

COL 726: Solving linear systems w/ QR
 least-squares problems.

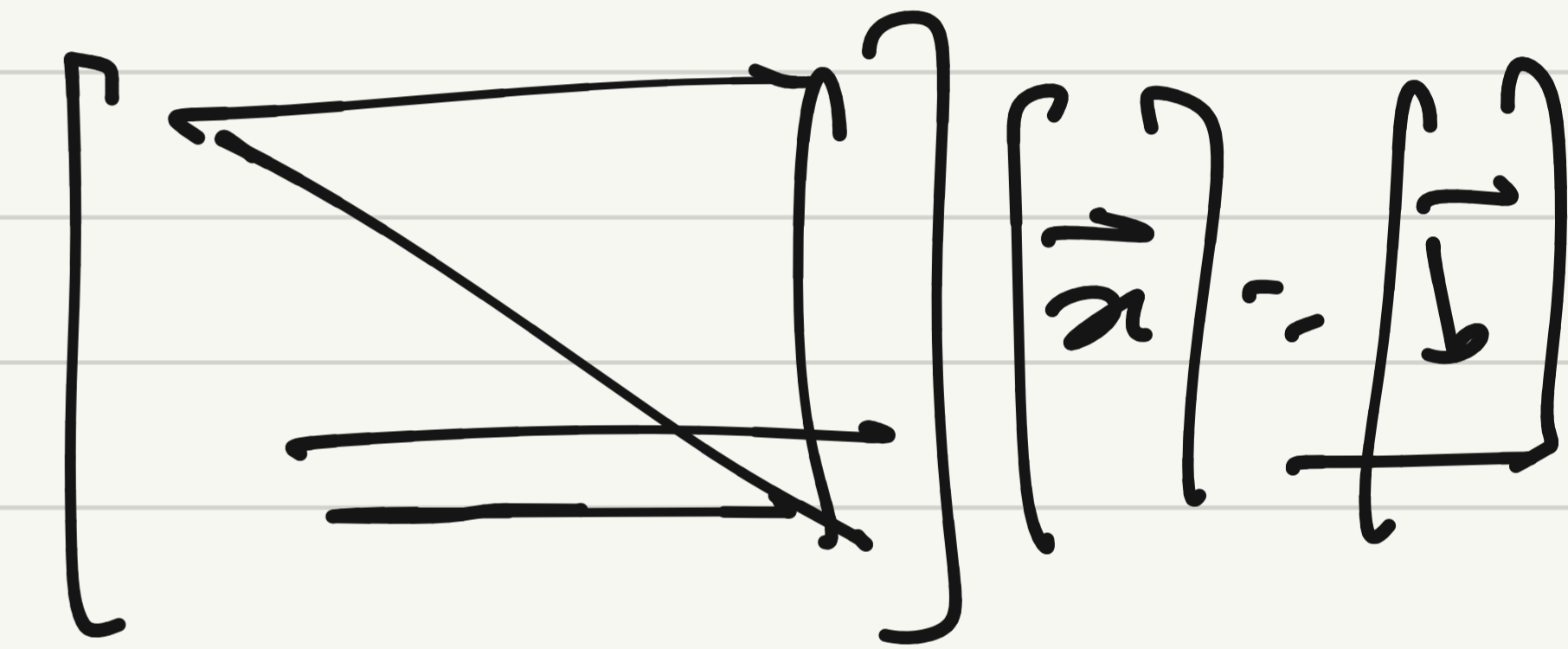
$$A = \hat{Q}\hat{R} = QR$$

$$A\vec{x} = \vec{b} \quad : \text{solve}$$

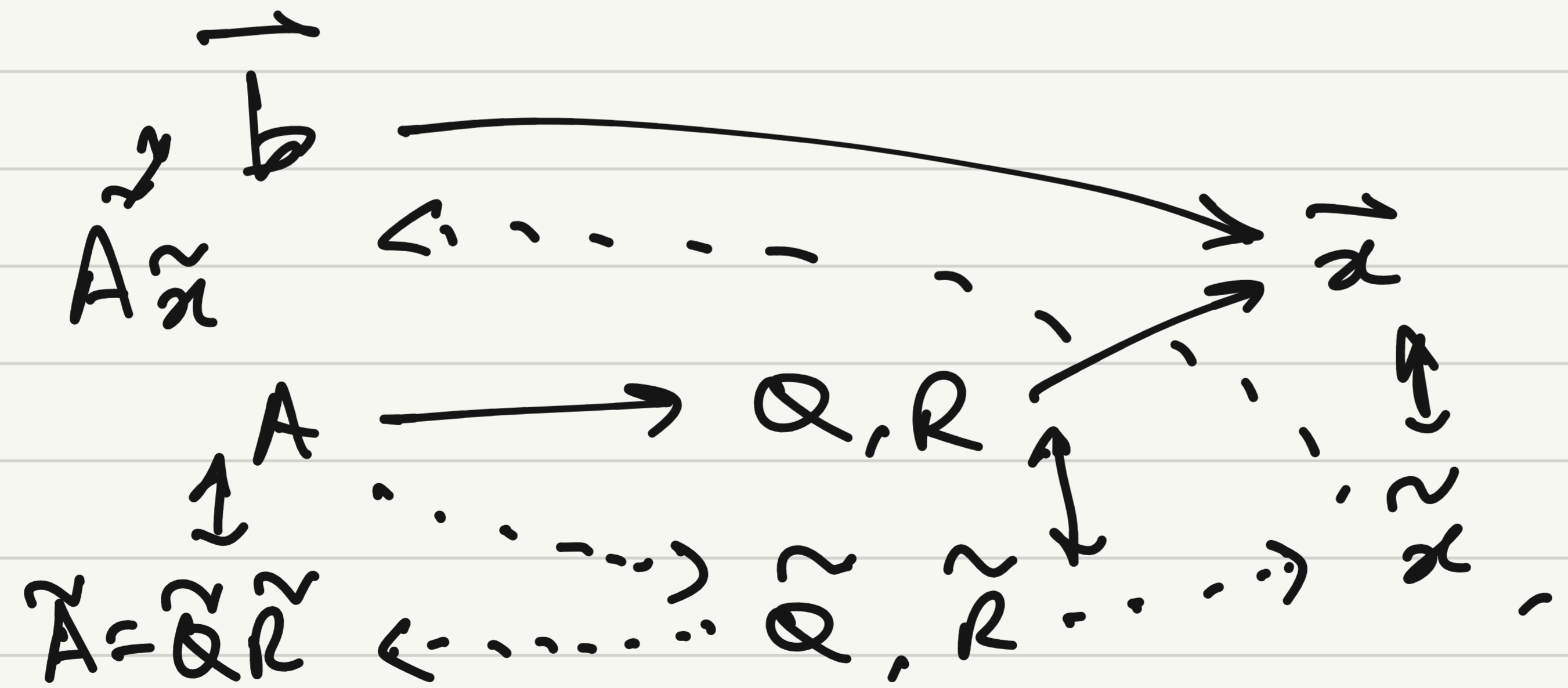
$$QR\vec{x} = \vec{b}$$

$$R\vec{x} = Q^*\vec{b}$$

- ① $Q, R = \text{house}(A)$
- ② $\vec{w} = Q^*\vec{b}$
- ③ $\vec{x} = R^{-1}\vec{w}$



backsub.



random $R \in \mathbb{R}^{50 \times 50}$

random $Q \in \mathbb{R}^{50 \times 50}$

$$\|\tilde{x} - x\|$$

$$\frac{\|A\tilde{x} - \vec{b}\|}{\|\vec{b}\|} = \mathcal{O}(\epsilon_m)$$

$$\|\tilde{Q} - Q\|, \frac{\|\tilde{R} - R\|}{\|R\|} \approx 10^{-2}$$

$$A = QR$$

$$\hat{Q}, \hat{R} = \text{house}(A)$$

Housholder QR is not accurate but is backward stable!

Thm. $\frac{\|\tilde{Q}\tilde{R} - A\|}{\|A\|} = O(\epsilon_{\text{machine}})$

$\Rightarrow \tilde{Q}\tilde{R} = A + \delta A$ with $\frac{\|\delta A\|}{\|A\|} = O(\epsilon_m)$

$\vec{v}_1, \vec{v}_2, \dots, \vec{v}_n$

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

$\vec{w} = Q^* \vec{b}, \quad \vec{z} = R^{-1} \vec{w}$

$(A + \delta A) \tilde{x} = \vec{b}$

$(\tilde{Q} + \delta\tilde{Q}) \tilde{w} = \vec{b}$

$\frac{\|\delta\tilde{Q}\|}{\|\tilde{Q}\|} = O(\epsilon_m)$

$\frac{\|\tilde{x} - \hat{x}\|}{\|\hat{x}\|} = O(\kappa(A)\epsilon_m)$

$(\tilde{R} + \delta\tilde{R}) \tilde{z} = \tilde{w}$

$\frac{\|\delta\tilde{R}\|}{\|\tilde{R}\|} = O(\epsilon_m)$

$A + \delta A$

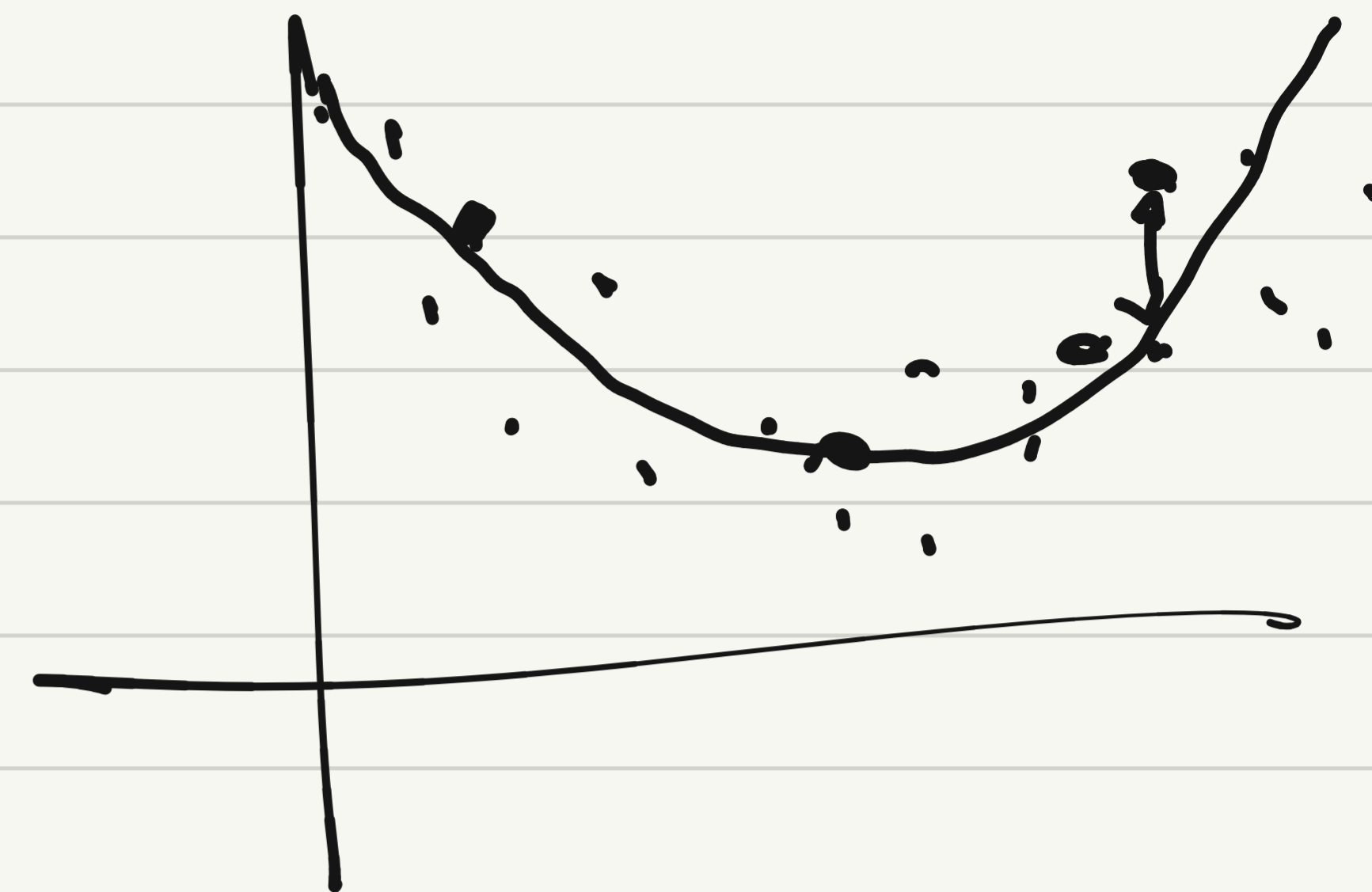
$\vec{b} = (\tilde{Q} + \delta\tilde{Q})(\tilde{R} + \delta\tilde{R})\tilde{x} = \underbrace{(\tilde{Q}\tilde{R} + \delta\tilde{Q}\tilde{R} + \tilde{Q}\delta\tilde{R} + \delta\tilde{Q}\delta\tilde{R})}_{A + (\delta A)} \tilde{x} = O(\epsilon_m)$

Least-squares problems

$$\begin{bmatrix} A \\ \end{bmatrix} \begin{bmatrix} \vec{x} \\ \end{bmatrix} = \begin{bmatrix} \vec{b} \\ \end{bmatrix}$$

$$\text{range}(A) \subset \mathbb{C}^m$$

$$\vec{b} \notin \text{range}(A)$$



$$A \in \mathbb{C}^{m \times n}$$

$$m > n$$

full rank.

$$\underbrace{b - Ax}_{\text{residual } \vec{r}}$$

$$\begin{bmatrix} x_1^2 & x_1 & 1 \\ x_2^2 & x_2 & 1 \\ \vdots & \vdots & \vdots \\ \vdots & \vdots & \vdots \end{bmatrix}$$

$$ax_1^2 + bx_1 + c = y_1$$

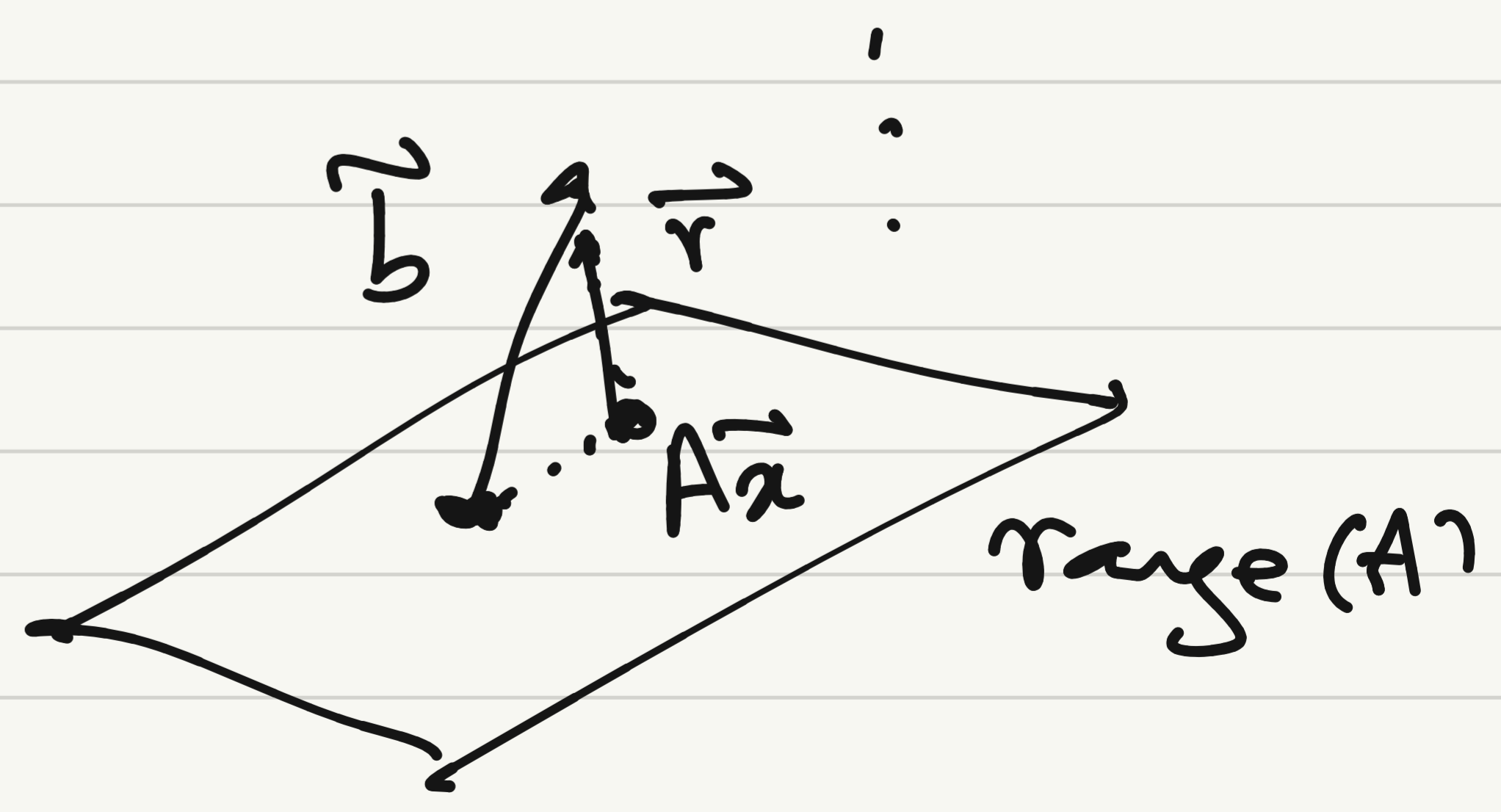
$$ax_2^2 + bx_2 + c = y_2$$

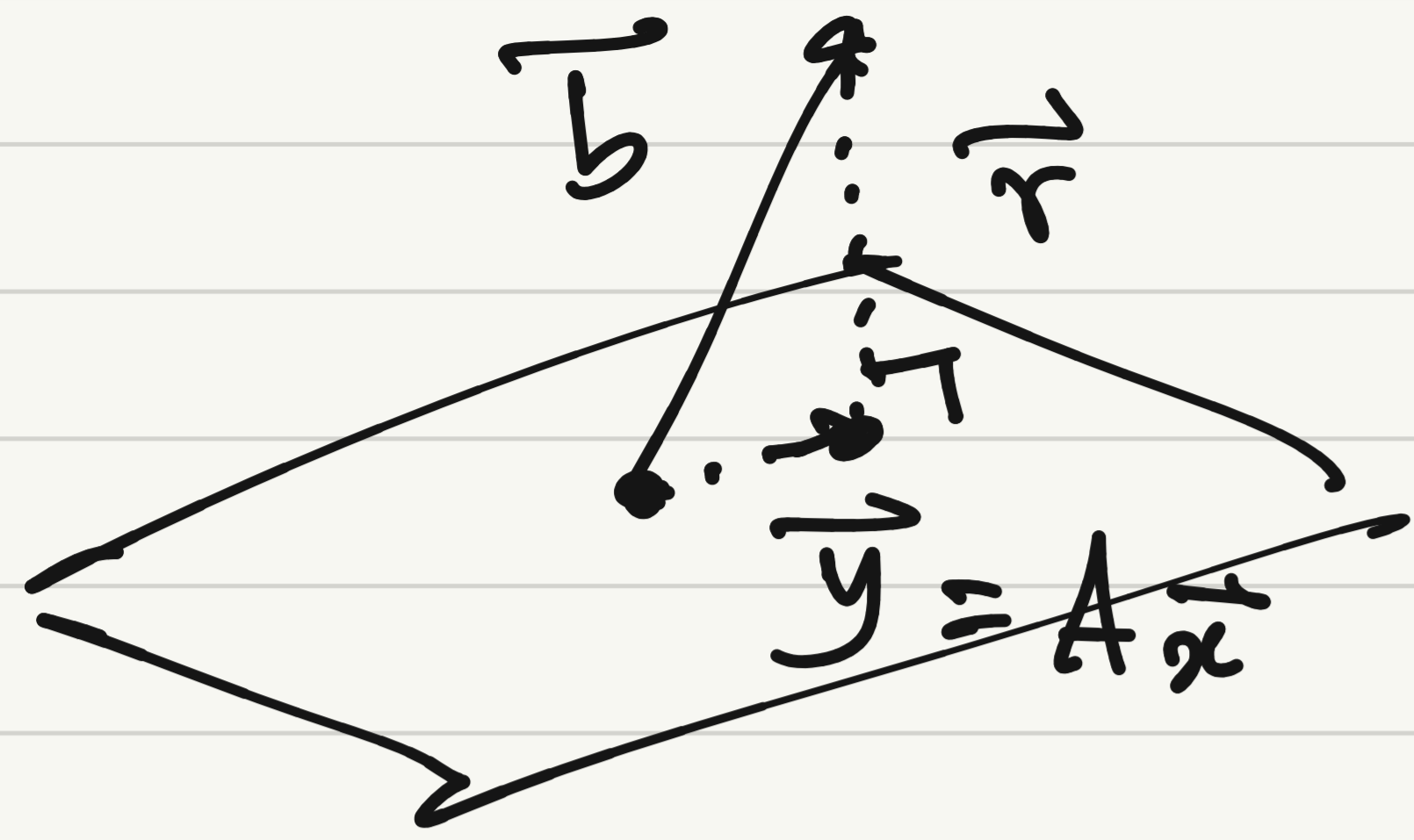
$$ax_3^2 + bx_3 + c = y_3$$

$$\vdots$$

$$\min \|b - Ax\|_2$$

$$\min \sqrt{|b_1 - (Ax)_1|^2 + \dots + |b_m - (Ax)_m|^2}$$





if \vec{x} minimizes $\|\vec{b} - A\vec{x}\|_2$
 then $\vec{b} - A\vec{x} \perp \text{range}(A)$

$$\vec{r} \perp \text{range}(A) \Leftrightarrow \vec{r} \perp \vec{a}_j \Leftrightarrow \vec{a}_j^* \vec{r} = 0 \quad \forall j$$

$$\left[\begin{array}{c} \vec{a}_1^* \\ \vec{a}_2^* \\ \vdots \\ \vec{a}_n^* \end{array} \right] \underbrace{\hspace{10em}}_{A^*}$$

$$\vec{r} = 0 \Rightarrow A^*(\vec{b} - A\vec{x}) = 0$$

$$\Rightarrow \underbrace{A^*A}_{\mathbb{R}^{n \times n}} \vec{x} = \underbrace{A^*\vec{b}}_{\mathbb{R}^n}$$

normal equations

$$\vec{x} = \underbrace{(A^*A)^{-1}}_{A^+} A^* \vec{b}$$

$$\vec{x} = A^+ \vec{b}$$

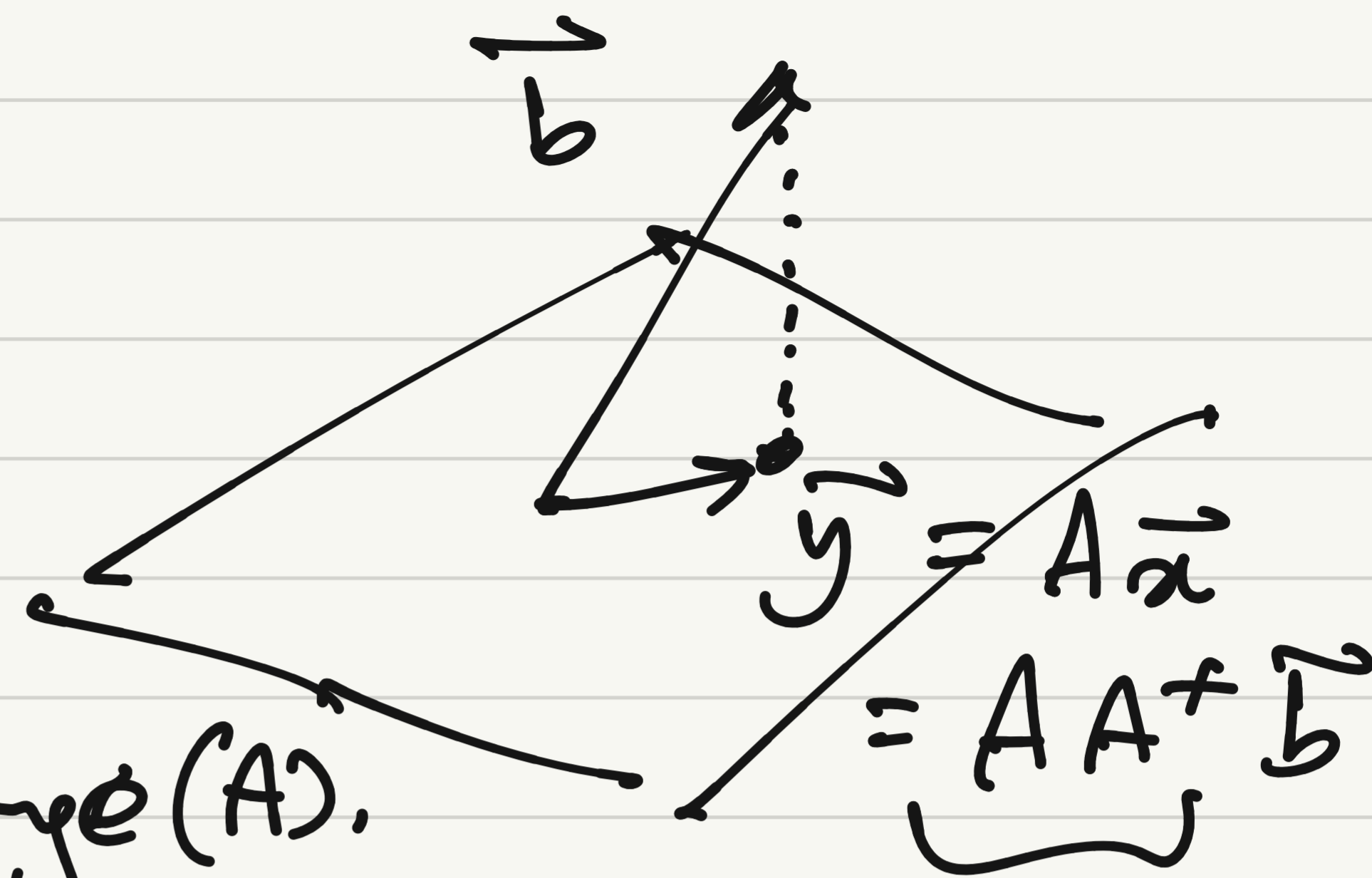
$$\vec{x} = A^+ \vec{b}$$

pseudoinverse

$$A^{\dagger} = (A^*A)^{-1}A^* \in \mathbb{C}^{n \times m}$$

$$A^{\dagger}A = \underbrace{(A^*A)^{-1}} \underbrace{A^*A} = I$$

$$\underbrace{AA^{\dagger}}_{m \times m} \neq I \quad P = AA^{\dagger} = \text{orthogonal projector onto } \text{range}(A).$$



$$\|\vec{b} - A\vec{x}\|_2 \Rightarrow \vec{x} = A^{\dagger}\vec{b}$$

$$\vec{y} = A\vec{x} = P\vec{b}$$

Algorithms for l.sq.

① Normal equations: compute A^*A , $A^*\vec{b}$
 solve $\underbrace{(A^*A)} \vec{x} = A^*\vec{b} \rightarrow \vec{x}$]

Cholesky factorization $\Rightarrow \sim (m + \frac{1}{3})n^2$ flops

③ SVD $A = \hat{U} \hat{\Sigma} \hat{V}^*$

$\left\{ \begin{array}{l} \text{range}(\hat{U}) = \text{range}(A) \end{array} \right.$

$$\hat{U} \hat{y} = \hat{U} \hat{U}^* \vec{b}$$

$$\hat{U} \hat{\Sigma} \hat{V}^* \vec{x} = \hat{U} \hat{y} \quad \sim (2m + 11n) n^2 \text{ flops}$$

$$\hat{\Sigma} \hat{V}^* \vec{x} = \underbrace{\hat{U}^* \vec{y}}_y$$

Conditioning of least-squares problems.

$$A \in \mathbb{C}^{m \times m}$$

$$A \vec{x} = \vec{b} \quad \text{inputs: } A, \vec{b}, \quad \text{output: } \vec{x}$$

$$\vec{x} = A^{-1} \vec{b}$$

$$K_{\vec{b} \rightarrow \vec{x}} = \limsup_{\|\delta \vec{b}\| \rightarrow 0} \frac{\|\delta \vec{x}\|}{\|\delta \vec{b}\|}$$

$$\frac{\|\delta \vec{x}\| / \|\vec{x}\|}{\|\delta \vec{b}\| / \|\vec{b}\|} = \|A^{-1}\| \frac{\|\vec{b}\|}{\|\vec{x}\|}$$

$$\kappa_{\vec{b} \rightarrow \vec{x}} = \frac{\|A^{-1}\| \|\vec{b}\|}{\|\vec{x}\|}$$

$$\frac{\|A\| \|\vec{x}\|}{\|\vec{b}\|} = \frac{\|A\| \cdot \|\vec{x}\|}{\|A\vec{x}\|} = \eta \in [1, \kappa(A)]$$

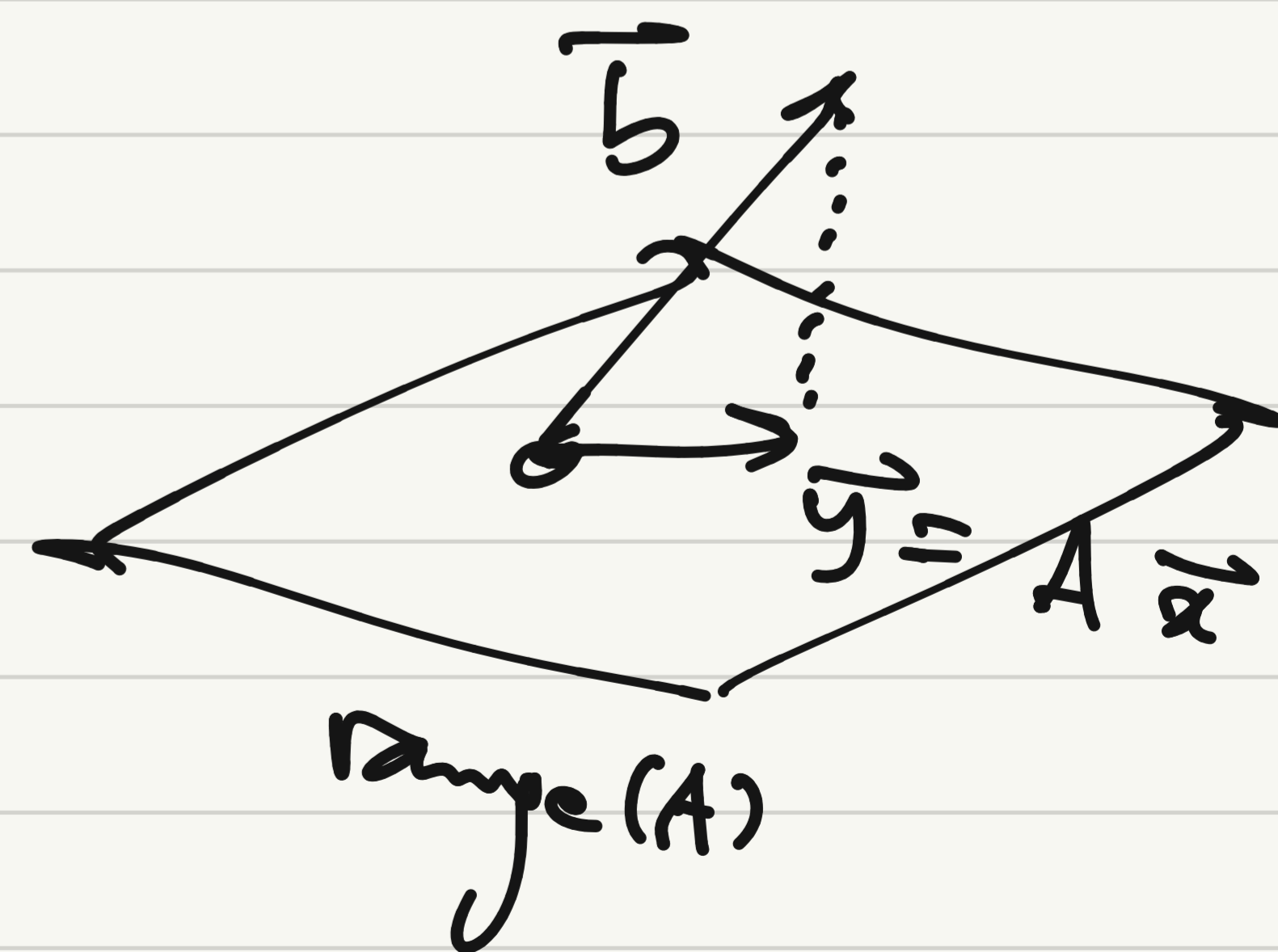
↘

$$\frac{\|\vec{b}\|}{\|\vec{x}\|} = \frac{\|A\|}{\eta} \Rightarrow \kappa_{\vec{b} \rightarrow \vec{x}} = \frac{\|A^{-1}\| \|A\|}{\eta} = \frac{\kappa(A)}{\eta}$$

$$\kappa_{A \rightarrow \vec{x}} = \kappa(A)$$

$$\min_{\vec{y}, \vec{x}} \|\vec{b} - A\vec{x}\|$$

↑ ↑



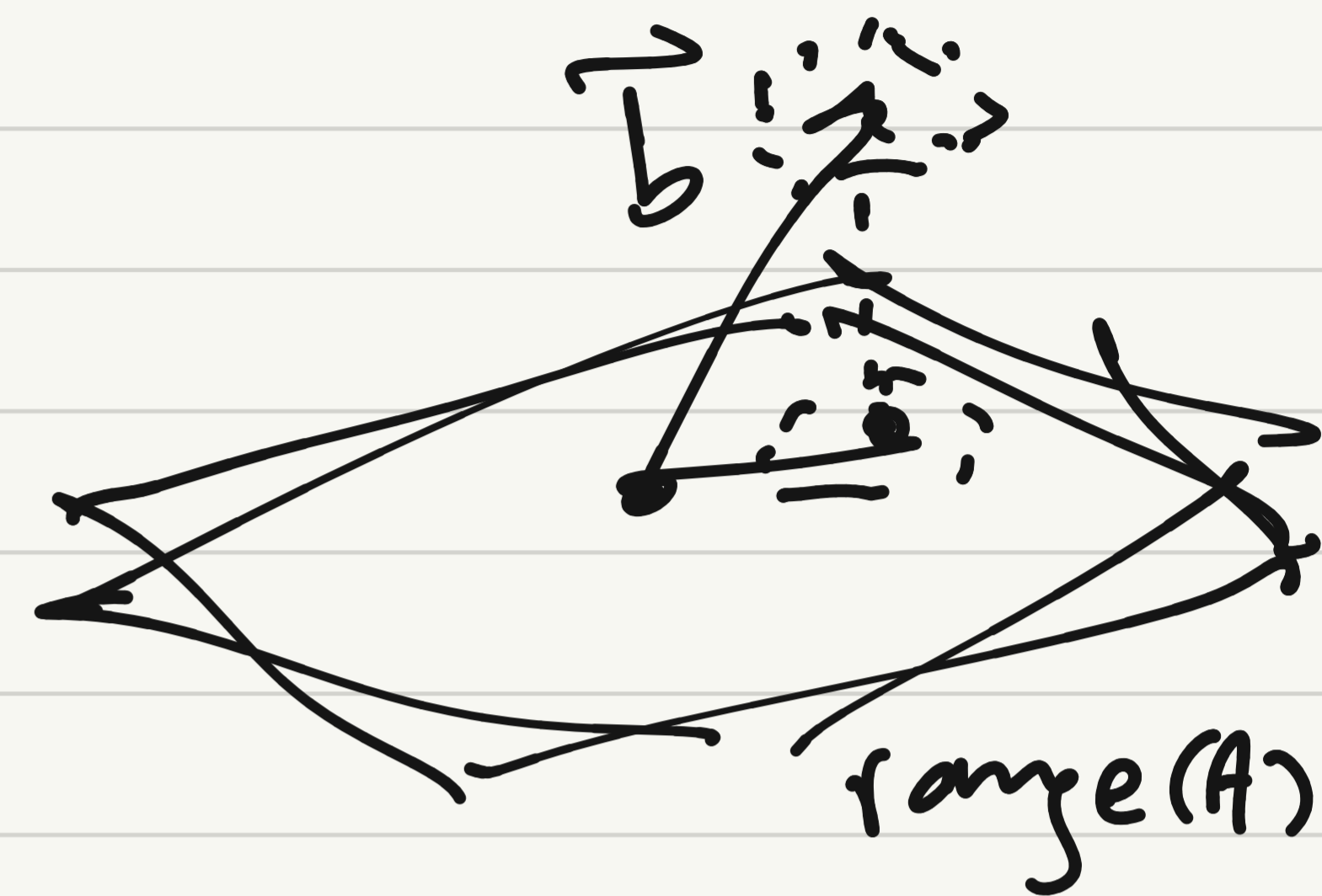
$$\kappa_{\vec{b} \rightarrow \vec{y}} = \boxed{\frac{1}{\cos \theta}}$$

$$\kappa_{\vec{y} \rightarrow \vec{x}} = \frac{\kappa(A)}{\eta} \Rightarrow \kappa_{\vec{b} \rightarrow \vec{x}} = \boxed{\frac{\kappa(A)}{\eta \cos \theta}}$$

$$\kappa_{A \rightarrow \vec{y}} \leq \boxed{\frac{\kappa(A)}{\cos \theta}}$$

$$\kappa_{A \rightarrow \vec{x}} \leq \boxed{\kappa(A) + \frac{\kappa(A)^2 \tan \theta}{\eta}}$$

normal eqs. $\kappa(A)^2$



Cond. num.s. are large if:

1. $\kappa(A)$ is large

2. $\cos \theta \approx 0 \Leftrightarrow \vec{b}$ is nearly ortho. to $\text{range}(A)$]

3. $\eta \approx 1 \Leftrightarrow \|\vec{y}\|$ is close to $\|A\| \|\vec{x}\|$