|$ since those are absolute values which are just positive values being subtracted. Therefore, if k rows and k columns are removed, then k positive values are subtracted from the summation. Hence, any principle submatrix is diagonally dominant.

(b) Prove that if A is diagonally dominant, then A is nonsingular.

If a matrix is singular, then there exists a vector $u \in \mathbb{C}^m \setminus \{0\}$ such that $Au = \mathbf{0}$. In which case, we have

$$\sum_{j=1}^{m} a_{ij} u_j = 0$$

In the worst case scenario, if for any row k if $u_k = ||u||_{\infty}$,

$$\sum_{j=1}^{m} a_{kj} \frac{u_j}{u_k} = 0$$

$$-\sum_{j=1, j \neq k}^{m} a_{kj} \frac{u_j}{u_k} = a_{kk}$$

$$\left| \sum_{j=1, j \neq k}^{m} a_{kj} \frac{u_j}{u_k} \right| = |a_{kk}|$$

Then, we have

$$|a_{kk}| \le \sum_{j=1, j \ne k}^{m} |a_{kj}| \left| \frac{u_j}{u_k} \right|$$

This is a contradiction because $\left|\frac{u_j}{u_k}\right| \leq 1$ but $|a_{kk}| > \sum_{j=1, j \neq k}^m |a_{kj}|$. Therefore, A is nonsingular.

(c) Prove that if A is diagonally dominant then it will have an LU decomposition (you may use the result of NLA 20.1).

In NLA 20.1 we have proved that when A is nonsingular, a LU decomposition exists if $A_{1:k,1:k}$ is nonsingular. From part (a), we proved that every principle submatrix is diagonally dominant. In part (b) we proved that any diagonally dominant matrix is nonsingular. Hence any principle submatrix $A_{1:k,1:k}$ will be nonsingular since they are all diagonally dominant. So, with NLA 20.1, we can prove that A has a LU decomposition

- 4. Write a Matlab code [L, U, P] = lufactor(A) that takes an $m \times m$ matrix A and computes the LU factorization, PA = LU, using partial pivoting. Write a second Matlab code x = lusolve(b, L, U, P) that solves the system Ax = b, for some x given b, using the output from lufactor. For this exercise you should only use elementary arithmetic, vector and matrix operations (e.g. no backlash operators to solve the triangular systems).
 - (a) Test your lufactor(A) routine on this matrix,

$$A = \begin{bmatrix} 2 & 1 & 1 & 0 \\ 4 & 3 & 3 & 1 \\ 8 & 7 & 9 & 5 \\ 6 & 7 & 9 & 8 \end{bmatrix}$$

3

Output A, L, U and P. Check that PA = LU.

The code to compute L, U and P from A is in Listing 1.

```
1 function [L,U,P] = lufactor(A)
3 [m,~] = size(A);
4 U = A;
5 L = eye(m);
6 P = eye(m);
  for k=1:m-1
      \% finding maximum value in the column
9
      max_val = abs(U(k,k));
10
      max_id = k;
11
       for i=k:m
12
           if(abs(U(i,k)) > max_val)
13
                \max_{val} = abs(U(i,k));
14
               max_id = i;
15
16
           end
17
       end
18
19
      % interchanging two rows
      t = U(k,k:m);
20
      U(k,k:m) = U(max_id,k:m);
21
      U(max_id,k:m) = t;
22
23
       t = L(k, 1:k-1);
24
      L(k,1:k-1) = L(max_id,1:k-1);
      L(\max_i d, 1:k-1) = t;
26
27
      t = P(k,:);
28
      P(k,:) = P(max_id,:);
29
      P(max_id,:) = t;
30
31
32
       for j=k+1:m
           L(j,k) = U(j,k)/U(k,k);
33
           U(j,k:m) = U(j,k:m) - L(j,k)*U(k,k:m);
34
35
36
37 end
38
```

Listing 1: lufactor(A)

(b) Test your function *lusolve* by solving Ax = b where A is from part (a) and $b = [7, 23, 69, 79]^T$. Output x and check that Ax = b.

This is solved in two parts, where

$$Ax = b$$

$$PAx = Pb$$

$$LUx = Pb$$

$$Ly = z$$

$$Ux = y$$

The code used to solve this system of equations is in Listing 2. Script in Listing 3 is used to verify for the given case in consideration and the solutions are attached below as well.

```
1 function x = lusolve(b,L,U,P)
2
3 [m,~] = size(L);
5 % part 1
6 z = P*b;
7 y = zeros(m,1);
8 for i=1:m
      s = z(i);
9
     for j=1:i
10
          if j~=i
11
               s = s - L(i,j)*y(j);
12
13
          end
      end
14
    y(i) = s;
15
16 end
17
18 % part 2
19 x = zeros(m,1);
20 for i=m:-1:1
     if i==m
21
          x(i) = y(i)/U(i,i);
22
     else
23
         rv = U(i,i+1:m);
          xv = x(i+1:m,1);
          x(i) = (y(i)-rv*xv)/U(i,i);
27
      end
28 end
29
30 end
```

Listing 2: lusolve(b,L,U,P)

Listing 3: script

```
Norm(PA-LU): 0.000000
x=

1.0000
2.0000
3.0000
4.0000

Ax =

7.0000
23.0000
69.0000
79.0000

Norm(Ax-b): 0.000000
```