

CSC338 Midterm Feb 26. 3:10pm - 4pm.

Bring your:

- pen or pencil

- non-programmable calculator

- single-sided aid sheet (8.5 x 11)

- ↳ cannot be photocopied: you must produce your own aid sheet

Coverage: lecture 1-6, up to but excluding QR factorization

Tutorials 1-6

Homework 1-5.

Practice tests are on the course website.

- ↳ Google doc to share solutions?

- ↳ Post study material on Piazza and I will pin.

please don't post

(except aid sheets)

We will resume lecture at 4:20pm.

CSC 338 Numerical Methods Lecture 6

①

Linear Least Squares Setup:

We wish to solve the system $A\underline{x} = \underline{b}$ with $A \in \mathbb{R}^{m \times n}$, $m > n$

So we solve for \underline{x} that minimizes $\|A\underline{x} - \underline{b}\|_2$.

Last class, we showed that $\|A\underline{x} - \underline{b}\|_2$ is minimized when \underline{x} satisfies the normal equation

$$\underbrace{A^T A}_{n \times n} \underline{x} = \underbrace{A^T \underline{b}}_{n \times 1}$$

Normal Equation Method Summary

$$A\underline{x} \approx \underline{b}$$

Rectangular System

normal equation

$$(A^T A)\underline{x} = A^T \underline{b}$$

Square System

cholesky factorization

$$(LL^T)\underline{x} = A^T \underline{b}$$

Triangular System

symmetric positive definite

- Today:
1. Geometry of the normal equation
 2. Normal equation method conditioning
 3. Conditioning of $A\underline{x} = \underline{b}$, $A \in \mathbb{R}^{m \times n}$, $m > n$.
 4. QR ~~transformation~~ ^{factorization} & Householder Transformation

Def Two vectors $\underline{u}, \underline{v} \in \mathbb{R}^m$ are orthogonal (perpendicular, normal) if $\underline{u}^T \underline{v} = 0$.

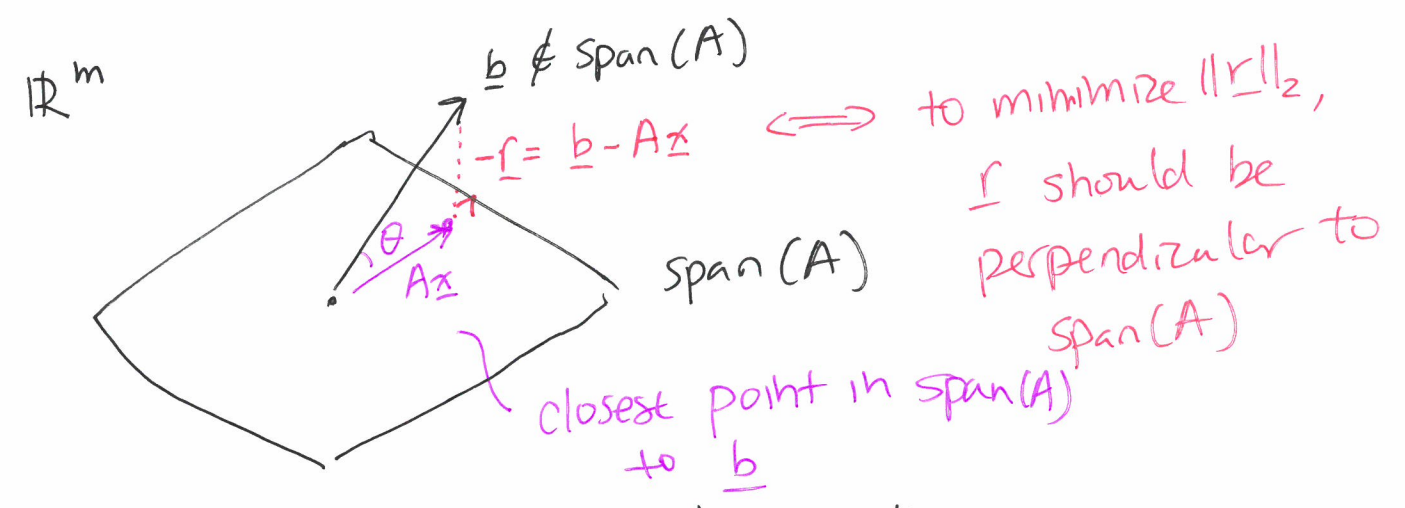
Recall $\underline{u}^T \underline{v} = \|\underline{u}\|_2 \|\underline{v}\|_2 \cos(\theta)$ where θ is the angle between \underline{u} and \underline{v} .

So $\underline{u}^T \underline{v} = 0$ means $\theta = 90^\circ = \frac{\pi}{2}$.

From the normal equation $A^T A \underline{x} = A^T \underline{b}$ ②

$$\Rightarrow \underbrace{A^T}_{n \times m} (\underbrace{A \underline{x} - \underline{b}}_{m \times 1 \text{ vector}}) = \underline{0}$$

So each column of A is perpendicular to $\underline{r} = A \underline{x} - \underline{b}$



Conditioning of $A \underline{x} \approx \underline{b}$, $A \in \mathbb{R}^{m \times n}$, $m > n$

Since $A \in \mathbb{R}^{m \times n}$ not square, $\text{cond}(A) = \|A\| \cdot \|A^{-1}\|$ not defined.

Def The pseudoinverse A^+ of an $m \times n$ matrix,

$m > n$, $\text{rank}(A) = n$ is $A^+ = \underbrace{(A^T A)^{-1}}_{n \times n} \underbrace{A^T}_{n \times m}$

Note that $A^+ A = (A^T A)^{-1} A^T A = I$

The least-squares solution to $A \underline{x} \approx \underline{b}$ is given by

$$\underline{x} = A^+ \underline{b}$$

Def For $A \in \mathbb{R}^{m \times n}$ with $m > n$

$$\text{cond}(A) = \begin{cases} \|A\| \cdot \|A^+\| & \text{if } \text{rank}(A) = n \\ \infty & \text{if } \text{rank}(A) < n \end{cases}$$

Unlike in a square system, the conditioning of $A\underline{x} \approx \underline{b}$ depends on both A and \underline{b} .

(3)

We use θ to represent the angle between \underline{b} and $y = A\underline{x}$ (closest point to \underline{b} in $\text{span}(A)$).

$$\text{Then } \cos(\theta) = \frac{\text{adj}}{\text{hyp}} = \frac{\|A\underline{x}\|_2}{\|\underline{b}\|_2}.$$

If we perturb \underline{b} by $\underline{\Delta b}$ and obtain the perturbed solution $(\underline{x} + \underline{\Delta x})$, \underline{x} is solution to $\min_{\underline{x}} \|A\underline{x} - \underline{b}\|_2$

$$A^T A (\underline{x} + \underline{\Delta x}) = A^T (\underline{b} + \underline{\Delta b}) \sim \text{normal equations}$$

$$A^T A \underline{\Delta x} = A^T \underline{\Delta b}$$

\sim Because $A^T A \underline{x} = A^T \underline{b}$

$$\underline{\Delta x} = (A^T A)^{-1} A^T \underline{\Delta b} = A^+ \underline{\Delta b}$$

$$\frac{\|\underline{\Delta x}\|_2}{\|\underline{x}\|_2} \leq \frac{\|A^+\|_2 \|\underline{\Delta b}\|_2}{\|\underline{x}\|_2}$$

\sim property of $\|A\|_2$ matrix norm

$$\frac{\|\underline{\Delta x}\|_2}{\|\underline{x}\|_2} \leq \|A^+\|_2 \frac{\|A\|_2}{\|A\|_2} \frac{\|\underline{b}\|_2}{\|\underline{b}\|_2} \frac{\|\underline{\Delta b}\|_2}{\|\underline{x}\|_2}$$

$$= \text{cond}(A) \frac{\|\underline{b}\|_2}{\|A\underline{x}\|_2} \frac{\|\underline{\Delta b}\|_2}{\|\underline{b}\|_2}$$

$$\leq \text{cond}(A) \frac{\|\underline{b}\|_2}{\|A\underline{x}\|_2} \frac{\|\underline{\Delta b}\|_2}{\|\underline{b}\|_2}$$

$\sim \|A\underline{x}\|_2 \leq \|A\|_2 \|\underline{x}\|_2$

$$\frac{\|\Delta x\|_2}{\|x\|_2} \leq \text{cond}_2(A) \frac{1}{\cos(\theta)} \frac{\|\Delta b\|_2}{\|b\|_2}$$

relative error in computed solution

Conditioning of $Ax = b$ with respect to perturbations in b

relative error in b (relative perturbation)

The condition number of the problem $Ax \approx b$ with respect to perturbations in b is $\frac{\text{cond}(A)}{\cos(\theta)}$,

which is small when $\text{cond}(A)$ is small, and $\cos(\theta) \approx 1$ so the angle θ is small.

Similarly, for a perturbation ΔA on A , we have

$$\frac{\|\Delta x\|_2}{\|x\|_2} \leq \left(\text{cond}(A)^2 \tan(\theta) + \text{cond}(A) \right) \frac{\|\Delta A\|_2}{\|A\|_2}$$

also depends on θ , also small when θ is small

The problem with the normal equation is that its condition number is $\text{cond}(A^T A) = \text{cond}(A)^2$ So the sensitivity of the normal equation is worse than the original equation.

eg// Information can be lost in the cross-product matrix $A^T A$.

⑤

$$A = \begin{bmatrix} 1 & 1 \\ \epsilon & 0 \\ 0 & \epsilon \end{bmatrix} \quad \text{where } 0 < \epsilon < \sqrt{\epsilon_{\text{mach}}}$$

$$A^T A = \begin{bmatrix} 1+\epsilon^2 & 1 \\ 1 & 1+\epsilon^2 \end{bmatrix} = \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}$$

In floating-point arithmetic

midterm coverage up to here

So what do we actually do to solve $A\underline{x} \approx \underline{b}$?

Inspiration: to solve $A\underline{x} = \underline{b}$, $A \in \mathbb{R}^{n \times n}$, we found a transformation $M A \underline{x} = M \underline{b}$, $M \in \mathbb{R}^{n \times n}$, M invertible, and (MA) is triangular.

Idea behind QR Factorization

Use a similar idea to G.E. to reduce the system

$$A \underline{x} \approx \underline{b} \quad \text{to another system} \quad \begin{matrix} n \times n \\ (m-n) \times n \end{matrix} \left\{ \begin{bmatrix} R \\ \underline{0} \end{bmatrix} \right\} \underline{x} \approx \begin{matrix} n \times 1 \\ (m-n) \times 1 \end{matrix} \left\{ \begin{bmatrix} \underline{c}_1 \\ \underline{c}_2 \end{bmatrix} \right\}$$

with $A = Q \begin{bmatrix} R \\ \underline{0} \end{bmatrix}$, R triangular, where the new

system has the same solution to $\min_{\underline{x}} \| \begin{bmatrix} R \\ \underline{0} \end{bmatrix} \underline{x} - \begin{bmatrix} \underline{c}_1 \\ \underline{c}_2 \end{bmatrix} \|_2$

$$\begin{matrix} n \times n \\ (m-n) \times n \end{matrix} \left\{ \begin{bmatrix} \text{---} R \text{---} \\ \underline{0} \\ \underline{0} \end{bmatrix} \right\} \underline{x} = \begin{matrix} n \times 1 \\ (m-n) \times 1 \end{matrix} \left\{ \begin{bmatrix} \underline{c}_1 \\ \underline{c}_2 \end{bmatrix} \right\}$$

If we have such a system $R \underline{x} = \underline{c}_1$ can be solved exactly
 $\underline{0} \underline{x} = \underline{c}_2$ cannot be solved

So to minimize $\|A\underline{x} - \underline{b}\|_2^2 = \|R\underline{x} - \underline{c}_1\|_2^2 + \|O\underline{x} - \underline{c}_2\|_2^2$. ⑥

set \underline{x} to be the solution to $R\underline{x} = \underline{c}_1$,

and $\min \|A\underline{x} - \underline{b}\|_2 = \|\underline{c}_2\|_2$

Q: Can we use G.E. to factorize $A = Q \begin{bmatrix} R \\ 0 \end{bmatrix}$?

Answer: Unfortunately no, because Q needs to preserve the norm of the residual, and elementary elimination matrices do not.

eg/ $A = \begin{bmatrix} 1 & 2 \\ -1 & 1 \end{bmatrix}$ $\underline{b} = \begin{bmatrix} 2 \\ 0 \end{bmatrix}$.

If we have $\underline{x} = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$ then $\|A\underline{x} - \underline{b}\|_2 = \left\| \begin{bmatrix} 3 \\ 0 \end{bmatrix} - \begin{bmatrix} 2 \\ 0 \end{bmatrix} \right\| = 1$.

Eliminate below first diagonal:

$$A' = \begin{bmatrix} 1 & 2 \\ 0 & 3 \end{bmatrix} \quad \underline{b}' = \begin{bmatrix} 2 \\ 2 \end{bmatrix}$$

So $\|M(A\underline{x} - \underline{b})\|_2 = \|A'\underline{x} - \underline{b}'\|_2 = \left\| \begin{bmatrix} 3 \\ 3 \end{bmatrix} - \begin{bmatrix} 2 \\ 2 \end{bmatrix} \right\|_2 = \sqrt{2}$

We need another set of transformations that are norm preserving.

Def: A square matrix Q is orthogonal if its columns are orthonormal, i.e. $Q^T Q = I$.

1. Orthogonal matrices are norm preserving

$$\|Q\underline{v}\|_2^2 = (Q\underline{v})^T (Q\underline{v}) = \underbrace{\underline{v}^T Q^T Q \underline{v}}_I = \underline{v}^T \underline{v} = \|\underline{v}\|_2^2$$

2. A product of orthogonal matrices is orthogonal ⊕

$$(Q_1 Q_2)^T (Q_1 Q_2) = Q_2^T \underbrace{Q_1^T Q_1}_I Q_2 = Q_2^T Q_2 = I.$$

Idea: we will use orthogonal transformations to factor

$$A = Q \begin{bmatrix} R \\ 0 \end{bmatrix}.$$

Just like in G.E., we will annihilate values in A below the diagonals, one column at a time.

$$A = \begin{bmatrix} | & | & \dots & | \\ \underline{a}_1 & \underline{a}_2 & \dots & \underline{a}_n \\ | & | & \dots & | \end{bmatrix}$$

we will find Q_1 such that

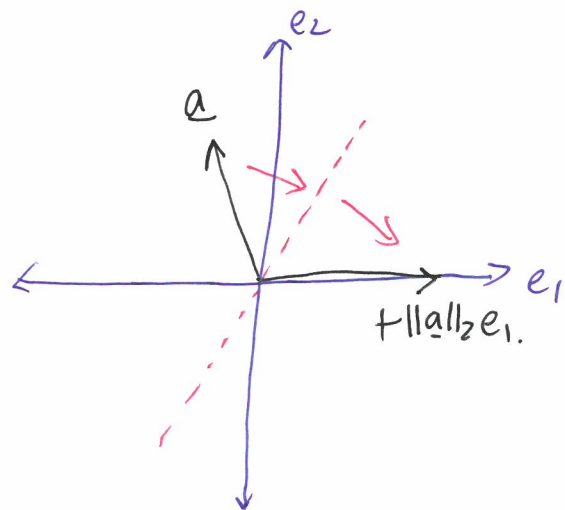
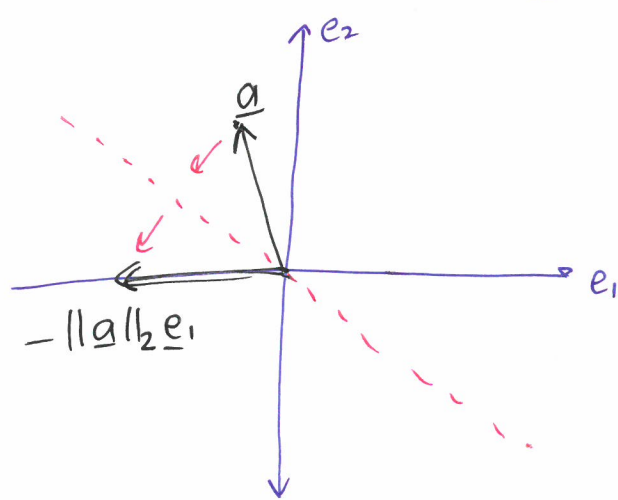
$$Q_1 \underline{a}_1 = \begin{bmatrix} \alpha \\ 0 \\ \vdots \end{bmatrix}$$

then repeat for other columns.

Householder transformation

We seek an orthogonal transform that annihilates all but the first component of a vector.

ex/ in 2D, $\underline{a} = \begin{bmatrix} a_1 \\ a_2 \end{bmatrix} \xrightarrow{Q\underline{a}} \begin{bmatrix} \alpha \\ 0 \end{bmatrix}$ with $\|Q\underline{a}\|_2 = \|\underline{a}\|_2$



Householder transform \Rightarrow reflection about dotted line.

Def A Householder transform or elementary reflector (8)
is a matrix of the form $H = I - 2 \frac{\underline{v}\underline{v}^T}{\underline{v}^T\underline{v}}$ where $\underline{v} \neq \underline{0}$.

We can show that H is orthogonal (exercise)

So given a vector \underline{a} , we need to choose a vector \underline{v} such that $H\underline{a} = \begin{bmatrix} \alpha \\ 0 \\ \vdots \\ 0 \end{bmatrix} = \alpha \cdot \underline{e}_1$

$$\begin{aligned} \text{We need } \alpha \underline{e}_1 &= H\underline{a} \\ &= \left(I - 2 \frac{\underline{v}\underline{v}^T}{\underline{v}^T\underline{v}} \right) \underline{a} \\ &= \underline{a} - 2 \underline{v} \frac{\underline{v}^T \underline{a}}{\underline{v}^T \underline{v}} \quad \text{Scalar.} \\ \Rightarrow \underline{v} &= (\underline{a} - \alpha \underline{e}_1) \frac{\underline{v}^T \underline{v}}{\underline{v}^T \underline{a}} \end{aligned}$$

Since $\|\underline{v}\|_2$ divides out in the formula for H , we can

$$\text{take } \underline{v} = \underline{a} - \alpha \underline{e}_1.$$

To preserve norm, we need $\|\alpha \underline{e}_1\|_2 = \|\underline{a}\|_2$

$$\text{so } \alpha = \pm \|\underline{a}\|_2$$

Choose the sign to avoid cancellation. In $\underline{v} = \underline{a} - \alpha \underline{e}_1$
based on the first component of \underline{a} .

eg// $\underline{a} = \begin{bmatrix} 2 \\ 1 \\ 2 \end{bmatrix}$ we want an orthogonal transform that transforms \underline{a} to $\begin{bmatrix} \alpha \\ 0 \\ 0 \end{bmatrix}$

Choose $\underline{v} = \underline{a} - \alpha \underline{e}_1$

$$= \begin{bmatrix} 2 \\ 1 \\ 2 \end{bmatrix} - \alpha \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}$$

$$\|\underline{a}\|_2 = \sqrt{4+1+4} = 3$$

$$= \begin{bmatrix} 2-\alpha \\ 1 \\ 2 \end{bmatrix}$$

choose $\alpha = -3$

$$= \begin{bmatrix} 5 \\ 1 \\ 2 \end{bmatrix}$$

Verify $H\underline{a} = \underline{a} - 2 \frac{\underline{v}^T \underline{a}}{\underline{v}^T \underline{v}} \cdot \underline{v}$

$$= \begin{bmatrix} 2 \\ 1 \\ 2 \end{bmatrix} - 2 \frac{\overset{15}{2 \cdot 5 + 1 \cdot 1 + 2 \cdot 2}}{\underset{30}{5 \cdot 5 + 1 \cdot 1 + 2 \cdot 2}} \begin{bmatrix} 5 \\ 1 \\ 2 \end{bmatrix}$$

$$= \begin{bmatrix} 2 \\ 1 \\ 2 \end{bmatrix} - \begin{bmatrix} 5 \\ 1 \\ 2 \end{bmatrix}$$

$$= \begin{bmatrix} -3 \\ 0 \\ 0 \end{bmatrix} = \begin{bmatrix} \alpha \\ 0 \\ 0 \end{bmatrix} \text{ as expected.}$$

\Rightarrow

~~Scatch~~

$$Q = \begin{bmatrix} | & | & | & | \\ q_1 & q_2 & q_3 & q_4 \\ | & | & | & | \end{bmatrix}$$

$$\|q_1\|_2$$

$$\cos(\theta) \|q_2\| \|q_1\|$$

$$Q^T Q = \begin{bmatrix} q_1^T q_1 & q_2^T q_1 & q_3^T q_1 & q_4^T q_1 \\ q_1^T q_2 & q_2^T q_2 & \dots & \dots \\ \vdots & \parallel & \circ & \circ \\ & \|q_2\|_2 & & \end{bmatrix} = I$$