

# Numerical Linear Algebra

We are going to consider several standard problems:

1) Solve  $A\vec{x} = \vec{b}$ , where  $A$  is  $n \times n$   
 $\vec{x}$  is  $n \times 1$  and  $\vec{b}$  is  $n \times 1$ .

(for us,  $n$  ranges from 10s to millions)

2) The least-squares problem. ~~Given  $A, B$~~

$$\min_{\vec{x}} \left\| A \begin{matrix} \vec{x} \\ m \times n \end{matrix} - \begin{matrix} \vec{b} \\ n \times 1 \end{matrix} \right\|_2, \text{ where } \|\vec{y}\|_2 = \sqrt{\sum y_i^2}.$$

Generally, these problems are overdetermined ( $m > n$ ) so that the minimum is not zero.

However, underdetermined ( $m < n$ ) problems are also important (and hard, b/c they have  $\infty$  many solns).

(2)

### 3) The eigenvalue problem.

Given  $A_{n \times n}$ , find  $\vec{x}_{n \times 1}$  and  $\lambda$  so  $A\vec{x} = \lambda\vec{x}$ .

We will try to find algorithms which are fast and stable, and which use anything we are given about the matrix  $A$ .

#### Idea 1. Matrix factorizations.

Given  $A$ , we can write  $A$  as the product of matrices  $X Y$  with special structure.

Example. Solve  $A\vec{x} = \vec{b}$  if  $A$  is lower triangular

$$\begin{bmatrix} a_{11} & & \\ a_{21} & a_{22} & \\ \vdots & & \\ a_{n1} & \cdots & a_{nn} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix} = \begin{bmatrix} b_1 \\ b_2 \\ \vdots \\ b_n \end{bmatrix}$$

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This isn't hard to do:

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

$$x_2 = (\cancel{b_2} - a_{21}x_1)/a_{22}$$

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

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$$x_k = (b_k - \sum_{i=1}^{k-1} a_{ki}x_i)/a_{kk},$$

which is called forward substitution.

~~Ex~~ Exercise: Write down the analogous back substitution procedure if A is upper triangular.

The method you know (Gaussian elimination) for solving linear systems can be rewritten

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## Theorem (LU decomposition)

If the  $n \times n$  matrix  $A$  is nonsingular,  
 $\exists$  a permutation matrix  $P$ , a nonsingular  
 lower triangular matrix  $L$ , and a  
 nonsingular upper triangular matrix  ~~$U$~~   
 so that  $A = PLU$ .

Here, a permutation matrix  $P$  is an  
 orthogonal matrix given by permuting  
 the rows of  $I$ . We can compute  
 $P^{-1}$  using the fact that  $P^T = P^{-1}$ .

We can then solve the system  
 $A\hat{x} = \vec{b}$  by the following procedure.

Step 1. Write  $\vec{A}\vec{x} = \vec{b}$  as  $PLU\vec{x} = \vec{b}$ . ⑤

Multiply by  $P^{-1}$  (permute entries of  $\vec{b}$ )  
to get

$$LU\vec{x} = P^{-1}\vec{b}$$

Step 2. Solve for  $U\vec{x}$  by forward substitution. Call  $U\vec{x} = \vec{c}$ .

Step 3. Solve  $U\vec{x} = \vec{c}$  by back substitution. Get  $\vec{x}$ .

Notice that if we have the decomposition  $A = PLU$  then it is easy to solve  $A\vec{x} = \vec{b}$  for various  $\vec{b}$  (we don't have to recompute PLU to do so).

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How accurate is this procedure?  
 We now define two ways to think about error in algorithms.

Definition. If  $f: \mathbb{R} \rightarrow \mathbb{R}$  is differentiable, we call  $|f'(x)|$  the condition number of  $f$  at  $x$ .

absolute

Observe that for small  $\delta x$ ,

$$|f(x + \delta x) - f(x)| \approx |\delta x| |f'(x)|$$

so that a small input error  $\delta x$  can result in a large output error if  $|f'(x)|$  is very large.

$|f'(x)|$  large  $\Leftrightarrow f$  is ill-conditioned at  $x$ .

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We usually use the relative condition number, which we can get by playing with the error bound to get relative errors in input and output:

$$\frac{|f(x+\delta x) - f(x)|}{|f(x)|} \approx |\delta x| \frac{|f'(x)|}{|f(x)|}$$

$$\approx \frac{|\delta x|}{|x|} \cdot \left( \frac{|x| |f'(x)|}{|f(x)|} \right)$$

so we let

$$\text{relative condition # of } f \text{ at } x = \frac{|x| |f'(x)|}{|f(x)|}.$$

(To generalize this to multivariable functions, we'll need to generalize ||, which we do ~~in~~ shortly.)

The condition number is a measure of how intrinsically difficult it is to evaluate  $f$ . But we could also simply screw up the evaluation by choosing a sequence of floating point operations which compound roundoff error or something similar.

So here's a measure of algorithm quality:

Definition. If  $\text{alg}(x)$  is result of a procedure for evaluating  $f(x)$  in floating point, we say  $\text{alg}(x)$  is backward stable if for all  $x$  there is some small  $\delta x$  so that

$$\text{alg}(x) = f(x + \delta x).$$

We call  $\delta x$  the backwards error. ①

In this case,

$$\begin{aligned}\text{error} &= |\text{alg}(x) - f(x)| = |f(x + \delta x) - f(x)| \\ &\approx |f'(x)| |\delta x|\end{aligned}$$

so a backwards stable algorithm does well unless the condition # of  $f$  is large, (in which case you're always in trouble).

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