

L ADS

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QR or Gram-Schmidt orthogonalization

$$\begin{matrix} & & n \\ B = & \left[\begin{array}{c} \leftarrow \\ \leftarrow \\ \leftarrow \\ \leftarrow \end{array} \right] \\ m & \end{matrix}$$

$m > n$

$\text{col}(B) = \text{range}(B)$ is always important

We want a nice, stable basis for

$\text{col}(B)$. As it stands, many col

could be close to each other

~~θ~~
 θ_{small}

We want an orthogonal basis
for $\text{col}(A)$. - But even more

with orthogonal basis
 $\{\vec{z}_1, \dots, \vec{z}_n\}$ with
 $\begin{bmatrix} \vec{b}_1 \\ \vdots \\ \vec{b}_n \end{bmatrix}$

\vec{z}_1 is a basis for $\text{span}(\vec{b}_1)$
 $\{\vec{z}_1, \vec{z}_2\}$ is a basis for $\text{span}(\vec{b}_1, \vec{b}_2)$

$\{\vec{z}_1, \dots, \vec{z}_r\}$ is a basis for
 $\text{span}(\vec{b}_1, \dots, \vec{b}_r)$.

In terms of equations

$$\vec{b}_1 = r_{11} \vec{z}_1 \quad (\#)$$
$$\vec{b}_2 = r_{12} \vec{z}_1 + r_{22} \vec{z}_2$$

$$\vec{b}_k = r_{1k} \vec{z}_1 + \dots + r_{kk} \vec{z}_k$$

As a matrix

$$\begin{bmatrix} \vec{b}_1 \\ \vdots \\ \vec{b}_n \end{bmatrix} = \begin{bmatrix} \vec{z}_1 & \dots & \vec{z}_n \\ \vdots & & \vdots \end{bmatrix} \begin{bmatrix} R \\ \hat{Q} \end{bmatrix}$$
$$\begin{bmatrix} r_{11} & r_{12} & \dots & r_{1n} \\ & r_{22} & & \\ & & \circ & \\ & & & r_{nn} \end{bmatrix}$$

The thin or reduced QR decomp

writes

$$B = Q \hat{R}$$

\nearrow $n \times n$, upper triangular
 \nwarrow $R_{ii} > 0$

has n orthonormal columns
and is $m \times n$

when B has full rank = N .

$$\begin{bmatrix} n \\ m \end{bmatrix} = \begin{bmatrix} \text{shaded triangle} \\ \text{rectangle} \end{bmatrix}$$

\nwarrow Q
 \nearrow A

NOTE: \hat{Q} has o.v. col but is not square so not an orthogonal matrix
square so not an orthogonal matrix
 \hat{Q}^T is left inverse

BUT $\hat{Q}^T \hat{Q} = I_n$

$\begin{bmatrix} \leftarrow \\ \leftarrow \\ \leftarrow \\ \leftarrow \end{bmatrix} =_n \begin{bmatrix} 1 & & & \\ & 1 & & \\ & & \ddots & \\ & & & 1 \end{bmatrix}$

$n \times n$ $m \times n$

WARNING: $\hat{Q} \hat{Q}^T \neq I$ ~~usually~~ usually

How do we compute Q and R?

Gram-Schmidt

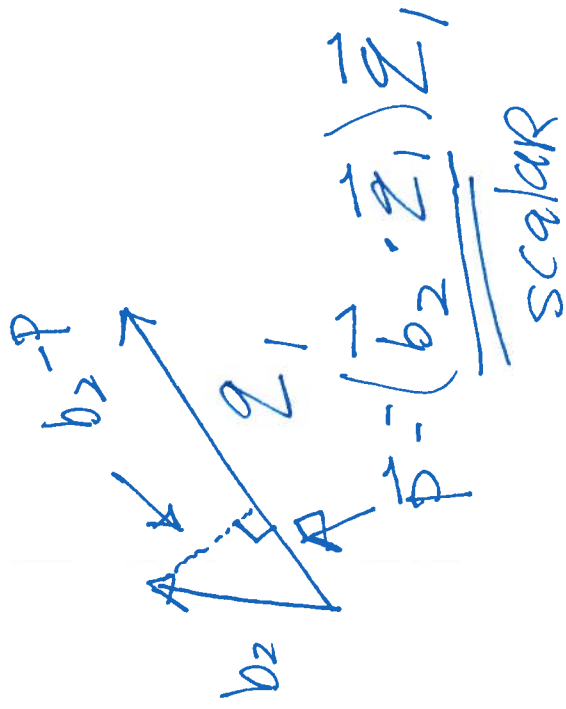
$$\vec{q}_1 = \frac{\vec{b}_1}{\|\vec{b}_1\|_2}$$

$$\vec{v}_2 = \vec{b}_2 - (\vec{b}_2 \cdot \vec{q}_1) \vec{q}_1$$

$$\vec{v}_2 \perp \vec{q}_1? \quad \vec{v}_2 \cdot \vec{q}_1 = 0$$

$$\text{Check } \vec{b}_2 \cdot \vec{q}_1 - (\vec{b}_2 \cdot \vec{q}_1) (\vec{q}_1 \cdot \vec{q}_1) = 0$$

$$\vec{q}_2 = \frac{\vec{v}_2}{\|\vec{v}_2\|_2}$$



$$\vdots$$

$$\vec{v}_r = \vec{b}_r - (\vec{b}_r \cdot \vec{z}_1) \vec{z}_1 - \dots - (\vec{b}_r \cdot \vec{z}_{r-1}) \vec{z}_{r-1}$$

$$\vec{z}_r = \frac{\vec{v}_r}{\|\vec{v}_r\|}.$$

What are the R_{ij} ?

$$B = \hat{Q} \hat{R}$$

$$\hat{Q}^T B = \hat{Q}^T \hat{Q} \hat{R} = R$$

$$R_{ij} = \vec{z}_i \cdot \vec{b}_j \quad \left[\text{note } j < i, \text{ this is zero by orthogonality} \right]$$

8) Another method: Solve equation (#)

for q_1 will give a formula for R_{ij}

$$\vec{q}_1 = \frac{\vec{b}_1}{r_{11}}$$

$$\vec{q}_2 = \frac{\vec{b}_2 - r_{12}\vec{q}_1}{r_{22}}$$

$$\vec{q}_k = \frac{\vec{b}_k - \sum_{i=1}^{k-1} r_{ik}\vec{q}_i}{r_{kk}}$$

,

$$r_{ij} = \vec{q}_i \cdot \vec{b}_j$$

Compare to Gram-Schmidt ~~for~~ \vec{q}_j $j > i$

$$|r_{kk}| = \|\vec{b}_k - \sum_{i=1}^{k-1} r_{ik}\vec{q}_i\|_2$$

Pseudo code for Classical Gram Schmidt

for $j = 1$ to n

$$\vec{v}_j = \vec{b}_j$$

for $i = 1$ to $j-1$

$$r_{ij} = \vec{z}_i \cdot \vec{b}_j$$

$$\vec{v}_j = \vec{v}_j - r_{ij} \vec{z}_i$$

end

$$r_{jj} = \|\vec{v}_j\|_2$$

$$\vec{z}_j = \vec{v}_j / r_{jj}$$

end

NOTE: Classical G.S. is unstable due to Round off error so there is an altered version that is stable.

Application to the normal equations.

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

$$\text{Cond}(A) = \frac{\sigma_1}{\sigma_n} \leftarrow 10^3 \leftarrow$$

$$\text{Cond}(A^T A) = \frac{\sigma_1^2}{\sigma_n^2} \leftarrow 10^6.$$

So avoid using $A^T A$ when possible

Two methods to avoid $A^T A$

① SVD

② QR decomp

We can rewrite normal eq using QR
assuming $\text{rank}(A) = n$.

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

$$A^T A \hat{x} = A^T \vec{b}$$

$$\hat{R}^T \hat{Q}^T \hat{Q} \hat{R} \hat{x} = \hat{R}^T \hat{Q}^T \vec{b}$$

$$\hat{R}^T \hat{x} = \vec{c}$$

Mat on left

$$\hat{R} \hat{x} = \hat{Q}^T \vec{b}$$

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Method

(1) compute $A = \hat{Q}\hat{R}$

(2) compute $\hat{Q}^T \vec{b}$

backsubs

by

(3) Solve $\hat{R}\vec{x} = \hat{Q}^T \vec{b}$

upper triang.