

# ESc 101: FUNDAMENTALS OF COMPUTING

Lecture 30

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# COMPUTING INVERSE OF A LOWER TRIANGULAR MATRIX

- Let  $L$  be a lower triangular matrix:

$$L = \begin{bmatrix} a_{0,0} & 0 & \dots & 0 \\ a_{1,0} & a_{1,1} & \dots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ a_{n-1,0} & a_{n-1,1} & \dots & a_{n-1,n-1} \end{bmatrix}.$$

# COMPUTING INVERSE OF A LOWER TRIANGULAR MATRIX

- Let:

$$L^{-1} = \begin{bmatrix} x_{0,0} & 0 & \dots & 0 \\ x_{1,0} & x_{1,1} & \dots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ x_{n-1,0} & x_{n-1,1} & \dots & x_{n-1,n-1} \end{bmatrix}.$$

- Then, for every  $0 \leq i, k \leq n - 1$ :

$$\sum_{j=k}^i x_{i,j} a_{j,k} = \begin{cases} 1 & \text{if } i = k \\ 0 & \text{otherwise} \end{cases}$$

# COMPUTING INVERSE OF A LOWER TRIANGULAR MATRIX

This immediately gives an algorithm to compute  $L^{-1}$ :

1. Start with  $i = 0$ ;
2. Set  $k = i$ , and solve for  $x[i][i]$ ; `// x[i][i] = 1/ a[i][i]`
3. Set  $k = k-1$  until 0, and solve for  $x[i][k]$ ;
4. Set  $i = i+1$ , and go to 2.

# COMPUTING INVERSE OF AN UPPER TRIANGULAR AND PERMUTATION MATRIX

- This is very similar to computing inverse of a lower triangular matrix.
- The inverse is also an upper triangular matrix.
- The inverse of a permutation matrix  $P$  is  $P^T$ , the transpose of  $P$ !

## COMPUTING INVERSE OF $A$

- Therefore, the inverse of  $A = L \cdot U \cdot P$  is:

$$A^{-1} = P^T \cdot U^{-1} \cdot L^{-1}.$$

- The LUP decomposition also gives the determinant of  $A$ :

$$\det A = \det L \cdot \det U \cdot \det P.$$

- The determinants of upper and lower triangular matrices are simply the products of diagonals.
- The determinant of permutation matrix equals  $1$  or  $-1$  and can be easily calculated.

# DOING LUP DECOMPOSITION

- Suppose  $a_{0,0} = 0$  and  $a_{0,1} \neq 0$ .
- Then

$$A = \begin{bmatrix} a_{0,1} & a_{0,0} & a_{0,2} & \dots & a_{0,n-1} \\ a_{1,1} & a_{1,0} & a_{1,2} & \dots & a_{1,n-1} \\ a_{2,1} & a_{2,0} & a_{2,2} & \dots & a_{2,n-1} \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ a_{n-1,1} & a_{n-1,0} & a_{n-1,2} & \dots & a_{n-1,n-1} \end{bmatrix} \cdot \begin{bmatrix} 0 & 1 & 0 & \dots & 0 \\ 1 & 0 & 0 & \dots & 0 \\ 0 & 0 & 1 & \dots & 0 \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & 0 & \dots & 1 \end{bmatrix}.$$

- The first matrix, say  $B$ , has top left element non-zero and the second matrix, say  $\tilde{P}$ , is a permutation matrix.

# DOING LUP DECOMPOSITION

- We now express  $B$  as a product of a lower triangular matrix and a matrix whose first column is all zero except the first entry.
- Let

$$B = \begin{bmatrix} b_{0,0} & b_{0,1} & \dots & b_{0,n-1} \\ b_{1,0} & b_{1,1} & \dots & b_{1,n-1} \\ \vdots & \vdots & \ddots & \vdots \\ b_{n-1,0} & b_{n-1,1} & \dots & b_{n-1,n-1} \end{bmatrix}$$

with  $b_{0,0} \neq 0$ .

- Let

$$\tilde{L} = \begin{bmatrix} 1 & 0 & 0 & \dots & 0 \\ \frac{b_{1,0}}{b_{0,0}} & 1 & 0 & \dots & 0 \\ \frac{b_{2,0}}{b_{0,0}} & 0 & 1 & \dots & 0 \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ \frac{b_{n-1,0}}{b_{0,0}} & 0 & 0 & \dots & 1 \end{bmatrix}.$$



# DOING LUP DECOMPOSITION

- And

$$C = \begin{bmatrix} b_{0,0} & b_{0,1} & \dots & b_{0,n-1} \\ 0 & b_{1,1} - \frac{b_{1,0}}{b_{0,0}} b_{0,1} & \dots & b_{1,n-1} - \frac{b_{1,0}}{b_{0,0}} b_{0,n-1} \\ 0 & b_{2,1} - \frac{b_{2,0}}{b_{0,0}} b_{0,1} & \dots & b_{2,n-1} - \frac{b_{2,0}}{b_{0,0}} b_{0,n-1} \\ \vdots & \vdots & \ddots & \vdots \\ 0 & b_{n-1,1} - \frac{b_{n-1,0}}{b_{0,0}} b_{0,1} & \dots & b_{n-1,n-1} - \frac{b_{n-1,0}}{b_{0,0}} b_{0,n-1} \end{bmatrix}.$$

- Then

$$B = \tilde{L} \cdot C.$$

# DOING LUP DECOMPOSITION

- Let  $A'$  be the matrix obtained by deleting first row and column of  $C$ :

$$C = \begin{bmatrix} b_{0,0} & b_{0,1} & \dots & b_{0,n-1} \\ 0 & & & \\ \vdots & & A' & \\ 0 & & & \end{bmatrix}.$$

- $A'$  is invertible  $\Leftrightarrow C$  is invertible  $\Leftrightarrow B$  is invertible  $\Leftrightarrow A$  is invertible.
- Now recursively decompose  $A'$  as:  $A' = L' \cdot U' \cdot P'$ .

# DOING LUP DECOMPOSITION

- We can write  $C$  as:

$$\begin{aligned} C &= \begin{bmatrix} 1 & 0 & \dots & 0 \\ 0 & & & \\ \vdots & L' & & \\ 0 & & & \end{bmatrix} \cdot \begin{bmatrix} b_{0,0} & b_{0,1} & \dots & b_{0,n-1} \\ 0 & & & \\ \vdots & U' P' & & \\ 0 & & & \end{bmatrix} \cdot \\ &= \begin{bmatrix} 1 & 0 & \dots & 0 \\ 0 & & & \\ \vdots & L' & & \\ 0 & & & \end{bmatrix} \cdot \begin{bmatrix} b_{0,0} & b'_{0,1} & \dots & b'_{0,n-1} \\ 0 & & & \\ \vdots & U' & & \\ 0 & & & \end{bmatrix} \cdot \begin{bmatrix} 1 & 0 & \dots & 0 \\ 0 & & & \\ \vdots & P' & & \\ 0 & & & \end{bmatrix} \cdot \end{aligned}$$

where  $[b_{0,1} \cdots b_{0,n-1}] = [b'_{0,1} \cdots b'_{0,n-1}] \cdot P'$ .

# DOING LUP DECOMPOSITION

- Therefore,  $C$  gets decomposed as:

$$C = \hat{L} \cdot \hat{U} \cdot \hat{P},$$

where  $\hat{L}$  is lower triangular matrix,  $\hat{U}$  is an upper triangular matrix, and  $\hat{P}$  is a permutation matrix.

- We already have:

$$A = \tilde{L} \cdot C \cdot \tilde{P}.$$

- Hence:

$$A = \tilde{L} \cdot \hat{L} \cdot \hat{U} \cdot \hat{P} \cdot \tilde{P}.$$

# DOING LUP DECOMPOSITION

- It is easy to see that product of two lower triangular matrices is also lower triangular. Similarly for upper triangular and permutation matrices.
- Therefore:

$$A = L \cdot U \cdot P,$$

where  $L = \tilde{L} \cdot \hat{L}$  is a lower triangular matrix,  $U = \hat{U}$  is an upper triangular matrix,  $P = \hat{P} \cdot \tilde{P}$  is a permutation matrix.

- In addition, the diagonal entries in  $L$  are all 1's: follows from the above construction!

# HANDLING LARGE CODE

- The entire code is nearly 400 lines long!
- It becomes unwieldy to work with such a large code in a single file.
- Therefore, C compiler allows one to split the code in multiple files.
- Functions of one kind can be grouped in one file.
- All the files can then be simultaneously compiled.

# HANDLING LARGE CODE

- Another useful tool is the header file: we can create a header file, say `matrix.h` containing:
  - ▶ All the constants defined via `#define`.
  - ▶ All the declarations of the functions in the program.
- Then we can simply write `#include "matrix.h"` at the beginning of each file, and do not need to have function declarations in the top of every file.