Review & Outline for today

A = XDX⁻¹

Aiagonal

Similarity transformation

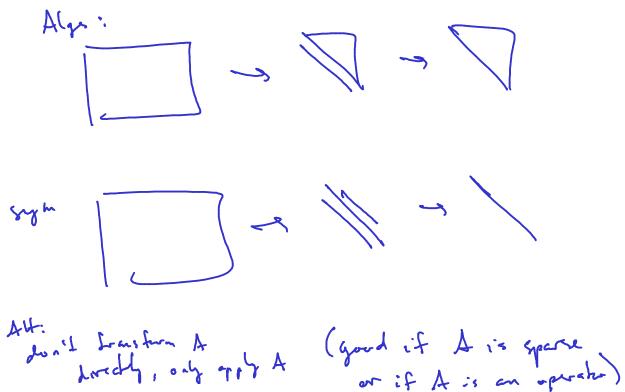
B = UAU⁻¹ => A and B have same enjoyeds

B = XDX⁻¹

enjoyees of A will be u'X

A = U'BU = U'XDX⁻¹U

| Similarity here. pour | . was for alga | [] 3 hodayout |
|-----------------------|-------------------|------------------------|
| matrix structure | smilvity hans | Simpler maker glacke |
| dragonolitable | involve (x) | hosport |
| SPD symmetris (red) | real and allugued | deagard pasitive |
| Square real | | despero |
| + squary | ordingsal | obision equel solution |



(good if A is spare or if A is an apreha)

Orngrud & QR : Luchun

Converses to span & layer & equal of A3

OI with n=k comments oI is equive to

A. = A

for : until cont.

Â: R: = A:

A: +1 = R: Â:

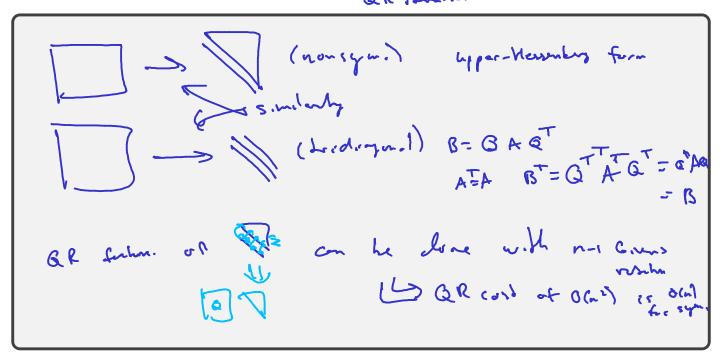
QR Iteration: Incorporating a Shift

How can we accelerate convergence of QR iteration using shifts?

| $Q_{k}R_{k} = A_{k} - \sigma_{k}I$ $A_{k+1} = R_{k}G_{k} + \sigma_{k}I$ | if Ac = 7 37 Som GURY = 7 Ac GYAGY I 7 |
|---|--|
| Ok can be obser as last until last when convers | endry Authorita |
| or hand on ergunt of | A [n-2: n] |
| Be by and busy shill comile? Bell = Au - or I => Regg= Collag-or. | |

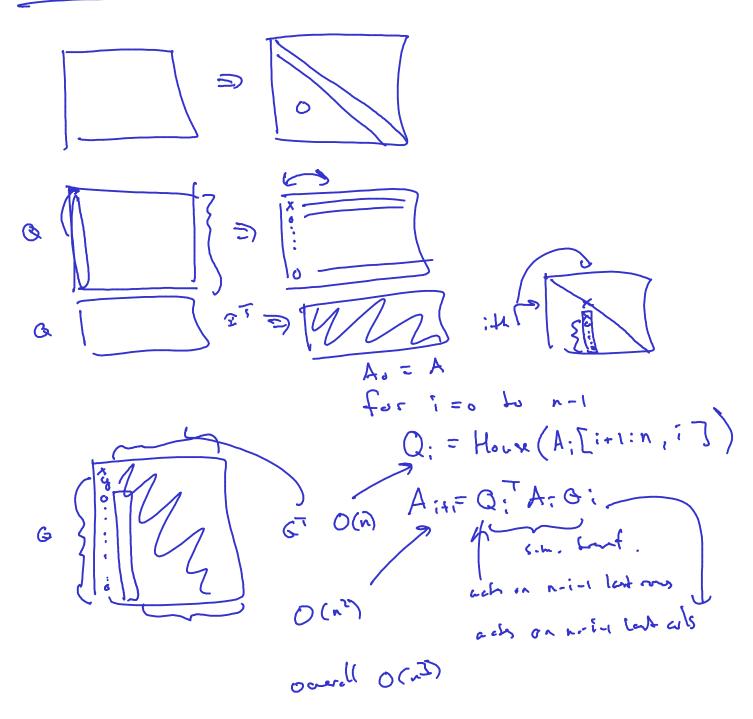
QR Iteration: Computational Expense

A full QR factorization at each iteration costs $O(n^3)$ —can we make that cheaper?



Demo: Householder Similarity Transforms [cleared]

Upper- Hessenberg rechdun



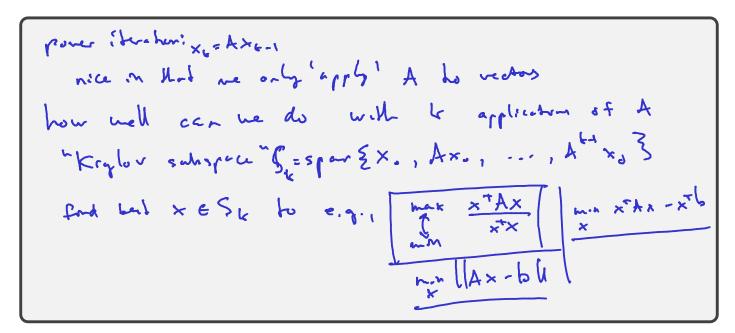
QR/Hessenberg: Overall procedure

Overall procedure:

| 1. Reduce matrix to Hessenberg form |
|--|
| 2. Apply QR iteration using Givens QR to obtain Schur form |
| Vhy does QR iteration <i>stay</i> in Hessenberg form? |
| |
| |
| |
| |
| Vhat does this process look like for symmetric matrices? |
| |

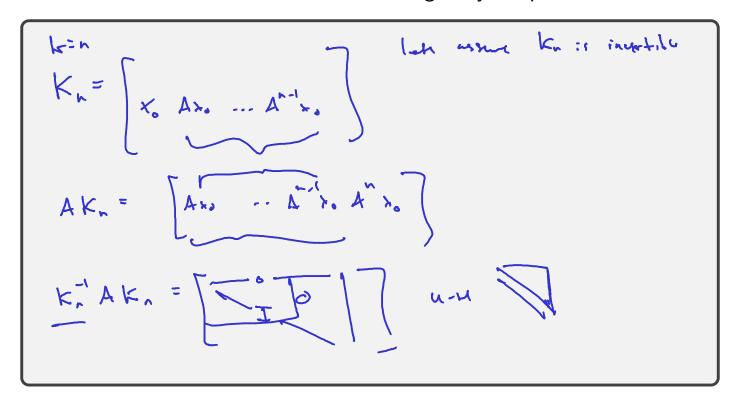
Krylov space methods: Intro

What subspaces can we use to look for eigenvectors?



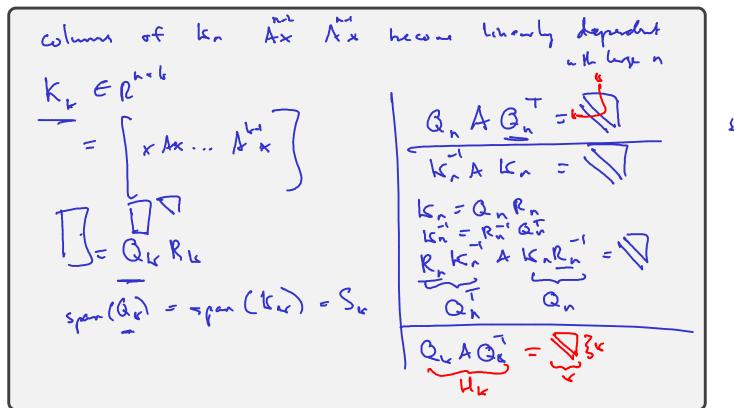
Krylov for Matrix Factorization

What matrix factorization is obtained through Krylov space methods?



Conditioning in Krylov Space Methods/Arnoldi Iteration (I)

What is a problem with Krylov space methods? How can we fix it?



Conditioning in Krylov Space Methods/Arnoldi Iteration (II)

Demo: Arnoldi Iteration [cleared] (Part 1)