

# MATH 504: Numerical Methods I

Instructor: Emre Mengi

Fall Semester 2018  
1st Midterm Examination

NAME \_\_\_\_\_

STUDENT ID \_\_\_\_\_

SIGNATURE \_\_\_\_\_

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#2	25	
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- Put your name, student ID and signature in the spaces provided above.
- Duration for this exam is 120 minutes.

**Problem 1.** Let

$$A = \begin{bmatrix} 1 & 0 \\ 2 & 2 \\ 0 & 1 \end{bmatrix}. \quad (1)$$

- (a) **(20 points)** Calculate a reduced singular value decomposition of  $A$  given in (1).
- (b) **(10 points)** For the matrix  $A$  in (1), write down a  $3 \times 2$  matrix  $B_*$  such that  $\text{rank}(B_*) = 1$  and

$$\|B_* - A\|_2 \leq \|B - A\|_2$$

for all  $B \in \mathbb{C}^{3 \times 2}$  with  $\text{rank}(B) = 1$ .



**Problem 2.** Consider the  $3 \times 3$  matrix given below.

$$A = \begin{bmatrix} 1/\sqrt{3} & -1/\sqrt{6} & 1/\sqrt{2} \\ 1/\sqrt{3} & 2/\sqrt{6} & 0 \\ 1/\sqrt{3} & -1/\sqrt{6} & -1/\sqrt{2} \end{bmatrix} \begin{bmatrix} 3 & 0 & 0 \\ 0 & -2 & 0 \\ 0 & 0 & -1 \end{bmatrix} \begin{bmatrix} 1/\sqrt{3} & 1/\sqrt{3} & 1/\sqrt{3} \\ -1/\sqrt{6} & 2/\sqrt{6} & -1/\sqrt{6} \\ 1/\sqrt{2} & 0 & -1/\sqrt{2} \end{bmatrix} \quad (2)$$

- (a) **(10 points)** Is  $A$  in (2) positive semi-definite? If it is, explain why. If it is not, provide a vector  $q \in \mathbb{R}^3$  such that  $q^T A q < 0$ .
- (b) **(15 points)** Write down a full singular value decomposition of  $A$  in (2). Describe also what the set

$$\{Av \mid v \in \mathbb{R}^3 \text{ such that } \|v\|_2 = 1\}$$

corresponds to geometrically.

**Problem 3.** Suppose that  $P \in \mathbb{C}^{n \times n}$  is a projector, but  $P \neq I_n$  and  $P \neq 0$ .

- (a) **(9 points)** Show that  $\|P\|_2 = 1$ .
- (b) **(8 points)** Show that  $\sigma_n(P) = 0$ ,  
that is show that the smallest singular value of  $P$  is 0.
- (c) **(8 points)** Now suppose in particular that  $P$  is the orthogonal projector onto  $\text{span}\{v\}^\perp$  for a given nonzero vector  $v \in \mathbb{C}^n$ . Give an expression for  $P$  in terms of  $v$ .



**Problem 4. (20 points)** A matrix  $H \in \mathbb{C}^{n \times n}$  is called Hessenberg if  $h_{ij} = 0$  for all  $i, j \in \{1, \dots, n\}$  such that  $i - j > 1$ . For instance, the matrix

$$\begin{bmatrix} 3 & -2 & 1 & 5 \\ -4 & 1 & 2 & 1 \\ 0 & -1 & 3 & 4 \\ 0 & 0 & 2 & -5 \end{bmatrix}$$

is Hessenberg.

For every matrix  $A \in \mathbb{C}^{n \times n}$ , there exists a unitary matrix  $Q \in \mathbb{C}^{n \times n}$  and a Hessenberg matrix  $H \in \mathbb{C}^{n \times n}$  such that

$$Q^* A Q = H. \quad (3)$$

Given a matrix  $A \in \mathbb{C}^{n \times n}$ , design an efficient algorithm, in particular write down a pseudocode, that computes a Hessenberg matrix  $H \in \mathbb{C}^{n \times n}$  satisfying (3) for some unitary matrix  $Q \in \mathbb{C}^{n \times n}$ . Your algorithm does not need to form the unitary matrix  $Q$  explicitly, rather it suffices if it only returns  $H$ . Count the number of flops required by your algorithm.

