

## 7. Solving linear equations

- triangular linear systems
- solution via QR factorization
- Gaussian elimination, LU factorization
- pivoted LU factorization
- condition of linear systems

## Solution of triangular linear equations

- if  $A \in \mathbb{R}^{n \times n}$  is lower/upper triangular with nonzero diagonals
- $Ax = b$  can be solved using forward/back substitution

**Forward substitution algorithm:** assume  $A$  is *lower triangular*

$$x_1 = b_1 / A_{11}$$

$$x_2 = (b_2 - A_{21}x_1) / A_{22}$$

$$x_3 = (b_3 - A_{31}x_1 - A_{32}x_2) / A_{33}$$

⋮

$$x_n = (b_n - A_{n1}x_1 - A_{n2}x_2 - \cdots - A_{n,n-1}x_{n-1}) / A_{nn}$$

this can be written as

$$x_1 = b_1 / A_{11}, \quad x_i = \left( b_i - \sum_{j=1}^{i-1} A_{ij}x_j \right) / A_{ii}, \quad i = 2, \dots, n$$

**Back substitution algorithm:** assume  $A$  is *upper triangular*

$$x_n = b_n / A_{nn}$$

$$x_{n-1} = (b_{n-1} - A_{n-1,n}x_n) / A_{n-1,n-1}$$

$$x_{n-2} = (b_{n-2} - A_{n-2,n-1}x_{n-1} - A_{n-2,n}x_n) / A_{n-2,n-2}$$

⋮

$$x_1 = (b_1 - A_{12}x_2 - A_{13}x_3 - \cdots - A_{1n}x_n) / A_{11}$$

this can be written as

$$x_n = b_n / A_{nn}, \quad x_i = (b_i - \sum_{j=i+1}^n A_{ij}x_j) / A_{ii}, \quad i = n-1, \dots, 1$$

## Complexity

$$1 + 3 + 5 + \cdots + (2n-1) = \sum_{k=1}^n (2k-1) = n^2 \text{ flops}$$

## Example

$$\begin{array}{rcl} 5x_1 & = 15 \\ x_1 + 2x_2 & = 7 \\ -x_1 + 3x_2 + 2x_3 & = 5 \end{array}, \quad A = \begin{bmatrix} 5 & 0 & 0 \\ 1 & 2 & 0 \\ -1 & 3 & 2 \end{bmatrix}, \quad b = \begin{bmatrix} 15 \\ 7 \\ 5 \end{bmatrix}$$

applying the forward substitution:

$$x_1 = \frac{15}{5} = 3$$

$$x_2 = \frac{7 - 3}{2} = 2$$

$$x_3 = \frac{5 + 3 - 6}{2} = 1$$

## Inverse of triangular matrix

a triangular matrix  $A$  with nonzero diagonal elements is nonsingular:

$$Ax = 0 \implies x = 0$$

this follows from forward or back substitution applied to the equation  $Ax = 0$

- inverse of  $A$  can be computed by solving  $AX = I$  column by column

$$A[x_1 \ x_2 \ \cdots \ x_n] = [e_1 \ e_2 \ \cdots \ e_n] \quad (x_i \text{ is the } i\text{th column of } X)$$

- inverse of lower/upper triangular matrix is lower/upper triangular
- complexity of computing inverse of  $n \times n$  triangular matrix

$$n^2 + (n-1)^2 + \cdots + 2^2 + 1 = \frac{n(n+1)(2n+1)}{6} \approx \frac{1}{3}n^3 \text{ flops}$$

- conclusion: using back/forward substitution is more efficient than inverse way

## Outline

- triangular linear systems
- **solution via QR factorization**
- Gaussian elimination, LU factorization
- pivoted LU factorization
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## Solving linear equations via QR factorization

- assuming  $A$  is nonsingular, then  $x = A^{-1}b$  solves  $Ax = b$
- with QR factorization  $A = QR$ , we have  $A^{-1} = (QR)^{-1} = R^{-1}Q^T$
- compute  $x = R^{-1}(Q^Tb)$  by back substitution

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**QR factorization method:** to solve  $Ax = b$  with nonsingular  $A \in \mathbb{R}^{n \times n}$

1. factor  $A$  as  $A = QR$
  2. compute  $y = Q^Tb$
  3. solve  $Rx = y$  by back substitution
- 

### Complexity

- QR factorization  $2n^3$  flops
- matrix-vector product  $2n^2$
- back substitution  $n^2$

$$\text{total} = 2n^3 + 3n^2 \approx 2n^3$$

## Multiple right-hand sides

consider  $k$  sets of linear equations with the same coefficient matrix  $A$ :

$$Ax_1 = b_1, \quad Ax_2 = b_2, \quad \dots, \quad Ax_k = b_k$$

- factor  $A$  once ( $2n^3$  flops)
- solve  $QRx_i = b_i$  for each  $i = 1, \dots, n$  ( $3kn^2$  flops)

### Complexity

- $2n^3 + 3kn^2$  flops if we reuse the factorization  $A = QR$
- for  $k \ll n$ , cost is roughly equal to cost of solving one equation:  $2n^3$

## Computing the inverse

solving the matrix equation  $AX = I$  gives  $A^{-1}$

- equivalent to solving  $n$  equations  $Ax_i = e_i$  ( $i = 1, \dots, n$ ) or:

$$Rx_1 = Q^T e_1, \quad Rx_2 = Q^T e_2, \quad \dots, \quad Rx_n = Q^T e_n$$

- $x_i$  is  $i$ th column of  $X$  and  $Q^T e_i$  is the  $i$ th column of  $Q^T$
- complexity is  $2n^3 + n^3 = 3n^3$

## Solving linear equations by computing the inverse

- compute inverse  $A^{-1}$  costs  $3n^3$ , then compute  $A^{-1}b$  costs  $2n^2$
- total complexity:  $3n^3 + 2n^2 \approx 3n^3$
- more expensive than QR factorization method, which costs  $2n^3$
- while inverse appears in many formulas, it is computed far less often

## Solving general linear equations

suppose  $A \in \mathbb{R}^{m \times n}$ ,  $b \in \mathbb{R}^m$  with  $\text{rank}(A) = r$  and consider solving

$$Ax = b$$

- solution exists if  $\text{rank}(A) = \text{rank}[A \ b] = r$  ( $b \in \text{range}(A)$ )
- no solution exists if  $\text{rank}[A \ b] = r + 1$  ( $b \notin \text{range}(A)$ )
- we start with the full pivoted QR factorization of  $A$ :

$$AP = \hat{Q}\hat{R} = [Q \ Q_0] \begin{bmatrix} R_1 & R_2 \\ 0 & 0 \end{bmatrix}$$

- $\hat{Q} \in \mathbb{R}^{m \times m}$  is orthogonal,  $\hat{R} \in \mathbb{R}^{m \times n}$ ,  $P \in \mathbb{R}^{n \times n}$  is a permutation matrix
- $Q \in \mathbb{R}^{m \times r}$ ,  $Q_0 \in \mathbb{R}^{m \times (m-r)}$
  - $R_1 \in \mathbb{R}^{r \times r}$  is upper triangular with nonzero diagonals,  $R_2 \in \mathbb{R}^{r \times (n-r)}$
  - the zero submatrices in the bottom (block) row of  $\hat{R}$  have  $m - r$  rows

## Solving general linear equations using QR factorization

- using  $A = \hat{Q}\hat{R}P^T$  we can write  $Ax = b$  as

$$\hat{Q}\hat{R}P^Tx = \hat{Q}\hat{R}z = b, \quad \text{where } z = P^Tx$$

- multiplying both sides by  $\hat{Q}^T$  gives the equivalent set of  $m$  equations  $\hat{R}z = \hat{Q}^Tb$
- expanding this into subcomponents gives

$$\hat{R}z = \begin{bmatrix} R_1 & R_2 \\ 0 & 0 \end{bmatrix} z = \begin{bmatrix} Q^Tb \\ Q_0^Tb \end{bmatrix}$$

- we see that there is no solution of  $Ax = b$ , unless we have  $Q_0^Tb = 0$
- assuming  $Q_0^Tb = 0$ , the equations reduce to a set  $r$  linear equations in  $n$  variables

$$R_1z_1 + R_2z_2 = Q^Tb$$

- we can find a solution of these equations by setting  $z_2$  arbitrary

## Solving general linear equations using QR factorization

- solving for  $z_1$ :

$$R_1 z_1 = Q^T b - R_2 z_2 \iff z_1 = R_1^{-1} (Q^T b - R_2 z_2)$$

- now we have a  $z$  that satisfies  $\hat{R}z = \hat{Q}^T b$

- we get the corresponding  $x$  from  $x = Pz$ :

$$x = P \begin{bmatrix} R_1^{-1}(Q^T b - R_2 z_2) \\ z_2 \end{bmatrix} = P \begin{bmatrix} R_1^{-1} Q^T b \\ 0 \end{bmatrix} + P \begin{bmatrix} R_1^{-1} R_2 \\ I \end{bmatrix} z_2$$

this  $x$  satisfies  $Ax = b$ , provided we have  $Q_0^T b = 0$

- right term is in  $\text{null}(A)$  – see page 6.20
- a particular solution is obtained by setting  $z_2 = 0$ :

$$x = P \begin{bmatrix} R_1^{-1} Q^T b \\ 0 \end{bmatrix}$$

- the construction outlined above is pretty much what  $A \backslash b$  does in MATLAB

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## Elementary row operations

suppose  $A$  is an  $n \times n$  invertible matrix,  $b$  is an  $n$ -vector

solution of  $Ax = b$  is invariant under the elementary row operations:

1. *interchanging any two rows of the matrix  $[A \mid b]$*
2. *multiplying one of its rows by a real nonzero number*
3. *adding a scalar multiple of one row to another row*

## Elementary elimination matrix

for  $n$ -vector  $u$ , we can zero out elements below  $k$ th entry as follows:

$$G^{(k)} u = \begin{bmatrix} 1 & \cdots & 0 & 0 & \cdots & 0 \\ \vdots & \ddots & \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & 1 & 0 & \cdots & 0 \\ 0 & \cdots & -L_{k+1,k} & 1 & \cdots & 0 \\ \vdots & \ddots & \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & -L_{n,k} & 0 & \cdots & 1 \end{bmatrix} \begin{bmatrix} u_1 \\ \vdots \\ u_k \\ u_{k+1} \\ \vdots \\ u_n \end{bmatrix} = \begin{bmatrix} u_1 \\ \vdots \\ u_k \\ 0 \\ \vdots \\ 0 \end{bmatrix}$$

- $L_{i,k} = u_i/u_k$  for  $i = k + 1, \dots, n$
- the divisor  $u_k$  is called the *pivot*
- $G^{(k)}$  is unit lower triangular, and hence nonsingular
- $G^{(k)}$  called *elementary elimination matrix* or *Gauss transformation*

# Gaussian elimination procedure

## Iteration 1

- zero out the first column below the main diagonal
- subtract  $\frac{A_{i1}}{A_{11}} \times$  the first row from the  $i$ th row for all  $i = 2, 3, \dots, n$

$$\underbrace{\begin{bmatrix} 1 & 0 \\ -L_{2:n,1} & I \end{bmatrix}}_{G^{(1)}} [A \mid b] = \begin{bmatrix} A_{11} & A_{12} & \cdots & A_{1n} & b_1 \\ 0 & A_{22}^{(1)} & \cdots & A_{2n}^{(1)} & b_2^{(1)} \\ \vdots & \vdots & \ddots & \vdots & \vdots \\ 0 & A_{n2}^{(1)} & \cdots & A_{nn}^{(1)} & b_n^{(1)} \end{bmatrix}$$
$$= \begin{bmatrix} A_{11} & A_{1,2:n} & b_1 \\ 0 & A_{2:n,2:n} - L_{2:n,1}A_{1,2:n} & b_{2:n} - L_{2:n,1}b_1 \end{bmatrix}$$

where  $L_{2:n,1} = A_{2:n,1}/A_{11} = (A_{21}/A_{11}, \dots, A_{n1}/A_{11})$

## Iteration 2:

- zero out the second column below diagonal
- subtract  $\frac{A_{i2}^{(1)}}{A_{22}^{(1)}} \times$  the second row from the  $i$ th row for all  $i = 3, 4, \dots, n$

$$\underbrace{\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -L_{3:n,2} & I \end{bmatrix}}_{G^{(2)}} [A^{(1)} | b^{(1)}] = \begin{bmatrix} A_{11} & A_{12} & \cdots & \cdots & A_{1n} & b_1 \\ 0 & A_{22}^{(1)} & A_{23}^{(1)} & \cdots & A_{2n}^{(1)} & b_2^{(1)} \\ \vdots & 0 & A_{33}^{(2)} & \cdots & A_{3n}^{(2)} & b_3^{(2)} \\ \vdots & \vdots & \vdots & \ddots & \vdots & \vdots \\ 0 & 0 & A_{n3}^{(2)} & \cdots & A_{nn}^{(2)} & b_n^{(2)} \end{bmatrix}$$

$$= \begin{bmatrix} A_{11} & A_{12} & A_{1,3:n} & b_1 \\ 0 & A_{22}^{(1)} & A_{2,3:n}^{(1)} & b_2^{(1)} \\ 0 & 0 & A_{3:n,3:n}^{(1)} - L_{3:n,2} A_{2,3:n}^{(1)} & b_{3:n}^{(1)} - L_{3:n,2} b_2^{(1)} \end{bmatrix}$$

where  $L_{3:n,2} = A_{3:n,2}^{(1)} / A_{22}^{(1)} = (A_{32}^{(1)} / A_{22}^{(1)}, \dots, A_{n2}^{(1)} / A_{22}^{(1)})$

## Final iteration

- after  $n - 1$  iterations, we get the upper-triangular system

$$[A^{(n-1)} | b^{(n-1)}] = \begin{bmatrix} A_{11} & A_{12} & \cdots & \cdots & A_{1n} & b_1 \\ 0 & A_{22}^{(1)} & A_{23}^{(1)} & \cdots & A_{2n}^{(1)} & b_2^{(1)} \\ \vdots & 0 & A_{33}^{(2)} & \cdots & A_{3n}^{(2)} & b_3^{(2)} \\ \vdots & \vdots & \cdots & \ddots & \vdots & \vdots \\ 0 & 0 & \cdots & 0 & A_{nn}^{(n-1)} & b_n^{(n-1)} \end{bmatrix}$$

where

$$\begin{aligned} U &= A^{(n-1)} = G^{(n-1)} \cdots G^{(2)} G^{(1)} A \\ b^{(n-1)} &= G^{(n-1)} \cdots G^{(2)} G^{(1)} b \end{aligned}$$

- now, we solve  $Ux = b^{(n-1)}$  using back substitution

## Example

$$Ax = \begin{bmatrix} 1 & 2 & 2 \\ 4 & 4 & 2 \\ 4 & 6 & 4 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 3 \\ 6 \\ 10 \end{bmatrix} = b$$

we subtract four times the first row from each of the second and third rows:

$$G^{(1)}A = \begin{bmatrix} 1 & 0 & 0 \\ -4 & 1 & 0 \\ -4 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 2 & 2 \\ 4 & 4 & 2 \\ 4 & 6 & 4 \end{bmatrix} = \begin{bmatrix} 1 & 2 & 2 \\ 0 & -4 & -6 \\ 0 & -2 & -4 \end{bmatrix}$$

$$G^{(1)}b = \begin{bmatrix} 1 & 0 & 0 \\ -4 & 1 & 0 \\ -4 & 0 & 1 \end{bmatrix} \begin{bmatrix} 3 \\ 6 \\ 10 \end{bmatrix} = \begin{bmatrix} 3 \\ -6 \\ -2 \end{bmatrix}$$

we subtract 0.5 times the second row from the third row:

$$G^{(2)}G^{(1)}A = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -\frac{1}{2} & 1 \end{bmatrix} \begin{bmatrix} 1 & 2 & 2 \\ 0 & -4 & -6 \\ 0 & -2 & -4 \end{bmatrix} = \begin{bmatrix} 1 & 2 & 2 \\ 0 & -4 & -6 \\ 0 & 0 & -1 \end{bmatrix}$$

$$G^{(2)}G^{(1)}b = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -\frac{1}{2} & 1 \end{bmatrix} \begin{bmatrix} 3 \\ -6 \\ -2 \end{bmatrix} = \begin{bmatrix} 3 \\ -6 \\ 1 \end{bmatrix}$$

we have reduced the original system to the equivalent upper triangular system

$$Ux = \begin{bmatrix} 1 & 2 & 2 \\ 0 & -4 & -6 \\ 0 & 0 & -1 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 3 \\ -6 \\ 1 \end{bmatrix}$$

which can now be solved by back-substitution to obtain  $x = (-1, 3, -1)$

## Inverse of elementary matrix

$$\begin{bmatrix} 1 & \cdots & 0 & 0 & \cdots & 0 \\ \vdots & \ddots & \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & 1 & 0 & \cdots & 0 \\ 0 & \cdots & -L_{k+1,k} & 1 & \cdots & 0 \\ \vdots & \ddots & \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & -L_{n,k} & 0 & \cdots & 1 \end{bmatrix}^{-1} = \begin{bmatrix} 1 & \cdots & 0 & 0 & \cdots & 0 \\ \vdots & \ddots & \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & 1 & 0 & \cdots & 0 \\ 0 & \cdots & L_{k+1,k} & 1 & \cdots & 0 \\ \vdots & \ddots & \vdots & \vdots & \ddots & \vdots \\ 0 & \cdots & L_{n,k} & 0 & \cdots & 1 \end{bmatrix} = L^{(k)}$$

- compactly:  $(I - l_k e_k^T)^{-1} = I + l_k e_k^T$  where  $l_k = (0, \dots, 0, L_{k+1,k}, \dots, L_{n,k})$
- inverse  $L^{(k)}$  has same form as  $G^{(k)}$  with subdiagonal entries negated
- for  $k \leq j$ , we have  $e_k^T l_j = 0$  and thus

$$L^{(1)} \dots L^{(n-2)} L^{(n-1)} = I + l_1 e_1^T + \dots + l_{n-1} e_{n-1}^T$$

which is also lower triangular

## LU factorization

Gaussian elimination produces

$$U = G^{(n-1)} \cdots G^{(2)} G^{(1)} A$$

or written equivalently

$$A = LU$$

- $L = L^{(1)} \cdots L^{(n-2)} L^{(n-1)}$  where  $L^{(k)} = (G^{(k)})^{-1}$
- $L$  is lower triangular (see previous page)
- this is called *LU factorization* or *LU decomposition*
- requires pivots to be nonzero during Gaussian elimination procedure

## Example

consider  $A$  from previous example

$$A = \begin{bmatrix} 1 & 2 & 2 \\ 4 & 4 & 2 \\ 4 & 6 & 4 \end{bmatrix}$$

we have

$$G^{(1)} = \begin{bmatrix} 1 & 0 & 0 \\ -4 & 1 & 0 \\ -4 & 0 & 1 \end{bmatrix}, \quad G^{(2)} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & -0.5 & 1 \end{bmatrix}$$

hence,

$$L = (G^{(1)})^{-1}(G^{(2)})^{-1} = \begin{bmatrix} 1 & 0 & 0 \\ 4 & 1 & 0 \\ 4 & 0 & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0.5 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 4 & 1 & 0 \\ 4 & 0.5 & 1 \end{bmatrix}$$

we thus have

$$A = \begin{bmatrix} 1 & 2 & 2 \\ 4 & 4 & 2 \\ 4 & 6 & 4 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 4 & 1 & 0 \\ 4 & 0.5 & 1 \end{bmatrix} \begin{bmatrix} 1 & 2 & 2 \\ 0 & -4 & -6 \\ 0 & 0 & -1 \end{bmatrix} = LU$$

## Gaussian elimination algorithm

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**given**  $Ax = b$  with nonsingular  $A \in \mathbb{R}^{n \times n}$  and  $b \in \mathbb{R}^n$

**set**  $U = A$  and  $L = I$

**for**  $k = 1, \dots, n - 1$

1.  $L_{k+1:n,k} = U_{k+1:n,k}/U_{kk}$  then set  $U_{k+1:n,k} = 0$

2.  $U_{k+1:n,k+1:n} = U_{k+1:n,k+1:n} - L_{k+1:n,k}U_{k,k+1:n}$

3.  $b_{k+1:n} = b_{k+1:n} - L_{k+1:n,k}b_k$

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next, apply the algorithm of back substitution to  $Ux = b$

algorithm gives factorization  $A = LU$

### Complexity

- cost is approximately  $(2/3)n^3$
- back substitution costs  $n^2$
- cost of the Gaussian elimination phase dominates

## Recursive computation of $A = LU$

$$\begin{bmatrix} A_{11} & A_{1,2:n} \\ A_{2:n,1} & A_{2:n,2:n} \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ L_{2:n,1} & L_{2:n,2:n} \end{bmatrix} \begin{bmatrix} U_{11} & U_{1,2:n} \\ 0 & U_{2:n,2:n} \end{bmatrix}$$
$$= \begin{bmatrix} U_{11} & U_{1,2:n} \\ U_{11}L_{2:n,1} & L_{2:n,1}U_{1,2:n} + L_{2:n,2:n}U_{2:n,2:n} \end{bmatrix}$$

1. find the first row of  $U$  and the first column of  $L$ :

$$U_{11} = A_{11}, \quad U_{1,2:n} = A_{1,2:n}, \quad L_{2:n,1} = \frac{1}{A_{11}}A_{2:n,1}$$

2. factor the  $(n - 1) \times (n - 1)$ -matrix

$$L_{2:n,2:n}U_{2:n,2:n} = A_{2:n,2:n} - L_{2:n,1}U_{1,2:n} = A_{2:n,2:n} - \frac{1}{A_{11}}A_{2:n,1}A_{1,2:n}$$

this is an LU factorization of size  $(n - 1) \times (n - 1)$

3. we can calculate  $L_{2:n,2:n}$  and  $U_{2:n,2:n}$  by repeating process on factored matrix

(this is basically Gaussian elimination on page 7.22)

## Example

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

factor as  $A = LU$  with  $L$  unit lower triangular,  $U$  upper triangular

$$A = \begin{bmatrix} 8 & 2 & 9 \\ 4 & 9 & 4 \\ 6 & 7 & 9 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ L_{21} & 1 & 0 \\ L_{31} & L_{32} & 1 \end{bmatrix} \begin{bmatrix} U_{11} & U_{12} & U_{13} \\ 0 & U_{22} & U_{23} \\ 0 & 0 & U_{33} \end{bmatrix}$$

## Solution

- first row of  $U$ , first column of  $L$ :

$$\begin{bmatrix} 8 & 2 & 9 \\ 4 & 9 & 4 \\ 6 & 7 & 9 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 1/2 & 1 & 0 \\ 3/4 & L_{32} & 1 \end{bmatrix} \begin{bmatrix} 8 & 2 & 9 \\ 0 & U_{22} & U_{23} \\ 0 & 0 & U_{33} \end{bmatrix}$$

- second row of  $U$ , second column of  $L$ :

$$\begin{bmatrix} 9 & 4 \\ 7 & 9 \end{bmatrix} - \begin{bmatrix} 1/2 \\ 3/4 \end{bmatrix} \begin{bmatrix} 2 & 9 \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ L_{32} & 1 \end{bmatrix} \begin{bmatrix} U_{22} & U_{23} \\ 0 & U_{33} \end{bmatrix}$$
$$\begin{bmatrix} 8 & -1/2 \\ 11/2 & 9/4 \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 11/16 & 1 \end{bmatrix} \begin{bmatrix} 8 & -1/2 \\ 0 & U_{33} \end{bmatrix}$$

- third row of  $U$ :  $U_{33} = 9/4 + 11/32 = 83/32$

putting things together, we obtain

$$A = \begin{bmatrix} 8 & 2 & 9 \\ 4 & 9 & 4 \\ 6 & 7 & 9 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 1/2 & 1 & 0 \\ 3/4 & 11/16 & 1 \end{bmatrix} \begin{bmatrix} 8 & 2 & 9 \\ 0 & 8 & -1/2 \\ 0 & 0 & 83/32 \end{bmatrix}$$

## Factorization $A = LU$ may not exists

$$A = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 2 \\ 0 & 1 & -1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ L_{21} & 1 & 0 \\ L_{31} & L_{32} & 1 \end{bmatrix} \begin{bmatrix} U_{11} & U_{12} & U_{13} \\ 0 & U_{22} & U_{23} \\ 0 & 0 & U_{33} \end{bmatrix}$$

- first row of  $U$ , first column of  $L$ :

$$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 2 \\ 0 & 1 & -1 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & L_{32} & 1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & U_{22} & U_{23} \\ 0 & 0 & U_{33} \end{bmatrix}$$

- second row of  $U$ , second column of  $L$ :

$$\begin{bmatrix} 0 & 2 \\ 1 & -1 \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ L_{32} & 1 \end{bmatrix} \begin{bmatrix} U_{22} & U_{23} \\ 0 & U_{33} \end{bmatrix}$$

- issue:  $U_{22} = 0$ ,  $U_{23} = 2$ ,  $L_{32} = 1/0!$  (can be fixed via pivoting)

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## LU factorization with pivoting

### LU factorization (no pivoting)

$$A = LU$$

- $L$  unit lower triangular,  $U$  upper triangular
- does not always exist (even if  $A$  is nonsingular)
- sufficient existence condition:  $A$  is *diagonally dominant*  $|A_{ii}| \geq \sum_{j \neq i} |A_{ij}|$

### LU factorization with row pivoting

$$PA = LU$$

- $P$  permutation matrix,  $L$  unit lower triangular,  $U$  upper triangular
- interpretation: permute the rows of  $A$  and factor  $PA = LU$
- always exists if  $A$  is nonsingular
- not unique; there may be several possible choices for  $P, L, U$

## LU factorization and matrix inverse

let  $A$  is nonsingular and  $n \times n$ , with LU factorization

$$A = P^T L U$$

- inverse from LU factorization

$$A^{-1} = (P^T L U)^{-1} = U^{-1} L^{-1} P$$

- gives interpretation of solving  $Ax = b$  steps: we evaluate

$$x = A^{-1}b = U^{-1}L^{-1}Pb$$

in three steps

$$z_1 = Pb, \quad z_2 = L^{-1}z_1, \quad x = U^{-1}z_2$$

## Solving linear equations by LU factorization

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**given**  $Ax = b$  with nonsingular  $A \in \mathbb{R}^{n \times n}$  and  $b \in \mathbb{R}^n$

1. factor  $A$  as  $A = P^T LU$
  2. solve  $(P^T LU)x = b$  in three steps
    - (a) permutation:  $z_1 = Pb$
    - (b) forward substitution: solve  $Lz_2 = z_1$
    - (c) back substitution: solve  $Ux = z_2$
- 

### Complexity:

- factorization requires  $(2/3)n^3$  flops
- forward and back substitution costs  $n^2$  each
- total:  $(2/3)n^3 + 2n^2 \approx (2/3)n^3$  flops

this is the standard method for solving  $Ax = b$  with nonsingular  $A$

## Multiple right-hand sides

$k$  sets of linear equations with same coefficient non-singular matrix  $A \in \mathbb{R}^{n \times n}$ :

$$Ax_1 = b_1, \quad Ax_2 = b_2, \quad \dots, \quad Ax_k = b_k$$

- factor  $A$  once
- forward/back substitution to get  $x_1$
- forward/back substitution to get  $x_2$
- ...etc

**complexity:**  $(2/3)n^3 + 4kn^2 \approx (2/3)n^3$  if  $k \ll n$

## Computing the inverse

solve  $AX = I$  column by column:

- one LU factorization of  $A$ :  $(2/3)n^3$  flops
- $n$  solve steps:  $2n^3$  flops
- total:  $(8/3)n^3$  flops

**Conclusion:** do not solve  $Ax = b$  by multiplying  $A^{-1}$  with  $b$

- $4\times$  more computationally expensive than using the LU factorization route
- forming  $A^{-1}$  is wasteful in storage
- it may give rise to a more pronounced presence of roundoff errors

## Effect of rounding error

$$\begin{bmatrix} 10^{-5} & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$$

solution is:

$$x_1 = \frac{-1}{1 - 10^{-5}}, \quad x_2 = \frac{1}{1 - 10^{-5}}$$

- let us solve using LU factorization for the two possible permutations:

$$P = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \quad \text{or} \quad P = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$$

- we round intermediate results to four significant decimal digits

## First choice: $P = I$ (no pivoting)

$$\begin{bmatrix} 10^{-5} & 1 \\ 1 & 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 10^5 & 1 \end{bmatrix} \begin{bmatrix} 10^{-5} & 1 \\ 0 & 1 - 10^5 \end{bmatrix}$$

- $L, U$  rounded to 4 significant decimal digits

$$L = \begin{bmatrix} 1 & 0 \\ 10^5 & 1 \end{bmatrix}, \quad U = \begin{bmatrix} 10^{-5} & 1 \\ 0 & -10^5 \end{bmatrix}$$

- forward substitution

$$\begin{bmatrix} 1 & 0 \\ 10^5 & 1 \end{bmatrix} \begin{bmatrix} z_1 \\ z_2 \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \end{bmatrix} \implies z_1 = 1, \quad z_2 = -10^5$$

- back substitution

$$\begin{bmatrix} 10^{-5} & 1 \\ 0 & -10^5 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} 1 \\ -10^5 \end{bmatrix} \implies x_1 = 0, \quad x_2 = 1$$

error in  $x_1$  is 100%

## Second choice: interchange rows

$$\begin{bmatrix} 1 & 1 \\ 10^{-5} & 1 \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 10^{-5} & 1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 0 & 1 - 10^{-5} \end{bmatrix}$$

- $L, U$  rounded to 4 significant decimal digits

$$L = \begin{bmatrix} 1 & 0 \\ 10^{-5} & 1 \end{bmatrix}, \quad U = \begin{bmatrix} 1 & 1 \\ 0 & 1 \end{bmatrix}$$

- forward substitution

$$\begin{bmatrix} 1 & 0 \\ 10^{-5} & 1 \end{bmatrix} \begin{bmatrix} z_1 \\ z_2 \end{bmatrix} = \begin{bmatrix} 0 \\ 1 \end{bmatrix} \implies z_1 = 0, \quad z_2 = 1$$

- back substitution

$$\begin{bmatrix} 1 & 1 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = \begin{bmatrix} 0 \\ 1 \end{bmatrix} \implies x_1 = -1, \quad x_2 = 1$$

error in  $x_1, x_2$  is about  $10^{-5}$

## Conclusion: rounding error and numerical instability

- for some  $P$ , small roundoff errors can cause very large errors in the solution
- this is called numerical instability:
  - for the first choice of  $P$  in the example, the algorithm is unstable
  - for the second choice of  $P$ , it is stable
- a simple rule for selecting a good permutation is via partial pivoting (see next)

# Computing LU factorization with partial pivoting

## Gaussian elimination with partial pivoting

---

**given** nonsingular  $A \in \mathbb{R}^{n \times n}$

**set**  $P = I$ ,  $L = 0$ ,  $U = A$

**for**  $k = 1, 2, \dots, n - 1$

1. select  $q \geq k$  to maximize  $|U_{qk}|$

$P_{k,:} \leftrightarrow P_{q,:}$  (swap rows)

$U = PU$  (swap rows)

$L = PL$  (swap rows if  $k \geq 2$ )

2. set  $L_{kk} = 1$

3.  $L_{k+1:n,k} = U_{k+1:n,k}/U_{kk}$  then set  $U_{k+1:n,k} = 0$

$U_{k+1:n,k+1:n} = U_{k+1:n,k+1:n} - L_{k+1:n,k}U_{k,k+1:n}$

---

algorithm produces factorization  $PA = LU$

## Example

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

since  $A_{11} = 0$ , we swap rows 1 and 3 using

$$U = P_1 A = \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 0 \\ 1 & 0 & 0 \end{bmatrix} \begin{bmatrix} 0 & 5 & 5 \\ 2 & 3 & 0 \\ 6 & 9 & 8 \end{bmatrix} = \begin{bmatrix} 6 & 9 & 8 \\ 2 & 3 & 0 \\ 0 & 5 & 5 \end{bmatrix}$$

set  $L_{11} = 1$ ,  $(L_{21}, L_{31}) = (\frac{2}{6}, \frac{0}{6})$ , and

$$L^{(1)} = \begin{bmatrix} 1 & 0 & 0 \\ 1/3 & 0 & 0 \\ 0 & 0 & 0 \end{bmatrix}, \quad U_{2:n, 2:n}^{(1)} = \begin{bmatrix} 3 & 0 \\ 5 & 5 \end{bmatrix} - \begin{bmatrix} 1/3 \\ 0 \end{bmatrix} \begin{bmatrix} 9 & 8 \end{bmatrix} = \begin{bmatrix} 0 & -8/3 \\ 5 & 5 \end{bmatrix}$$

we swap the second and third row of  $U^{(1)}$

$$U_{2:n,2:n}^{(2)} = P_2 U_{2:n,2:n}^{(1)} = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} 0 & -8/3 \\ 5 & 5 \end{bmatrix} = \begin{bmatrix} 5 & 5 \\ 0 & -8/3 \end{bmatrix}$$

we also swap the second and third rows of  $L^{(1)}$  and set  $L_{22} = 1$

$$L^{(2)} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 1/3 & 0 & 0 \end{bmatrix}$$

the matrix  $U_{2:n,2:n}^{(2)}$  is upper triangular; hence  $U_{3:n,3:n}^{(3)} = -8/3$  and

$$L^{(2)} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 1/3 & 0 & 1 \end{bmatrix}$$

the permutation matrix is ( $I$  swap rows  $1 \leftrightarrow 3$  then  $2 \leftrightarrow 3$ )

$$P = \begin{bmatrix} 1 & 0 \\ 0 & P_2 \end{bmatrix} P_1 = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 0 & 1 \\ 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 0 \\ 1 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{bmatrix}$$

the LU factorization  $A = P^T L U$  can now be assembled follows

$$\begin{bmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} 0 & 5 & 5 \\ 2 & 3 & 0 \\ 6 & 9 & 8 \end{bmatrix} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 1/3 & 0 & 1 \end{bmatrix} \begin{bmatrix} 6 & 9 & 8 \\ 0 & 5 & 5 \\ 0 & 0 & -8/3 \end{bmatrix}$$

$P$                      $A$                      $L$                      $U$

## Sparse linear equations

if  $A$  is sparse, it is usually factored as

$$P_1 A P_2 = LU$$

$P_1$  and  $P_2$  are permutation matrices

- interpretation: permute rows and columns of  $A$  and factor  $\tilde{A} = P_1 A P_2$

$$\tilde{A} = LU$$

- choice of  $P_1$  and  $P_2$  greatly affects the sparsity of  $L$  and  $U$
- several heuristic methods exist for selecting good permutations
- in practice: #flops  $\ll (2/3)n^3$ ; exact value depends on  $n$ , number of nonzero elements, sparsity pattern

## Outline

- triangular linear systems
- solution via QR factorization
- Gaussian elimination, LU factorization
- pivoted LU factorization
- **condition of linear systems**

## Matrix 2-norm

a matrix norm  $\|\cdot\|$  is any function satisfying the properties

- nonnegative:  $\|A\| \geq 0$  for all  $A$
- positive definiteness:  $\|A\| = 0$  only if  $A = 0$
- homogeneity:  $\|\beta A\| = |\beta| \|A\|$
- triangle inequality:  $\|A + B\| \leq \|A\| + \|B\|$

the **2-norm** or **spectral norm** is

$$\|A\|_2 = \max_{x \neq 0} \frac{\|Ax\|}{\|x\|} = \max_{\|x\|=1} \|Ax\|$$

- the norms  $\|Ax\|$  and  $\|x\|$  are Euclidean norms of vectors
- $\|Ax\|/\|x\|$  gives the amplification factor or gain of  $A$  in the direction  $x$
- no simple explicit expression, except for special  $A$
- in MATLAB: `norm(A)`

## Special cases

sometimes it is easy to maximize  $\|Ax\|/\|x\|$

- zero matrix:  $\|0\|_2 = 0$
- identity matrix:  $\|I\|_2 = 1$
- diagonal matrix:

$$A = \begin{bmatrix} A_{11} & 0 & \cdots & 0 \\ 0 & A_{22} & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \cdots & A_{nn} \end{bmatrix}, \quad \|A\|_2 = \max_{i=1,\dots,n} |A_{ii}|$$

- matrix with orthonormal columns:  $\|A\|_2 = 1$

**General matrices:**  $\|A\|_2$  must be computed by numerical algorithms

## Additional properties satisfied by the 2-norm

- *submultiplicative (consistency condition)*
  - $\|Ax\| \leq \|A\|_2 \|x\|$  if the product  $Ax$  exists
  - $\|AB\|_2 \leq \|A\|_2 \|B\|_2$  if the product  $AB$  exists
- if  $A$  is nonsingular:  $\|A\|_2 \|A^{-1}\|_2 \geq 1$
- if  $A$  is nonsingular:  $1/\|A^{-1}\|_2 = \min_{x \neq 0} (\|Ax\|/\|x\|)$
- $\|A^T\|_2 = \|A\|_2$

## Other matrix norms

the **infinity-norm** is the maximum absolute row sum:

$$\|A\|_{\infty} = \max_{1 \leq i \leq m} \sum_{j=1}^n |a_{ij}|$$

the **1-norm** is the maximum absolute column sum:

$$\|A\|_1 = \max_{1 \leq j \leq n} \sum_{i=1}^m |a_{ij}|$$

### Example

$$A = \begin{bmatrix} 1 & 3 & 7 \\ -4 & 1.2725 & -2 \end{bmatrix}$$

we have

$$\|A\|_{\infty} = \max\{11, 7.2725\} = 11$$

$$\|A\|_1 = \max\{5, 4.2725, 9\} = 9$$

## Condition of a set of linear equations

- assume  $A$  is nonsingular and  $Ax = b$
- if we change  $b$  to  $b + \Delta b$ , the new solution is  $x + \Delta x$  with

$$A(x + \Delta x) = b + \Delta b$$

- the change in  $x$  is

$$\Delta x = A^{-1} \Delta b$$

### Condition

- well-conditioned if small  $\Delta b$  results in small  $\Delta x$
- ill-conditioned if small  $\Delta b$  can result in large  $\Delta x$

## Example of ill-conditioned equations

$$A = \frac{1}{2} \begin{bmatrix} 1 & 1 \\ 1 + 10^{-10} & 1 - 10^{-10} \end{bmatrix}, \quad A^{-1} = \begin{bmatrix} 1 - 10^{10} & 10^{10} \\ 1 + 10^{10} & -10^{10} \end{bmatrix}$$

- solution for  $b = (1, 1)$  is  $x = (1, 1)$
- change in  $x$  if we change  $b$  to  $b + \Delta b$ :

$$\Delta x = A^{-1} \Delta b = \begin{bmatrix} \Delta b_1 - 10^{10} (\Delta b_1 - \Delta b_2) \\ \Delta b_1 + 10^{10} (\Delta b_1 - \Delta b_2) \end{bmatrix}$$

small  $\Delta b$  can lead to very large  $\Delta x$

## Bound on absolute error

suppose  $A$  is nonsingular and define

$$x = A^{-1}b, \quad \Delta x = A^{-1}\Delta b$$

**Upper bound** on  $\|\Delta x\|$ :

$$\|\Delta x\| \leq \|A^{-1}\|_2 \|\Delta b\|$$

- small  $\|A^{-1}\|_2$  means that  $\|\Delta x\|$  is small when  $\|\Delta b\|$  is small
- large  $\|A^{-1}\|_2$  means that  $\|\Delta x\|$  can be large, even when  $\|\Delta b\|$  is small
- for every  $A$ , there exists nonzero  $\Delta b$  such that  $\|\Delta x\| = \|A^{-1}\|_2 \|\Delta b\|$

## Bound on relative error

suppose in addition that  $b \neq 0$ ; hence  $x \neq 0$

**Upper bound** on  $\|\Delta x\|/\|x\|$ :

$$\frac{\|\Delta x\|}{\|x\|} \leq \|A\|_2 \|A^{-1}\|_2 \frac{\|\Delta b\|}{\|b\|}$$

- follows from  $\|\Delta x\| \leq \|A^{-1}\|_2 \|\Delta b\|$  and  $\|b\| \leq \|A\|_2 \|x\|$
- $\|A\|_2 \|A^{-1}\|_2$  small means  $\|\Delta x\|/\|x\|$  is small when  $\|\Delta b\|/\|b\|$  is small
- $\|A\|_2 \|A^{-1}\|_2$  large means  $\|\Delta x\|/\|x\|$  can be much larger than  $\|\Delta b\|/\|b\|$
- for every  $A$ , there exist nonzero  $b, \Delta b$  such that equality holds

## Condition number

the *condition number* of a nonsingular matrix  $A$  is

$$\kappa(A) = \|A\|_2 \|A^{-1}\|_2$$

- we have  $1 = \|I\|_2 = \|A^{-1}A\|_2 \leq \kappa(A)$
- condition number is a measure of how close a matrix is to being singular
- matrix is ideally conditioned if its condition number equals 1
- $A$  is a well-conditioned matrix if  $\kappa(A)$  is small (close to 1):  
the relative error in  $x$  is not much larger than the relative error in  $b$
- $A$  is badly conditioned or ill-conditioned if  $\kappa(A)$  is large (nearly singular):  
the relative error in  $x$  can be much larger than the relative error in  $b$
- by convention  $\kappa(A) = \infty$  if  $A$  is singular

## Example

- $A$  is blurring matrix, nonsingular with condition number  $\approx 10^9$
- we apply  $A$  to image  $x$

blurred image



$$y_1 = Ax$$

blurred and noisy image



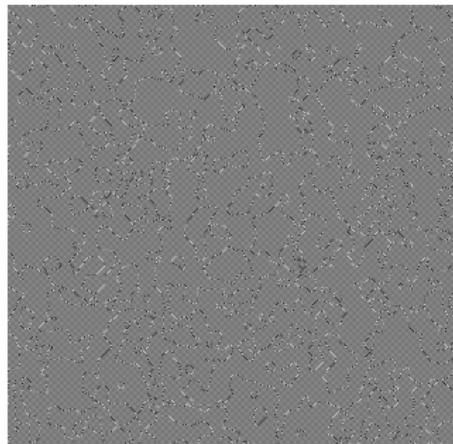
$$y_2 = Ax + \text{small noise}$$

## Example

we solve  $Ax = y$  for the two blurred images



$$A^{-1}y_1$$



$$A^{-1}y_2$$

- illustrates ill-conditioning of  $A$  (nearly singular)
- inverse amplifies the noise component

## Residual and condition number

$$A(x + \Delta x) = b + \Delta b$$

- let  $\hat{x}$  be an estimate solution of  $Ax = b$
- residual  $\hat{r} = b - A\hat{x}$ ; zero residual mean we get exact solution
- let  $\Delta x = \hat{x} - x$  so  $\hat{x} = x + \Delta x$
- we have

$$\Delta b = A(x + \Delta x) - b = A\hat{x} - b = -\hat{r}$$

- hence from before

$$\frac{\|\Delta x\|}{\|x\|} \leq \kappa(A) \frac{\|\hat{r}\|}{\|b\|}$$

- error can be much larger than residual when condition number is large
- small residual does not imply small error in solution unless  $A$  is well-conditioned

## Example

$$A = \begin{bmatrix} 0.913 & 0.659 \\ 0.457 & 0.330 \end{bmatrix}, \quad b = \begin{bmatrix} 0.254 \\ 0.127 \end{bmatrix}$$

- consider two approximate solutions

$$\hat{x}_1 = \begin{bmatrix} 0.6391 \\ -0.5 \end{bmatrix} \quad \text{and} \quad \hat{x}_2 = \begin{bmatrix} 0.999 \\ -1.001 \end{bmatrix}$$

the norms of their respective residuals are

$$\|\hat{r}_1\| = 6.8721 \times 10^{-5} \quad \text{and} \quad \|\hat{r}_2\| = 1.8 \times 10^{-3}$$

- $\hat{x}_1$  has smaller residual but solution is  $(1, -1)$ , so  $\hat{x}_2$  is more accurate
- this is due to  $A$  being ill-conditioned
- in practice we cannot expect to deliver much more than a small residual

## References and further readings

- L. Vandenberghe, *EE133A Lecture Notes*, University of California, Los Angeles.
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- U. M. Ascher. *A First Course on Numerical Methods*. Society for Industrial and Applied Mathematics, 2011.