

Algo	Worst
Cholesky	$mn^2 + \frac{n^3}{3}$
QR (Householder)	$2mn^2 - \frac{2n^3}{3}$
SVD	$2mn^2 + \frac{1}{3}n^3$

$$\rightarrow \tilde{Q} : \text{matrix w.r.t orthonormal basis} \rightarrow \tilde{R} : \text{UTM}$$

\rightarrow Gram-Schmidt orthogonalisation:

$$\tilde{v}_j = \tilde{a}_j - (\tilde{q}_1^T \tilde{a}_j) \tilde{q}_1 - \dots - (\tilde{q}_{j-1}^T \tilde{a}_j) \tilde{q}_{j-1}$$

$$\tilde{q}_j = \frac{\tilde{v}_j}{\|\tilde{v}_j\|_2}$$

$$\text{Hence } \tilde{q}_n = \frac{\tilde{a}_n - \sum_{i=0}^{n-1} r_{in} \tilde{q}_i}{r_{nn}}, \text{ where } r_{ij} = \begin{cases} \tilde{v}_i^T \tilde{a}_j, & i \neq j \\ \|\tilde{a}_j - \sum_{i=1}^{j-1} r_{ij} \tilde{q}_i\|_2, & i = j \end{cases}$$

\rightarrow Modified Gram-Schmidt

$$\rightarrow \text{Gram Schmidt with projector: } \tilde{P}_n \tilde{a}_n = \frac{\tilde{P}_n \tilde{a}_n}{\|\tilde{P}_n \tilde{a}_n\|}, \text{ where}$$

$$\tilde{P}_n = \tilde{I} - \sum_{i=0}^{n-1} \tilde{q}_i \tilde{q}_i^T = \tilde{I} - \tilde{Q}_{j-1} \tilde{Q}_{j-1}^T$$

\rightarrow Modified Gram-Schmidt:

$$\tilde{P}_n \tilde{a}_n = (\tilde{I} - \sum_{i=0}^{n-1} \tilde{q}_i \tilde{q}_i^T) \tilde{a}_n = \left[\prod_{i=0}^{n-1} (\tilde{I} - \tilde{q}_i \tilde{q}_i^T) \right] \tilde{a}_n$$

for $j = 1 \rightarrow n$:

$$\tilde{v}_j^{(1)} = \tilde{a}_j$$

$$\tilde{v}_j^{(2)} = \tilde{P}_{\perp \tilde{q}_1} \tilde{a}_j = (\tilde{I} - \tilde{q}_1 \tilde{q}_1^T) \tilde{a}_j = \tilde{v}_j^{(1)} - \tilde{q}_1 \tilde{q}_1^T \tilde{v}_j^{(1)}$$

$$\tilde{v}_j^{(3)} = \tilde{P}_{\perp \tilde{q}_2} \tilde{a}_j = \tilde{v}_j^{(2)} - \tilde{q}_2 \tilde{q}_2^T \tilde{v}_j^{(2)}$$

⋮

$$\tilde{v}_j^{(j)} = \tilde{v}_j^{(j-1)} - \tilde{q}_{j-1} \tilde{q}_{j-1}^T \tilde{v}_j^{(j-1)}$$

$$\tilde{q}_j = \frac{\tilde{v}_j^{(j)}}{\|\tilde{v}_j^{(j)}\|_2}$$

\rightarrow Householder Triangularisation

\rightarrow Perform transformations to convert \tilde{A} to \tilde{R} :

$$\tilde{Q}_n \cdots \tilde{Q}_1 \tilde{A} = \tilde{R}$$

ensures that prev. cols. are not changed.
must be an orthogonal matrix

$$\tilde{Q}_n = \begin{bmatrix} \tilde{I}_{(n-1) \times (n-1)} & \tilde{O} \\ \tilde{O} & \tilde{F}_{(m-n+1) \times (m-n+1)} \end{bmatrix}_{m \times m}$$

$$\rightarrow \text{Let } \tilde{x} = \begin{bmatrix} \vdash \\ \vdash \\ \vdash \end{bmatrix}, F_x \text{ should be s.t. } \tilde{F}_x = \begin{bmatrix} \tilde{0} \\ \vdash \\ \vdash \end{bmatrix} \\ = \|\tilde{x}\|_2 \cdot e_1$$

$$\text{Hence, } \tilde{x} = \tilde{F}_x = (\tilde{I} - 2\tilde{u}\tilde{u}^T)\tilde{x}, \text{ where } \tilde{u} = -\frac{\tilde{V}}{\|\tilde{V}\|_2}$$

$$\text{where } \tilde{V} = \|\tilde{x}\|_2 e_1 - \tilde{x}$$

Algo: for $k = 1 \rightarrow n$:

$$\tilde{x}_k = \tilde{A}(k:m, k) \parallel \text{row } k \text{ to row } m \text{ in the } k^{\text{th}} \text{ coln.}$$

$$V_k = \text{sgn}(x_k) \cdot \|\tilde{x}\|_2 e_1 + \tilde{x}$$

$$\tilde{v}_k = \frac{\tilde{x}_k}{\|\tilde{x}_k\|_2}$$

$$\tilde{A}(k:m, k:n) = 2 V_k V_k^T \tilde{A}(k:m, k:n)$$

Alg	FLOPs	Stability	Error
GGS	$2mn^2$	Unstable	$O(\hat{\kappa}(A) \cdot \epsilon_m)$
MGS	"	Backward stable	$O(\hat{\kappa}(A) \cdot \epsilon_m)$
Householder	$2mn^2 - \frac{2}{3}n^3$	"	$O(\epsilon_m)$

Linear Least Squares

Either $m \geq n$ & $\text{rank}(A) = n$, or $m < n$

If A is close to rank-deficient,

$$\tilde{A}\tilde{x} = \tilde{b}$$

$$\tilde{U} \sum \tilde{V}^T \tilde{x} = \tilde{b}$$

$$\tilde{U}^T \tilde{U} \sum \tilde{V}^T \tilde{x} = \tilde{U}^T \tilde{b}$$

$$\tilde{V}^T \tilde{x} = \sum \tilde{U}^T \tilde{b}$$

$$\text{Let } \tilde{x} = \begin{bmatrix} \tilde{V}_1 \tilde{y} + \tilde{V}_2 \tilde{z} \end{bmatrix}, \text{ where } \tilde{V} = \begin{bmatrix} \tilde{V}_1 & \tilde{V}_2 \end{bmatrix}$$

$$\text{Hence } \tilde{x} = \sum \tilde{U}^T \tilde{b}$$

$$\text{Therefore } \tilde{x} = \tilde{V}_1 \sum \tilde{U}^T \tilde{b} + \tilde{V}_2 \tilde{z}$$

$$\|\tilde{x}\|_2 = \|\tilde{V}_1 \sum \tilde{U}^T \tilde{b}\|_2 + \|\tilde{V}_2 \tilde{z}\|_2 - \|\langle \tilde{V}_1 \sum \tilde{U}^T \tilde{b}, \tilde{V}_2 \tilde{z} \rangle\|_2$$

To minimise $\|\tilde{x}\|_2$, we set $\tilde{z} = 0$

\rightarrow If $b \notin \text{Range}(A)$, then we solve $\tilde{A}\tilde{x} = \tilde{P}\tilde{b}$.

$$\text{In this case, } \tilde{x} = \tilde{V}_1 \sum \tilde{U}^T \tilde{P}\tilde{b} + \tilde{V}_2 \tilde{z}$$

$$P = UU^T$$