C6.1 Numerical Linear Algebra

- SVD and its properties, applications
- Direct methods for linear systems and least-squares problems
- Direct methods for eigenvalue problems
- Krylov subspace methods for linear systems
- Krylov subspace methods for eigenvalue problems
- Other topics in numerical linear algebra (randomised algorithms etc)

References

Trefethen-Bau (97): Numerical Linear Algebra

covers essentials, beautiful exposition

Golub-Van Loan (12): Matrix Computations

classic, encyclopedic

▶ Horn and Johnson (12): Matrix Analysis (& topics (86))

excellent theoretical treatise, little numerical treatment

J. Demmel (97): Applied Numerical Linear Algebra

impressive content, some niche

► N. J. Higham (02): Accuracy and Stability of Algorithms

bible for stability, conditioning

H. C. Elman, D. J. Silvester, A. J. Wathen (14): Finite elements and fast iterative solvers

PDE applications of linear systems, preconditioning

What is numerical linear algebra?

The study of numerical algorithms for problems involving matrices Two main (only!?) problems:

1. Linear system

$$Ax = b$$

2. Eigenvalue problem

$$Ax = \lambda x$$

 λ : eigenvalue (eigval), x: eigenvector (eigvec)

Why numerical linear algebra?

- Many (in fact most) problems in scientific computing (and even machine learning) boil down to a linear problem
 - Because that's often the only way to deal with the scale of problems we face today! (and in future)
 - For linear problems, so much is understood and reliable algorithms available
- ▶ Ax = b: e.g. Newton's method for F(x) = 0, $F : \mathbb{R}^n \to \mathbb{R}^n$ nonlinear
 - 1. start with initial guess $x^{(0)} \in \mathbb{R}^n$
 - 2. find Jacobian matrix $J \in \mathbb{R}^{n \times n}$, $J_{ij} = \frac{\partial F_i(x)}{\partial x_i}|_{x=x^{(0)}}$
 - 3. update $x^{(1)} := x^{(0)} J^{-1}F(x^{(0)})$, repeat

Ax = λx: e.g. Principal component analysis (PCA), data compression, Schrödinger eqn., Google pagerank,

 Other sources: differential equations, optimisation, regression, data analysis, ...