

ARNOLDI

①

$$A \in \mathbb{C}^{m \times m} \quad b \in \mathbb{C}^{m \times 1}$$

Build $A = QHQ^*$ vector by vector

$b =$ starting vec.

$$q_1 = \frac{1}{\|b\|} b$$

FOR $j = 1, 2, 3, \dots$

$$v = Aq_j$$

FOR $i = 1, 2, 3, \dots, j$

$$h_{ij} = q_i^* v$$

$$v = v - h_{ij} q_i$$

END

$$h_{j+1,j} = \|v\|$$

$$q_{j+1} = \frac{1}{h_{j+1,j}} v$$

END

Evals of $H(1:n, 1:n) \approx$ "some" evals of A

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Suppose $A = A^T$ is real! ②

$H = H^T \Rightarrow H = T$ is tridiag

$$A = QTQ^*$$

← mostly zero
since H is tridiag

Just two
steps involve
actual work!

LANCZOS

Given real sym $A \in \mathbb{R}^{m \times m}$
 $b \in \mathbb{R}^{m \times 1}$ is starting vector

Seek $A = Q T Q^*$

$$\beta_0 = 0 \quad q_0 = 0 \quad q_1 = \frac{1}{\|b\|} b$$

FOR $j = 1, 2, 3, \dots$

$$v = A q_j$$

$$\alpha_j = q_j^t v$$

$$v = v - \beta_{j-1} q_{j-1} - \alpha_j q_j$$

$$\beta_j = \|v\|$$

$$q_{j+1} = \frac{1}{\beta_j} v$$

END

Different notation! ③

$$T = \begin{bmatrix} \alpha_1 & \beta_1 & 0 & 0 & \dots \\ \beta_1 & \alpha_2 & \beta_2 & 0 & \dots \\ 0 & \beta_2 & \alpha_3 & \beta_4 & \dots \\ 0 & 0 & \beta_3 & \alpha_4 & \dots \\ \vdots & \vdots & \vdots & \vdots & \ddots \end{bmatrix}$$

* Only need to store 3 vectors in order to compute T.

* May lose orthogonality due to round-off errors. \rightarrow Reorthogonalize

* Sometimes converges very fast!

KRYLOV METHODS

(4)

* For general square matrix: Arnoldi iteration
→ Approximations to evcls
→ Solve $Ax=b$ using GMRES.

* For real symmetric matrix:
Arnoldi becomes LANCZOS.
Faster due to 3-term recurrence.
Better convergence.

→ Solve $Ax=b$ using MINRES ← Not covered

* If A is real and positive, then
method of choice is CONJUGATE GRADIENTS (CG)

* There are specialized methods for general A .

E.g. work with $B = \begin{bmatrix} 0 & A \\ A^* & 0 \end{bmatrix}$

* Preconditioners.

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