

QR Factorization

CPSC 406 – Computational Optimization

Overview

- Orthogonality
- QR properties
- Solution of linear least-squares problems

Orthogonal vectors

Two vectors x and y in \mathbb{R}^n

- recall cosine identity

$$x^\top y = \|x\|_2 \|y\|_2 \cos \theta$$

- x and y in \mathbb{R}^n are **orthogonal** if

$$x^\top y = 0 \quad (\cos \theta = 0)$$

- x and y are **orthonormal** if

$$x^\top y = 0, \quad x^\top x = 1, \quad y^\top y = 1$$

- a set of orthogonal n -vectors $\{q_1, \dots, q_m\}$ are linearly independent
 - if $m = n$ then it's a basis for \mathbb{R}^n

Orthogonal matrices

An $n \times r$ matrix Q is **orthonormal** if its columns are pairwise orthonormal:

$$Q = [q_1 \mid \cdots \mid q_r], \quad Q^T Q = \begin{bmatrix} q_1^T q_1 & q_2^T q_1 & \cdots & q_r^T q_1 \\ q_1^T q_2 & q_2^T q_2 & \cdots & q_r^T q_2 \\ \vdots & \vdots & \ddots & \vdots \\ q_1^T q_r & q_2^T q_r & \cdots & q_r^T q_r \end{bmatrix} = I_r$$

- if $r = n$ (ie, Q is square) then Q is **orthogonal**

$$Q^{-1} = Q^T \quad \text{and} \quad Q^T Q = Q Q^T = I_n$$

- **orthogonal** transformations preserve lengths and angles

$$\|x\|_2 = \|Qx\|_2 \quad \text{and} \quad x^T y = x^T Q^T Q y = (Qx)^T (Qy) \quad \text{and} \quad \det(Q) = \pm 1$$

Question: Orthogonal matrices

Let Q be an $n \times n$ orthogonal matrix (so $Q^T Q = I_n$). Which of the following statements is **always** true for any vectors $x, y \in \mathbb{R}^n$?

- a. $\|Qx\| = \|x\|$, but $\|Qy\| \neq \|y\|$
- b. $(Qx)^T(Qy) = x^T y$
- c. $\det(Q) = +1$
- d. $\|Qx\| \neq \|x\|$, and angles are distorted by Q ?

QR Factorization

$$\begin{array}{c} m \\ \left[\begin{array}{c} n \\ A \end{array} \right] = \underbrace{\left[\begin{array}{c|c} n & m-n \\ \hat{Q} & \bar{Q} \end{array} \right]}_Q \underbrace{\left[\begin{array}{c} n \\ \hat{R} \\ \hline 0 \\ m-n \end{array} \right]}_R \end{array}$$

where

1. Q is orthogonal ($Q^T Q = Q Q^T = I_m$)
2. \hat{R} is upper triangular ($\hat{R}_{ij} = 0$ for $i > j$)
3. $\text{range}(\hat{Q}) = \text{range}(A)$
4. $\text{range}(\bar{Q}) = \text{range}(A)^\perp \equiv \text{null}(A^T)$

```
1 using LinearAlgebra
2 Q, R = qr(A)
```

Reduced QR Factorization

For A $m \times n$ with $m \geq n$, full rank

$$\begin{matrix} m \\ \boxed{A} \\ n \end{matrix} = \begin{matrix} \boxed{\hat{Q}} \\ n \end{matrix} \begin{matrix} \hat{R} \\ n \end{matrix}$$

taking column by column, with $\hat{Q} = [q_1 \mid \cdots \mid q_n]$

$$a_1 = r_{11}q_1$$

$$a_2 = r_{12}q_1 + r_{22}q_2$$

$$a_3 = r_{13}q_1 + r_{23}q_2 + r_{33}q_3$$

\vdots

$$a_n = r_{1n}q_1 + r_{2n}q_2 + \cdots + r_{nn}q_n$$

Question: Columns of Q

Let A be an $m \times n$ matrix ($m \geq n$) of full column rank, and suppose $A = QR$ is its reduced QR factorization. The columns of Q form an orthonormal basis for which of the following subspaces?

- A. The **row space** of A
- B. The **column space** of A
- C. The **null space** of A
- D. The **orthogonal complement** of the column space of A

Nonsingular equations with QR

Given $n \times n$ matrix A , full rank, solve

$$Ax = b$$

solve by QR factorization $A = QR$ and $Q^T Q = I$

mathematically

$$x = A^{-1}b = (QR)^{-1}b = R^{-1}Q^{-1}b = R^{-1}Q^T b$$

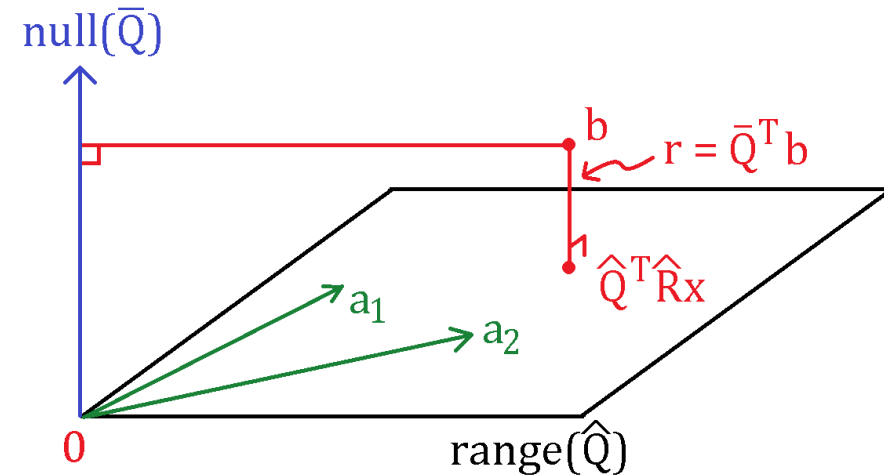
computationally

```
1 using LinearAlgebra
2 Q, R = qr(A)    # 0(n^3) <-- dominant cost
3 y = Q'b        # 0(n^2) <-- matrix-vector multiply
4 x = R \ y      # 0(n^2) <-- triangular solve
```

Geometry of Least-Squares via QR

$$\min_{x \in \mathbb{R}^n} \|Ax - b\|^2, \quad A = QR$$

$$\begin{aligned} \|Ax - b\|^2 &= (Ax - b)^\top (Ax - b) \\ &= (Ax - b)^\top Q Q^\top (Ax - b) \\ &= \|Q^\top (Ax - b)\|^2 \\ &= \left\| \begin{bmatrix} \hat{R} \\ 0 \end{bmatrix} x - \begin{bmatrix} \hat{Q}^\top \\ \bar{Q}^\top \end{bmatrix} b \right\|^2 \\ &= \underbrace{\|\hat{R}x - \hat{Q}^\top b\|^2}_{(1)} + \underbrace{\|\bar{Q}^\top b\|^2}_{(2)} \end{aligned}$$



where (1) is minimized when $\hat{R}x = \hat{Q}^\top b$ and (2) is constant

Question: Least-Squares and Orthogonal Projections

Consider the least-squares problem

$$\min_{x \in \mathbb{R}^n} \|Ax - b\|,$$

Let $A = QR$ and $c = Q^T b$. Which of the following best describes the **meaning** of c ?

- A. c is the orthogonal projection of b in the **original space**.
- B. c is the coordinate vector of the projection of b onto the **column space** of Q .
- C. c is orthogonal to every column of Q .
- D. c has no geometric interpretation for the least-squares problem.

Solving Least-Squares via QR

$$\min_{x \in \mathbb{R}^n} \|Ax - b\|^2, \quad A = QR$$

mathematically

$$\begin{aligned} A^T Ax &= A^T b \\ R^T Q^T QRx &= R^T Q^T b \\ Rx &= Q^T b \\ x &= R^{-1} Q^T b \end{aligned}$$

computationally

```
1 using LinearAlgebra
2 F = qr(A) # 0(n^3) <-- dominant cost
3 Q, R = Matrix(F.Q), F.R # extract _thin_ Q, and R
4 y = Q'b # 0(n^2) <-- matrix-vector multiply
5 x = R \ y # 0(n^2) <-- triangular solve
```

more numerically stable than solving $A^T Ax = A^T b$ directly

Question: Geometric Interpretation of R

In the factorization $A = QR$, with Q having orthonormal columns, what is the **geometric interpretation** of the triangular matrix R ?

- a. R is an orthogonal matrix that preserves angles and lengths.
- b. R describes how the columns of A can be expressed as linear combinations of the columns of Q , **capturing their coordinates** in the orthonormal basis.
- c. R is the null-space basis of A .
- d. R is a diagonal matrix containing the singular values of A .

Accuracy of QR vs Normal Equations

For ϵ positive, this matrix has full rank because $\sin^2(\theta) + \cos^2(\theta) = 1$

$$A = \begin{bmatrix} \sin^2(\theta_1) & \cos^2(\theta_1 + \epsilon) & 1 \\ \sin^2(\theta_2) & \cos^2(\theta_2 + \epsilon) & 1 \\ \vdots & \vdots & \vdots \\ \sin^2(\theta_m) & \cos^2(\theta_m + \epsilon) & 1 \end{bmatrix}$$

```
1 using LinearAlgebra
2  $\theta = \text{LinRange}(0, 3, 400)$ 
3  $\epsilon = 1\text{e-}7$ 
4  $A = @. [\sin(\theta)^2 \quad \cos(\theta+\epsilon)^2 \quad \theta^0]$ 
5  $x^e = [1., 2., 1.]$ 
6  $b = A * x^e$ 
7
8  $x_n = A' A \setminus A' b$  # Compute  $x_n$  via normal equations
9
10  $Q, R = \text{qr}(A); Q = \text{Matrix}(Q)$  # Compute  $x_r$  via QR
11  $x_r = R \setminus (Q' b)$ 
12
13  $x_b = A \setminus b$  # Compute  $x_b$  via backslash
14
15 @show  $x_n \ x_r \ x_b;$ 
```