The main math problem in our course: Ax=b

Given: $A \in \mathbb{R}^{n \times n}, b \in \mathbb{R}^n$

Find: $x \in \mathbb{R}^n$ such that Ax = b

Math 236 idea: Find A^{-1} and then multiply to get $x = A^{-1}b$ This is nice in principle... but a horrible idea in practice. Finding an explicit matrix inverse is not just time-consuming, it can lead to an inaccurate answer! More on this later when we talk about machine arithmetic.

Instead, find x directly without first getting A^{-1}

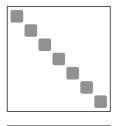
The best way to do this depends on the structure of the matrix

Today: some especially easy ones

Type

Solution of Ax = b

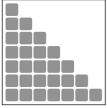
Flops



diagonal

division,
$$x_i = b_i/A_{ii}$$

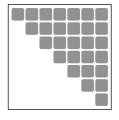
n



lower triangular

forward substitution

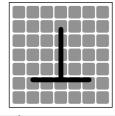
 n^2



upper triangular

backward substitution

 n^2



orthogonal

multiplication by transpose

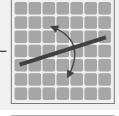
 $2n^2$



Givens rotation

$$x = G^T b$$

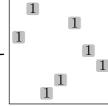
6



Householder reflection $x = Hb = b - 2(v^Tb)v$ $H = I - 2vv^T$

$$x = Hb = b - 2(v^T b)v$$

4n



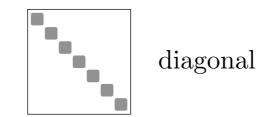
permutation

reordering, $x = P^T b$

0



$$\begin{pmatrix} 2 & 0 & 0 & 0 \\ 0 & 4 & 0 & 0 \\ 0 & 0 & -1 & 0 \\ 0 & 0 & 0 & 0.5 \end{pmatrix} \begin{pmatrix} \\ \\ \\ \\ \end{pmatrix} = \begin{pmatrix} 7 \\ 4 \\ 2 \\ 6 \end{pmatrix}$$



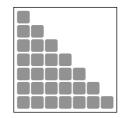
$$\begin{pmatrix} 2 & 0 & 0 & 0 \\ 0 & 4 & 0 & 0 \\ 0 & 0 & -1 & 0 \\ 0 & 0 & 0 & 0.5 \end{pmatrix} \begin{pmatrix} 3.5 \\ 1 \\ -2 \\ 12 \end{pmatrix} = \begin{pmatrix} 7 \\ 4 \\ 2 \\ 6 \end{pmatrix}$$

Ax = b with A diagonal:

Just take $x_i = b_i/A_{ii}$.

Fails if any $A_{ii} = 0$ (but in that case A is not invertible anyway)

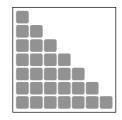
Total work: n divisions



lower triangular

$$\begin{pmatrix} 2 & 0 & 0 & 0 \\ 1 & 4 & 0 & 0 \\ 0.25 & 2 & -1 & 0 \\ 3 & -1 & 1 & 0.5 \end{pmatrix} \begin{pmatrix} 8 \\ -8 \\ 2 \\ 0 \end{pmatrix}$$

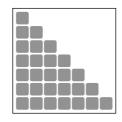
Idea: get entries of the solution one at a time, starting at the top.



lower triangular

$$\begin{pmatrix} 2 & 0 & 0 & 0 \\ 1 & 4 & 0 & 0 \\ 0.25 & 2 & -1 & 0 \\ 3 & -1 & 1 & 0.5 \end{pmatrix} \begin{pmatrix} 4 \\ 4 \\ 0 \end{pmatrix} = \begin{pmatrix} 8 \\ -8 \\ 2 \\ 0 \end{pmatrix}$$

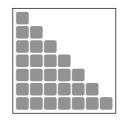
Idea: get entries of the solution one at a time, starting at the top.



lower triangular

$$\begin{pmatrix} 2 & 0 & 0 & 0 \\ 1 & 4 & 0 & 0 \\ 0.25 & 2 & -1 & 0 \\ 3 & -1 & 1 & 0.5 \end{pmatrix} \begin{pmatrix} 4 \\ -3 \\ \end{pmatrix} = \begin{pmatrix} 8 \\ -8 \\ 2 \\ 0 \end{pmatrix}$$

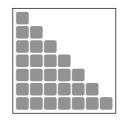
Idea: get entries of the solution one at a time, starting at the top.



lower triangular

$$\begin{pmatrix} 2 & 0 & 0 & 0 \\ 1 & 4 & 0 & 0 \\ 0.25 & 2 & -1 & 0 \\ 3 & -1 & 1 & 0.5 \end{pmatrix} \begin{pmatrix} 4 \\ -3 \\ -7 \end{pmatrix} = \begin{pmatrix} 8 \\ -8 \\ 2 \\ 0 \end{pmatrix}$$

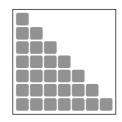
Idea: get entries of the solution one at a time, starting at the top.



lower triangular

$$\begin{pmatrix} 2 & 0 & 0 & 0 \\ 1 & 4 & 0 & 0 \\ 0.25 & 2 & -1 & 0 \\ 3 & -1 & 1 & 0.5 \end{pmatrix} \begin{pmatrix} 4 \\ -3 \\ -7 \\ -16 \end{pmatrix} = \begin{pmatrix} 8 \\ -8 \\ 2 \\ 0 \end{pmatrix}$$

Idea: get entries of the solution one at a time, starting at the top.

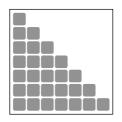


lower triangular

$$\begin{pmatrix} 2 & 0 & 0 & 0 \\ 1 & 4 & 0 & 0 \\ 0.25 & 2 & -1 & 0 \\ 3 & -1 & 1 & 0.5 \end{pmatrix} \begin{pmatrix} 4 \\ -3 \\ -7 \\ -16 \end{pmatrix} = \begin{pmatrix} 8 \\ -8 \\ 2 \\ 0 \end{pmatrix}$$

Arithmetic count

- -> to get b_i once you have b_{i-1}, there are (i-1) multiplications, there are (i-1) additions, and there is one division
 - -> total is 2i 1 *flops* to get b_i



lower triangular

$$\begin{pmatrix} 2 & 0 & 0 & 0 \\ 1 & 4 & 0 & 0 \\ 0.25 & 2 & -1 & 0 \\ 3 & -1 & 1 & 0.5 \end{pmatrix} \begin{pmatrix} 4 \\ -3 \\ -7 \\ -16 \end{pmatrix} = \begin{pmatrix} 8 \\ -8 \\ 2 \\ 0 \end{pmatrix}$$

Arithmetic count

- -> to get b_i once you have b_{i-1}, there are (i-1) multiplications, there are (i-1) additions, and there is one division
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$$=\model{O}(n^2)$$

$$S = \sum_{i=1}^{n} \left((i-1) + (i-1) + 1 \right)$$

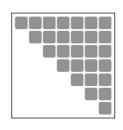
$$= \sum_{i=1}^{n} \left(2i - 1 \right)$$

$$= \left(2 \sum_{i=1}^{n} i \right) - n$$

$$= 2 \frac{n(n-1)}{2} - n$$

$$= n^2 - 2n$$

$$= \mathcal{O}(n^2)$$



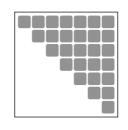
upper triangular

$$\begin{pmatrix} -2 & 1 & 1 & 3 \\ 0 & 4 & 1 & -3 \\ 0 & 0 & -1 & 1 \\ 0 & 0 & 0 & 2 \end{pmatrix} \begin{pmatrix} -11 \\ -15 \\ 2 \\ 1 \end{pmatrix}$$

Idea:

Slogan:

Arithmetic count:



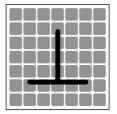
upper triangular

$$\begin{pmatrix} -2 & 1 & 1 & 3 \\ 0 & 4 & 1 & -3 \\ 0 & 0 & -1 & 1 \\ 0 & 0 & 0 & 2 \end{pmatrix} \begin{pmatrix} 4 \\ -3 \\ -1.5 \\ 0.5 \end{pmatrix} = \begin{pmatrix} -11 \\ -15 \\ 2 \\ 1 \end{pmatrix}$$

Idea: start with the last entry of x and work up

Slogan: "backward substitution"

Arithmetic count: $O(n^2)$

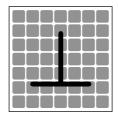


orthogonal

$$Q = \begin{pmatrix} \frac{-3}{5} & \frac{16}{25} & \frac{12}{25} \\ \frac{4}{5} & \frac{12}{25} & \frac{9}{25} \\ 0 & \frac{3}{5} & \frac{-4}{5} \end{pmatrix}$$

The columns are all ______

Each column is ______ to the others.

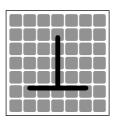


orthogonal

$$Q = \begin{pmatrix} \frac{-3}{5} & \frac{16}{25} & \frac{12}{25} \\ \frac{4}{5} & \frac{12}{25} & \frac{9}{25} \\ 0 & \frac{3}{5} & \frac{-4}{5} \end{pmatrix}$$

The columns are all unit vectors.

Each column is perpendicular to the others.



orthogonal

orthogonal matrix: a square matrix whose columns are unit vectors, perpendicular (with complex-valued matrices, the name is unitary matrix)

Why is this nice?

$$(AB)_{ij} = \sum_{k} A_{ik} B_{kj}$$
 " $(AB)_{ij}$ is the *i*-th row of A dotted with the *j*-th column of B"

Now modify this:

 $(Q^TQ)_{ij}$ is the *i*-th column of Q dotted with the *j*-th column of Q.

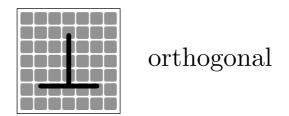
$$(Q^T Q)_{ij} = Q_i^T Q_j$$

If Q is an orthogonal matrix, then $Q^TQ = I$ (the transpose is a left inverse)

Fact: If Q is square and $Q^TQ = I$, then also $QQ^T = I$ (rows of A are also unit vectors, perpendicular) The transpose of a square orthogonal matrix is its inverse (!!!)

$$Qx = b \longleftrightarrow x = Q^T b$$

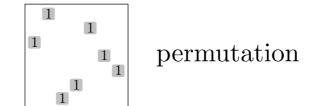
-> this is the one place where we use an explicit matrix inverse ('computing' the inverse is just transposition, very easy)



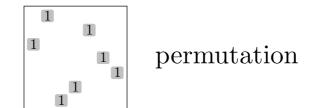
What to remember about orthogonal matrices:

- 1) Definition: square matrix whose columns are unit vectors, perpendicular
- 2) Equivalent: any square matrix Q with $Q^TQ=I$
- 3) Inverse is transpose: $Q^{-1} = Q^T$
- 4) Solving Qx = b is easy: just take $x = Q^T b$

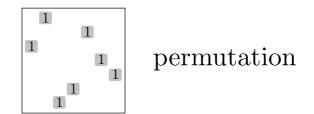
Orthogonal matrices are wonderful.



$$\begin{pmatrix} 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 \end{pmatrix} \begin{pmatrix} \\ \\ \\ \\ \\ \\ \\ \end{pmatrix} = \begin{pmatrix} 7 \\ 4 \\ 2 \\ 6 \end{pmatrix}$$



$$\begin{pmatrix} 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 \end{pmatrix} \begin{pmatrix} 6 \\ 4 \\ 7 \\ 2 \end{pmatrix} = \begin{pmatrix} 7 \\ 4 \\ 2 \\ 6 \end{pmatrix}$$



Permutation matrices

Definition: a square matrix with a single 1 in each row and column, 0 otherwise A permutation matrix is a special kind of _____ matrix.

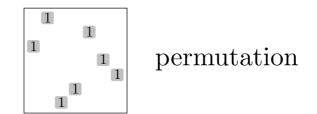
Pv: reorders entries of v

PA: left multiplication reorders _____ of A

AP: right multiplication reorders _____ of A

$$\begin{pmatrix} 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 \end{pmatrix} \begin{pmatrix} 6 \\ 4 \\ 7 \\ 2 \end{pmatrix} = \begin{pmatrix} 7 \\ 4 \\ 2 \\ 6 \end{pmatrix}$$

$$\begin{pmatrix} 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 \end{pmatrix} \begin{pmatrix} 1 & 2 & 1 & 4 \\ 2 & 4 & 2 & 8 \\ 0 & 0 & 0 & 0 \\ 3 & 6 & 3 & 12 \end{pmatrix} = \begin{pmatrix} 0 & 0 & 0 & 0 \\ 2 & 4 & 2 & 8 \\ 3 & 6 & 3 & 12 \\ 1 & 2 & 1 & 4 \end{pmatrix}$$



Permutation matrices

Definition: a square matrix with a single 1 in each row and column, 0 otherwise A permutation matrix is a special kind of orthogonal matrix.

Pv: reorders entries of v

PA: left multiplication reorders rows of A

AP: right multiplication reorders columns of A

$$\begin{pmatrix} 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 \end{pmatrix} \begin{pmatrix} 6 \\ 4 \\ 7 \\ 2 \end{pmatrix} = \begin{pmatrix} 7 \\ 4 \\ 2 \\ 6 \end{pmatrix}$$

$$\begin{pmatrix} 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 \end{pmatrix} \begin{pmatrix} 1 & 2 & 1 & 4 \\ 2 & 4 & 2 & 8 \\ 0 & 0 & 0 & 0 \\ 3 & 6 & 3 & 12 \end{pmatrix} = \begin{pmatrix} 0 & 0 & 0 & 0 \\ 2 & 4 & 2 & 8 \\ 3 & 6 & 3 & 12 \\ 1 & 2 & 1 & 4 \end{pmatrix}$$