

# Math 685.

## Lecture 8.

Eigenvalue problems:  $Ax = \lambda x$

### Methods:

- 1) Power method :  $x_{k+1} = Ax_k$ 
  - has to be scaled  $\frac{x_k}{\|x_k\|}$  at every step to avoid possible overflow/underflow
  - linear convergence, dep. on  $C = |\frac{\lambda_2}{\lambda_1}|$   
 $\lambda_1 > \lambda_2 > \dots > \lambda_n$        $e_{n+1} \sim C \cdot e_n$
  - $x_0$  has to be chosen s.t.  
 $x_0 = \alpha_1 v_1 + \dots + \alpha_n v_n$
  - can get complex eigenvalues, but has to have  $x_0$  - complex in this case.
- 2)  $x_{k+1} = (A - \delta I) x_k \leftarrow \text{shifted power iter.}$   
 $\lambda_k \rightarrow \max \text{ eigenvalue of } A - \delta I$   
 $= \lambda_{\max}(A) - \delta$
- 3) Inverse shifted:

$$x_k = (A - \delta I)^{-1} x_{k+1} \Rightarrow$$

converges to  $\lambda_{\min}(A - \delta I) = \min(\lambda_i - \delta)$   
 where  $\lambda_1, \dots, \lambda_n$  - eig. values of  $A$

→ Have to solve a linear system of the form  $(A - \delta I)x = b$ .

#### 4) Rayleigh Quotient Iteration

$$\lambda = \frac{x^T A x}{x^T x}$$

Step 1:  $\sigma_k = \frac{x_{k-1}^T A x_{k-1}}{x_{k-1}^T x_{k-1}}$   
 ↑ approximation to  $\lambda$ .

Step 2:  $(A - \sigma_k I)y_{k+1} = x_k,$

$$\frac{y_{k+1}}{\|y_{k+1}\|} = z_{k+1}$$

⊕ at least quadratic convergence  
 $e_{n+1} \sim C \cdot e_n^2$

⊖ recomputing  $\sigma_k$ , factoring  
 $A - \sigma_k I$  at every step is time  
 consuming, but may be worth  
 it due to savings from  
 convergence speed.

5) Deflation:  $HAH^{-1} = \begin{bmatrix} \lambda_1 & B^T \\ 0 & B \end{bmatrix}$   
 reduces problem to  
 $\dim = n-1$  and repeat  
 Need to have: good estimate of  $\lambda_1$   
 ⊖ forming  $H$  is costly.

6) Simultaneous iteration

$$X_{k+1} = A X_k$$

have to normalize (same as in power iter.)

9) QR with preliminary reduction.

Step 1. Converts A to Hessenberg form

Step 2 Do QR iteration on Hessenberg  
 $\Rightarrow O(n^2)$  operations

if A-symmetric  $\Rightarrow$  tridiagonal  
 $O(n)$  operations.

- ⊕ QR is very robust,  
esp. if all eigenvalues need to be  
computed.
- ⊖ Very expensive for large n
- ⊖ if only several  $\lambda_i(A)$  are needed,  
might be outperformed by other  
methods.
- ⊖ "fill-in" can occur for sparse A.

Krylov subspace methods,

Instead of working on the orthonormal  
basis of  $R^n$ , construct approximations  
incrementally.

$$K_n = [\vec{x}_0 \quad A\vec{x}_0 \quad \dots \quad A^{k-1}\vec{x}_0]$$

Want: rotations transforming A  
into a Hessenberg form through  
 $K_n^{-1}A K_n = C_n$  (Companion  
matrix)

## Alternative :

Orthogonal iteration :

$$\text{reduced} \quad \begin{cases} \hat{Q}_k R_k = x_{k-1} \\ x_k = A \hat{Q}_k \end{cases} \quad Q_k - n \times p \quad R_k = \begin{pmatrix} P \\ P \end{pmatrix}$$

QR-decomp.

By Schur decomposition, there is a  $\hat{Q}$  s.t.  $A\hat{Q} = \hat{Q}B$  where  $B$  is in triangular form.

7) QR iteration:  $\underline{A_k = R_k \hat{Q}_k^H}$ ,  $A_{k-1} = \hat{Q}_k R_k$

$$A_k = \hat{Q}_k^H A_{k-1} \hat{Q}_k$$

Unitary similar to  $A$  for general  $A$

In general, can be slow to converge.

8) QR with shift :

$$Q_k R_k = A_{k-1} - \sigma_k I \leftarrow \text{QR on shifted } A_{k-1}$$

$$A_k = R_k Q_k + \sigma_k I \leftarrow \text{recompute } A_k$$

⊕ Speed up QR by using  $\sigma_k$  approximation

$$\sigma_k \approx a_{nn}^{(k-1)} \quad A_{k-1} = \begin{pmatrix} * & \\ & a_{nn} \end{pmatrix}$$

other shifts are possible

⊖ QR requires  $O(n^3)$  operations.

$$K_n = Q_n R_n$$

$$H \equiv Q_n^H A Q_n - \text{Hessenberg form}$$

I want to compute elements of  $H$

Arnoldi iter.  $\left\{ \begin{array}{l} 1) Aq_k = h_{1k} q_1 + \dots + h_{kk+1, k} \underline{\underline{q_{k+1}}} \\ 2) h_{jk} = q_j^H A q_k \end{array} \right.$

By repeating this process:  $A \rightsquigarrow H$

s.t.  $\lambda(H) = \text{Ritz values} \approx \lambda(A)$

$Q_K v(H) = \text{Ritz vectors} \approx v(A)$

↑ eig. vectors of  $H$

↑ eig. vec.  
of  $A$

In case  $A$ -symm. or Hermitian  $\Rightarrow$   
Arnoldi iteration can be made  
more efficient by using Lanczos  
iteration which converts  $A$  into  
a tridiagonal form: 