

Computernumerik (Visual Computing) Test 2

22.January 2025

Time: 100 minutes

2.1

Given is the matrix $A = \begin{pmatrix} 2 & 0 & 0 \\ 4 & 3 & 0 \\ 6 & 6 & 6 \end{pmatrix}$

- Calculate the LU-factorization of A with the normalized lower triangular matrix L and the upper triangular matrix U.
- Assume the matrix $B \in \mathbb{R}^{n \times n}$. What is the computational cost of the LU-factorization of B? Let U be an upper triangular matrix. What is the cost of solving the system $Ux = b$ using backwards substitution?
- Assume you know the matrix $B \in \mathbb{R}^{n \times n}$ and its LU-factorization $B = LU$. How can you solve the system $Bx = b$ with a cost of $\mathcal{O}(n^2)$?

2.2

Given is the matrix $A = \begin{pmatrix} 0 & 2 \\ 4 & 1 \end{pmatrix}$

- Prove that A has no LU-factorization.
- Does A have a Cholesky-factorization? Why, or why not?
- Calculate the Cholesky-factorization of $B = \begin{pmatrix} 4 & 2 \\ 2 & 4 \end{pmatrix}$

2.3

a) Let $m > n$, $A \in \mathbb{R}^{m \times n}$, $b \in \mathbb{R}^m$ be given. How is the least squares solution for the system $Ax = b$ defined?

b) Given is Rectangle with sides a and b . 3 independent measurements are made that yield the following approximate results:

- $a \approx 15cm$
- $b \approx 21cm$
- $a + b \approx 39cm$

Determine the refined values of a and b with least squares.

2.4

Given is the function $f(x) = x^2 - 2$.

a) Suppose you want to solve $f(x^*) = 0$ using Newton's method with the start value $x_0 = 2$. Perform the first 3 steps of the calculation.

b) Under which conditions does Newton's Method (1D) converge quadratically? What does *quadratic convergence* mean in this context?

c) Let $g(x) = x^2$ and you want to solve $g(x^*) = 0$ using Newton's Method (1D) starting at $x_0 = 1$. Do you expect quadratic convergence? Why, or why not?

2.5

Decide if True or False.

a)

1. The cost for calculating the Cholesky-factorization is twice the cost of the LU-factorization.
2. Let $A \in \mathbb{R}^{n \times n}$ with the QR -factorization $A = QR$. The factor Q has to be an orthogonal matrix.
3. Gaussian elimination solves a system $Ax = b$ by transforming it into upper triangular form and then using backwards substitution to solve it.

b)

1. The proof of quadratic convergence of 1D Newton's method is based on the theory of fixed point iterations.
2. Crout's algorithm is a method to calculate the LU -factorization of a matrix.
3. Every invertible matrix $A \in \mathbb{R}^{n \times n}$ has a QR -factorization.

c)

1. Given is $m > n$, $A \in \mathbb{R}^{m \times n}$, $b \in \mathbb{R}^m$. The normal equation to $Ax = b$ reads as $A^T Ax = b$.
2. The Armijo-rule is a way to choose the step-length in a descent method.
3. Given is $m < n$, $A \in \mathbb{R}^{m \times n}$, $b \in \mathbb{R}^m$. $Ax = b$ is called an underdetermined system.

d) Fill in the blanks:

1. Calculating the QR -decomposition of a matrix $A \in \mathbb{R}^{n \times n}$ has complexity $_$.
2. $A \in \mathbb{R}^{n \times n}$, $b \in \mathbb{R}^n$. Solving $Ax = b$ with gaussian elimination has complexity $_$.
3. A matrix $Q \in \mathbb{R}^{n \times n}$ is called orthogonal if $_$.