# CS 450: Numerical Anlaysis<sup>1</sup> Linear Systems

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<sup>&</sup>lt;sup>1</sup>These slides have been drafted by Edgar Solomonik as lecture templates and supplementary material for the book "Scientific Computing: An Introductory Survey" by Michael T. Heath (slides).

#### **Vector Norms**

Properties of vector norms

#### A norm is uniquely defined by its unit sphere:



### **Inner-Product Spaces**

**Properties of inner-product spaces**: Inner products  $\langle x, y \rangle$  must satisfy

$$egin{aligned} &\langle m{x},m{x}
angle &\geq 0\ &\langle m{x},m{x}
angle &= 0 &\Leftrightarrow &m{x} = m{0}\ &\langle m{x},m{y}
angle &= \langlem{y},m{x}
angle\ &m{x},m{y} + m{z}
angle &= \langlem{x},m{y}
angle + \langlem{x},m{z}
angle\ &\langle lpham{x},m{y}
angle &= \langlem{x},m{y}
angle + \langlem{x},m{z}
angle \end{aligned}$$

Inner-product-based vector norms and Cauchy-Schwartz

## **Matrix Norms**

Properties of matrix norms:

$$\begin{aligned} ||\mathbf{A}|| &\geq 0 \\ ||\mathbf{A}|| &= 0 \quad \Leftrightarrow \quad \mathbf{A} = \mathbf{0} \\ ||\alpha \mathbf{A}|| &= |\alpha| \cdot ||\mathbf{A}|| \\ ||\mathbf{A} + \mathbf{B}|| &\leq ||\mathbf{A}|| + ||\mathbf{B}|| \quad \text{(triangle inequality)} \end{aligned}$$

#### Frobenius norm:

#### Operator/induced/subordinate matrix norms:

# **Induced Matrix Norms**

Interpreting induced matrix norms (amplification and reduction):

# Matrix Condition Number

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

• Matrix condition number definition:  $\kappa(A) = ||A|| \cdot ||A^{-1}||$  is the ratio of the maximum A can amplify a vector and the minimum to which it can reduce the norm when applied to a unit-norm vector.

#### Derivation from perturbations:

$u(\mathbf{A}) =$	mox	$\max\limits_{\text{perturbations in input}}$	relative perturbation in output
$\kappa(\mathbf{A}) =$	inputs		relative perturbation in input

since a matrix is a linear operator, we can decouple its action on the input x and the perturbation  $\delta x$  since  $A(x + \delta x) = Ax + A\delta x$ , so



# Matrix Conditioning

• The matrix condition number  $\kappa(A)$  is the ratio between the max and min distance from the surface to the center of the unit ball transformed by  $\kappa(A)$ :

The matrix condition number bounds the worst-case amplification of error in a matrix-vector product:

# Norms and Conditioning of Orthogonal Matrices

Orthogonal matrices:

Norm and condition number of orthogonal matrices:

# Singular Value Decomposition

The singular value decomposition (SVD):

# Norms and Conditioning via SVD

Norm and condition number in terms of singular values:

### Visualization of Matrix Conditioning



# Existence of SVD

#### • Consider any maximizer $x_1 \in \mathbb{R}^n$ with $||x_1||_2 = 1$ to $||Ax_1||_2$

# Conditioning of Linear Systems

• Lets now return to formally deriving the conditioning of solving Ax = b:

# Conditioning of Linear Systems II

• Consider perturbations to the input coefficients  $\hat{A} = A + \delta A$ :

# Solving Basic Linear Systems

Solve 
$$Dx = b$$
 if  $D$  is diagonal

• Solve 
$$Qx = b$$
 if  $Q$  is orthogonal

• Given SVD 
$$A = U\Sigma V^T$$
, solve  $Ax = b$ 

# Solving Triangular Systems

• Lx = b if L is lower-triangular is solved by forward substitution:

$$l_{11}x_1 = b_1 \qquad x_1 = l_{21}x_1 + l_{22}x_2 = b_2 \quad \Rightarrow \quad x_2 = l_{31}x_1 + l_{32}x_2 + l_{33}x_3 = b_3 \qquad x_3 = l_{31}x_1 + l_{32}x_2 + l_{33}x_3 + l_{33}x_3 = l_{31}x_3 + l_{32}x_3 + l_{33}x_3 = l_{31}x_3 + l_{32}x_3 +$$

Algorithm can also be formulated recursively by blocks:

### Solving Triangular Systems

**Existence of solution to** Lx = b**:** 

#### Uniqueness of solution:

**Computational complexity of forward/backward substitution:** 

### **Properties of Triangular Matrices**

 $\triangleright$  Z = XY is lower triangular is X and Y are both lower triangular:

#### • $L^{-1}$ is lower triangular if it exists:

# LU Factorization

An LU factorization consists of a unit-diagonal lower-triangular factor L and upper-triangular factor U such that A = LU:

#### • Given an LU factorization of A, we can solve the linear system Ax = b:

#### **Demo:** LU factorization

# Gaussian Elimination Algorithm

• Algorithm for factorization is derived from equations given by A = LU:

• The computational complexity of LU is  $O(n^3)$ :

## **Existence of LU Factorization**

**The LU factorization may not exist:** Consider matrix  $\begin{bmatrix} 3 & 2 \\ 6 & 4 \\ 0 & 3 \end{bmatrix}$ .

Permutation of rows enables us to transform the matrix so the LU factorization does exist:

Demo: LU with Partial Pivoting

# Gaussian Elimination with Partial Pivoting

**Partial pivoting** permutes rows to make divisor  $u_{ii}$  maximal at each step:

A row permutation corresponds to an application of a *row permutation* matrix  $P_{jk} = I - (e_j - e_k)(e_j - e_k)^T$ :

# Partial Pivoting Example

• Lets consider again the matrix 
$$\mathbf{A} = \begin{bmatrix} 3 & 2 \\ 6 & 4 \\ 0 & 3 \end{bmatrix}$$
.

# **Complete Pivoting**

Complete pivoting permutes rows and columns to make divisor u<sub>ii</sub> is maximal at each step:

Complete pivoting is noticeably more expensive than partial pivoting:

# Round-off Error in LU

• Lets consider factorization of  $\begin{bmatrix} \epsilon & 1 \\ 1 & 1 \end{bmatrix}$  where  $\epsilon < \epsilon_{mach}$ :

• Permuting the rows of A in partial pivoting gives  $PA = \begin{bmatrix} 1 & 1 \\ \epsilon & 1 \end{bmatrix}$ 

# Error Analysis of LU

The main source of round-off error in LU is in the computation of the Schur complement:

▶ When computed in floating point, absolute backward error  $\delta A$  in LU (so  $\hat{L}\hat{U} = A + \delta A$ ) is  $|\delta a_{ij}| \leq \epsilon_{mach}(|\hat{L}| \cdot |\hat{U}|)_{ij}$ 

### Helpful Matrix Properties

▶ Matrix is *diagonally dominant*, so  $\sum_{i \neq j} |a_{ij}| \le |a_{ii}|$ :

• Matrix is symmetric positive definite (SPD), so  $\forall_{x\neq 0}, x^T A x > 0$ :

#### Matrix is symmetric but indefinite:

• Matrix is *banded*, 
$$a_{ij} = 0$$
 if  $|i - j| > b$ :

# Solving Many Linear Systems

Suppose we have computed A = LU and want to solve AX = B where B is n × k with k < n:</p>

Suppose we have computed A = LU and now want to solve a perturbed system (A - uv<sup>T</sup>)x = b:
 Can use the Sherman-Morrison-Woodbury formula

$$(A - uv^T)^{-1} = A^{-1} + \frac{A^{-1}uv^TA^{-1}}{1 - v^TA^{-1}u}$$