

## CS 594 – Scientific Computing for Engineers

### Homework # 9

Due: April 11, 2012

There are two parts of this homework. The first one is more theoretical and its purpose is for you to gain a more thorough understanding of the ideas discussed in the “[Projection and its Importance in Scientific Computing](#)” lecture. The second part is intended to introduce you to some libraries and tools for linear algebra.

#### PART I:

1. Prove that the CGS and MGS, as defined on slides #13 and #14, are equivalent in exact arithmetic and that the vectors resulting from the algorithms are orthonormal.
2. Show that the algorithm on slide #18 results in  $Q$  (step 3) that has orthonormal columns (i.e.  $Q^T Q = I$ ).  
(Note that this yields an orthogonalization procedure with  $A = QL^T$ ).
3. Find the projection in  $\text{span}\{x, x^3, x^5\}$  of  $f(x) = \sin(x)$  on the interval  $[-1,1]$  using the inner product and norm as given on slide #36.

#### PART II:

This part is to get you started with BLAS, LAPACK, matlab, and the cs594 project.

1. File `chol_qr_it.m` implements a QR factorization in matlab. You can try it for example with the following sequence:

```
Start matlab (e.g., on battlecat0.eecs.utk.edu) with  
> matlab -nojvm
```

```
and try the following
```

```
> n=32; m=1000;  
> j=0:n-1;  
> sigma = 2.^(-j);  
> X = randn(n);  
> [u,s,v]=svd(X);  
> norm(X-u*s*v')  
> X=u*diag(sigma)*v';  
> cond(X)  
> [q,r]=chol_qr_it(X);  
> norm(X-q*r)  
> norm(eye(n) - q'*q)  
> tic, [q,r]=chol_qr_it(X); toc  
> tic, [Q,R]=qr(X,0); toc
```

**Report briefly on what is each of these lines doing (you can get help from matlab by typing 'help svd' for example, to find out what is svd).**

- 2. Implement chol\_qr\_it.m (in C or Fortran) using calls to LAPACK and BLAS (ATLAS should be installed). Note that you have all the functions that you need (e.g.  $Q^T Q$  is in BLAS 3, svd is Lapack's DGESVD, etc. Test on 3 random matrices of size 1000x32, 2000x32, and 3000x32 and report on the norms of  $X - q * r$  and  $I - q' * q$  as in the matlab code.**