

Conditioning of Linear Systems: More properties

▶ cond is relative to a given norm. So, to be precise, use

 cond_2 or cond_∞ .

▶ If A^{-1} does not exist: $cond(A) = \infty$ by convention.

What is $\kappa(A^{-1})$?

What is the condition number of matrix-vector multiplication?

Demo: Condition number visualized **Demo:** Conditioning of 2x2 Matrices

Residual Vector

What is the residual vector of solving the linear system

$$\mathbf{b} = A\mathbf{x}$$
?

Residual and Error: Relationship

How do the (norms of the) residual vector \mathbf{r} and the error $\Delta \mathbf{x} = \mathbf{x} - \hat{\mathbf{x}}$ relate to one another?

$$||\Delta x|| = ||x - \hat{x}||$$

$$= ||A^{-1}(5 - A\hat{x})||$$

$$= ||A^{-1}v||$$
Divide by $||\hat{x}||$;
$$||\Delta x|| = ||A^{-1}v|| \le ||A^{-1}|| ||v|| = cond(A) \frac{||v||}{||A|| ||x||}$$

$$||\Delta x|| = \frac{||A^{-1}v||}{||\hat{x}||} \le \frac{||A^{-1}|| ||v||}{||\hat{x}||} = cond(A) \frac{||v||}{||A|| ||x||}$$

$$||A|| ||x||$$

Changing the Matrix

So far, all our discussion was based on changing the right-hand side, i.e.

$$Ax = b \rightarrow Ax = \hat{b}.$$

The matrix consists of FP numbers, too-it, too, is approximate. I.e.

$$Ax = b \rightarrow \hat{A}\hat{x} = b.$$

What can we say about the error now?

$$\Delta_{x} = \hat{x} - x = A'(A\hat{x} - b) = A'(A\hat{x} - A\hat{x}) = -A'' \Delta A \hat{x}$$

$$\hat{A} = \hat{A} \cdot x = A''(A\hat{x} - b) = A''(A\hat{x} - A\hat{x}) = -A'' \Delta A \hat{x}$$

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Changing Condition Numbers

Once we have a matrix A in a linear system $A\mathbf{x} = \mathbf{b}$, are we stuck with its condition number? Or could we improve it?

What is this called as a general concept?

In-Class Activity: Matrix Norms and Conditioning

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Solving Systems: Triangular matrices

Solve

$$\begin{pmatrix} a_{11} & a_{12} & a_{13} & a_{14} \\ & a_{22} & a_{23} & a_{24} \\ & & a_{33} & a_{34} \\ & & & & a_{44} \end{pmatrix} \begin{pmatrix} x \\ y \\ z \\ b_3 \\ b_4 \end{pmatrix} = \begin{pmatrix} b_1 \\ b_2 \\ b_3 \\ b_4 \end{pmatrix}.$$

Demo: Coding back-substitution

What about non-triangular matrices?

Gauss elim in a can: LN

Gaussian Elimination

Demo: Vanilla Gaussian Elimination

What do we get by doing Gaussian Elimination?

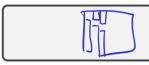
NET

How is that different from being upper triangular?





What if we do not just eliminate downward but also upward?



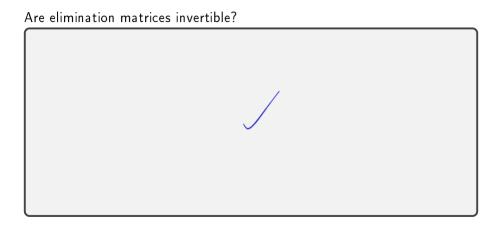
Gauss - Jordan elimbration

donul

b use

Elimination Matrices What does this matrix do?

About Elimination Matrices



More on Elimination Matrices

Demo: Elimination matrices I

Idea: With enough elimination matrices, we should be able to get a matrix into row echelon form.

So what do we get from many combined elimination matrices like that?

Demo: Elimination Matrices II



Summary on Elimination Matrices

- ► El.matrices with off-diagonal entries in a single column just "merge" when multiplied by one another.
- ► El.matrices with off-diagonal entries in different columns merge when we multiply (left-column) * (right-column) but not the other way around.
- ► Inverse: Flip sign below diagonal

LU Factorization

Can	build	a	tactorization	trom	elimination	matrices.	How!

Solving
$$Ax = b$$

A-Lh

Does LU help solve $A\mathbf{x} = \mathbf{b}$?

Demo: L factorization

LU: Failure Cases?

A.B = C

Is LU/Gaussian Elimination bulletproof?

A =
$$\begin{pmatrix} 0 & 1 \\ 2 & 1 \end{pmatrix}$$

$$\begin{pmatrix} u_{11} & u_{12} \\ u_{21} \end{pmatrix} \qquad \begin{pmatrix} u_{11} & 1 & 0 \\ u_{11} & 1 \end{pmatrix} = 0 \Rightarrow u_{11} = 0$$

$$\begin{pmatrix} 1 & 1 & 0 \\ 1 & 1 & 0 \\ 1 & 1 & 0 \end{pmatrix} \qquad \begin{pmatrix} 1 & 1 & 0 \\ 1 & 1 & 0 \end{pmatrix} = \begin{pmatrix} 1 & 1 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 0 \end{pmatrix}$$

Saving the LU Factorization

What can be done to get something like an LU factorization?

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"partial" pivoling, by swapping rows

"complete pivoling, by swapping rows B cols

L not common
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Recap: Permuation Matrices

How do we capture 'row switches' in a factorization?

$$\begin{pmatrix}
1 & & & & \\
& 0 & 1 & & \\
& 1 & 0 & & \\
& & & 1
\end{pmatrix}
\begin{pmatrix}
A & A & A & A & A \\
B & B & B & B \\
C & C & C & C \\
D & D & D & D
\end{pmatrix}
\begin{pmatrix}
A & A & A & A & A \\
C & C & C & C \\
B & B & B & B \\
D & D & D & D
\end{pmatrix}.$$

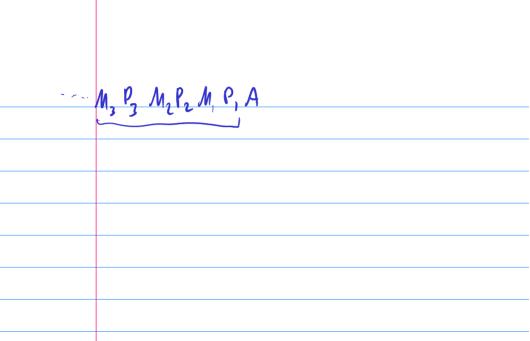
P is called a permutation matrix.

Q: What's P^{-1} ? = P

Fixing nonexistence of LU

What does LU with permutations process look like?

Demo: LU with Partial Pivoting (Part I)



What about the *L* in LU?

Sort out what LU with pivoting looks like. Have: $M_3P_3M_2P_2M_1P_1A=U$.

Demo: LU with Partial Pivoting (Part II)