

Announcements

If your assignment 1 code didn't run, Markus will show a mark of 0.0%. (see Quecus announcements)

You can resubmit your work by tommorrow 9pm (Jan 24) under the Markus assignment a1_resubmit with 20% penalty

I will reduce the penalty to 5% if you come to O.H.

Jan 25 / 28 / 30 to ask for help or show that you started on A2.
↑ 11-12 ↑ 11-12 ↑ 1-2pm.

We might not allow resubmissions on future assignments, so please test your code!

System of Linear Equations :

Algorithms to solve systems of form:

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

↑ $n \times n$ matrix ↑ $n \times 1$ vector ↑ $n \times 1$ vector

~~for x~~
We are solving for \underline{x}
given A and \underline{b} .

We will focus on the case of $A \in \mathbb{R}^{n \times n}$ square
and non-singular.

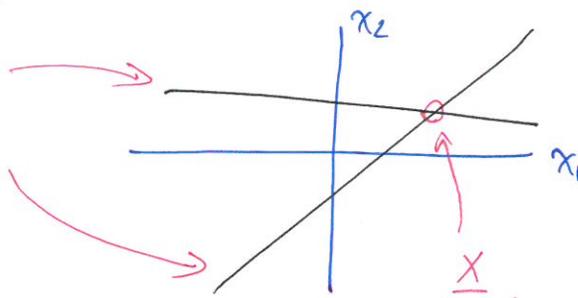
If $A \in \mathbb{R}^{m \times n}$ rectangular

and $m > n$ — we have an overdetermined system
 $m < n$ — : : underdetermined system

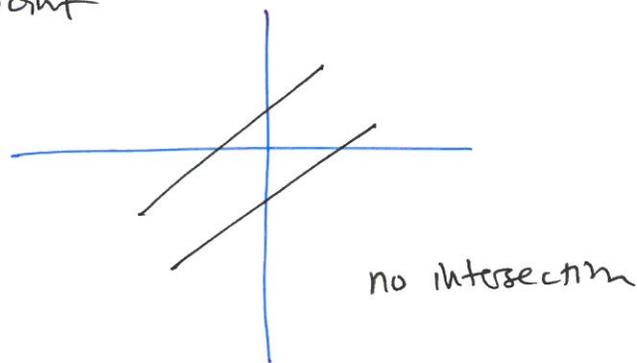
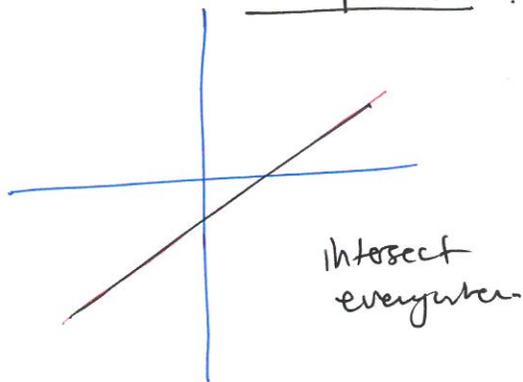
If $A \in \mathbb{R}^{2 \times 2}$, $A = \begin{bmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{bmatrix}$ $\underline{x} = \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$ $\underline{b} = \begin{bmatrix} b_1 \\ b_2 \end{bmatrix}$

then ~~\underline{x}~~ \underline{x} represents the intersection of 2 lines

$$\underline{Ax} = \underline{b} = \begin{cases} a_{11}x_1 + a_{12}x_2 = b_1 \\ a_{21}x_1 + a_{22}x_2 = b_2 \end{cases}$$



2 Lines ~~only~~ intersect at a unique point if the 2 lines are not parallel:



Def: A matrix "A" is nonsingular iff there exists a matrix A^{-1} such that $AA^{-1} = A^{-1}A = I = \begin{bmatrix} 1 & & 0 \\ & \ddots & \\ 0 & & 1 \end{bmatrix}$ (i.e. A is invertible)

Equivalents: $\det(A) \neq 0$ $A \in \mathbb{R}^{n \times n}$
 $\text{rank}(A) = n$
 for a vector $\underline{z} \neq \underline{0}$ $A\underline{z} \neq \underline{0}$

If ~~A~~ A is nonsingular, then $A\underline{x} = \underline{b}$ has a unique solution.

Examples of singular matrices:

$$\begin{bmatrix} 1 & 2 \\ 2 & 4 \end{bmatrix}$$

$$\underbrace{\begin{bmatrix} 1 & 2 \\ 2 & 4 \end{bmatrix} \underline{x} = \begin{bmatrix} 3 \\ 6 \end{bmatrix}}_{\text{Infinite solutions}}$$

~~$$\begin{bmatrix} 1 & 2 \\ 2 & 4 \end{bmatrix}$$~~

$$\underbrace{\begin{bmatrix} 1 & 2 \\ 2 & 4 \end{bmatrix} \underline{x} = \begin{bmatrix} 3 \\ 7 \end{bmatrix}}_{\text{no solution}}$$

How do we solve $A\underline{x} = \underline{b}$, $A \in \mathbb{R}^{n \times n}$ nonsingular? ③

\Rightarrow Why not compute A^{-1} , then set $\underline{x} := A^{-1}\underline{b}$

How do we compute A^{-1} ?

Need to solve $\underline{AY} = \underline{I}$ for Y . then $\underline{x} := Y \cdot \underline{b}$

Need to solve $A y_i = e_i = \begin{pmatrix} 0 \\ \vdots \\ 1 \\ \vdots \\ 0 \end{pmatrix}$ i^{th} row.

$n \times$, once for each $i \in \{1, 2, \dots, n\}$.

When is $A\underline{x} = \underline{b}$ easy to solve?

\Rightarrow A is diagonal. $a_{ij} = 0$ if $i \neq j$

eg // $A = \begin{bmatrix} 3 & 0 & 0 \\ 0 & 4 & 0 \\ 0 & 0 & 5 \end{bmatrix}$ $\underline{b} = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}$ $\underline{x} = \begin{bmatrix} 1/3 \\ 1/2 \\ 3/5 \end{bmatrix}$

Each equation looks like $a_{ii} x_i = b_i$

\Rightarrow $x_i = \frac{b_i}{a_{ii}}$

Requires n flops to solve

floating point operation

\Rightarrow A is nonsingular lower triangular.

$\begin{cases} a_{ij} = 0 & \text{if } j > i \\ a_{ii} \neq 0 \end{cases}$

eg // $A = \begin{bmatrix} 3 & 0 & 0 \\ 2 & 4 & 0 \\ 2 & 2 & 5 \end{bmatrix}$ $\underline{b} = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}$ $\underline{x} = \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix}$

Forward Substitution

$x_1 = b_1 / a_{11}$

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

$x_i = (b_i - \sum_{j=1}^{i-1} a_{ij} x_j) / a_{ii}$

$x_1 = 1/3$

$2(x_1) + 4(x_2) = 2$

$x_2 = \frac{2 - 2(\frac{1}{3})}{4} = \frac{1}{3}$

$2x_1 + 2x_2 + 5x_3 = 3$

$x_3 = \frac{3 - 2(2) - 2(\frac{1}{3})}{5}$

$\Rightarrow A$ is nonsingular upper triangular

eg// $A = \begin{bmatrix} 3 & 2 & 1 \\ 0 & 4 & 7 \\ 0 & 0 & 5 \end{bmatrix}$

Backward Substitution

$x_i = (b_i - \sum_{j=i+1}^n a_{ij}x_j) / a_{ii}$

Idea: transform a matrix A into an upper triangular system with the same solution.

Gauss Elimination

Change the system $A\underline{x} = \underline{b}$ to a system $A'\underline{x} = \underline{b}'$ with the same solution \underline{x}
 upper triangular.

Example:

$$\begin{matrix} R_1 \\ R_2 \\ R_3 \\ R_4 \end{matrix} \begin{bmatrix} 2 & 1 & 1 & 0 \\ 4 & 3 & 3 & 1 \\ 8 & 7 & 9 & 5 \\ 6 & 7 & 9 & 8 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix} = \begin{bmatrix} 1 \\ 1 \\ -1 \\ -3 \end{bmatrix}$$

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

Step 1: Use elementary row operations to zero out these values.

$$\begin{matrix} R_2 \leftarrow R_2 - 2 \cdot R_1 \\ R_3 \leftarrow R_3 - \frac{6}{2} R_1 \\ R_4 \leftarrow R_4 - \frac{6}{2} R_1 \end{matrix} \begin{bmatrix} 2 & 1 & 1 & 0 \\ 0 & 1 & 1 & 1 \\ 0 & 3 & 5 & 5 \\ 0 & 4 & 6 & 8 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix} = \begin{bmatrix} 1 \\ -1 \\ -5 \\ -6 \end{bmatrix}$$

$A' \quad \underline{b}'$

$A' = \begin{bmatrix} 1 & 0 & 0 & 0 \\ -2 & 1 & 0 & 0 \\ -4 & 0 & 1 & 1 \\ -3 & 0 & 0 & 1 \end{bmatrix} A.$

$b' = m_1 b$

m_1 represents the operations above

call this matrix m_1

Step 2

$$\begin{array}{l} R_3 \leftarrow R_3 - \frac{3}{1} R_2 \\ R_4 \leftarrow R_4 - \frac{4}{1} R_2 \end{array} \begin{bmatrix} 2 & 1 & 1 & 0 \\ 0 & 1 & 1 & 1 \\ 0 & 0 & 2 & 2 \\ 0 & 0 & 2 & 4 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix} = \begin{bmatrix} 1 \\ -1 \\ -2 \\ -2 \end{bmatrix}$$

$$m_2 = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & -3 & 1 & 0 \\ 0 & -4 & 0 & 1 \end{bmatrix}$$

Step 3

$$R_4 \leftarrow R_4 - \frac{2}{2} R_3 \begin{bmatrix} 2 & 1 & 1 & 0 \\ 0 & 1 & 1 & 1 \\ 0 & 0 & 2 & 2 \\ 0 & 0 & 0 & 2 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix} = \begin{bmatrix} 1 \\ -1 \\ -2 \\ 0 \end{bmatrix}$$

$$m_3 = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & -1 & 1 \end{bmatrix}$$

Back solve to get $\underline{x} = \begin{bmatrix} 1 \\ 0 \\ -1 \\ 0 \end{bmatrix}$

One way to interpret what we did was we left multiplied the system $A\underline{x} = \underline{b}$ by m_1, m_2, m_3 .

$$(m_3 (m_2 (m_1 A))) \underline{x} = m_3 m_2 m_1 \underline{b}$$

$$\underbrace{(m_3 m_2 m_1 A)}_{\text{this became upper triangular}} \underline{x} = m_3 m_2 m_1 \underline{b}$$

The matrices m_1, m_2, m_3 are called Elementary Elimination Matrices

Gauss Elimination Algorithm:

~~for~~ Loop over columns $\underline{k}: 1 \dots (n-1)$

Eliminate Below A_{ik} .

Loop over rows $i: (k+1 \dots n)$.

$$m = \frac{a_{ik}}{a_{kk}} \quad \left. \vphantom{\frac{a_{ik}}{a_{kk}}} \right\} \text{the multiplier.}$$

$$R_i \leftarrow R_i - m \cdot R_k.$$

$R_i \leftarrow R_i - m R_k$.

~~for~~ Loop over $j: i+1 \dots n:$

$$a_{ij} = a_{ij} - m \cdot a_{kj} \quad O(n^3)$$

Elementary Elimination matrix

Properties:

1. M_k lower triangular, have unit diagonal, nonsingular

$$2. M_k = I - m \cdot e_k^T$$

$$m = [0, \dots, 0, m_{k+1}, \dots, m_n]^T$$

$$e_k = [0, \dots, 1, 0, \dots, 0]^T$$

k th column of the identity matrix

$I_{n \times n}$

$$= \begin{bmatrix} 1 & & & 0 \\ & \ddots & & \\ 0 & -m_{k+1} & & \\ & \vdots & & \\ & -m_n & & 1 \end{bmatrix}$$

$$3. M_k^{-1} = I + m e_k^T$$

$$4. m_j = I - t \cdot e_j^T$$

$$M_k M_j = I - m e_k^T - t e_j^T + m e_k^T t e_j^T$$

$$\underbrace{\hspace{10em}}_{=0} = I - m e_k^T - t e_j^T \Rightarrow \text{products are "unitary"}$$

\hookrightarrow lower triangular

$$\underbrace{m_3 m_2 m_1}_\text{lower triangular} A = \underbrace{U}_\text{upper triangular}$$

$$A = \underbrace{(m_3 m_2 m_1)^{-1}}_\text{lower triangular} \underbrace{U}_\text{upper triangular}$$

$$= L U$$

$$A = LU$$

If we kept track of the elementary elimination matrices while running Gauss Elimination, we can factor A into an upper triangular and a lower triangular component.

And if we have a factorization $A = LU$.

then solving $A\underline{x} = \underline{b}$ is relatively straightforward.

$$LU\underline{x} = \underline{b}$$

~~is~~ first solve $L\underline{y} = \underline{b}$ using forward substitution
then solve $U\underline{x} = \underline{y}$ using backward substitution.

LU factorization is ~~also~~ useful when we want to solve $A\underline{x} = \underline{b}$ for multiple values of \underline{b} .