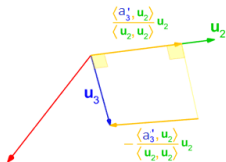


Algorithms and Data Structures

Matrix Decomposition

QR Decomposition



Learning goals

- QR decomposition
- Gram-Schmidt Pprocess

QR DECOMPOSITION

Given $\mathbf{A} \in \mathbb{R}^{n \times n}$. We decompose \mathbf{A} into the product of an orthogonal matrix $\mathbf{Q} \in \mathbb{R}^{n \times n}$ and an upper triangular matrix $\mathbf{R} \in \mathbb{R}^{n \times n}$

$$\mathbf{A} = \mathbf{QR} \quad \text{with} \quad \mathbf{Q}^\top \mathbf{Q} = \mathbf{I},$$

The columns of the matrix $\mathbf{Q} = (\mathbf{q}_1, \dots, \mathbf{q}_n)$ form an orthonormal basis for the column space of the matrix \mathbf{A} and

$$\mathbf{R} = \begin{pmatrix} \langle \mathbf{q}_1, \mathbf{a}_1 \rangle & \langle \mathbf{q}_1, \mathbf{a}_2 \rangle & \langle \mathbf{q}_1, \mathbf{a}_3 \rangle & \cdots \\ 0 & \langle \mathbf{q}_2, \mathbf{a}_2 \rangle & \langle \mathbf{q}_2, \mathbf{a}_3 \rangle & \cdots \\ 0 & 0 & \langle \mathbf{q}_3, \mathbf{a}_3 \rangle & \cdots \\ \vdots & \vdots & \vdots & \ddots \end{pmatrix}$$

The orthonormal basis for \mathbf{A} is calculated by the Gram-Schmidt process.



GRAM-SCHMIDT PROCESS

The process takes a finite, linearly independent set of vectors and generates an orthogonal set of vectors that form an orthonormal basis. (*)

Procedure: Projection: $\text{proj}_q \mathbf{a} = \frac{\langle \mathbf{q}, \mathbf{a} \rangle}{\langle \mathbf{q}, \mathbf{q} \rangle} \mathbf{q}$.

$$\mathbf{u}_1 = \mathbf{a}_1$$

$$\mathbf{q}_1 = \frac{\mathbf{u}_1}{\|\mathbf{u}_1\|}$$

$$\mathbf{u}_2 = \mathbf{a}_2 - \text{proj}_{\mathbf{u}_1} \mathbf{a}_2$$

$$\mathbf{q}_2 = \frac{\mathbf{u}_2}{\|\mathbf{u}_2\|}$$

$$\begin{array}{ccc} \bullet & & \bullet \\ \bullet & = & \bullet \\ \bullet & & \bullet \end{array}$$

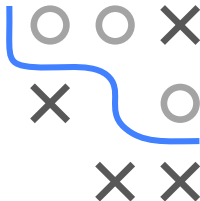
$$\begin{array}{ccc} \bullet & & \bullet \\ \bullet & & \bullet \\ \bullet & = & \bullet \\ \bullet & & \bullet \end{array}$$

$$\mathbf{u}_k = \mathbf{a}_k - \sum_{j=1}^{k-1} \text{proj}_{\mathbf{u}_j} \mathbf{a}_k$$

$$\mathbf{q}_k = \frac{\mathbf{u}_k}{\|\mathbf{u}_k\|}$$

The vectors constructed in this way actually form an orthonormal basis of the column space of \mathbf{A} (can be shown).

(*) If the vector \mathbf{a}_j is not independent of $\mathbf{a}_1, \dots, \mathbf{a}_{j-1}$, then $\mathbf{u}_j = \mathbf{0}$.



GRAM-SCHMIDT PROCESS / 2

A can now be represented by the calculated orthonormal basis:

$$\mathbf{a}_1 = \mathbf{q}_1 \langle \mathbf{q}_1, \mathbf{a}_1 \rangle$$

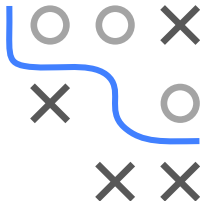
$$\mathbf{a}_2 = \mathbf{q}_1 \langle \mathbf{q}_1, \mathbf{a}_2 \rangle + \mathbf{q}_2 \langle \mathbf{q}_2, \mathbf{a}_2 \rangle$$

$$\begin{array}{ccc} \bullet & & \bullet \\ \bullet & \text{---} & \bullet \\ \bullet & \text{---} & \bullet \end{array}$$

$$\mathbf{a}_k = \sum_{j=1}^k \mathbf{q}_j \langle \mathbf{q}_j, \mathbf{a}_k \rangle$$

Or in matrix notation:

$$\mathbf{QR} = (\mathbf{q}_1 \langle \mathbf{q}_1, \mathbf{a}_1 \rangle, \mathbf{q}_1 \langle \mathbf{q}_1, \mathbf{a}_2 \rangle + \mathbf{q}_2 \langle \mathbf{q}_2, \mathbf{a}_2 \rangle, \dots) = \mathbf{A}$$

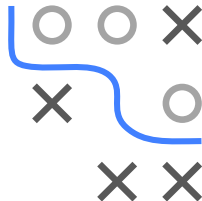
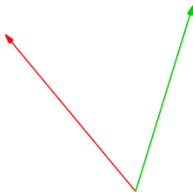
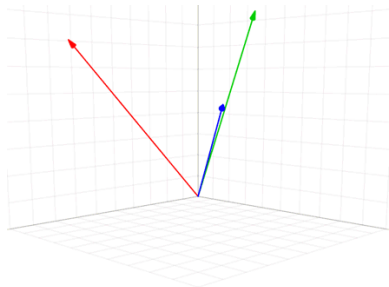


GRAM-SCHMIDT VISUALIZED

Given: Three independent vectors a_1 , a_2 , a_3

Aim: Vectors of an orthonormal basis q_1 , q_2 , q_3

- 1 a_1 serves as the first vector of the orthogonal basis (u_1).
- 2 a_2 is projected onto u_1 ; projection is subtracted from a_2 to obtain u_2 .
- 3 a_3 is projected onto u_1 and u_2 , to obtain u_3 .
- 4 u_1 , u_2 and u_3 are normalized.



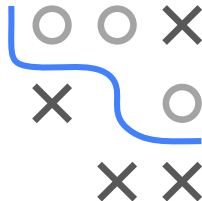
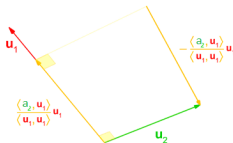
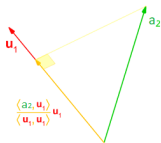
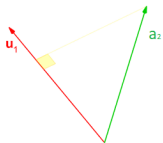
https://commons.wikimedia.org/wiki/File:Gram-Schmidt_orthonormalization_process.gif

GRAM-SCHMIDT VISUALIZED / 2

Given: Three independent vectors a_1 , a_2 , a_3

Aim: Vectors of an orthonormal basis q_1 , q_2 , q_3

- 1 a_1 serves as the first vector of the orthogonal basis (u_1).
- 2 a_2 is projected onto u_1 ; projection is subtracted from a_2 to obtain u_2 .
- 3 a_3 is projected onto u_1 and u_2 , to obtain u_3 .
- 4 u_1 , u_2 and u_3 are normalized.



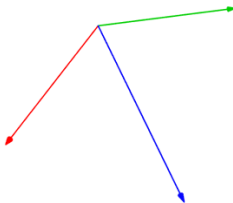
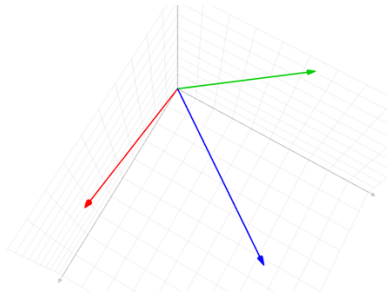
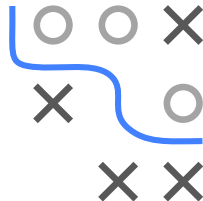
https://commons.wikimedia.org/wiki/File:Gram-Schmidt_orthonormalization_process.gif

GRAM-SCHMIDT VISUALIZED / 3

Given: Three independent vectors a_1 , a_2 , a_3

Aim: Vectors of an orthonormal basis q_1 , q_2 , q_3

- 1 a_1 serves as the first vector of the orthogonal basis (u_1).
- 2 a_2 is projected onto u_1 ; projection is subtracted from a_2 to obtain u_2 .
- 3 a_3 is projected onto u_1 and u_2 , to obtain u_3 .
- 4 u_1 , u_2 and u_3 are normalized.



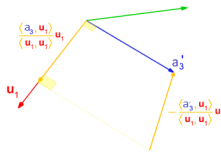
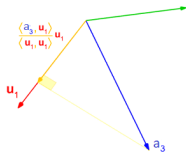
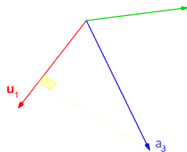
https://commons.wikimedia.org/wiki/File:Gram-Schmidt_orthonormalization_process.gif

GRAM-SCHMIDT VISUALIZED / 4

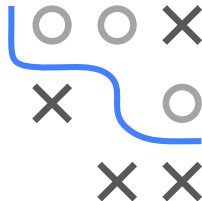
Given: Three independent vectors a_1 , a_2 , a_3

Aim: Vectors of an orthonormal basis q_1 , q_2 , q_3

- 1 a_1 serves as the first vector of the orthogonal basis (u_1).
- 2 a_2 is projected onto u_1 ; projection is subtracted from a_2 to obtain u_2 .
- 3 a_3 is projected onto u_1 and u_2 , to obtain u_3 .
- 4 u_1 , u_2 and u_3 are normalized.



https://commons.wikimedia.org/wiki/File:Gram-Schmidt_orthonormalization_process.gif

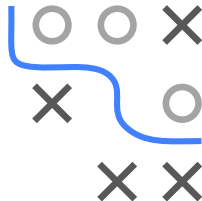


GRAM-SCHMIDT VISUALIZED / 5

Given: Three independent vectors a_1 , a_2 , a_3

Aim: Vectors of an orthonormal basis q_1 , q_2 , q_3

- 1 a_1 serves as the first vector of the orthogonal basis (u_1).
- 2 a_2 is projected onto u_1 ; projection is subtracted from a_2 to obtain u_2 .
- 3 a_3 is projected onto u_1 and u_2 , to obtain u_3 .
- 4 u_1 , u_2 and u_3 are normalized.



https://commons.wikimedia.org/wiki/File:Gram-Schmidt_orthonormalization_process.gif

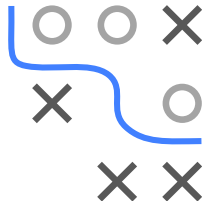
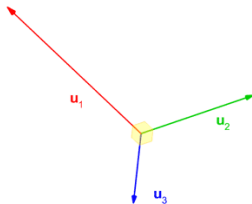
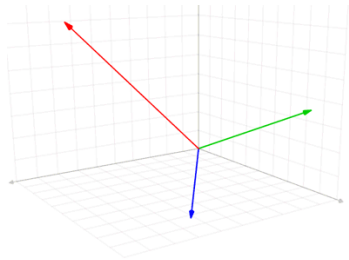
Algorithms and Data Structures – 9 / 19

GRAM-SCHMIDT VISUALIZED / 7

Given: Three independent vectors a_1 , a_2 , a_3

Aim: Vectors of an orthonormal basis q_1 , q_2 , q_3

- 1 a_1 serves as the first vector of the orthogonal basis (u_1).
- 2 a_2 is projected onto u_1 ; projection is subtracted from a_2 to obtain u_2 .
- 3 a_3 is projected onto u_1 and u_2 , to obtain u_3 .
- 4 u_1 , u_2 and u_3 are normalized.



https://commons.wikimedia.org/wiki/File:Gram-Schmidt_orthonormalization_process.gif

Algorithms and Data Structures – 11 / 19

A 3x3 grid with a blue path starting at the top-left corner (0,0) and ending at the bottom-right corner (2,2). The path is composed of blue line segments. Obstacles are represented by grey 'X' marks at positions (0,2), (1,0), and (2,0). There are also grey circles at (0,1), (1,1), and (2,1).

 $k = 1:$

$$\mathbf{u}_1 = \mathbf{a}_1 = \begin{pmatrix} 0 \\ 3 \\ 4 \end{pmatrix}$$

$$r_{11} = \langle \mathbf{q}_1, \mathbf{a}_1 \rangle = \frac{1}{5}(0^2 + 3^2 + 4^2) = 5$$

$$r_{13} = \langle \mathbf{a}_1, \mathbf{a}_3 \rangle = \frac{1}{5}(0 \cdot (-14) + 3 \cdot (-4) + 4 \cdot (-2)) = -4$$

QR DECOMPOSITION: EXAMPLE / 2

$k = 2$:

$$\mathbf{u}_2 = \mathbf{a}_2 - \frac{\langle \mathbf{u}_1, \mathbf{a}_2 \rangle}{\langle \mathbf{u}_1, \mathbf{u}_1 \rangle} \mathbf{u}_1$$

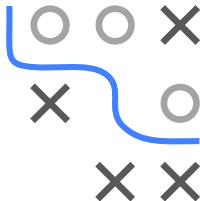
$$= \mathbf{a}_2 - \frac{125}{25} \begin{pmatrix} 0 \\ 3 \\ 4 \end{pmatrix}$$

$$= \begin{pmatrix} -20 \\ 12 \\ -9 \end{pmatrix}$$

$$\mathbf{q}_2 = \frac{\mathbf{u}_2}{\|\mathbf{u}_2\|} = \frac{\mathbf{u}_2}{\sqrt{400 + 144 + 81}} = \frac{1}{25} \begin{pmatrix} -20 \\ 12 \\ -9 \end{pmatrix}$$

$$r_{22} = \langle \mathbf{q}_2, \mathbf{a}_2 \rangle = \frac{1}{25} ((-20) \cdot (-20) + 12 \cdot 27 + (-9) \cdot 11) = 25$$

$$r_{23} = \langle \mathbf{q}_2, \mathbf{a}_3 \rangle = \frac{1}{25} ((-20) \cdot (-14) + 12 \cdot (-4) + (-9) \cdot (-2)) = 10$$



QR DECOMPOSITION: EXAMPLE / 3

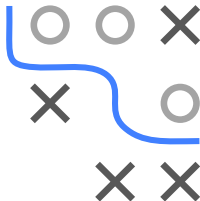
$k = 3$:

$$\begin{aligned} \mathbf{u}_3 &= \mathbf{a}_3 - \frac{\langle \mathbf{u}_1, \mathbf{a}_3 \rangle}{\langle \mathbf{u}_1, \mathbf{u}_1 \rangle} \mathbf{u}_1 - \frac{\langle \mathbf{u}_2, \mathbf{a}_3 \rangle}{\langle \mathbf{u}_2, \mathbf{u}_2 \rangle} \mathbf{u}_2 \\ &= \mathbf{a}_3 - \frac{-20}{25} \begin{pmatrix} 0 \\ 3 \\ 4 \end{pmatrix} - \frac{250}{625} \begin{pmatrix} -20 \\ 12 \\ -9 \end{pmatrix} \end{aligned}$$

$$= \begin{pmatrix} -6 \\ -6.4 \\ 4.8 \end{pmatrix}$$

$$\mathbf{q}_3 = \frac{\mathbf{u}_3}{\|\mathbf{u}_3\|} = \frac{1}{25} \begin{pmatrix} -15 \\ -16 \\ 12 \end{pmatrix}$$

$$r_{33} = \langle \mathbf{q}_3, \mathbf{a}_3 \rangle = \frac{1}{25} ((-15) \cdot (-14) + (-16) \cdot (-4) + 12 \cdot (-2)) = 10$$



QR DECOMPOSITION: EXAMPLE / 4

This results in

$$\mathbf{Q} = \frac{1}{25} \begin{pmatrix} 0 & -20 & -15 \\ 15 & 12 & -16 \\ 20 & -9 & 12 \end{pmatrix} \quad \text{and} \quad \mathbf{R} = \begin{pmatrix} 5 & 25 & -4 \\ 0 & 25 & 10 \\ 0 & 0 & 10 \end{pmatrix}.$$



HOUSEHOLDER AND GIVENS MATRIX

Problem in practice:

Q often not really orthogonal when using the above algorithm due to numerical reasons.

Two other methods for QR decomposition

Householder matrix:

For vector \mathbf{u} , matrix $\mathbf{U} = \mathbf{I} - d\mathbf{u}\mathbf{u}^\top$ is orthogonal, if $d = 2/\mathbf{u}^\top\mathbf{u}$.

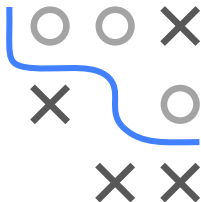
Choose $\mathbf{u} = \mathbf{x} + s\mathbf{e}_1$ with $s = \mathbf{x}^\top\mathbf{x} \Rightarrow \mathbf{U}\mathbf{x} = -s\mathbf{e}_1$.

Successive elimination of column elements yields QR decomposition.

Givens matrix:

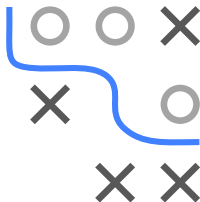
Similar to Householder, but orthogonal transformations that eliminate an element of a column vector each, and change a second vector.

For details see Carl D. Meyer *Matrix Analysis and Applied Linear Algebra*.



PROPERTIES OF QR DECOMPOSITION

- Splitting a matrix into an orthogonal matrix **Q** and **R**
- Gram-Schmidt process is numerically unstable, but can be extended and numerically stabilized
- **Existence:** Decomposition exists for each $n \times n$ matrix and can be extended to general $m \times n, m \neq n$ matrices
- Runtime behavior: Numerical stable solution of Householder transformation or Givens rotation comes along with higher effort:
 - Decomposition of $n \times n$ matrix using Householder transformation: $\approx \frac{2}{3}n^3$ multiplications
 - Forward and back substitution: n^2



COMPARISON OF METHODS

Procedure	A	# Multiplications	Stability
LU	regular	$\approx \frac{1}{3}n^3$	yes, by pivoting
Cholesky	p.d.	$\approx \frac{1}{6}n^3$	yes
QR (Gram Schmidt)	-	$\approx 2n^3$	no
QR (Householder)	-	$\approx \frac{2}{3}n^3$	yes



QR DECOMPOSITION FOR $M \times N$ MATRICES

General $m \times n, m \geq n$ matrices can be decomposed as well when using QR decomposition.

$$\mathbf{A} = \mathbf{QR} = \mathbf{Q} \begin{bmatrix} \mathbf{R}_1 \\ \mathbf{0} \end{bmatrix} = [\mathbf{Q}_1 \quad \mathbf{Q}_2] \begin{bmatrix} \mathbf{R}_1 \\ \mathbf{0} \end{bmatrix} = \mathbf{Q}_1 \mathbf{R}_1$$

$\mathbf{Q}_1 \in \mathbb{R}^{m \times n}$, $\mathbf{Q}_2 \in \mathbb{R}^{m \times (m-n)}$ with orthogonal columns, and $\mathbf{R} \in \mathbb{R}^{n \times n}$ upper triangular matrix.

$\mathbf{Q}_1 \times \mathbf{R}_1$ is known as a **reduced** QR decomposition.

