

MATH 685

Lecture 6

Applied Math seminar:

Fri 1:30 - 2:30 pm Research I, 301

Project 2

1. $y = C_1 e^{C_2 t}$

$$\log y = \frac{\log C_1 + C_2 t}{K}$$

$$y = t e^{C_2 t} + C_3$$

$$\log(a+b) \neq \log a + \log b$$
$$\log t e^{C_2 t} + \log C_3$$

2. SVD for least squares

$$A = USV^T, A^+ = VS^+U^T$$

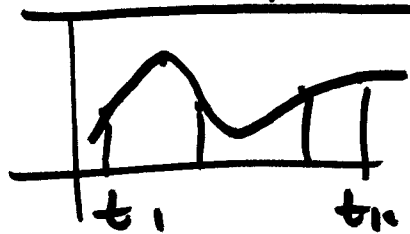
$AX \approx b$ $x = A^+ b$ is the least squares solution.

3. QR

$$A = \begin{bmatrix} Q_1 \\ Q_2 \end{bmatrix} \begin{bmatrix} R \\ 0 \end{bmatrix} \leftarrow \text{in textbook}$$

"qr(A)" command gives $R_{\text{matlab}} = \begin{bmatrix} R \\ 0 \end{bmatrix}$

§7. Interpolation.



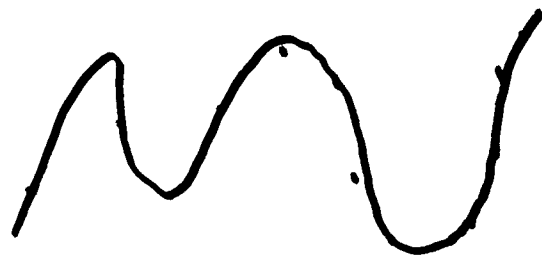
$(t_i, y_i) \leftarrow$ data pts

Want: $p(t)$ s.t. $p(t_i) = y_i$

1) discrete (t_i, y_i)

2) continuous $(t_i, f(t_i))$

Interpolation: \rightarrow easy to use
 \rightarrow represent data



$\psi_i(t) \leftarrow$ basis functions.

1st step: Choose type of interpolation

- \rightarrow poly or piecewise poly
- \rightarrow trig
- \rightarrow exp
- \rightarrow rational

\Rightarrow defines the space you will work in.

e.g. \mathbb{P}_5 is a space of polys of deg ≤ 4

$$p_1 = t^4 + t^3 - t^2$$

$$p_2 = t^4 + t^3 + t^2$$

$$\Rightarrow p_1 - p_2 = -2t^2$$

2nd step: Basis

$$\mathbb{R}^2 \quad (0, 1), (1, 0)$$

Same space but different basis results in different numerical problem.

e.g. monomials:

basis in $\mathbb{R} \mathbb{P}_k$: $1, t, t^2, t^3, \dots, t^k$
is not optimal!

$$(t_i, y_i) \quad p(t_i) = y_i$$

$p(t) = \sum_{j=1}^n x_j \varphi_j(t)$ — representing interpolant as a linear comb. of basis function.

$$p(t_i) = \sum_{j=1}^n x_j \varphi_j(t_i) = y_i, \quad i=1, \dots, m.$$

$$A = (a_{ij}) = (\varphi_j(t_i)) \Rightarrow A \vec{x} = \vec{y}$$

\uparrow Coefficient \leftarrow given vector

Everything depends on the properties of A .
 Choices of classes/Bases:

① Monomials: $A =$ Vandermonde matrix

$$A = \begin{bmatrix} 1 & t_1 & t_1^{n-1} \\ \vdots & \vdots & \vdots \\ 1 & t_n & t_n^{n-1} \end{bmatrix}$$

$$Ax = y$$

$$Ax = 0 \Rightarrow x = 0$$

$$p_x(t) = x_1 + x_2 t + \dots + x_n t^{n-1}$$

$$n \text{ pts } t_1, \dots, t_n \rightarrow p_x(t_i) = 0$$

$$\Rightarrow n \text{ roots}$$

$$\text{deg} \leq n-1$$

$$\Rightarrow p_x(t) \equiv 0 \Leftrightarrow \vec{x} = \begin{pmatrix} 0 \\ \vdots \\ 0 \end{pmatrix}$$

A - nonsingular

\Rightarrow unique sol. to $Ax = y$.

$\text{cond}(A)$ grows with n

\Rightarrow although $Ax - b = \tau$ can be small actual values of \vec{x} will carry some error.



Fundam. Thm of Calculus

2) Lagrange basis functions.

$$\varphi_j(t_i) = l_j(t_i) = \begin{cases} 1, & i=j \\ 0, & i \neq j \end{cases}$$

↙ basis function



$$l_1(x_1) = 1$$

$$l_1(x_2) = l_2(x_3) = \dots = 0$$

$$A = (\varphi_j(t_i))_{i,j} = \begin{pmatrix} 1 & & 0 \\ & \ddots & \\ 0 & & 1 \end{pmatrix}$$

$$l_j(t_i) = \frac{(t-t_1) \dots (t-t_{j-1})(t-t_{j+1}) \dots (t-t_n)}{(t_j-t_1) \dots (t_j-t_{j-1})(t_j-t_{j+1}) \dots (t_j-t_n)}$$

$$t_i = t_j \Rightarrow l_j(t_j) = 1.$$

$$p(t) = y_1 l_1(t) + \dots + y_n l_n(t)$$

interpolating different \vec{y} is easy.

But: calculating l_j is hard.

3) Newton interpolation.

$$p_0 = y_1 \leftarrow \text{interpolates } (t_1, y_1)$$

$$p_2 = p_0 + c(t-t_2) \leftarrow \text{interpolates}$$

$$p_2(t_1) = p_1(t_1) = y_1, \text{ automatic } \rightarrow (t_1, y_1) \& (t_2, y_2)$$

$$p_2(t_2) = p_1(t_2) + c(t_2 - t_1) = y_2$$

$$y_1 \Rightarrow c = \frac{y_2 - y_1}{t_2 - t_1}$$

$$p_2(t) = y_1 + \frac{y_2 - y_1}{t_2 - t_1} (t - t_1)$$

$$p_2(t) = y_1 + \frac{y_2 - y_1}{t_2 - t_1} (t - t_1)$$

$$p_3(t) = p_2(t) + c(t - t_1)(t - t_2) \leftarrow \text{if we add } (t_3, y_3)$$

$$p_{n-1}(t) = y_1 + y_2 \frac{(t - t_1)}{(t_2 - t_1)} + \dots + y_n \frac{(t - t_1) \dots (t - t_{n-1})}{(t_2 - t_1) \dots (t_n - t_1)}$$

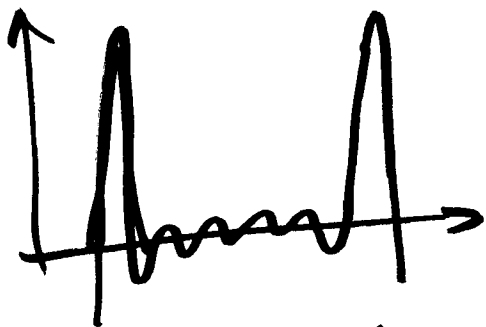
$$= y_1 + (t - t_1)(y_2 + (t - t_2)(y_3 + \dots))$$

$$A = \begin{bmatrix} 1 & 0 & \dots & 0 \\ 0 & t_2 - t_1 & \dots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & t_2 - t_1 & \dots & (t_n - t_1) \dots (t_n - t_{n-1}) \end{bmatrix}$$

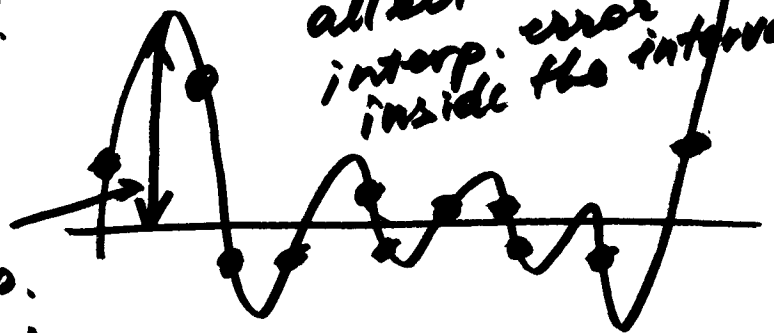
$Ax = y$ $O(n^2)$ operations
 \Rightarrow best of both worlds.

4) Orthogonal polynomials

$$\langle p_i, q_j \rangle = \begin{cases} 1, & i=j \\ 0, & i \neq j \end{cases}$$



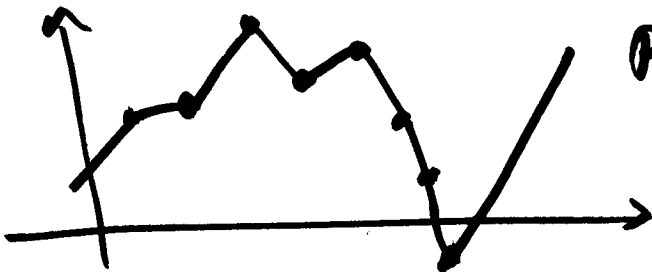
interp. error



choice of Chebyshev nodes allminates the interp. error inside the interval

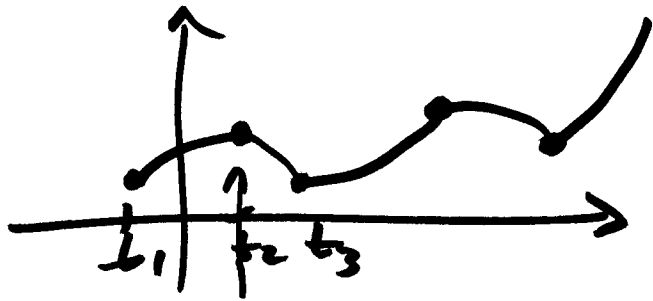
It is hard to eliminate the wiggling problem when using poly interpolation

piecewise linear is an answer



Piecewise interpolants

- 1) Hermite polys
- 2) Cubic splines
- 3) B-splines



Smoothness condition has to be imposed.

$$S'_+(x_i) = S'_-(x_i)$$

in addition, $S''_+(x_i) = S''_-(x_i)$ ← continuity of S'' .

$$S(x) = \begin{cases} \underline{b_0}' + \underline{b_1}'x + \underline{b_2}'x^2 + \underline{b_3}'x^3 & \leftarrow [x_0, x_1] \\ \vdots \\ \underline{b_0}^{n-1} + \underline{b_1}^{n-1}x + \underline{b_2}^{n-1}x^2 + \underline{b_3}^{n-1}x^3 & [x_{n-1}, x_n] \end{cases}$$

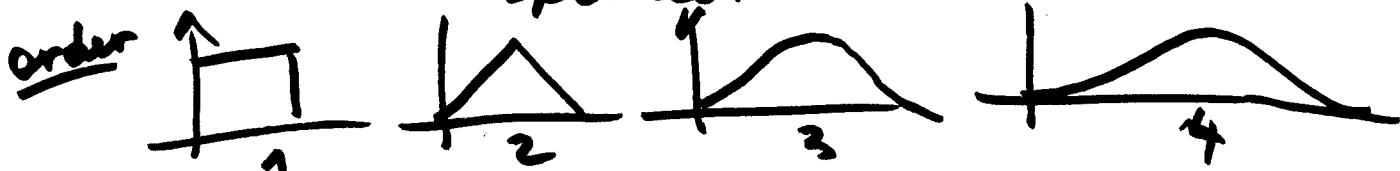
Hermite: $4(n-1)$ coefficients (unknown)
 $2(n-1)$ interp. cond.
 $+ n-2$ ← cont. of 1st deriv.
 $3n-4$ equations

→ 4 free variables.

Spline: (2) free variables

$n-2$ addit. constraints on S''

B-spline: basis functions in the space of splines.



§4. Eigenvalues & Eigenvectors.

$$\boxed{A\vec{x} = \lambda\vec{x}} \quad \vec{x} \neq 0 \quad \text{Finding directions in which } A \text{ acts by simple stretching (or expansion) or shrinking.}$$
$$\begin{bmatrix} 2 & 0 \\ 0 & 3 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 2 \\ 0 \end{bmatrix}$$

\uparrow x \uparrow $2 \cdot x$

$$\lambda(A) = \{\lambda_1, \dots, \lambda_n\} - \text{Spectrum}$$

$\lambda_i = \lambda_j \leftarrow$ repeating eigenvalues can occur

\downarrow \downarrow
 v_i $v_j \leftarrow$ if v_i, v_j are lin. dependent
 A is called defective.

$\rho(A) =$ spectral radius (used in convergence proof).

$$\lambda_i = a + ib$$

$$\lambda_j = a - ib$$

How do we find $\lambda_1, \dots, \lambda_n$?

$$(A - \lambda I)\vec{x} = 0$$

$$\det(A - \lambda I) = 0$$

characteristic eqn.

$$A = \begin{bmatrix} 1 & 1 \\ 0 & 1 \end{bmatrix} \quad |A - \lambda I| = \begin{vmatrix} 1-\lambda & 1 \\ 0 & 1-\lambda \end{vmatrix} = (1-\lambda)^2 = 0$$

$\lambda_{1,2} = 1.$

Char. eqn. $P_A(\lambda) = 0$ with roots λ_i .
poly of deg = n

\Rightarrow always have n roots.

$$\lambda_1, \lambda_2, \lambda_3 : 1, 1, 2$$

→ Having A , can find $p_A(\lambda) = 0$ s.t. roots are A 's eigenvalues $\lambda(A)$.

← Having a polynomial, $p(\lambda) = c_0 + c_1\lambda + \dots + c_{n-1}\lambda^{n-1} + \lambda^n$
can form a matrix C (companion matrix) with eigenvalues = roots of $p(\lambda)$.

Polynomials do not provide an answer to the problem, especially in finite precision.

For eigenvalue problem to be nice:

→ simple eigenvalues, no "defect" in eigenvector
"eigenvectors span the corresp eigenspaces"

→ good to have

$$\underline{X^{-1}AX} = \begin{bmatrix} & 0 \\ 0 & \end{bmatrix} \rightarrow A \text{ is diagonalizable.}$$

Similarity transform

D -diagonal

$$|X| \neq 0.$$

$$2 \cdot (5) \cdot \frac{1}{2} = 5$$

$$X = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$$

$$0.5 \Rightarrow 0$$

$$\begin{bmatrix} 2 & 0 \\ 0 & 3 \end{bmatrix} \begin{bmatrix} 2 \\ 0 \end{bmatrix} = \begin{bmatrix} 4 \\ 0 \end{bmatrix} = 2 \cdot \bar{x}$$

eigenvector = \bar{x}

$\Rightarrow 2\bar{x}$ is also an

eigenvector

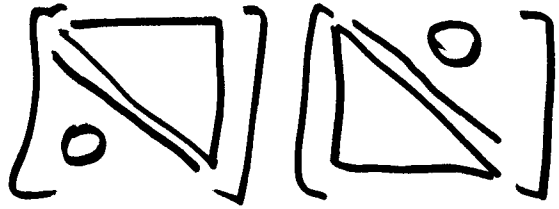
$$\begin{bmatrix} 2 & 0 \\ 0 & 3 \end{bmatrix} \begin{bmatrix} 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 0 \\ 3 \end{bmatrix} = 3 \bar{x}$$

$v_1 = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$ spans S_{v_1}

$v_2 = \begin{bmatrix} 0 \\ 1 \end{bmatrix}$ spans S_{v_2}

Types

Hessenberg



Conditioning is affected by transforms

$$\frac{X^{-1}AX}{\text{similar}}$$