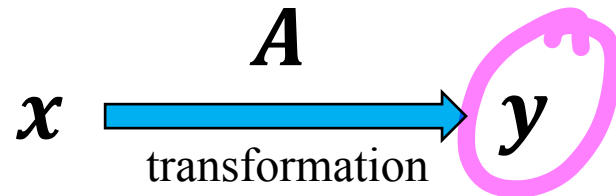


Solving Linear System of Equations

The “Undo” button for Linear Operations

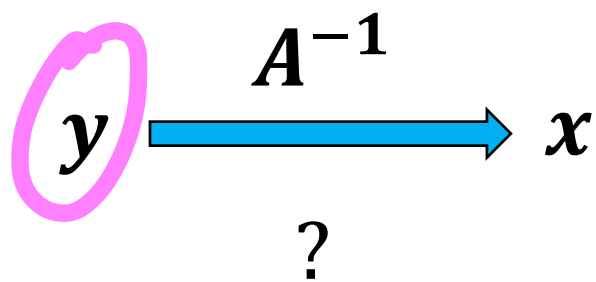
Matrix-vector multiplication: given the data \mathbf{x} and the operator \mathbf{A} , we can find \mathbf{y} such that

$$\mathbf{y} = \mathbf{A} \mathbf{x}$$



What if we know \mathbf{y} but not \mathbf{x} ? How can we “undo” the transformation?

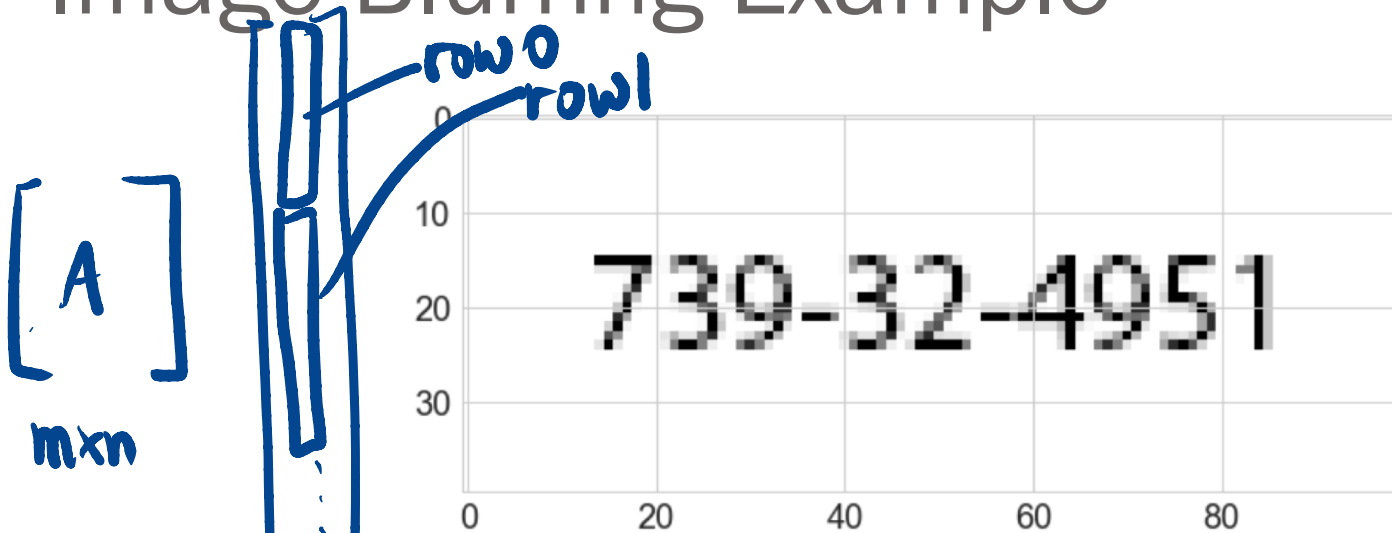
$$\mathbf{x} = \mathbf{A}^{-1} \mathbf{y}$$



Solve $\mathbf{A} \mathbf{x} = \mathbf{y}$ for \mathbf{x}

The equation $\mathbf{A} \mathbf{x} = \mathbf{y}$ is shown with blue boxes around \mathbf{A} and \mathbf{y} . A blue arrow points from the arrow in the diagram above to the boxed \mathbf{y} .

Image Blurring Example

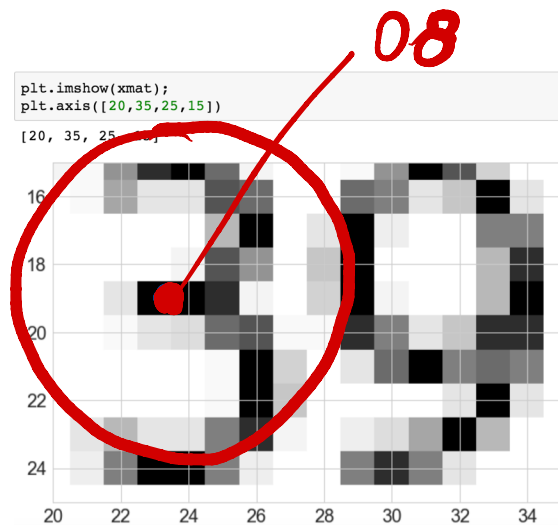
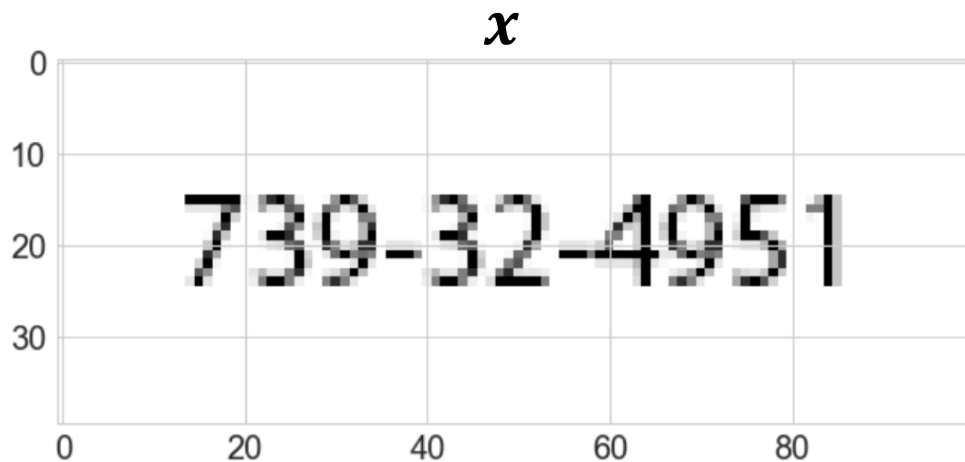


- Image is stored as a 2D array of real numbers between 0 and 1 (0 represents a white pixel, 1 represents a black pixel)
- ***xmat*** contains the 2D data (the image) with dimensions 100x40
- Flatten the 2D array as a 1D array
- ***x*** contains the 1D data with dimension 4000,
- Apply blurring operation to data ***x***, i.e.

$$\mathbf{y} = \mathbf{A} \mathbf{x}$$

where ***A*** is the blur operator and ***y*** is the blurred image

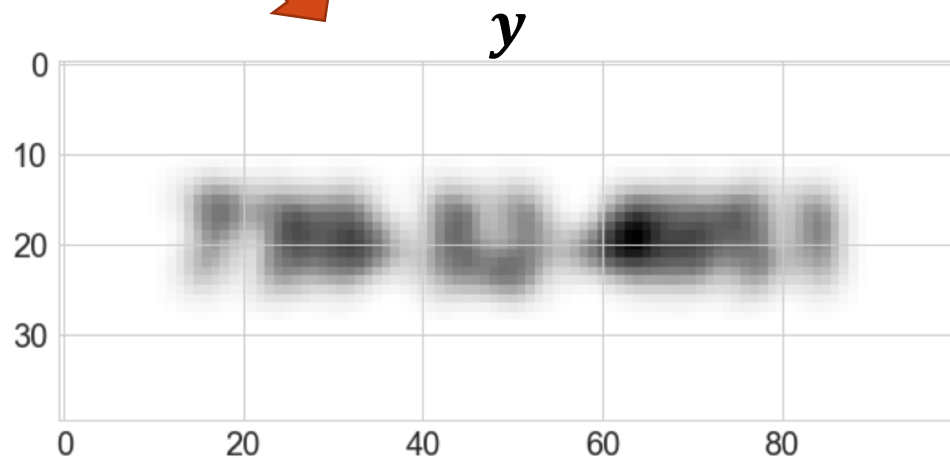
Blur operator



blurred image (4000,)
Blur operator (4000,4000)
"original" image (4000,)

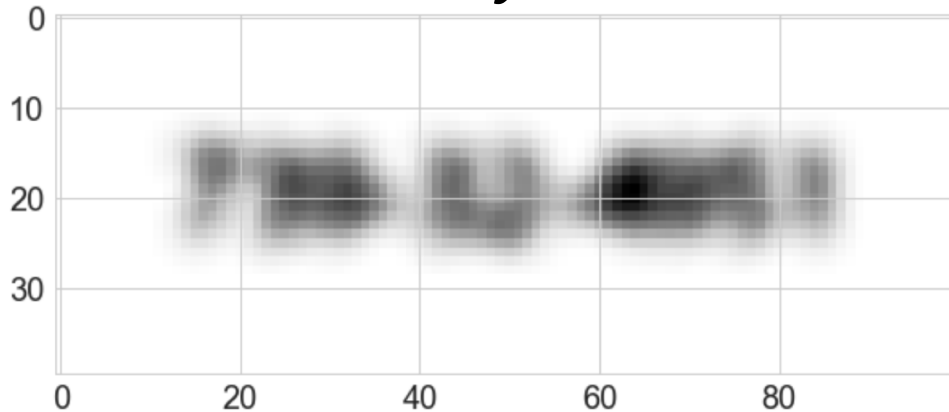
$$y = Ax$$

Blur operator
 A



"Undo" Blur to recover original image

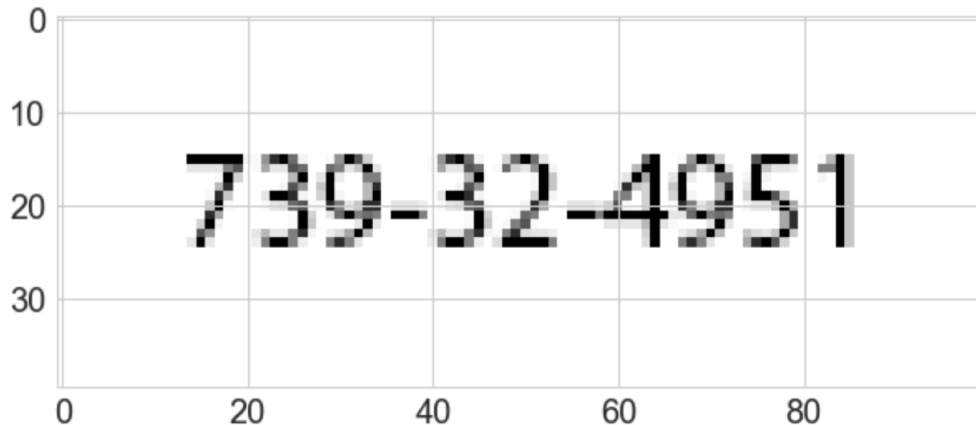
y



DEMO

Solve
 $Ax = y$
for x

x



Assumptions:

1. we know the blur operator A
2. the data set y does not have any noise ("clean data")

What happens if we add some noise to y ?

Linear System of Equations

How do we actually solve $\mathbf{A} \mathbf{x} = \mathbf{b}$?

We can start with an “easier” system of equations...

Let's consider triangular matrices (lower and upper):

$$\begin{pmatrix} L_{11} & 0 & \dots & 0 \\ L_{21} & L_{22} & \dots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ L_{n1} & L_{n2} & \dots & L_{nn} \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{pmatrix} = \begin{pmatrix} b \\ b_2 \\ \vdots \\ b_n \end{pmatrix}$$

$$\begin{pmatrix} U_{11} & U_{12} & \dots & U_{1n} \\ 0 & U_{22} & \dots & U_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \dots & U_{nn} \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{pmatrix} = \begin{pmatrix} b \\ b_2 \\ \vdots \\ b_n \end{pmatrix}$$

Example: Forward-substitution for lower triangular systems

$$\begin{pmatrix} 2 & 0 & 0 & 0 \\ 3 & 2 & 0 & 0 \\ 1 & 2 & 6 & 0 \\ 1 & 3 & 4 & 2 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{pmatrix} = \begin{pmatrix} 2 \\ 2 \\ 6 \\ 4 \end{pmatrix}$$

$$2x_1 = 2 \longrightarrow x_1 = 1$$

$$3x_1 + 2x_2 = 2 \longrightarrow x_2 =$$

$$1x_1 + 2x_2 + 6x_3 = 6 \longrightarrow x_3 =$$

$$1x_1 + 3x_2 + 4x_3 + 2x_4 = 4 \longrightarrow x_4 =$$

Example:

$$\begin{pmatrix} 2 & 8 & 4 & 2 \\ 0 & 4 & 4 & 3 \\ 0 & 0 & 6 & 2 \\ 0 & 0 & 0 & 2 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \end{pmatrix} = \begin{pmatrix} 2 \\ 4 \\ 4 \\ 1 \end{pmatrix}$$

$$x_4 = \frac{1}{2}$$

$$x_3 = \frac{4 - 2\frac{1}{2}}{6} = \frac{1}{2}$$

$$x_2 = \frac{4 - 4\frac{1}{2} - 3\frac{1}{2}}{4} = \frac{1/2}{4} = \frac{1}{8}$$

$$x_1 = \frac{2 - 8\frac{1}{8} - 4\frac{1}{2} - 2\frac{1}{2}}{2} = \frac{-2}{2} = -1$$

Linear System of Equations

How do we solve $\mathbf{A} \mathbf{x} = \mathbf{b}$ when \mathbf{A} is a non-triangular matrix?

We can perform LU factorization: given a $n \times n$ matrix \mathbf{A} , obtain lower triangular matrix \mathbf{L} and upper triangular matrix \mathbf{U} such that

$$\mathbf{A} = \mathbf{L}\mathbf{U}$$

where we set the diagonal entries of \mathbf{L} to be equal to 1.

\mathbf{A}

$$\begin{pmatrix} 1 & 0 & \dots & 0 \\ L_{21} & 1 & \dots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ L_{n1} & L_{n2} & \dots & 1 \end{pmatrix} \begin{pmatrix} U_{11} & U_{12} & \dots & U_{1n} \\ 0 & U_{22} & \dots & U_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \dots & U_{nn} \end{pmatrix} = \begin{pmatrix} A_{11} & A_{12} & \dots & A_{1n} \\ A_{21} & A_{22} & \dots & A_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ A_{n1} & A_{n2} & \dots & A_{nn} \end{pmatrix}$$

$$\textcircled{1} \underline{A} = \underline{L} \underline{U}$$

$$Ax = b$$



$$\underline{L} \begin{bmatrix} \underline{U} \underline{x} \\ \underline{y} \end{bmatrix} = \underline{b}$$

$\textcircled{2}$

$$\underline{L} \underline{y} = \underline{b}$$



solve for \underline{y}
Forward.

$\textcircled{3}$

$$\underline{U} \underline{x} = \underline{y}$$

solve for \underline{x} (Backward)

$$\text{1a. lu}(A) = P, L, U$$

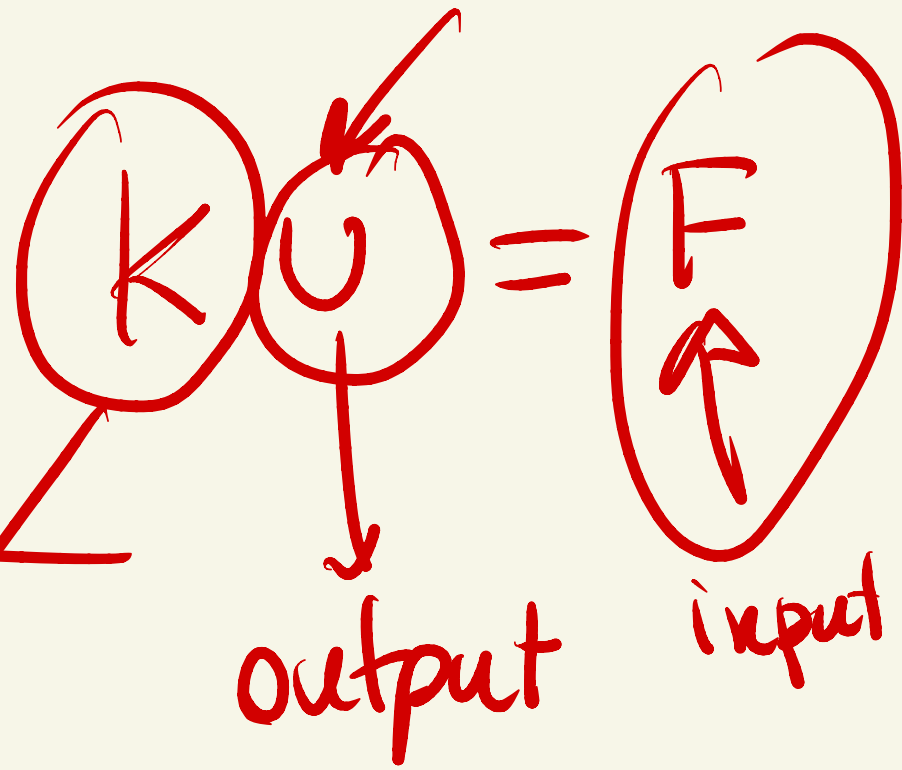
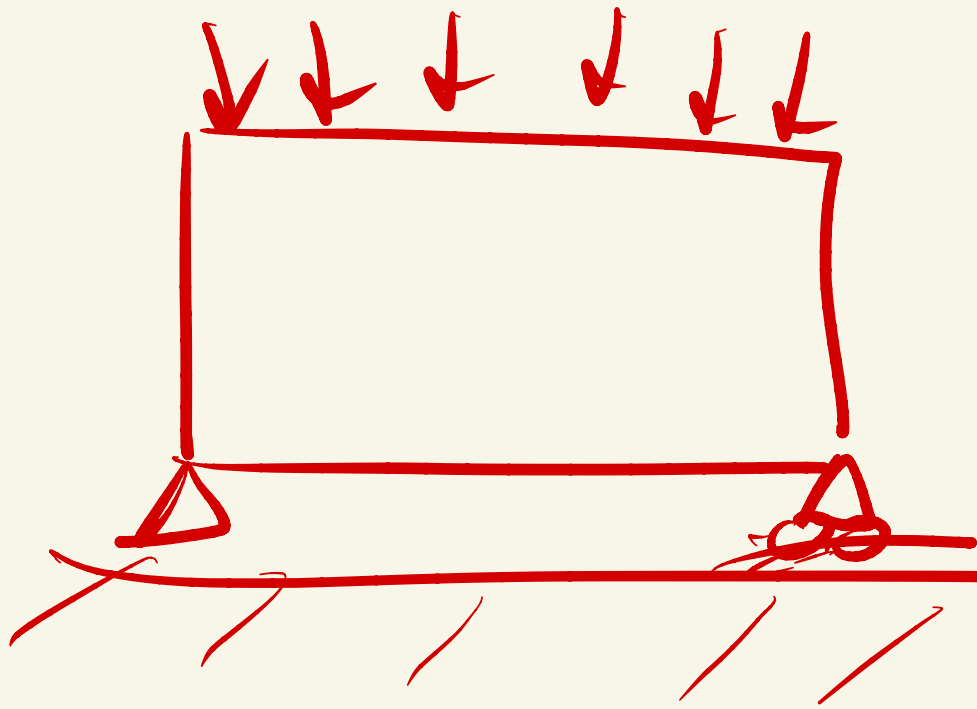
$$A = PLU$$

$$Ax = b$$

$$PLUx = b$$

$$PLy = b \rightarrow Ly = P^T b \rightarrow \text{solve for } y$$

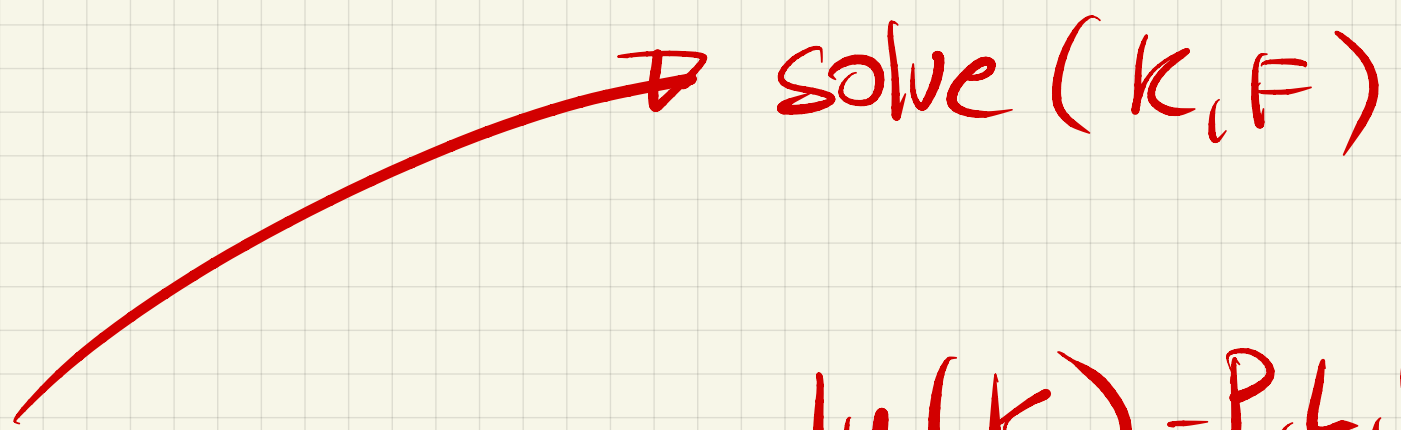
$$Ux = y \rightarrow \text{solve for } x$$



input

solve (K, F)

$$KU = \vec{F}$$



$$lu(K) = P, L, U$$

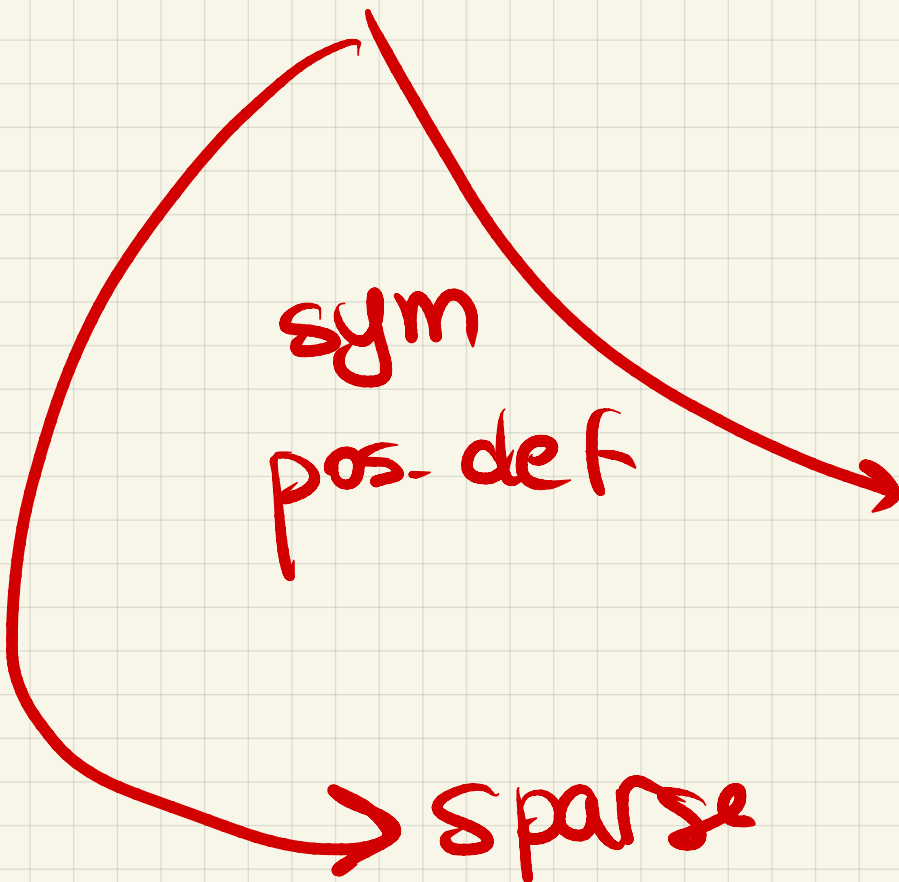
Forward
Backward

$$K = PLU$$

sym
pos-def

Cholesky

$$K = LL^T$$

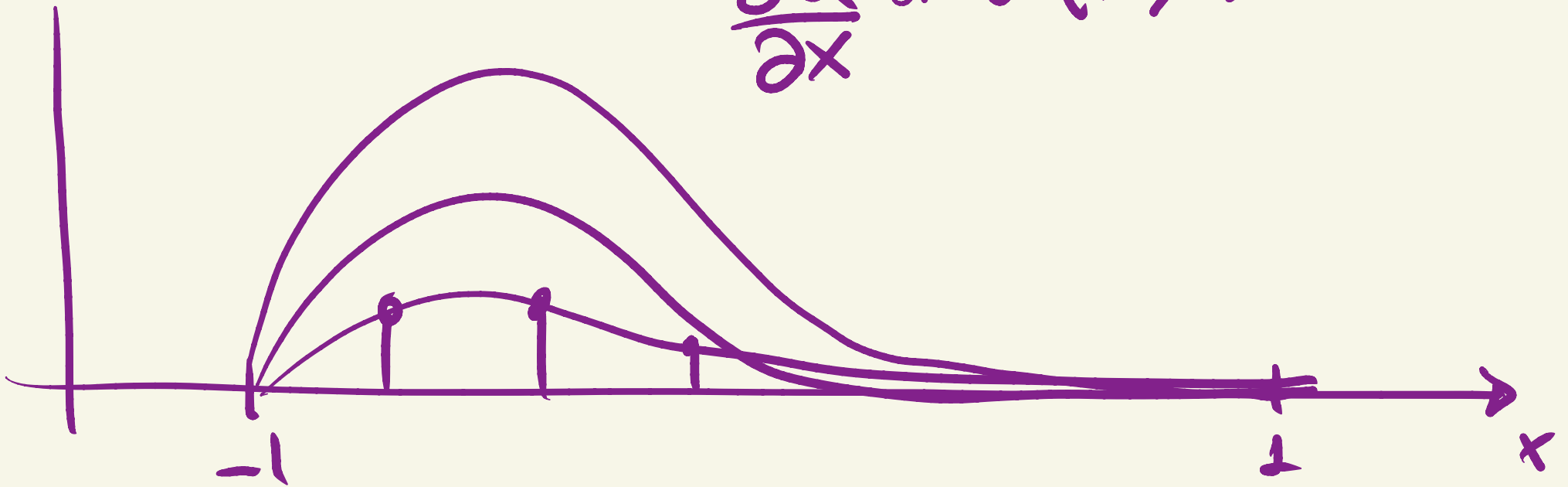


PDE: $\frac{\partial u}{\partial t} + \frac{\partial u}{\partial x} - \alpha \frac{\partial^2 u}{\partial x^2} = 0$

$$u(x, t) = ?$$

$$u(-1, t) = 0$$

$$\frac{\partial u}{\partial x} \text{ or } u'(+1, t) = 0$$



1000 time steps

$$A u^{(0)} = b^{(0)}$$

→ solve $(A, b^{(0)})$

$$A u^{(1)} = b^{(1)}$$

→ solve $(A, b^{(1)})$

⋮

$$A u^{(t)} = b^{(t)}$$

⋮

$$A u^{(n)} = b^{(n)}$$

Cholesky

$$\textcircled{1} A = LL^T$$

L: lower
triang

$$\textcircled{2} \underbrace{LL^T x}_{y} = b$$

$$\boxed{Ly = b} \xrightarrow{\text{solve for } y} y$$

$$\textcircled{3} L^T x = y \rightarrow \text{solve for } x$$