LECTURE 3 AND 4: ALGORITHMS FOR LINEAR ALGEBRA

STAT 545: INTRODUCTION TO COMPUTATIONAL STATISTICS

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SOLVING A SYSTEM OF LINEAR EQUATIONS

Consider AX = b, where A is $N \times N$, and X and b are $N \times k$.

Solve for X: $X = A^{-1}b$

Calculate the inverse of A and multiply? No!

- Directly solving for X is faster, and more stable numerically
- \cdot A^{-1} need not even exist

> solve(A,b) # Directly solve for b
> solve(A) %*% b # Return inverse and multiply

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http://www.johndcook.com/blog/2010/01/19/
dont-invert-that-matrix/
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GAUSS-JORDAN ELIMINATION

$$A \cdot X = b$$
$$A \cdot \left[X, A^{-1} \right] = \left[b, I \right]$$

$$\begin{bmatrix} 1 & 0 & 1 \\ 2 & 0 & 1 \\ 1 & -2 & -1 \end{bmatrix} \begin{bmatrix} x_1 & v_{11} & v_{12} & v_{13} \\ x_2 & v_{21} & v_{22} & v_{23} \\ x_3 & v_{31} & v_{32} & v_{33} \end{bmatrix} = \begin{bmatrix} 4 & 1 & 0 & 0 \\ 10 & 0 & 1 & 0 \\ 3 & 0 & 0 & 1 \end{bmatrix}$$

Manipulate to get: $I \cdot [X, A^{-1}] = [\hat{c}_1, \hat{C}_2]$

At step *i*:

- Make element $a_{ii} = 1$ (by scaling or pivoting)
- Set other elements in column *i* to 0 by multiplying and subtracting that row

$$\begin{bmatrix} 1 & 0 & 1 \\ 2 & 0 & 1 \\ 1 & -2 & -1 \end{bmatrix} \begin{bmatrix} x_1 & v_{11} & v_{12} & v_{13} \\ x_2 & v_{21} & v_{22} & v_{23} \\ x_3 & v_{31} & v_{32} & v_{33} \end{bmatrix} = \begin{bmatrix} 4 & 1 & 0 & 0 \\ 10 & 0 & 1 & 0 \\ 3 & 0 & 0 & 1 \end{bmatrix}$$

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Multiply row 1 by 2 and subtract

$$\begin{bmatrix} 1 & 0 & 1 \\ 0 & 0 & -1 \\ 1 & -2 & -1 \end{bmatrix} \begin{bmatrix} x_1 & v_{11} & v_{12} & v_{13} \\ x_2 & v_{21} & v_{22} & v_{23} \\ x_3 & v_{31} & v_{32} & v_{33} \end{bmatrix} = \begin{bmatrix} 4 & 1 & 0 & 0 \\ 2 & -2 & 1 & 0 \\ 3 & 0 & 0 & 1 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 0 & 1 \\ 0 & 0 & -1 \\ 0 & -2 & -2 \end{bmatrix} \begin{bmatrix} x_1 & v_{11} & v_{12} & v_{13} \\ x_2 & v_{21} & v_{22} & v_{23} \\ x_3 & v_{31} & v_{32} & v_{33} \end{bmatrix} = \begin{bmatrix} 4 & 1 & 0 & 0 \\ 2 & -2 & 1 & 0 \\ -1 & -1 & 0 & 1 \end{bmatrix}$$

Subtract row 1

$$\begin{bmatrix} 1 & 0 & 1 \\ 0 & -2 & -2 \\ 0 & 0 & -1 \end{bmatrix} \begin{bmatrix} x_1 & v_{11} & v_{12} & v_{13} \\ x_2 & v_{21} & v_{22} & v_{23} \\ x_3 & v_{31} & v_{32} & v_{33} \end{bmatrix} = \begin{bmatrix} 4 & 1 & 0 & 0 \\ -1 & -1 & 0 & 1 \\ 2 & -2 & 1 & 0 \end{bmatrix}$$

Pivot

$$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x_1 & v_{11} & v_{12} & v_{13} \\ x_2 & v_{21} & v_{22} & v_{23} \\ x_3 & v_{31} & v_{32} & v_{33} \end{bmatrix} = \begin{bmatrix} 6 & -1 & 1 & 0 \\ 2.5 & -1.5 & 1 & 0.5 \\ -2 & 2 & -1 & 0 \end{bmatrix}$$

Continue till we get an identity matrix

$$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x_1 & v_{11} & v_{12} & v_{13} \\ x_2 & v_{21} & v_{22} & v_{23} \\ x_3 & v_{31} & v_{32} & v_{33} \end{bmatrix} = \begin{bmatrix} 6 & -1 & 1 & 0 \\ 2.5 & -1.5 & 1 & 0.5 \\ -2 & 2 & -1 & 0 \end{bmatrix}$$

What is the cost of this algorithm?

$$A\cdot\left[\,X\,,\,A^{-1}\,\right]=\left[\,b\,,\,I\,\right]$$

 $O(N^3)$ manipulation to get:

$$U \cdot \left[X, A^{-1} \right] = \left[\hat{c_1}, \hat{c_2} \right]$$

Here, U is an upper-triangular matrix.

Cannot just read off solution. Need to backsolve.

LU DECOMPOSITION

What are we actually doing?

A = LU

Here L and U are lower and upper triangular matrices.

 $L = \begin{bmatrix} 1 & 0 & 0 \\ l_{21} & 1 & 0 \\ l_{31} & l_{32} & 1 \end{bmatrix}, U = \begin{bmatrix} u_{11} & u_{12} & u_{13} \\ 0 & u_{22} & u_{23} \\ 0 & 0 & u_{33} \end{bmatrix}$ Is this always possible? $A = \begin{bmatrix} 0 & 1 \\ 1 & 0 \end{bmatrix}$

PA = LU, P is a permutation matrix

Crout's algorithm, $O(N^3)$, stable, L, U can be computed in place.

BACKSUBSTITUTION

$$AX = b$$

$$LUX = Pb$$

First solve Y by forward substitution

$$LY = Pb$$

$$\begin{bmatrix} 1 & 0 & 0 \\ l_{21} & 1 & 0 \\ l_{31} & l_{32} & 1 \end{bmatrix} \begin{bmatrix} y_1 \\ y_2 \\ y_3 \end{bmatrix} = \begin{bmatrix} \hat{b}_1 \\ \hat{b}_2 \\ \hat{b}_3 \end{bmatrix}$$

Then solve X by back substitution

$$UX = Y$$

- LU-decomposition can be reused for different *b*'s.
- Calculating LU decomposition: $O(N^3)$.
- Given LU decomposition, solving for X: $O(N^2)$.
- $|A| = |P^{-1}LU| = (-1)^{S} \prod_{i=1}^{N} u_{ii}$ (S: num. of exchanges)
- $LUA^{-1} = PI$, can solve for A^{-1} . (back to Gauss-Jordan)

If A is symmetric positive-definite:

 $A = LL^T$

- 'Square-root' of A
- More stable.
- Twice as efficient.
- Related: $A = LDL^{T}$.

EIGENVALUE DECOMPOSITION

An $N \times N$ matrix A: a map from $\mathbb{R}^N \to \mathbb{R}^N$. An eigenvector v undergoes no rotation:

$$Av = \lambda v$$

 λ is the corresponding eigenvalue, and gives the 'rescaling'.

Let $\Lambda = \text{diag}(\lambda_1, \dots, \lambda_N)$ with $\lambda_1 \ge \lambda_2, \dots, \lambda_N$, and $V = [v_1, \dots, v_N]$ be the matrix of corresponding eigenvectors

$$AV = V\Lambda$$

Real Symmetric matrices have

- real eigenvalues
- · different eigenvalues have orthogonal eigenvectors

GAUSS-JORDAN ELIMINATION

$$\begin{bmatrix} 10 & 7 & 8 & 7 \\ 7 & 5 & 6 & 5 \\ 8 & 6 & 10 & 9 \\ 7 & 5 & 9 & 10 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{bmatrix} = \begin{bmatrix} 32 \\ 23 \\ 33 \\ 31 \end{bmatrix}$$

What is the solution? How about for $b = [32.1, 22.9, 33.1, 30.9]^{T}$? Why the difference?

- the determinant?
- the inverse?
- the condition number?

An *ill-conditioned* problem can strongly amplify errors.

• Even without any rounding error

STABILITY ANALYSIS

The norm of a matrix A is

$$||A||_2 = ||A|| = \max_{||v||=1} ||Av||$$

For a symmetric, real matrix, $||A|| = \lambda_{max}(A)$ (why?) For a general, real matrix, $||A|| = \sqrt{\lambda_{max}(A^T A)}$ (why?) For A in $\mathbb{R}^{N \times N}$ and any $v \in \mathbb{R}^N$,

$$||Av|| \le ||A|| ||v||$$
 (why?)

If A = BC, and all matrices are in $\mathbb{R}^{N \times N}$,

 $||A|| \le ||B|| ||C||$ (why?)

For a perturbation δb let δx be the change in solution to Ax = b

 $A(x+\delta x)=b+\delta b$

 $\frac{\|\delta x\|}{\|x\|}$ is the relative change in the solution from the change $\frac{\|\delta b\|}{\|b\|}$ From b = Ax and $\delta x = A^{-1}\delta b$, we have:

$$\frac{\|\delta x\|}{\|x\|} \le \|A\| \|A^{-1}\| \frac{\|\delta b\|}{\|b\|}$$

Condition number of a matrix A is given by

$$\kappa(\mathsf{A}) = \|\mathsf{A}\| \|\mathsf{A}^{-1}\|$$

 $\kappa(A) \ge 1 \text{ (why?)}$

For a real symmetric matrix, $\kappa(A) = \frac{\lambda_{\max}(A)}{\lambda_{\min}(A)}$ (why?)

For a real matrix, $\kappa(A) = \sqrt{rac{\lambda_{\max}(A^TA)}{\lambda_{\min}(A^TA)}}$ (why?)

Condition number is a property of a problem

Stability is a property of an algorithm

A bad algorithm can mess up a simple problem

Consider reducing to upper triangular

V₃₁ V₃₂ V₃₃

Gaussian elimination: divide row 1 by v_{11}

Partial pivoting: Pivot rows to bring $\max v_{*1}$ to top

Can dramatically improve performance. E.g.

 $\begin{bmatrix} 1e - 4 & 1 \\ 1 & 1 \end{bmatrix}$

Why does it work?

Recall Gaussian elimination decomposes A = LU and solves two intermediate problems.

What are the condition numbers of *L* and *U*?

Try
$$\begin{bmatrix}
1e - 4 & 1 \\
 1 & 1
\end{bmatrix}$$

In general, for A = BC, $\kappa(A) \le \kappa(B)\kappa(C)$ (why?) QR decomposition:

$$A = QR$$

Here, *R* is an upper (right) triangular matrix. *Q* is an orthonormal matrix: $Q^{T}Q = I$

 $\kappa(A) = \kappa(Q)\kappa(R)$

Can use to solve Ax = b (How?)

Most stable decomposition

Does this mean we should use QR decomposition?

GRAM-SCHMIDT ORTHONORMALIZATION

Given N vectors $\mathbf{x}_1, \ldots, \mathbf{x}_N$ construct an orthonormal basis:

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$$\begin{aligned} \mathbf{u}_1 &= \mathbf{x}_1 / \|\mathbf{x}_1\| \\ \tilde{\mathbf{u}}_i &= \mathbf{x}_i - \sum_{j=1}^{i-1} (\mathbf{x}_j^T \mathbf{u}_j) \mathbf{u}_i, \quad \mathbf{u}_i = \tilde{\mathbf{u}}_i / \|\tilde{\mathbf{u}}_i\| \quad i = 2 \dots, N \end{aligned}$$

Modified Gram-Schmidt

- $u_1 = \mathbf{x}_1 / ||\mathbf{x}_1||$ $\cdot \quad \tilde{\mathbf{u}}_i = \mathbf{x}_i - (\mathbf{x}_i^T \mathbf{u}_1)\mathbf{u}_1,$ $\cdot \quad \tilde{\mathbf{u}}_i = \mathbf{x}_i - (\mathbf{u}_i^T \mathbf{u}_1)\mathbf{u}_2,$
 - • •

. . .

 $\boldsymbol{\cdot} \ \boldsymbol{u}_i = \boldsymbol{\tilde{u}}_i / \|\boldsymbol{\tilde{u}}_i\|$

QR DECOMPOSITION

	A		=		Q		R		
a ₁₁	a ₁₂	a ₁₃		q ₁₁	<i>q</i> ₁₂	q ₁₃	r ₁₁	r ₁₂	r ₁₃
a ₂₁	a ₂₂	a ₂₃	=	q ₂₁	q ₂₂	q ₂₃	0	r ₂₂	r ₂₃
[a ₃₁	a ₃₂	a ₃₃		q ₃₁	<i>q</i> ₃₂	q ₃₃	0	0	r ₃₃

QR decomposition: Gram-Schmidt on columns of A (can you see why?)

Of course, there are more stable/efficient ways of doing this (Householder rotation/Givens rotation)

 $O(N^3)$ algorithms (though about twice as slow as LU)

Let A be any real symmetric matrix.

How does one calculate its largest eigenvalue and vector?

Start with a random vector \boldsymbol{u}_0

Define $\mathbf{u}_1 = A\mathbf{u}_0$, and normalize length.

Repeat: $u_i = Au_{i-1}, u_i = u_i / ||u_i||$

 $\mathbf{u}_i \rightarrow \mathbf{v}_1$ (Why?)

The power method (Google's PageRank).

How would we calculate λ_1 ?

What if we wanted the second eigenvector?

QR ALGORITHM

Algorithm to calculate all eigenvalues/eigenvectors of a (not too-large) matrix

Start with $A_0 = A$

At iteration *i*:

- $A_i = Q_i R_i$
- $A_{i+1} = R_i Q_i$

Can be made this more stable/efficient.

One of Dongarra & Sullivan (2000)'s list of top 10 algoirithms. https://www.siam.org/pdf/news/637.pdf

See also number 4, "decompositional approach to matrix computations"

$$og(p(X|\mu, \Sigma)) = -\frac{1}{2}(X - \mu)^{T}\Sigma^{-1}(X - \mu) - \frac{N}{2}\log 2\pi - \frac{1}{2}\log|\Sigma|$$
$$\Sigma = LL^{T}$$
$$Y = L^{-1}(X - \mu) \quad \text{(Forward solve)}$$
$$log(p(X|\mu, \Sigma)) = -\frac{1}{2}Y^{T}Y - \frac{N}{2}\log 2\pi - \log|\Sigma|$$

Can also just forward solve for L^{-1} : $LL^{-1} = I$ (Inverted triangular matrix isn't too bad) Sampling a univariate normal:

- Inversion method (default for rnorm?).
- Box-Muller transform: (*Z*₁, *Z*₂) : independent standard normals.
- Let $Z \sim \mathcal{N}(0, I)$
- $\cdot X = \mu + LZ$
- · $Z = \mathcal{N}(\mu, L^T L)$



$$\boldsymbol{\Sigma} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$$



$$\boldsymbol{\Sigma} = \begin{bmatrix} 4 & 0 \\ 0 & 1 \end{bmatrix}$$



$$\boldsymbol{\Sigma} = \begin{bmatrix} 4 & 2 \\ 2 & 4 \end{bmatrix}$$



$$\Sigma = \begin{bmatrix} 4 & 3.8 \\ 3.8 & 4 \end{bmatrix}$$