Computational Methods in Inverse Problems, Mat-1.3626

Fall 2007

Erkki Somersalo/Knarik Tunyan

Excercise 2, 1.10.-7.10.2007

1. Consider the equation

$$Ax = b, \quad A \in \mathbb{R}^{m \times n}, \ b \in \mathbb{R}^m.$$

By multiplying the equation from the left with $A^{\rm T}$ we obtain the so called *normal equations*,

$$A^{\mathrm{T}}Ax = A^{\mathrm{T}}b,$$

where the matrix $A^{\mathrm{T}}A \in \mathbb{R}^{n \times n}$ is a square matrix, so the system is formally determined. Analyze the normal equations using the singular value decomposition of A. In particular, answer the following questions: In terms of the singular values of A, when is $A^{\mathrm{T}}A$ invertible? What is the pseudoniverse of it? What is the connection between the pseudoinverse of A and $(A^{\mathrm{T}}A)^{\dagger}A^{\mathrm{T}}$.

- 2. In terms of the singular values of A, when is AA^{T} invertible? Is $A^{\mathrm{T}}(AA^{\mathrm{T}})^{-1}b$ then a solution of Ax = b? What about $A^{\mathrm{T}}(AA^{\mathrm{T}})^{\dagger}$? Is it equal to $(A^{\mathrm{T}}A)^{\dagger}A^{\mathrm{T}}b$, and if not in general, under what conditions?
- 3. The mappings $A^{\dagger}A$ and AA^{\dagger} are orthogonal projections. Show this, and find the subspaces on which they project.
- 4. Show the Moore-Penrose identities,

$$\begin{aligned} A^{\dagger}AA^{\dagger} &= A^{\dagger}, \\ AA^{\dagger}A &= A, \\ (A^{\dagger}A)^{\mathrm{T}} &= A^{\dagger}A, \\ (AA^{\dagger})^{\mathrm{T}} &= AA^{\dagger}. \end{aligned}$$

Can you interpret these results?

5. Normal equations and ill-conditioning: Form the matrix $A \in \mathbb{R}^{2 \times 2}$,

$$A = UDU^{\mathrm{T}},$$

where

$$U = \begin{bmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{bmatrix}, \quad D = \begin{bmatrix} 1 \\ 10^{-k} \end{bmatrix},$$

where $\theta = \pi/3$, and k = 10, for instance. Using Matlab, calculate

$$A^{-1}b$$
, and $(A^{\mathrm{T}}A)^{\mathrm{T}}A^{\mathrm{T}}b$, $b = \begin{bmatrix} 1\\1 \end{bmatrix}$.

Why are they not equal? Change the value k and analyze what happens.