

Math 449: Numerical Applied Mathematics

Lecture 07

09/15/2017

Today's topic: Intro to Numerical Linear Algebra

Intro to Numerical Linear Algebra

1. 1-variable:

linear systems are trivial

$$ax = b \quad (a \neq 0) \quad \text{has solution} \quad x = \frac{b}{a} = a^{-1}b$$

division appears in 1-D Newton's method. $x_{k+1} = x_k - \frac{f(x_k)}{f'(x_k)}$

Focus: algorithms that are fast/efficient for very large systems ($n \times n$ matrices with n large)

Ex. Google's Page Rank eigenvector of matrix of size (# of webpages) \times (# of webpages).

Motivations.

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

\uparrow known
 $A \in \mathbb{R}^n \times \mathbb{R}^n \quad \vec{x}, \vec{b} \in \mathbb{R}^n$
 \downarrow unknown
 A is nonsingular.

an inverse.

unique soln $\vec{x} = A^{-1}\vec{b}$

Ex.
$$\begin{cases} \alpha x_1 + \beta x_2 = b_1 \\ \gamma x_1 + \delta x_2 = b_2 \end{cases} \quad \begin{pmatrix} \alpha & \beta \\ \gamma & \delta \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} = \begin{pmatrix} b_1 \\ b_2 \end{pmatrix}$$

if $\det(A) = \alpha\delta - \beta\gamma \neq 0$ then $A^{-1} = \frac{1}{\alpha\delta - \beta\gamma} \begin{pmatrix} \delta & -\beta \\ -\gamma & \alpha \end{pmatrix}$

Soln: $\vec{x} = A^{-1}\vec{b} = \frac{1}{\alpha\delta - \beta\gamma} \begin{pmatrix} \delta & -\beta \\ -\gamma & \alpha \end{pmatrix} \begin{pmatrix} b_1 \\ b_2 \end{pmatrix}$

$$= \frac{1}{\alpha\delta - \beta\gamma} \begin{pmatrix} \delta b_2 - \beta b_1 \\ -\gamma b_1 + \alpha b_2 \end{pmatrix}$$

Check $Ax = \frac{1}{\alpha\delta - \beta\gamma} \begin{pmatrix} \alpha & \beta \\ \gamma & \delta \end{pmatrix} \begin{pmatrix} \delta b_2 - \beta b_1 \\ -\gamma b_1 + \alpha b_2 \end{pmatrix}$

$$= \frac{1}{\alpha\delta - \beta\gamma} \begin{pmatrix} (\alpha\delta - \beta\gamma)b_1 + 0b_2 \\ 0b_1 + (\alpha\delta - \beta\gamma)b_2 \end{pmatrix} = \begin{pmatrix} b_1 \\ b_2 \end{pmatrix}$$

Cramer's Rule (works for $n \times n$ matrix)

from $2 \times 2 \rightarrow n \times n$

Soln to $A\vec{x} = \vec{b}$ is $x_i = \frac{\det(A_i)}{\det(A)}$ $\vec{x} = \begin{pmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{pmatrix}$

where A_i is the matrix obtained by replacing the i th column of A by \vec{b} ($i = 1, \dots, n$)

Ex. $A = \begin{pmatrix} \alpha & \beta \\ \gamma & \delta \end{pmatrix}$ $A_1 = \begin{pmatrix} b_1 & \beta \\ b_2 & \delta \end{pmatrix}$ $A_2 = \begin{pmatrix} \alpha & b_1 \\ \gamma & b_2 \end{pmatrix}$

$$\det(A) = \alpha\delta - \beta\gamma$$

$$\det(A_1) = \begin{vmatrix} b_1 & \beta \\ b_2 & \delta \end{vmatrix} = \delta b_1 - \beta b_2 \quad \det(A_2) = \begin{vmatrix} \alpha & b_1 \\ \gamma & b_2 \end{vmatrix} = \alpha b_2 - \gamma b_1$$

$$x_1 = \frac{\delta b_1 - \beta b_2}{\alpha\delta - \beta\gamma} \quad x_2 = \frac{\alpha b_2 - \gamma b_1}{\alpha\delta - \beta\gamma}$$

Expansion by rows / columns.

$$\begin{pmatrix} \cdot & \cdot \\ \cdot & \cdot \end{pmatrix} \det A = \sum_{j=1}^n (-1)^{j+1} a_{1j} \det(A_{1j})$$

A_{1j} : $(n-1) \times (n-1)$ matrix excluding row 1 and col j .

To compute $\det(n \times n)$, compute \det of n different $(n-1) \times (n-1)$ matrices.

$n=1$: $\det(a_{11}) = a_{11}$ # terms 1

$n=2$: \det 2

$n=3$: 6

$n=4$: 24

$n=5$: 120

in general, $\det(A)$ has $n!$ terms.

O-notation

describing the comparative growth rates of different sequences.

How many steps does it take to solve an $n \times n$ system?

How quickly does this grow with n ?

direction methods

Method that returns the answer after a finite # of steps.

Def. let (x_n) and (y_n) be sequence of real #.

"big O" $x = O(y_n)$ if $|x_n| \leq c|y_n|$ for some $c > 0$, $N \in \mathbb{N}$

whenever $n \geq N$ for some $N \in \mathbb{N}$

Ex. $x_n = \sin(n) = O(1)$

$$\sin(n) \in [-1, 1]$$

Ex. $x_n = O(1)$

here $y_n = (1, 1, 1, \dots)$

$|x_n| \leq c$ for large enough n

$\Rightarrow x_n$ is a bounded sequence.

If $n \geq 1$, then $1 + \frac{1}{n} \geq 2$

Ex. $2n+1 = O(n)$

if $n \geq 1$, then $2n+1 \leq 2n+n = 3n$

So take $N=1$, $c=3$.

$$n+1000,000 = O(n).$$

General idea

look at dominant term that grows fastest as $n \rightarrow \infty$
ignore constant factors and lower-order terms.